
THE INTEL MICROPROCESSORS

**8086/8088, 80186/80188, 80286, 80386,
80486, Pentium, and Pentium Pro Processor**

Architecture, Programming, and Interfacing

Fourth Edition

BARRY B. BREY
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*This text is dedicated to the memory of my father,
Wilmer A. Brey,
who worked for over 40 years in the steel industry
to provide America with the raw materials
to become a great industrial power.*

PREFACE

This fourth edition text is written for the student in a course of study that requires a thorough knowledge of programming and interfacing of the Intel family of microprocessors. It is a very practical reference text for anyone interested in all programming and interfacing aspects of this important microprocessor family. Today, anyone functioning or striving to function in a field of study that uses computers must understand assembly language programming and interfacing. Intel microprocessors have gained wide applications in many areas of electronics, communications, control systems, and particularly in desktop computer systems.

ORGANIZATION AND COVERAGE

In order to cultivate a comprehensive approach to learning, each chapter of the text begins with a set of objectives that briefly define the contents of the chapter. This is followed by the body of the chapter, which includes many programming applications that illustrate the main topics of the chapter. At the end of each chapter, a numerical summary, which doubles as a study guide, reviews the information presented in the chapter. Finally, questions and problems are provided to promote practice and mental exercise with the concepts presented in the chapter.

This text contains many example programs, using the Microsoft MACRO assembler program, to provide an opportunity to learn how to program the Intel family of microprocessors. Operation of the programming environment includes the linker, library, macros, DOS function, and BIOS functions.

Also provided is a thorough description of each family member, memory systems, and various I/O systems that include disk memory, ADC and DAC, 16550 UART, PIAs, timers, keyboard/display controllers, arithmetic coprocessors, and video display systems. Also discussed are the personal computer system buses (ISA, VESA, and PCI). Through these systems, a practical approach to microprocessor interfacing is learned.

APPROACH

Because the Intel family of microprocessors is quite diverse, this text initially concentrates on real mode programming, which is compatible with all versions of the Intel family of microprocessors. Instructions for each family member, which includes the 80386, 80486, Pentium, and

Pentium Pro processors are compared and contrasted with the 8086/8088 microprocessors. This entire series of microprocessors is very similar, which allows more advanced versions to be learned once the basic 8086/8088 microprocessors are understood. Please note that the 8086/8088 are still used in controllers, along with their updated counterparts, the 80186/80188 and 80386EX embedded controllers.

In addition to fully explaining the programming and operation of the microprocessor, this text also explains the programming and operation of the numeric coprocessor (8087/80287/80387/80486/80487/Pentium/Pentium Pro). The numeric coprocessor functions in a system to provide access to floating-point calculations that are important in applications such as control systems, video graphics, and computer-aided design (CAD). The numeric coprocessor allows a program to access complex arithmetic operations that are otherwise difficult to achieve with normal microprocessor programming.

Also described are the pin-outs and functions of the 8086–80486 and Pentium/Pentium Pro microprocessors. Interfacing is first developed using the 8088/8086 with some of the more common peripheral components. After learning the basics, a more advanced emphasis is placed on the 80186/80188, 80386, 80486, Pentium, and Pentium Pro microprocessors. Because of its similarity to the 8086 and 80386, coverage of the 80286 is minimized so that the 80386, 80486, Pentium, and Pentium Pro can be covered in complete detail.

By studying the operation and programming of the microprocessor and numeric co-processor, as well as the interfacing of all family members, you will be provided with a working and practical background on the Intel family of microprocessors. On completion of a course of study based on this text, you should be able to:

- Develop control software to control an application interface to the 8086/8088, 80186/80188, 80286, 80386, 80486, Pentium, and Pentium Pro microprocessors. Generally, the software developed will function on all versions of the microprocessor. This software also includes DOS-based applications.
- Program using DOS function calls to control the keyboard, video display system, and disk memory in assembly language.
- Use the BIOS functions to control the keyboard, display, and various other components in the computer system.
- Develop software that uses macro sequences, procedures, conditional assembly directives, and flow control assembler directives.
- Develop software that uses interrupt hooks and hot-keys to gain access to terminate and stay resident software.
- Program the numeric coprocessor (80287/80387/80486/80487/Pentium/Pentium Pro) to solve complex equations.
- Explain the differences between the family members and highlight the features of each member.
- Describe and use real and protected mode operation of the 80286, 80386, 80486, Pentium, and Pentium Pro microprocessors.
- Interface memory and I/O systems to the microprocessor.
- Provide a detailed and comprehensive comparison of all family members, their software, and hardware interface.
- Explain the operation of disk and video systems.
- Interface small systems to the ISA, VESA local, and PCI bus in a personal computer system.

CONTENT OVERVIEW

Chapter 1 introduces the Intel family of microprocessors, with an emphasis on the microprocessor-based computer system. This first chapter serves to introduce the microprocessor, its history, its operation, and the methods used to store data in a microprocessor-based system. In this edition, we also include a coverage of number systems for those who are unaware of them. Chapter 2 explores the programming model of the microprocessor and system architecture. Both real and protected mode operation are explained in this second introductory chapter.

Once an understanding of the basic machine is grasped, Chapters 3–6 explain how each instruction functions with the Intel family of microprocessors. As instructions are explained, simple applications are presented to illustrate their operation and to develop basic programming concepts.

After the basis for programming is developed, Chapter 7 provides applications using the assembler program. These applications include programming using DOS and BIOS function calls and the mouse function calls. Disk files are explained as well as keyboard and video operation on a personal computer system. This chapter provides the tools required to develop virtually any program on a personal computer system. It also introduces the concept of interrupt hooks and hot-keys.

Chapter 8 introduces the 8086/8088 family as a basis for learning the basic memory and I/O interfacing concepts that follow in later chapters. This chapter shows the buffered system as well as the system timing.

Chapter 9 provides complete detail on memory interface using both integrated decoders and programmable logic devices. Parity is illustrated as well as dynamic memory systems. The 8-, 16-, 32-, and 64-bit memory systems are provided so that the 8086–80486 and Pentium/Pentium Pro microprocessors can be interfaced to memory.

Chapter 10 provides a detailed look at basic I/O interfacing by discussing PIAs, timers, keyboard/display interfaces, 16550 UART, and ADC/DAC. It also describes the interface of both DC and stepper motors.

Once these basic I/O components and their interface to the microprocessor is understood, Chapters 11 and 12 provide detail on advanced I/O techniques that include interrupts and direct memory access (DMA). Applications include a printer interface, real-time clock, disk memory, and video systems.

Chapter 13 details the operation and programming for the 8087–Pentium Pro family of arithmetic coprocessors. Today, few applications function efficiently without the power of the arithmetic coprocessor. Remember that all Intel microprocessors since the 80486 contain a coprocessor.

Chapter 14 shows how to interface small systems to the personal computer through the use of the ISA, VESA, and PCI bus interfaces. This chapter, new to this edition, provides a launching point for the many cards being designed for use in the personal computer embedded in control systems in the industry.

Chapters 15 and 16 provide detail on the advanced 80186/80188–80486 microprocessors. In these chapters, we explore the differences between these microprocessors and the 8086/8088, as well as their enhancements and features. Cache memory, as well as interleaved and burst memory, are described with the 80386 and 80486 microprocessors. Also described are memory management and memory paging.

Chapter 17 details the Pentium and Pentium Pro microprocessors. These new microprocessors are based upon the original 8086/8088 and should carry Intel well into the next century.

Four appendixes are included to enhance the application of the text:

1. Appendix A includes a complete listing of the DOS INT 21H function calls. This appendix also details the use of the assembler program and many of the BIOS function calls, including BIOS function call INT 10H.

2. Appendix B gives a complete listing of all 8086–Pentium Pro instructions, including many example instructions and machine coding in hexadecimal, as well as clock timing information.
3. Appendix C provides a compact list of all the instructions that change the flag bits.
4. Appendix D provides answers for the even-numbered questions and problems from the text.

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STAY IN TOUCH

You can stay in touch with me through the Internet. My Internet site contains information about all of my textbooks and many important links that are specific to the personal computer, microprocessors, hardware, and software. Also available is a weekly lesson that details many of the aspects of the personal computer. My Internet address is <http://users1.ee.net/brey/>

LAB SUPPORT

A lab manual, *Instructor's Manual to Accompany The Intel Microprocessors: 8086/8088, 80186, 80286, 80386, 80486, Pentium, and Pentium Pro Microprocessors: Architecture, Programming, and Interfacing* (ISBN: 0-13-262981-X), is available from Prentice Hall to support the programming portion of this text.

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Architecture, Programming, and Interfacing

Fourth Edition

CHAPTER 1

Introduction to the Microprocessor and Computer

INTRODUCTION

This chapter provides an overview of the Intel family of microprocessors. Included is a discussion of the history of computers and the function of the microprocessor in the microprocessor-based computer system. Also introduced are the terms and jargon of the computer field so that **computerese** is understood and used when discussing microprocessors and computers.

The block diagram, and a description of the function of each block, detail the operation of a computer system. The chapter also shows how the memory and input/output system of the personal computer function. Finally, the way that data are stored in the memory is provided so that each data type can be used as software is developed. Numeric data are stored as integers, floating-point, and binary-coded decimal (BCD); alphanumeric data are stored using the ASCII (American Standard Code for Information Interchange) code.

CHAPTER OBJECTIVES

Upon completion of this chapter, you will be able to:

1. Use appropriate computer terminology including bit, byte, data, real memory system, expanded memory system (EMS), extended memory system (XMS), DOS, BIOS, I/O, and so forth.
2. Briefly detail the history of the computer and list applications performed by the computer.
3. Provide an overview of the various 80X86 and Pentium/Pentium Pro family members.
4. Draw the block diagram of a computer system and explain the purpose of each block.
5. Describe the function of the microprocessor and detail its basic operation.
6. Define the contents of the memory system in the personal computer.
7. Convert between binary, decimal, and hexadecimal numbers.
8. Differentiate and represent numeric and alphabetic information as integers, floating-point, BCD, and ASCII data.

1-1**A HISTORICAL BACKGROUND**

This first section outlines the historical events leading to the development of the microprocessor and, specifically, the extremely powerful and current 80X86¹ and Pentium and Pentium Pro² microprocessors. Although a study of history is not essential to understand the microprocessor, it provides a historical perspective on the fast-paced evolution of the computer.

The Mechanical Age

The idea of a computing system is not new—it existed long before modern electrical and electronic devices were invented. The idea of calculating with a machine dates to before 500 B.C. when the Babylonians invented the **abacus**, the first mechanical calculator. The abacus, which uses strings of beads to perform calculations, was used by Babylonian priests to keep track of their vast storehouses of grain. The abacus, which was used extensively and is still in use today, was not improved until 1642, when Blaise Pascal, the mathematician, invented a calculator constructed of gears and wheels. Each gear contained 10 teeth that, when moved one complete revolution, advanced a second gear one place. This is the same principle employed in a car's odometer mechanism and is the basis of all mechanical calculators. Incidentally, the PASCAL programming language is named in honor of Blaise Pascal for his pioneering work in mathematics and with the mechanical calculator.

The arrival of the first practical geared, mechanical machines used to compute information automatically dates to the early 1800s. This is before humans invented the light bulb or before much was known about electricity. In this dawn of the computer age, humans dreamed of mechanical machines that could compute numerical facts with a program—not merely calculate facts as with a calculator.

One early pioneer of mechanical computing machinery was Charles Babbage, who was aided by Augusta Ada Byron, the Countess of Lovelace. Babbage was commissioned in 1823 by the Royal Astronomical Society of Great Britain to produce a programmable calculating machine. This machine was to generate navigational tables for the Royal Navy. He accepted the challenge and began to create what he called his **Analytical Engine**. This engine was a mechanical computer that stored 1,000 20-digit decimal numbers and a variable program that could modify the function of the machine so it could perform various calculating tasks. Input to his engine was through punched cards, much as computers in the 1950s and 1960s used punched cards. It is assumed that he obtained the idea of using punched cards from Joseph Jacquard, a Frenchman who used punched cards as input to a weaving machine he invented in 1801, which is today called Jacquard's loom. Jacquard's loom used punched cards to select intricate weaving patterns in the cloth that it produced. The punched cards programmed the loom.

After many years of work, Babbage's dream began to fade when he realized that the machinists of his day were unable to create the mechanical parts needed to complete his work. The Analytical Engine required more than 50,000 machined parts, which could not be made with enough precision to allow his engine to function reliably.

The Electrical Age

The 1800s saw the advent of the electric motor (conceived by Michael Faraday); with it came a multitude of motor-driven adding machines, all based on the mechanical calculator developed by Blaise Pascal. These electrically driven mechanical calculators were common pieces of office

¹80X86 is shorthand notation that embodies the 8086, 8088, 80186, 80188, 80286, 80386, and 80486 microprocessors.

²Pentium and Pentium Pro are registered trademarks of Intel Corporation and represent either the Pentium or the Pentium Pro processors in this text.

equipment until well into the early 1970s, when the small hand-held electronic calculator, first introduced by Bomar, appeared. Monroe was also a leading pioneer of electronic calculators, but their machines were desktop, four-function models the size of cash registers.

In 1889, Herman Hollerith developed the punched card for storing data. Like Babbage, he too apparently borrowed the idea of a punched card from Jacquard. He also developed a mechanical machine—driven by one of the new electric motors—that counted, sorted, and collated information stored on punched cards. The idea of calculating by machinery intrigued the United States government so much that Hollerith was commissioned to use his punched-card system to store and tabulate information for the 1890 census.

In 1896, Hollerith formed a company called the Tabulating Machine Company. This company developed a line of machines that used punched cards for tabulation. After a number of mergers, the Tabulating Machine Company was formed into the International Business Machines Corporation, now referred to more commonly as IBM, Inc. The punched cards used in computer systems are often called **Hollerith cards** in honor of Herman Hollerith. The 12-bit code used on a punched card is called the **Hollerith code**.

Mechanical machines driven by electric motors continued to dominate the information processing world until the advent of the first electronic calculating machine in 1941 by a German inventor named Konrad Zuse. His calculating computer, the Z3, was used in aircraft and missile design during World War II for the German war effort. Had Zuse been given adequate funding by the German government, he most likely would have developed a much more powerful computer system. Zuse is today finally receiving some belated honor for his pioneering work in the area of digital electronics (which began in the 1930s) and for his Z3 computer system.

It has recently been discovered (through the declassification of British military documents) that the first truly electronic computer was placed into operation in 1943 to break secret German military codes. This first electronic computer system, which used vacuum tubes, was invented by Alan Turing. Turing called his machine **Colossus**, most likely because of its size. A problem with Colossus was that although its design allowed it to break secret German military codes generated by the mechanical **Enigma machine**, it could not solve other problems. Colossus was not programmable—it was a fixed-program computer system, which today is often called a **special-purpose computer**.

The first general-purpose programmable electronic computer system was developed in 1946 at the University of Pennsylvania. This first modern computer was called the ENIAC (**Electronics Numerical Integrator and Calculator**). The ENIAC was a huge machine containing over 17,000 vacuum tubes and over 500 miles of wires. This massive machine weighed over 30 tons, yet performed only about 100,000 operations per second. The ENIAC thrust the world into the age of electronic computers. The ENIAC was programmed by rewiring its circuits—a process that took many workers several days to accomplish. The workers changed the electrical connections on plug-boards that looked much like early telephone switchboards. Another problem with the ENIAC was the life of the vacuum tube components, which required frequent maintenance.

Breakthroughs that followed were the development of the transistor in 1948 at Bell Labs, followed by the invention of the integrated circuit in 1958 by Jack Kilby of Texas Instruments. The integrated circuit led to the development of digital integrated circuits (RTL or resistor-to-transistor logic) in the 1960s and the first microprocessor in 1971 at Intel Corporation. At this time Intel, and one of its engineers, Marcian E. Hoff, developed the 4004 microprocessor—the device that started the microprocessor revolution that continues today at an ever-accelerating pace.

Programming Advancements

Now that programmable machines had been developed, programs and programming languages began to appear. As mentioned, the first truly programmable electronic computer system was programmed by rewiring its circuits. This proved too cumbersome for practical application, so

early in the evolution of computer systems, computer languages began to appear to control the computer. The first such language was **machine language**, which was constructed of ones and zeros using binary codes that were stored in the computer's memory system in groups called programs. This was more efficient than rewiring a machine to program it, but it was still extremely time consuming to develop a program because of the sheer number of codes required. John von Neumann, the mathematician, was the first to develop a system that accepted instructions and stored them in a memory. Computers are often called **von Neumann machines** in honor of John von Neumann.

Once computer systems such as the UNIVAC I and II became available in the early 1950s, **assembly language** was used to simplify the chore of entering binary code into a computer as its instructions. The assembler allowed the programmer to use mnemonic codes such as ADD for addition in place of a binary number such as 01000111, which is cryptic. Even though assembly language was an aid to programming, it wasn't until Grace Hopper developed the first high-level programming language called **FLOW-MATIC** in 1957 that computers became easier to program. Also in 1957, IBM developed FORTRAN (**FORmula TRANslator**) for its computer systems. The FORTRAN language allowed programmers to develop programs that used formulas to solve mathematical problems. Note that FORTRAN is still used by some scientists for computer programming. Another similar language introduced about a year after FORTRAN was ALGOL (**ALGOrithmic Language**).

The first truly successful and widespread programming language for business applications was COBAL (**C**OMputer **B**usiness **O**riented **A**lgorithmic **L**anguage). Although COBAL usage has diminished somewhat in recent years, it is still a major player in many large business systems. Another fairly popular business language is RPG (**R**eport **P**rogram **G**enerator), which allows programming by specifying the form of the input, output, and calculations.

Since these early days of programming, additional languages have appeared. Some of the more common are BASIC, C/C++, PASCAL, and ADA. The BASIC and PASCAL languages were both designed as teaching languages, but have escaped the classroom and are used in many computer systems. The BASIC language is probably the easiest of all to learn. Some estimates indicate that the BASIC language is used in the personal computer for 80 percent of the programs written by users. Recently, a new version of BASIC called VISUAL BASIC has appeared, so programming in the Windows environment has become easier. The VISUAL BASIC language may eventually supplant C/C++ and PASCAL.

In the scientific community, C/C++ and PASCAL appear as control programs. Both languages, and especially C/C++, allow the programmer almost complete control over the programming environment and computer system. In many cases, C/C++ is replacing some of the low-level, machine control software normally reserved for assembly language. Even so, assembly language still plays an important role in programming. Most video games written for the personal computer are written almost exclusively in assembly language. Assembly language is also interspersed with C/C++ and PASCAL to perform machine control functions efficiently.

The ADA language is used heavily by the Department of Defense. The ADA language was named in honor of Augusta Ada Byron, Countess of Lovelace. The Countess worked with Charles Babbage in the early 1800s in the development of his Analytical Engine.

The Microprocessor Age

The world's first microprocessor, the Intel 4004, was a 4-bit microprocessor—a programmable controller on a chip—that was meager by today's standards. It addressed a mere 4,096 4-bit wide memory locations. (A **bit** is a binary digit with a value of one or zero. A 4-bit wide memory location is often called a **nibble**.) The 4004 instruction set contained only 45 instructions. It was fabricated with the then-current state-of-the-art P-channel MOSFET technology that only allowed it to execute instructions at the slow rate of 50 KIPs (**kilo-instructions per second**). This

was slow when compared to the 100,000 instructions executed per second by the 30-ton ENIAC computer in 1946. The main difference was that the 4004 weighed much less than an ounce.

At first, applications abounded for this device. The 4-bit microprocessor debuted in early video game systems and small microprocessor-based control systems. One such early video game, a shuffleboard game, was produced by Balley. The main problems with this early microprocessor were its speed, word width, and memory size. The evolution of the 4-bit microprocessor ended when Intel released the 4040, an updated version of the earlier 4004. The 4040 operated at a higher speed, although it lacked improvements in word width and memory size. Other companies, particularly Texas Instruments (TMS-1000), also produced 4-bit microprocessors. The 4-bit microprocessor still survives in low-end applications such as microwave ovens and small control systems and is still available from some microprocessor manufacturers. Most calculators are also still based on 4-bit microprocessors that process 4-bit BCD (**binary-coded decimal**) codes.

Later in 1971, realizing that the microprocessor was a commercially viable product, Intel Corporation released the 8008—an extended 8-bit version of the 4004 microprocessor. The 8008 addressed an expanded memory size (16K bytes) and contained additional instructions (a total of 48) that provided an opportunity for its application in more advanced systems. (A **byte** is generally an 8-bit wide binary number and a **K** is 1,024 bytes. Often, memory size is specified in K bytes.)

As engineers developed more demanding uses for the 8008 microprocessor, they discovered that its somewhat small memory size, slow speed, and instruction set limited its usefulness. Intel recognized these limitations and, in 1973, introduced the 8080 microprocessor—the first of the modern 8-bit microprocessors. About six months after Intel released the 8080 microprocessor, Motorola Corporation introduced its MC6800 microprocessor. The floodgates opened and the 8080—and, to a lesser degree, the MC6800—ushered in the age of the microprocessor. Soon, other companies began to introduce their own versions of the 8-bit microprocessor. Table 1-1 lists several of these early microprocessors and their manufacturers. Of these early microprocessor producers, only Intel and Motorola continue successfully to introduce newer and improved versions of the microprocessor. Zilog still manufactures microprocessors, but has remained in the background, deciding to concentrate, fairly successfully, on microcontrollers and embedded controllers instead of general-purpose microprocessors. Rockwell has all but abandoned microprocessor development in favor of modern circuitry.

What Was Special about the 8080? Not only could the 8080 address more memory and execute additional instructions, but it executed them 10 times faster than the 8008. An addition that took 20 μ s (50,000 instructions per second) on an 8008-based system required only 2.0 μ s (500,000 instructions per second) on an 8080-based system. Also, the 8080 was compatible with TTL (transistor-transistor logic), whereas the 8008 was not directly compatible. This made interfacing much easier and less expensive. The 8080 could also address four times more memory (64K bytes) than the 8008 (16K bytes). These improvements were responsible for ushering in the era

TABLE 1-1 Early 8-bit microprocessors

Manufacturer	Part Number
Fairchild	F-8
Intel	8080
MOS Technology	6502
Motorola	MC6800
National Semiconductor	IMP-8
Rockwell International	PPS-8
Zilog	Z-8

of the 8080 and the continuing saga of the microprocessor. Incidentally, the first personal computer, the MITS Altair 8800, was released in 1974. (Note that the number 8800 was probably chosen to avoid copyright violations with Intel.) The BASIC language interpreter, written for the Altair 8800 computer, was developed by Bill Gates—the founder of Microsoft Corporation. The assembler program for the Altair 8800 was written by Digital Research Corporation, which now produces DR-DOS for the personal computer.

The 8085 Microprocessor. In 1977, Intel Corporation introduced an updated version of the 8080—the 8085. This was to be the last 8-bit general-purpose microprocessor developed by Intel. Although only slightly more advanced than an 8080, the 8085 executed software at an even higher speed. An addition that took 2.0 μ s (500,000 instructions per second) on the 8080 required only 1.3 μ s (769,230 instructions per second) on the 8085. The main advantages of the 8085 were its internal clock generator, internal system controller, and higher clock frequency. This higher level of component integration reduced the 8085's cost and increased its usefulness. Intel has managed to sell well over 100 million copies of the 8085, including the 8085s manufactured by other licensed second sources, such as Advanet Micro Devices (AMD); there are over 200 million of these microprocessors in existence. Applications that contain the 8085 are still being used and designed and will likely continue to be popular well into the future. Another company that sold 500 million 8-bit microprocessors is Zilog Corporation, which produced the Z-80 microprocessor. The Z-80 is machine language code compatible with the 8085, which means that there are well over 700 million microprocessors that execute 8085/Z-80 compatible code!

The Modern Microprocessor

In 1978, Intel released the 8086 microprocessor; a year or so later, it released the 8088. Both devices were 16-bit microprocessors, which executed instructions in as little as 400 ns (2.5 MIPs or 2.5 million instructions per second). This represented a major improvement over the execution speed of the 8085. In addition, the 8086 and 8088 addressed 1M bytes of memory, 16 times more memory than the 8085. (A **1M byte memory** contains 1,024K byte-sized memory locations, or 1,048,576 bytes.) This higher execution speed and larger memory size allowed the 8086 and 8088 to replace smaller minicomputers in many applications. One other feature found in the 8086/8088 was a small 4- or 6-byte instruction cache or queue that prefetches a few instructions before they are executed. The queue sped the operation of many sequences of instructions and proved to be the basis for the much larger instruction caches found in modern microprocessors.

The increase in memory size and additional instructions of the 8086 and 8088 have led to many sophisticated applications for microprocessors. Improvements to the instruction set included a multiply-and-divide instruction, which were missing on earlier microprocessors. Also, the number of instructions increased from 45 on the 4004, to 246 on the 8085, to well over 20,000 variations on the 8086 and 8088 microprocessors. Note that these microprocessors were called **CISC (complex instruction set computers)** because of the number and complexity of instructions. The additional instructions eased the task of developing efficient and sophisticated applications even though their number was at first overwhelming and time consuming to learn. The 16-bit microprocessor also provided more internal register storage space than the 8-bit microprocessor. The additional registers allowed software to be written more efficiently.

The 16-bit microprocessor evolved mainly because of the need for larger memory systems. The popularity of the Intel family was ensured in 1981 when IBM Corporation decided to use the 8088 microprocessor in its personal computer. Applications such as spreadsheets, word processors, spelling checkers, and computer-based thesauruses were memory intensive and required more than the 64K bytes of memory found in 8-bit microprocessors to execute efficiently. The 16-bit 8086 and 8088 provided 1M bytes of memory for these applications. Soon, even 1M byte of memory proved limiting for large spreadsheets and other applications. This led Intel to introduce the 80286 microprocessor, an updated 8086, in 1983.

The 80286 Microprocessor. The 80286 microprocessor (also a 16-bit architecture microprocessor) was almost identical to the 8086 and 8088 except it addressed a 16M byte memory system instead of a 1M byte system. The instruction set of the 80286 was also almost identical to the 8086 and 8088 except for a few additional instructions that managed the extra 15M bytes of memory. The clock speed of the 80286 was increased, so it executed some instructions in as little as 250 ns (4.0 MIPS) with the original release 8.0 MHz version. Some changes also occurred in the internal execution of the instructions that led to an eight-fold increase in speed for many instructions when compared to 8086/8088 instructions.

The 32-bit Microprocessor. Applications began to demand faster microprocessor speeds, more memory, and wider data paths. This led to the arrival of the 80386, in 1986, by Intel Corporation. The 80386 represented a major overhaul of the 16-bit 8086–80286 microprocessor's architecture. The 80386 was Intel's first practical 32-bit microprocessor that contained a 32-bit data bus and a 32-bit memory address. (Note that Intel produced an earlier, although unsuccessful, 32-bit microprocessor called the iapx-432.) Through these 32-bit buses, the 80386 addressed up to 4G bytes of memory. (1G of memory contains 1,024M or 1,073,741,824 locations.) A 4G byte memory can store an astounding 1,000,000 typewritten, double-spaced pages of data. The 80386 was also available in a few modified versions such as the 80386SX, which addressed 16M bytes of memory through a 16-bit data and 24-bit address bus, and the 80386SL/80386SLC, which addressed 32M bytes of memory through a 16-bit data and 25-bit address bus. An 80386SLC version contained an internal cache memory that allowed it to process data at even higher rates. In 1995, Intel released the 80386EX microprocessor. The 80386EX is called an **embedded PC**, containing all the components of the AT class personal computer on a single integrated circuit. The 80386EX also contains 24 lines for input/output data, a 26-bit address bus, a 16-bit data bus, a DRAM refresh controller, and programmable chip selection logic.

Applications requiring higher microprocessor speeds and large memory systems include software systems that use a **GUI** or **graphical user interface**. Modern graphical displays often contain 256,000 or more picture elements (**pixels** or **pels**). The least sophisticated VGA (**variable graphics array**) video display has a resolution of 640 pixels per scanning line with 480 scanning lines. In order to display one screen of information, each picture element must be changed. This requires a high-speed microprocessor. Many new software packages use this type of video interface. These GUI-based packages require high microprocessor speeds and often accelerated video adapters for quick and efficient manipulation of video text and graphical data. The most striking system, which requires high-speed computing for its graphical display interface, is Microsoft Corporation's Windows.³ We often call a GUI a **WYSIWYG** (**what you see is what you get**) display.

The 32-bit microprocessor is needed because of the size of its data bus, which transfers real (single-precision floating-point) numbers that require 32-bit wide memory. In order to efficiently process 32-bit real numbers, the microprocessor must efficiently pass them between itself and memory. If they pass through an 8-bit data bus, it takes four read or write cycles; when passed through a 32-bit data bus, however, only one read or write cycle is required. This significantly increases the speed of any program that manipulates real numbers. Most high-level languages, spreadsheets, and database management systems use real numbers for data storage. Real numbers are also used in graphical design packages that use vectors to plot images on the video screen. These include such **CAD** (**computer aided drafting/design**) systems as **AUTOCAD**, **ORCAD**, and so forth.

Besides providing higher clocking speeds, the 80386 included a memory management unit that allowed memory resources to be allocated and managed by the operating system. Earlier

³Windows is a registered trademark of Microsoft Corporation and is currently available as version 3.1, 3.11, and Windows 95.

microprocessors left memory management completely to the software. The 80386 included hardware circuitry for memory management and memory assignment, which improved its efficiency and reduced software overhead.

The instruction set of the 80386 microprocessor was upward compatible with the earlier 8086, 8088, and 80286 microprocessors. Additional instructions referenced the 32-bit registers and managed the memory system. Note that memory management instructions and techniques used by the 80286 were also compatible with the 80386 microprocessor. These features allowed older, 16-bit software to operate on the 80386 microprocessor.

The 80486 Microprocessor. In 1989, Intel released the 80486 microprocessor, which incorporated an 80386-like microprocessor, an 80387-like numeric coprocessor, and an 8K byte cache memory system into one integrated package. Although the 80486 was not radically different from the 80386, it did include one substantial change. The internal structure of the 80486 was modified from the 80386 so about half of its instructions executed in one clock instead of two clocks. Because the 80486 was available in a 50 MHz version, about half of its instructions executed in 25ns (50 MIPs). The average speed improvement for a typical mix of instructions was about 50 percent over the 80386 operated at the same clock speed. Later versions of the 80486 executed instructions at even higher speeds with a 66 MHz double-clocked version (80486DX2). The double-clocked 66 MHz version executed instructions at the rate of 66 MHz, with memory transfers executed at the rate of 33 MHz. A triple-clocked version from Intel, the 80486DX4, improved the internal execution speed to 100 MHz with memory transfers at 33 MHz. Note that the 80486DX4 executed instructions at about the same speed as the 60 MHz Pentium. It also contained an expanded 16K byte cache in place of the standard 8K byte cache found on earlier 80486 microprocessors. Recently, Advanced Micro Devices (AMD) has produced a triple-clocked version that runs with a bus speed of 40 MHz and a clock speed of 120 MHz. The future promises to bring microprocessors that internally execute instructions at rates of up to 250 MHz or higher.

Other versions of the 80486 were called Overdrive⁴ processors. The Overdrive processor was actually a double-clocked version of the 80486DX that replaced an 80486SX or slower speed 80486DX. When the Overdrive processor was plugged into its socket, it disabled or replaced the 80486SX or 80486DX and functioned as a doubled-clocked version of the microprocessor. For example, if an 80486SX operating at 25 MHz was replaced with an Overdrive microprocessor, it functioned as a 80486DX2 50 MHz microprocessor using a memory transfer rate of 25 MHz.

Table 1–2 lists many microprocessors produced by Intel and Motorola with information about their word and memory sizes. Other companies produce microprocessors, but none have attained the success of Intel and, to a lesser degree, Motorola.

The Pentium Microprocessor. The Pentium, introduced in 1993, was similar to the 80386 and 80486 microprocessors. This microprocessor was originally labeled the P5 or 80586, but Intel decided not to use a number because it appeared to be impossible to copyright a number. The two introductory versions of the Pentium operated with a clocking frequency of 60 MHz and 66 MHz and a speed of 110 MIPs, with a higher frequency 100 MHz one and one-half clocked version operating at 150 MIPs. The double-clocked Pentium, operating at 120 MHz and 133 MHz, was also available, as were higher speed versions (200 MHz). Another difference was that the cache size was increased to 16K bytes from the 8K cache found in the basic version of the 80486. The Pentium contains an 8K byte instruction cache and an 8K byte data cache. This allowed a program transferring a large amount of memory data still to benefit from a cache. The memory system contained up to 4G bytes, with the data bus width increased from the 32-bits found in the 80386 and 80486 to a full 64-bits. The data bus transfer speed was either 60 MHz, or 66 MHz depending on the version of the Pentium. This wider data bus width accommodated double-

⁴Overdrive is a registered trademark of Intel Corporation.

TABLE 1-2 Many modern Intel and Motorola microprocessors

<i>Manufacturer</i>	<i>Part</i>	<i>Data Bus Width</i>	<i>Memory Size</i>
Intel	8048	8	2K internal
	8051	8	8K internal
	8085A	8	64K
	8086	16	1M
	8088	8	1M
	8096	16	8K internal
	80186	16	1M
	80188	8	1M
	80251	8	16K internal
	80286	16	16M
	80386EX	16	64M
	80386DX	32	4G
	80386SL	16	32M
	80386SLC	16	32M + 1K cache
	80386SX	16	16M
	80486DX/DX2	32	4G + 8K cache
	80486SX	32	4G + 8K cache
	80486DX4	32	4G + 16K cache
	Pentium	64	4G + 16K cache
	Pentium Overdrive (P24T)	32	4G + 16K cache
	Pentium Pro processor	64	64G + 16K L1 cache + 256K L2 cache
Motorola	6800	8	64K
	6805	8	2K
	6809	8	64K
	68000	16	16M
	68008Q	8	1M
	68008D	8	4M
	68010	16	16M
	68020	32	4G
	68030	32	4G + 256 cache
	68040	32	4G + 8K cache
	68050	32	Proposed, but never released
	68060	64	4G + 16K cache
	PowerPC	64	4G + 32K cache

precision floating-point numbers used for high-speed vector-generated graphical displays. It also transferred data between the memory system and microprocessor at a higher rate. This should allow virtual reality and software to operate at more realistic rates on current and future Pentium-based platforms. The widened data bus and higher execution speed of the Pentium should also allow full-frame video displays that operate at scan rates of 30 Hz or higher—comparable to commercial television.

Recently, Intel has released the long-awaited Pentium OverDrive (P24T) for older 80486 systems that operate at either 63 MHz or 83 MHz clock. The 63 MHz version upgrades older 80486DX2 50 MHz systems, and the 83 MHz version upgrades the 80486DX2 66 MHz systems. The upgraded 83 MHz system performs at a rate somewhere between a 66 MHz Pentium and a 75 MHz Pentium. If older VESA local bus video and disk caching controllers seem too expensive to toss out, the Pentium OverDrive represents an ideal upgrade path from the 80486 to the Pentium.

Probably the most ingenious feature of the Pentium is its dual integer processors. The Pentium executes two instructions, not dependent on each other, simultaneously because it contains two independent internal integer processors called superscaler technology. This allows the Pentium to often execute two instructions per clocking period. Another feature that enhances performance is a jump prediction technology that speeds the execution of programs that include loops. As with the 80486, the Pentium also employs an internal floating-point coprocessor to handle floating-point data, albeit at about a five times speed improvement. These features portend continued success for the Intel family of microprocessors. They also may allow the Pentium to replace some of the RISC (reduced instruction set computer) machines that currently execute one instruction per clock. Note that some newer RISC processors execute more than one instruction per clock through the introduction of superscaler technology. Motorola, Apple, and IBM have recently produced the PowerPC, a RISC microprocessor that has two integer units and one floating-point unit. The PowerPC certainly boosts the performance of the Apple Macintosh, but at present is slow at emulating the Intel family of microprocessors. Tests indicate that the current emulation software executes DOS and Windows applications at a speed slower than the 80486SX 25 MHz microprocessor. Because of this, the Intel family should survive for many years in personal computer systems. Note that there are currently 4 million Apple Macintosh⁵ systems and well over 160 million personal computers based on Intel microprocessors.

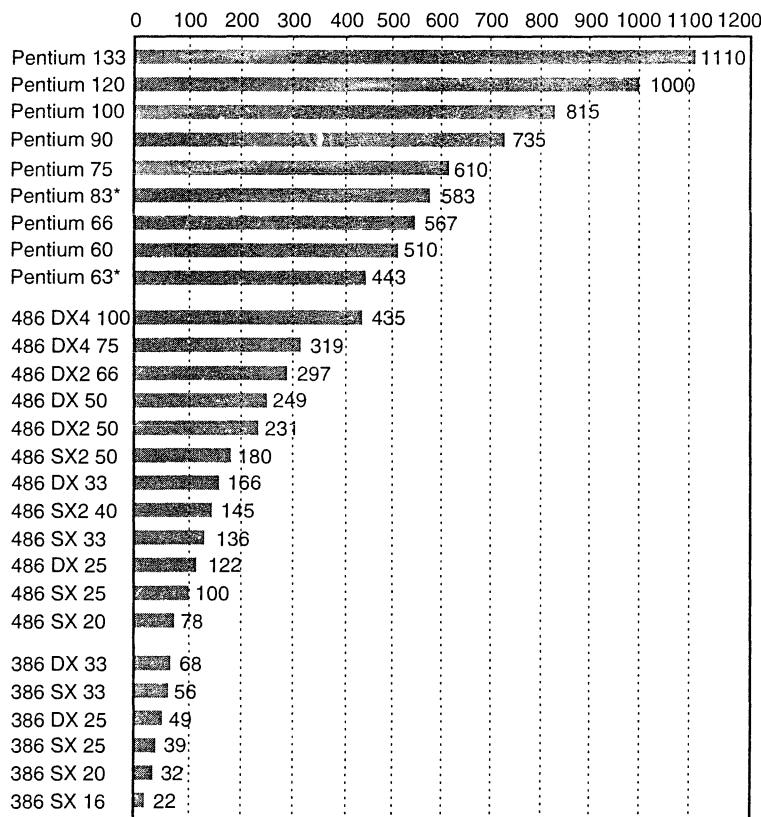
In order to compare the speeds of various microprocessors, Intel devised the iCOMP rating index. This index is a composite of SPEC92, ZD Bench, and Power Meter. Figure 1-1 shows the relative speeds of the 80386DX 25 MHz version at the low end to the Pentium 133 MHz version at the high end of the spectrum.

Pentium Pro Microprocessor. The latest entry from Intel is the Pentium Pro microprocessor, formerly code-named the P6 microprocessor. The Pentium Pro microprocessor contains 21 million transistors, 3 integer units, as well as a floating-point unit to increase the performance of most software. The basic clock frequency is 150 MHz and 166MHz in the initial offering made available in late 1995. In addition to the internal 16K level one (L1) cache (8K for data and 8K for instructions), the Pentium Pro microprocessor also contains a 256K level two (L2) cache. One other significant change is that the Pentium Pro processor uses three execution engines so it can execute up to three instructions at a time, which can conflict and still execute in parallel. This represents a change from the Pentium, which executes two instructions simultaneously as long as they do not conflict. The Pentium Pro microprocessor has been optimized to execute 32-bit code efficiently; for this reason it is often bundled with Windows NT rather than with normal versions of Windows 95. Still another change is that the Pentium Pro can address either a 4G byte memory system or a 64G byte memory system. The Pentium Pro has a 36-bit address bus if configured for a 64G memory system.

No one can really make accurate predictions, but the success of the Intel family should continue for quite a few years. What may occur is a change to RISC technology, but more likely a change to a new technology being developed jointly by Intel and Hewlett-Packard will take place. Even this new technology will undoubtedly embody the CISC instruction set of the 80X86 family of microprocessors so that software for the system will survive. The basic premise behind this technology is that many microprocessors will communicate directly with one another, allowing parallel processing without any change to the instruction set or program. Currently, the superscaler technology uses many microprocessors, but they all share the same register set. This new untried technology, to be used in the P7, contains many microprocessors that each contain their own register sets that are linked with the other microprocessors' registers. This technology should offer true parallel processing without writing any special program.

⁵Macintosh is a registered trademark of Apple Computer Corporation.

FIGURE 1–1 The Intel iCOMP index.



Note: * = Pentium OverDrive

1–2

THE MICROPROCESSOR-BASED PERSONAL COMPUTER SYSTEM

Computer systems have undergone many changes recently. Machines that once filled large areas have been reduced to small desktop computer systems because of the microprocessor. Even though these desktop computers are compact, they possess computing power that was only dreamed of a few years ago. Million-dollar mainframe computer systems, developed in the early 1980s, are not as powerful as the 80486-, Pentium-, or Pentium Pro- based computers of today. In fact, many smaller companies are replacing their mainframe computers with microprocessor-based systems. Companies such as DEC (Digital Equipment Corporation) have stopped producing mainframe computer systems in order to concentrate their resources on microprocessor-based computer systems.

This section shows the structure of the microprocessor-based personal computer system. This structure includes information about the memory and operating system used in many microprocessor-based computer systems.

Refer to Figure 1–2 for the block diagram of the personal computer. This diagram also applies to any computer system from the early mainframe computers to the latest microprocessor-based systems. The block diagram is composed of three blocks that are interconnected by buses. (A **bus** is a set of common connections that carry the same type of information. For example, the address bus, which contains 20 or more connections, conveys the memory address to the memory.) These blocks and their functions in a personal computer are outlined in this section of the text.

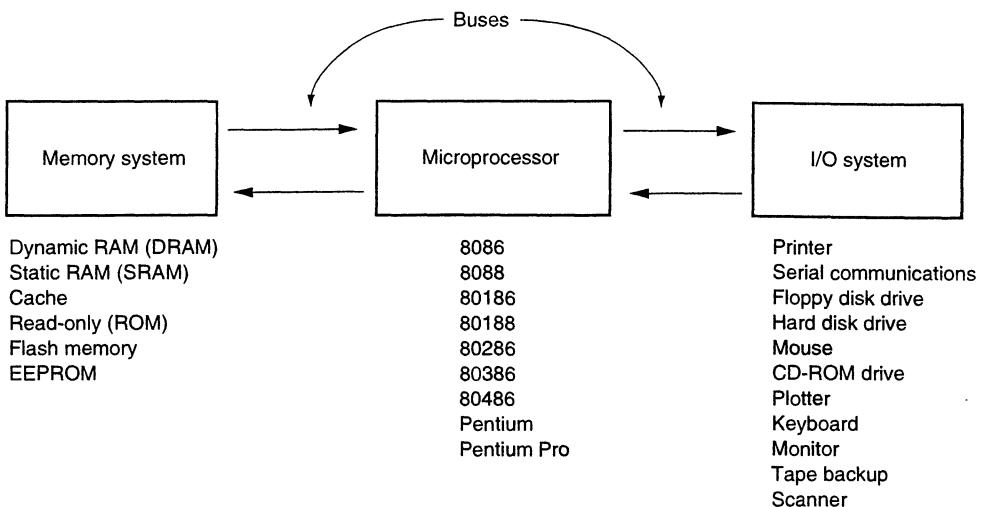


FIGURE 1–2 The block diagram of a microprocessor-based computer system

• The Memory and I/O System

The memory structure of all Intel 80X86- and Pentium-based personal computer systems are similar. This includes the first personal computers based on the 8088 introduced in 1981 by IBM to the most powerful, high-speed versions of today based on the Pentium Pro processor. Figure 1–3 illustrates the memory map of a personal computer system. This map applies to any IBM personal computer or any of the many IBM compatible clones that are in existence.

The memory system is divided into three main parts: TPA (**transient program area**), system area, and XMS (**extended memory system**). The type of microprocessor in your computer determines whether an extended memory system exists. If the computer is based upon an older 8086 or 8088 (a PC⁶ or XT⁷), the TPA and system areas exist, but there is no extended memory area. The PC and XT contain 640K bytes of TPA and 384K bytes of system memory for a total memory size of 1M byte. We often call the first 1M byte of memory the real memory because each Intel microprocessor is designed to function in this area in its real mode of operation.

Computer systems based on the 80286 through the Pentium not only contain the TPA (640K bytes) and **system area** (384K bytes); they may also contain extended memory. These machines are often called AT⁸ class machines. The PS/1 and PS/2, produced by IBM, are other versions of the same basic memory design. Sometimes these machines are also referred to as ISA (**industry standard architecture**) or EISA (**extended ISA**) machines. The PS/2 is referred to as a micro-channel⁹ architecture system or an ISA system, depending on the model number. Recently, a new bus, the PCI (**peripheral control interconnect**) bus, is being used in almost all Pentium- and Pentium Pro-processor-based systems. Extended memory contains up to 15M bytes in the 80286- and 80386SX-based computer and up to 4,095M bytes in the 80386DX-, 80486-, and Pentium-based computer in addition to the first 1M byte of real memory. The Pentium Pro processor-based computer system can have up to 1M less than 4G or 64G of extended memory. The ISA machine contains an 8-bit peripheral bus used to interface 8-bit devices to the

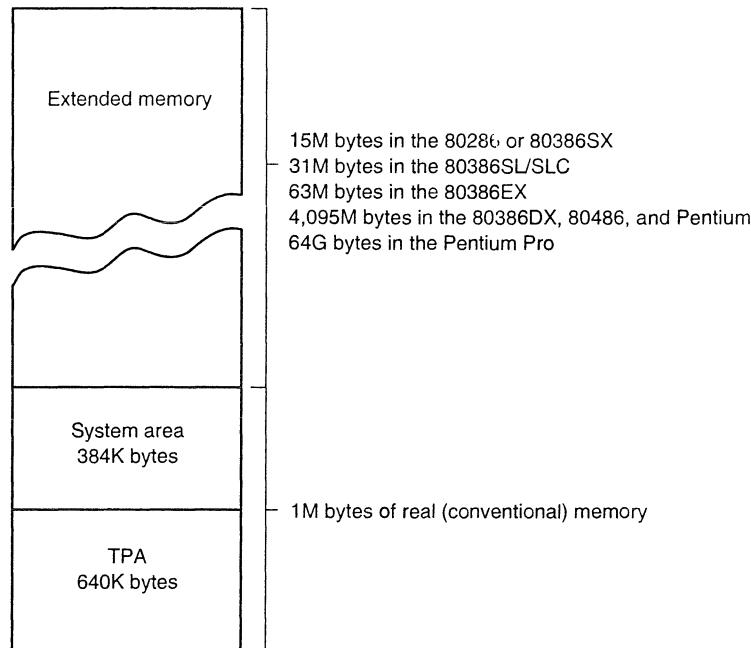
⁶PC is a trademark of IBM Corporation for the personal computer.

⁷XT is a trademark of IBM Corporation for the extended technology personal computer.

⁸AT is a trademark of IBM Corporation used to designate an advanced class computer system.

⁹Micro-channel is a registered trademark of IBM Corporation.

FIGURE 1-3 The memory map of the personal computer



computer in the 8088/8088-based PC or XT computer system. The AT class machine, also called an ISA machine, uses a 16-bit peripheral bus for interface and may contain an 80286 or above microprocessor. The EISA bus is a 32-bit peripheral interface bus found in a few older 80386DX- and 80486-based systems. Note that each of these buses is compatible with the earlier versions. That is, an 8-bit interface card functions in the 16-bit ISA or 32-bit EISA bus standards; likewise, a 16-bit interface card functions in the 16-bit ISA or 32-bit EISA standard. Another bus type found in many 80486-based personal computers is called the VESA¹⁰ local bus or VL bus. The **local bus** interfaces disk and video to the microprocessor at the local bus level. This allows 32-bit interfaces to function at the same clocking speed as the microprocessor. A recent modification to the VESA local bus supports the 64-bit data bus of the Pentium microprocessor and competes directly with the PCI bus, although it has generated little if any interest. The ISA and EISA standards function at only 8 MHz, which reduces the performance of disk and video interfaces using these standards. The PCI bus is either a 32- or 64-bit bus that is specifically designed to function with the Pentium and Pentium Pro microprocessors at a bus speed of 60 or 66 MHz.

The TPA. The transient program area (TPA) holds the operating system and other programs that control the computer system. The TPA also stores any currently active or inactive application programs. The length of the TPA is 640K bytes. As mentioned, this area of memory holds the operating system, which requires a portion of the TPA. In practice, the amount of memory remaining for application software is about 628K bytes if MSDOS¹¹ version 6.X is used as an operating system. Earlier versions of MSDOS required more of the TPA and often left only 530K bytes or less for application programs. Another operating system found in some personal computers is PCDOS¹². Both PCDOS and MSDOS are compatible, so either function in the same manner with application programs. Windows and OS/2¹³ are other operating systems that are

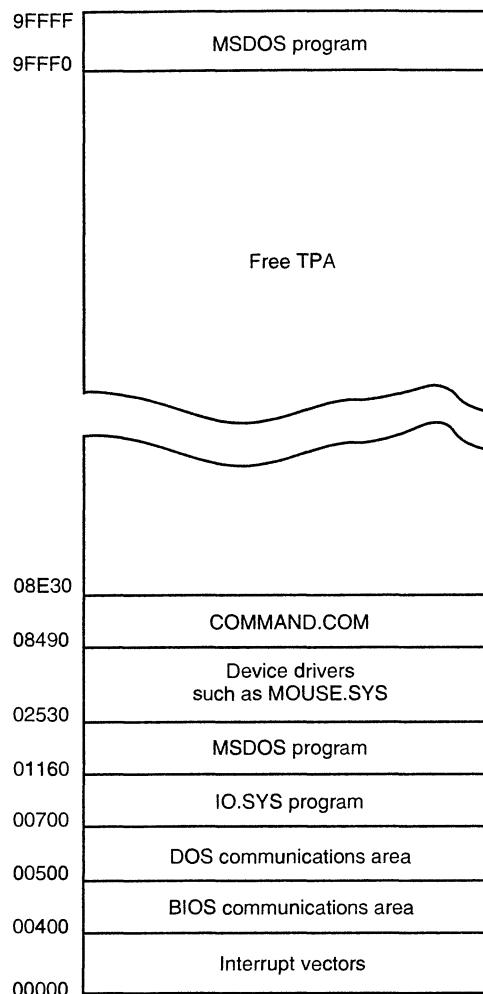
¹⁰VESA is the Video Electronic Standards Association.

¹¹MSDOS (Microsoft Disk Operating System) is a registered trademark of Microsoft Corporation.

¹²PCDOS (Personal Computer Disk Operating System) is a registered trademark of IBM Corporation.

¹³OS/2 (Operating System version 2) is a registered trademark of IBM Corporation.

FIGURE 1–4 The memory map of the TPA in a personal computer. (Note that this map will vary between systems.)



compatible with DOS and also allow DOS programs to execute. The DOS (**disk operating system**) controls the way that the disk memory is organized and controlled as well as the function and control of some of the I/O devices connected to the system. Figure 1–4 shows the organization of the TPA in a computer system.

The memory map shows how many areas of the TPA are used for system programs, data, and drivers. It also shows a large area of memory available for application programs. To the left of each area is a hexadecimal number that represents the memory addresses that begin and end each data area. Hexadecimal **memory addresses** or **memory locations** are used to number each byte of the memory system. (A **hexadecimal number** is a number represented in radix 16 or base 16 with each digit representing a value from 0–9 and A–F. We often end a hexadecimal number with an H to indicate that it is a hexadecimal value. For example, 1234H is 1234 hexadecimal. We also represent hexadecimal data as 0x1234 for a 1234 hexadecimal.)

The Interrupt vectors access various features of the DOS, BIOS (**basic I/O system**), and applications. The BIOS is a collection of programs stored in either a read-only (ROM) or flash memory that operate many of the I/O devices connected to your computer system. Note that a flash memory is an EEPROM (**electrically erasable read-only memory**) that is erased in the

system electrically, while the ROM is a device that must be programmed in a special machine called an EPROM programmer for an EPROM (**erasable/programmable read-only memory**) or at the factory when a ROM is fabricated. These programs are stored in the system area defined later in this section of the chapter.

The BIOS and DOS communications areas contain transient data used by programs to access I/O devices and the internal features of the computer system. (Refer to Appendix A for a complete listing of the BIOS and DOS communications areas.) These are stored in the TPA so they can be changed as the system operates. Note that the TPA contains read/write memory (called RAM or **random access memory**) so it can change as a program executes.

The IO.SYS is a program that loads into the TPA from the disk whenever an MSDOS or PCDOS system is started. The IO.SYS contains programs that allow DOS to use the keyboard, video display, printer, and other I/O devices often found in the computer system. The IO.SYS program links DOS to the programs stored on the BIOS ROM.

The MSDOS (PCDOS) program occupies two areas of memory. One area is 16 bytes in length and is located at the top of the TPA; the other is much larger and is located near the bottom of the TPA. The MSDOS program controls the operation of the computer system. The size of the MSDOS area depends on the version of MSDOS installed in the computer memory and how the MSDOS program is installed. If DOS is installed in high memory with the HIMEM.SYS driver, most of the TPA is free to hold application programs. Note that high memory is described later in this text and only applies to 80286 or newer microprocessors.

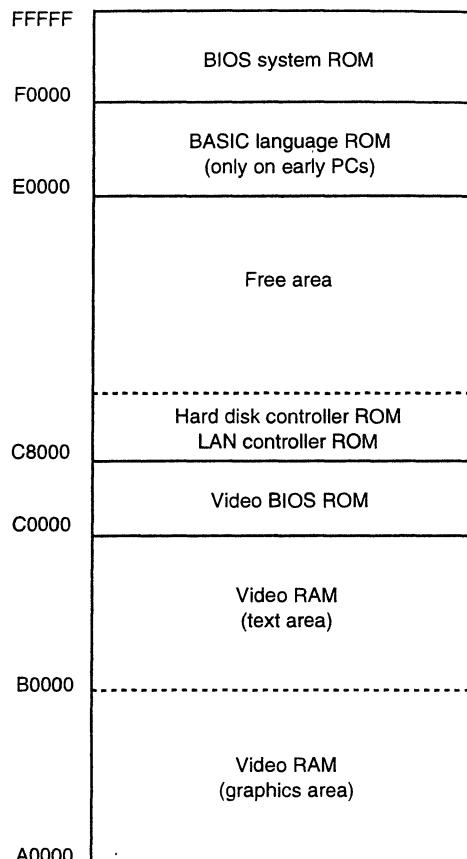
The size of the driver area and number of drivers change from one computer to another. Drivers are programs that control installable I/O devices such as a mouse, disk cache, hand scanner, and CD-ROM memory (**Compact Disc Read-Only Memory**), as well as programs. Drivers are normally files that have an extension of .SYS, such as MOUSE.SYS, in DOS version 3.2 and later, the files have an extension of .EXE, such as EMM386.EXE. Because few computer systems are identical, the driver area varies in size and contains different numbers and types of drivers. Note that even though these files are not used by Windows, they are still used to execute DOS application, even with Windows 95. Windows uses a file called SYSTEM.INI to load drivers used by Windows.

The COMMAND.COM program—command processor—controls the operation of the computer from the keyboard. The COMMAND.COM program processes the DOS commands as they are typed from the keyboard. For example, if DIR is typed, the COMMAND.COM program displays a directory of the disk files in the current disk directory. If the COMMAND.COM program is erased, the computer cannot be used from the keyboard. Never erase COMMAND.COM, IO.SYS, or MSDOS.SYS programs to make room for other software or your computer will not function. Note that these programs can be reloaded to the disk if erased with the SYS.COM program located in the DOS directory.

The free TPA area holds application programs as they are executed. These application programs include word processors, spreadsheet programs, CAD programs, and so forth. The TPA also holds TSR (terminate and stay resident) programs that remain in memory in an inactive state until activated by a hot-key sequence or other event such as an interrupt. A calculator program is an example of a TSR program that activates whenever an ALT-C key (hot-key) is typed. A hot-key is a combination of keys on the keyboard that activate a TSR program. A TSR program is often also called a pop-up program because, when activated, it appears to pop up inside another program. If Windows is installed and in use, it also uses a portion of the TPA to store information that allows it to access extended memory.

The System Area. The system area, although smaller than the TPA, is just as important. The system area contains programs on either a read-only memory (ROM) or flash memory and also areas of read/write (RAM) memory for data storage. Figure 1-5 shows the system area of a typical computer system. As with the map of the TPA, this map also includes the hexadecimal memory addresses of the various areas.

FIGURE 1–5 The system area of a typical personal computer

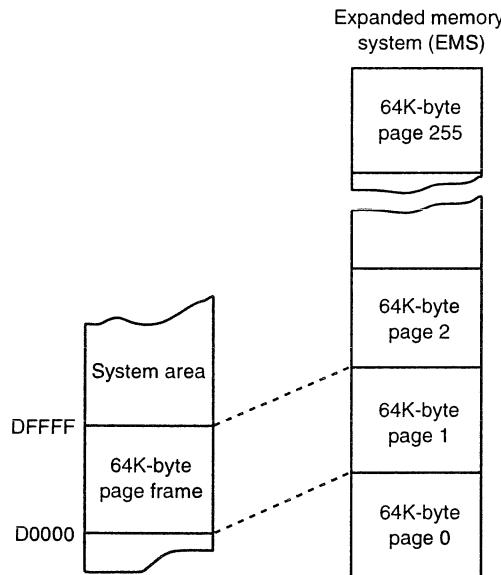


The first area of the system space contains video display RAM and video control programs on ROM or flash memory. This area generally starts at location A0000H and extends to location C7FFFH. The size and amount of memory used depends on the type of video display adapter attached to the system. Display adapters that are often attached to a computer include the earlier CGA (**color graphics adapter**) and EGA (**enhanced graphics adapter**) or one of the many newer forms of VGA (**variable graphics array**). Generally, the video RAM located at A0000H–AFFFFH stores graphical or bit-mapped data and the memory at B0000H–BFFFFH stores text data. The video BIOS, located on a ROM or flash memory, is found at locations C0000H–C7FFFH and contains programs that control the video display.

If a hard disk memory is attached to the computer, the interface card might contain a ROM. The ROM, often found with older MFM or RLL hard disk drives, holds low-level format software at location C8000H. The size, location, and presence of the ROM depends on the type of hard disk adapter attached to the computer.

- The area at locations C8000H–DFFFFH is often open or free. This area is used for the expanded memory system (EMS) in a PC or XT system or the upper memory system in an AT system. Its use depends on the system and its configuration. The **expanded memory system** allows a 64K byte page frame of memory to be used by application programs. This 64K byte **page frame** (usually location D0000H–DFFFFH) is used to expand the memory system by switching in pages of memory from the EMS into this range of memory addresses. Note that the information is addressed in the page frame as 16K byte-sized pages of data that are swapped with pages from the EMS. Figure 1–6 shows the expanded memory system. Most application programs that

FIGURE 1–6 The expanded memory system showing a page frame



state they are LIM 4.0 driver compatible can use expanded memory. The LIM 4.0 memory management driver is the result of Lotus, Intel, and Microsoft standardizing access to expanded memory systems. Note that expanded memory is slow because the change to a new 16K byte memory page requires action by the driver. Also note that expanded memory was designed to expand the memory system of the early 8086/8088-based computer systems. In most cases, except for some DOS-based games that use the sound card, expanded memory should be avoided in the 80386- through the Pentium Pro-based systems.

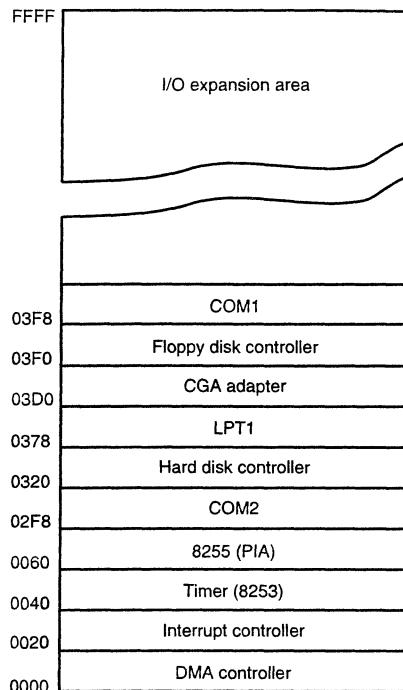
Memory locations E0000H–EFFFFH contain the cassette BASIC language on ROM found in early IBM personal computer systems. This area is often open or free in newer computer systems. In newer systems, we often back-fill this area with extra RAM called **upper memory** or **upper memory blocks**. Each upper memory block is 4K bytes in length.

Finally, the system BIOS ROM is located in the top 64K bytes of the system area (F0000H–FFFFFH). This ROM controls the operation of the basic I/O devices connected to the computer system. It does not control the operation of the video system, which has its own BIOS ROM at location C0000H. The first part of the BIOS (F0000H–F7FFFH) contains programs that set up the computer; the second part contains procedures that control the basic I/O system. Once the system is set up, upper memory blocks at locations F0000H–F7FFFH are available, if EMM386.EXE is installed. Also available for upper memory blocks are locations B0000H–B7FFFH, provided black and white video is not needed in the CGA mode.

I/O Space. The I/O (**input/output**) space in a computer system extends from I/O port 0000H to port FFFFFH. (An **I/O port address** is similar to a memory address except that instead of addressing memory, it addresses an I/O device.) The **I/O devices** allow the microprocessor to communicate between itself and the outside world. The I/O space allows the computer to access up to 64K different 8-bit I/O devices. A great number of these locations are available for expansion in most computer systems. Figure 1–7 shows the I/O map found in many personal computer systems.

The I/O area contains two major sections. The area below I/O location 0500H is considered reserved for system devices, with many depicted in Figure 1–7. The remaining area is available I/O space for expansion that extends from I/O port 0500H–FFFFH. Note that some main boards in the computer system can also use other addresses above 0500H. Generally, I/O addresses between 0000H–00FFH address components on the main board of the computer, while addresses between 0100H–0500H address devices located on plug-in cards.

FIGURE 1–7 The I/O map of a personal computer showing some of the many areas of I/O devices



Various I/O devices that control the operation of the system are usually not directly addressed. Instead, the BIOS ROM addresses these basic devices, which can vary slightly in location and function from one computer to the next. Access to most I/O devices should always be made through DOS or BIOS function calls to maintain compatibility from one computer system to another. The map shown in Figure 1–7 is provided as a guide to illustrate the I/O space in the system.

• The DOS Operating System

The operating system is the program that operates the computer. This text assumes that the operating system is either MSDOS or PCDOS, which are by far the most common operating systems found in over 160 million personal computers (85 percent, according to a recent PC magazine¹⁴ article). The Windows operating system is available to 65 million personal computers, according to the same article. Windows 95 will undoubtedly replace Windows as an important operating system. The operating system is stored on a disk that is either placed in one of the floppy disk drives or found on a hard disk drive that is either resident to the computer or to a local area network (LAN). Some dedicated systems store the DOS on a ROM. An example is the Tandy Corporation personal computer. Each time that the computer is powered up or reset, the operating system is read from the disk or LAN. We call this operation *booting the system*. Once DOS is installed in the memory by the boot, it controls the operation of the computer system, its I/O devices, and application programs. In addition to the DOS operating system, other operating systems are sometimes used to control or operate the computer. As listed in a recent article, these other operating systems include Windows from Microsoft, with over 65 million users; OS/2 from IBM, with over 4 million users; UNIX from AT&T, with over 2.0 million users; and many others.

¹⁴PC Magazine is a Ziff-Davis publication.

The first task of the DOS operating system, after loading into memory, is to use a file called the **CONFIG.SYS** file, which should not be erased. This file specifies various drivers that load into the memory, setting up or configuring the machine for operation. Example 1-1 lists an example CONFIG.SYS file for DOS version 6.X. Note that the statements in this file vary from machine to machine, and the one illustrated is just an example.

EXAMPLE 1-1

```
REM DOS VERSION 6.22 CONFIG.SYS FILE
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE NOEMS i=c800-efff
DOS=UMB
FILES=30
BUFFERS=10
SHELL=C:\DOS\COMMAND.COM C:\DOS\ /E:2048 /P
DOS=HIGH
DEVICEHIGH C:\LASERLIB\SONY_CDU.SYS
DEVICEHIGH C:\DOS\SETVER.EXE
DEVICEHIGH C:\MOUSE1\MOUSE.SYS
LASTDRIVE=F
```

The first statement (REM) is a remark that merely identifies this file and is optional. The second line informs the system to load the HIMEM.SYS driver that allows upper memory blocks to be used and also provides high memory to the system. (A **driver** is a program that controls an I/O device or some other function and is loaded before other programs by the CONFIG.SYS file.) **High memory** is a section of memory that exists beginning at location 100000H and ends at 10FEFFH, just above the first 1M byte of memory, to be used for programs in the 80286-through the Pentium-based system. This driver allows a DOS-based system access to 1M plus 64K bytes of memory. This extra 64K byte section of high memory holds most of the MSDOS version 5.0 and above, freeing additional space in the TPA.

The first four statements in this CONFIG.SYS file set up the number of files, buffers, stacks, and file control blocks required to execute various programs. These settings should be adequate for just about any program loaded into memory using DOS. In general, if a program requires more buffers, and so forth, the documentation indicates that the CONFIG.SYS file must be changed to reflect an increased need. Many modern programs automatically adjust the CONFIG.SYS file when installed by changing these parameters or by adding additional statements.

In order to enable the upper memory blocks, available only in an 80386-, 80486-, or Pentium-based system, the EMM386.EXE (**extended memory manager**) program is loaded into memory. The extended memory manager is a driver that emulates expanded memory in extended memory and also the extended memory system. This program back-fills free areas of memory within the system area so that programs can be loaded into this area and accessed directly by DOS applications. The I=c800-efff switch tells EMM386.EXE to use memory area C8000H-EFFFFH for upper memory or upper memory blocks (UMB). Drivers and programs are loaded into upper memory, freeing even more area in the TPA for application programs. Before using the I=c800-efff switch, make sure that your computer does not contain any system ROM/RAM in this area of the memory. Note that NOEMS tells EMM386.EXE to exclude expanded memory. Expanded memory can also be installed by replacing NOEMS with a number that indicates how much extended memory to allocate to LIM 4.0 expanded memory system (EMS). Today, most systems should not use expanded memory. If expanded memory is required, the NOEMS is replaced with RAM 1024 to enable 1,024 bytes of expanded memory. The FRAME=D000 statement places the page frame for expanded memory at location D0000H-DFFFFH if expanded memory is enabled. If DOS version 6.0 or higher is in use, the NOEMS statement still provides access to EMS on an as-needed basis through a driver called VCPI (**virtual control program interface**). The VCPI program dynamically allocates EMS if a program requires it and then releases it after the program completes execution.

The next two commands inform the system to provide upper memory blocks (DOS=UMB) and also dictate how many files can be opened at the same time (FILES=30). The BUFFERS statement informs DOS to allocate 10 buffers to open for file transfer areas.

The SHELL command specifies the command processor used with DOS. In this example, the COMMAND.COM file is the command processor (also selected by default) using the E:2048 /P switches. The E:2048 switch sets the environment size to 2,048 bytes. The **environment space** stores shared keywords and other information used by all applications in the system. An example is the statement SET TEMP=C:\TEMP, which informs applications that the temporary directory is on the C disk drive in a directory called TEMP. The SET command can be used to assign keywords at the DOS command prompt or in the AUTOEXEC.BAT file. The /P switch tells the command processor to make COMMAND.COM permanent. If COMMAND.COM is not permanent, it must be loaded into memory from the disk each time that DOS returns to the command prompt. Although this may free a small amount of memory, the constant access to the disk for the COMMAND.COM program increases wear and tear on the disk drive and also lengthens the time required to return to the DOS prompt. This is followed by the command DOS=HIGH, which informs the system to load DOS into the high memory area created by the HIMEM.SYS driver.

The next three lines use the DEVICEHIGH command, which loads drivers and programs into the upper memory blocks allocated by the EMM386.EXE driver. In the CONFIG.SYS file illustrated, three drivers are loaded into upper memory blocks beginning at location C8000H. The first is a program that operates a Sony CD-ROM drive, the second loads a program called SETVER, and the third loads the MOUSE driver.

The last statement in the CONFIG.SYS file illustrated shows the LASTDRIVE statement. This tells DOS which is the last disk drive connected to your computer system. By using the LASTDRIVE statement, more memory can be freed for use in the TPA. Each drive requires a buffer area; if you use the actual last drive with this statement, extra memory is made available. Other drivers may also be loaded into memory using the CONFIG.SYS file, such as a PRINT.SYS driver, ANSI.SYS driver, or any other program that functions as a driver. Driver programs normally contain the DOS extension .SYS used to indicate a system file. Be very careful when changing the CONFIG.SYS file, because an error locks up the computer system (except for DOS 6.0 and above, which can exit this type of system lockup). Once the computer is locked up by a CONFIG.SYS error, the only way to recover is to boot off a DOS floppy disk that contains the operating system with a functioning CONFIG.SYS file.

Once the operating system completes its configuration, as dictated by CONFIG.SYS, the AUTOEXEC.BAT (**automatic execution batch**) file is executed by the computer. If none exists, the computer asks for the time and date. Example 1–2 shows a typical AUTOEXEC.BAT file. This is only an example; variations often occur from system to system. The AUTOEXEC.BAT file contains commands that execute when power is first applied to the computer. These are the same commands that could be typed from the keyboard, but the AUTOEXEC.BAT saves us from doing so each time the computer is powered up.

EXAMPLE 1–2

```
PATH C:\DOS;C:\;C:\MASM\BIN;C:\MASM\BINB\;C:\UTILITY
SET BLASTER=A220 I7 D1 T3
SET INCLUDE=C:\MASM\INCLUDE\
SET HELPFILES=C:\MASM\HELP\*.HLP
SET INIT=C:\MASM\INIT\
SET ASMEX=C:\MASM\SAMPLES\
SET TMP=C:\MASM\TMP
SET SOUND=C:\SB
LOADHIGH C:\LASERLIB\MSCDFX.EXE /D:SONY_001 /L:F /M:10
LOADHIGH C:\LASERLIB\LLTSR.EXE ALT-Q
LOADHIGH C:\DOS\FASTOPEN C:=256
LOADHIGH C:\DOS\ DOSKEY /BUFSIZE=1024
```

```
LOADHIGH C:\LASERLIB\PRINTF.COM
DOSKEY GO=C:\WINDOWS\WIN /3
GO
```

The PATH statement specifies the search paths whenever a program name is typed at the command line. The order of the path search is the same as the order of the paths in the path statement. For example, if PROG is typed at the command line, the machine first searches C:\DOS, then the root directory C:\, then C:\MASMBIN and so forth until the program named PROG is found. If it isn't found, the command interpreter (COMMAND.COM) informs the user that the program is not found.

The SET statement, as introduced earlier, sets a variable name to a path. This allows names to be associated with paths for batch programs. It's also used to set command strings (environments) for various programs. The first SET command sets the environment for the sound blaster card. The second SET command sets INCLUDE to the path C:\MASM\INCLUDE\. Note that the SET statements are stored in the DOS environment space that was reserved in the CONFIG.SYS file using the SHELL statement. If the environment becomes too large, you must change the SHELL statement to allow more space.

LOADHIGH or LH places programs into upper memory blocks defined by the EMM386.EXE program. LOADHIGH is used at any DOS command prompt for loading a program into the high (upper) memory area as long as the computer is an 80386 or above. The second-last command in this AUTOEXEC.BAT file uses the DOSKEY program to define a macro for the word GO. Here the word GO is assigned the character string C:\WINDOWS\WIN /3. The COMMAND.COM program will then interpret the word GO so that the Windows program executes anytime that the word GO is typed on the keyboard at the DOS prompt. This last command then runs Windows.

The Microprocessor

At the heart of the microprocessor-based computer system is the microprocessor integrated circuit. The microprocessor is the controlling element in a computer system and is sometimes referred to as the CPU (central processing unit). The microprocessor controls memory and I/O through a series of connections called buses. Buses select an I/O or memory device, transfer data between an I/O device or memory and the microprocessor, and control the I/O and memory system. Memory and I/O are controlled through instructions that are stored in the memory and executed by the microprocessor.

The microprocessor performs three main tasks for the computer system: (1) data transfer between itself and the memory or I/O systems, (2) simple arithmetic and logic operations, and (3) program flow via simple decisions. Albeit these are simple tasks, but through them, the microprocessor performs virtually any series of operations or tasks.

The power of the microprocessor is in its ability to execute millions of instructions per second from a program or software (**group of instructions**) stored in the memory system. This stored program concept has made the microprocessor and computer system a very powerful device. Recall that Babbage also wanted to use the stored program concept in his Analytical Engine.

Table 1-3 shows the arithmetic and logic operations executed by the Intel family of microprocessors. These operations are very basic, but through them, very complex problems are solved. Data are operated upon from the memory system or internal registers. Data widths are variable and include a **byte** (8-bits), **word** (16-bits), and **doubleword** (32-bits). Note that only the 80386 through the Pentium directly manipulate 8-, 16-, and 32-bit numbers. The earlier 8086-80286 directly manipulate 8- and 16-bit numbers, but not 32-bit numbers. The 80486DX and Pentium also contain a numeric coprocessor that allows them to perform complex calculations using floating-point arithmetic. The numeric coprocessor was an additional component in the 8086- through the 80386-based personal computer.

TABLE 1–3 Simple arithmetic and logic operations

	<i>Operation</i>	<i>Comment</i>
Addition		
Subtraction		
Multiplication		
Division		
AND		Logical multiplication
OR		Logical addition
NOT		Logical inversion
NEG		Arithmetic inversion
Shift		
Rotate		

Another feature that makes the microprocessor powerful is its ability to make simple decisions. Decisions are based upon numerical facts. For example, a microprocessor can decide if a number is zero, if it is positive, and so forth. These simple decisions allow the microprocessor to modify the program flow so programs appear to think through these simple decisions. Table 1–4 lists the decision-making abilities of the Intel family of microprocessors.

Buses. A **bus** is a common group of wires that interconnect components in a computer system. The buses that interconnect the sections of a computer system transfer address, data, and control information between the microprocessor and its memory and I/O systems. In the microprocessor-based computer system, three buses exist for this transfer of information: address, data, and control. Figure 1–8 shows how these buses interconnect various system components such as the microprocessor, read/write memory (RAM), read-only memory (ROM), and a few I/O devices.

The address bus requests a memory location from the memory or an I/O location from the I/O devices. If I/O is addressed, the address bus contains a 16-bit I/O address from 0000H–FFFFH. The 16-bit I/O address or port number selects one of 64K different I/O devices. If memory is addressed, the address bus contains a memory address. The memory address varies in width with the different versions of the microprocessor. The 8086 and 8088 address 1M byte of memory using a 20-bit address that selects locations 00000H–FFFFFH. The 80286 and 80386SX address 16M bytes of memory using a 24-bit address that selects locations 000000H–FFFFFFH. The 80386SL, 80386SLC, and 80386EX address 32M bytes of memory using a 25-bit address that selects locations 0000000H–1FFFFFFH. The 80386DX, 80486SX, and 80486DX address 4G bytes of memory using a 32-bit address that selects locations 00000000H–FFFFFFFFH. The Pentium also addresses 4G bytes of memory, but it uses a 64-bit data bus to access up to 8 bytes of memory at a time. The Pentium Pro processor has a 64-bit data bus and a 32-bit address bus that addresses 4G bytes of

TABLE 1–4 Decisions found in 8086–80486 and Pentium/Pentium Pro microprocessors

	<i>Decision</i>	<i>Comment</i>
Zero		Test a number for zero or not-zero
Sign		Test a number for positive or negative
Carry		Test for a carry after addition or a borrow after subtraction
Parity		Test a number for an even or an odd number of ones
Overflow		Test for an overflow that indicates an invalid signed result after addition or subtraction

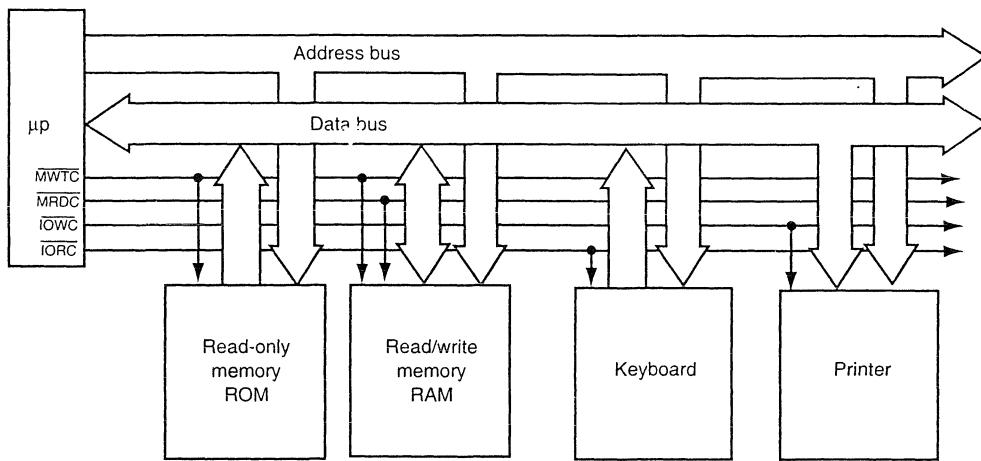


FIGURE 1–8 The block diagram of a computer system showing the address, data, and control bus structure

memory from location 00000000H–FFFFFFFFFFH or a 36-bit address bus that addresses 64G bytes of memory at locations 00000000H–FFFFFFFFH depending on its configuration. Refer to Table 1–5 for a complete listing of bus and memory sizes on the Intel family of microprocessors.

The data bus transfers information between the microprocessor and its memory and I/O address space. Data transfers vary in size from 8-bits wide to 64-bits wide in various members of the Intel microprocessor family. The 8088 contains an 8-bit data bus that transfers 8-bits of data at a time. The 8086, 80286, 80386SL, 80386SX, and 80386EX transfer 16-bits of data through their data buses; the 80386DX, 80486SX, and 80486DX transfer 32-bits of data; and finally, the Pentium and Pentium Pro transfer 64-bits of data. The advantage of a wider data bus is speed in applications that use wide data. For example, if a 32-bit number is stored in memory, it takes the 8088 microprocessor four transfer operations to complete because its data bus is only 8-bits wide. The 80486 accomplishes the same task with one transfer because its data bus is 32-bits wide. Figure 1–9 shows the memory widths and sizes of the 8086–80486 and Pentium microprocessors. Notice how the memory sizes and organizations differ between various members of the Intel

TABLE 1–5 The Intel family of microprocessor bus and memory sizes

Microprocessor	Data Bus Width	Address Bus Width	Memory Size
8086	16	20	1M
8088	8	20	1M
80186	16	20	1M
80188	8	20	1M
80286	16	24	16M
80386SX	16	24	16M
80386DX	32	32	4G
80386EX	16	26	64M
80486	32	32	4G
Pentium	64	32	4G
Pentium OverDrive	32	32	4G
Pentium Pro	64	32	4G
Pentium Pro	64	36	64G

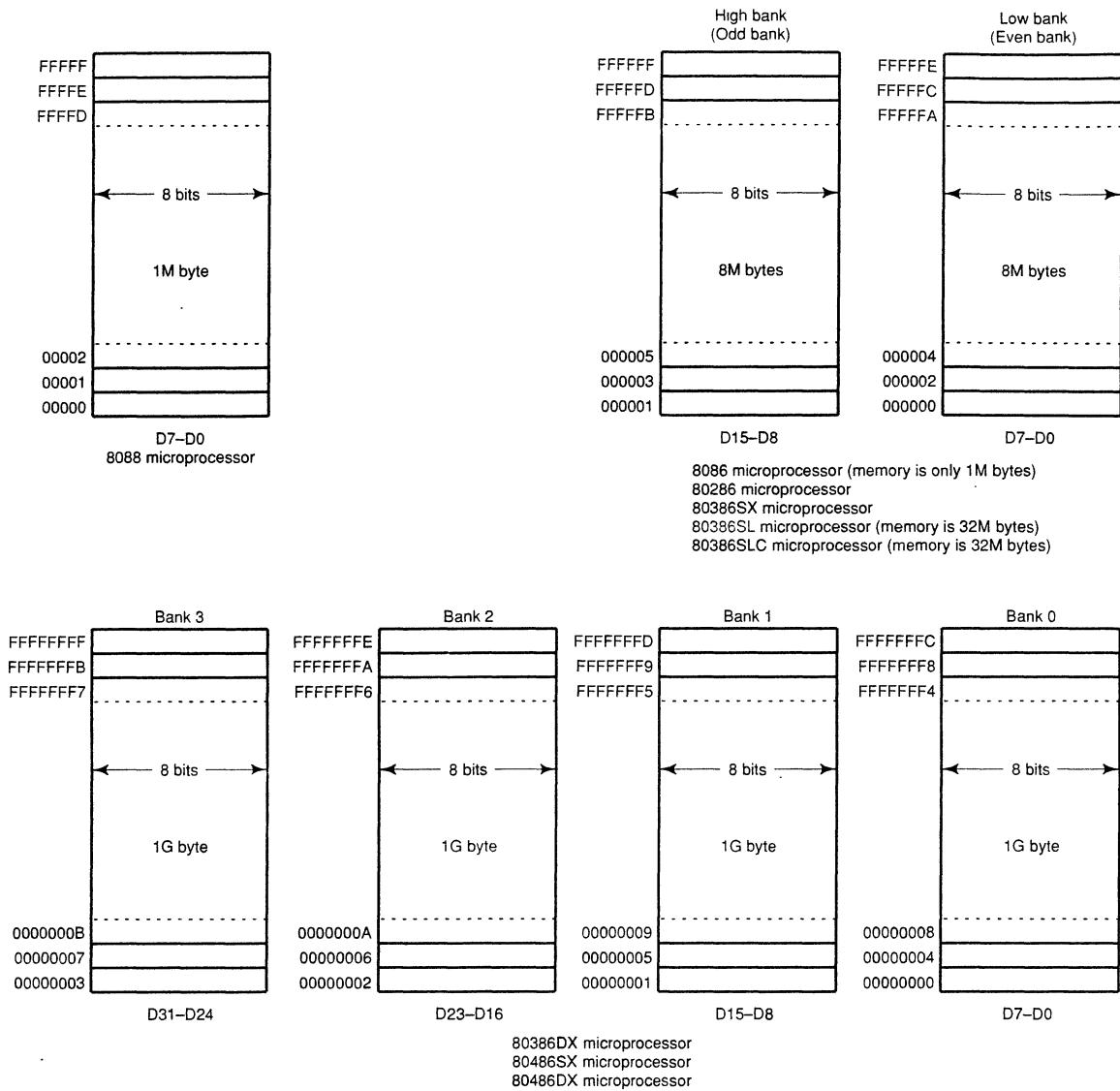
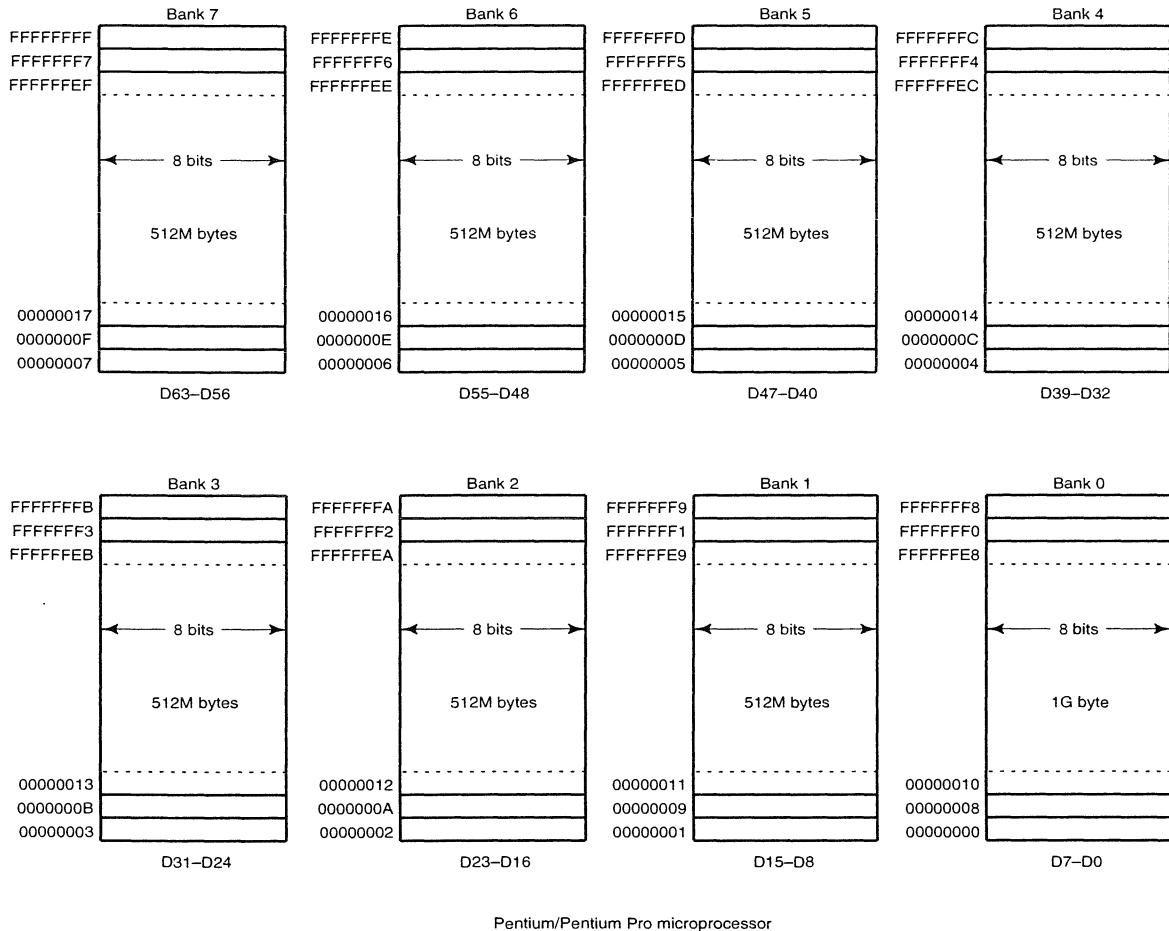


FIGURE 1-9 The physical memory systems of the 8086 through the Pentium Pro microprocessors

microprocessor family. In all family members, the memory is numbered by byte. Notice that the Pentium and Pentium Pro processors both contain a 64-bit wide data bus.

The control bus contains lines that select the memory or I/O and cause them to perform a read or a write operation. In most computer systems, there are four control bus connections: **MRDC** (memory read control), **MWTC** (memory write control), **I_ROC** (I/O read control), and **I_{WC}** (I/O write control). Note that the over-bar indicates that the control signal is active-low—that is, it is active when a logic zero appears on the control line. For example, if $\bar{I}_{WC} = 0$, the microprocessor is writing data from the data bus to an I/O device whose address appears on the address bus.

The microprocessor reads the contents of a memory location by sending the memory an address through the address bus. Next, it sends the memory read control signal (MRDC) to cause memory to read data. Finally the data read from the memory are passed to the microprocessor through the data bus. Whenever a memory write, I/O write, or I/O read occurs, the same sequence

**FIGURE 1-9** (continued)

ensues except that different control signals are issued and the data flow out of the microprocessor through its data bus for a write operation.

1-3**NUMBER SYSTEMS**

The use of the microprocessor requires a working knowledge of binary, decimal, and hexadecimal number systems. This section of the text provides a background for those unfamiliar with number systems. Conversions between decimal and binary and decimal and hexadecimal, as well as between binary and hexadecimal, are described.

Digits

Before numbers are converted from one number base to another, the digits of a number system must be understood. Early in our education, we learned that a decimal or base 10 number was constructed with 10 digits: 0 through 9. The first digit in any numbering system is always a zero. For example, a base 8 (**octal**) number contains 8 digits: 0 through 7; a base 2 (**binary**) number

contains 2 digits: 0 and 1. If the base of a number exceeds 10, the additional digits use the letters of the alphabet beginning with an A. For example, a base 12 number contains 12 digits: 0 through 9 followed by A for 10 and B for 11. Note that a base 10 number does not contain a 10 digit just as a base 8 number does not contain an 8 digit. The most common number systems used with computers are decimal, binary, octal, and hexadecimal (base 16). Each system is described and used in this section of the chapter.

Positional Notation

Once the digits of a number system are understood, larger numbers are constructed using positional notation. In grade school, one learned that the position to the left of the units position was the tens position, the position to the left of the tens position was the hundreds position, and so forth. What probably was not learned was that the units position has a weight of 10^0 or 1; the tens position has a weight of 10^1 or 10; and the hundreds position has a weight of 10^2 or 100. The powers of the positions are critical in understanding numbers in other numbering systems. The position to the left of the radix (**number base**) point, called a **decimal point** only in the decimal system, is always the units position in any number system. For example, the position to the left of the binary point is 2^0 or 1; while the position to the left of the octal point is 8^0 or 1. In any case, any number raised to its zero power is always 1 or the units position.

The position to the left of the units position is always the number base raised to the first power; in a decimal system this is 10^1 or 10. In a binary system it is 2^1 or 2, and in an octal system it is 8^1 or 8. Therefore, an 11 decimal has a different value than an 11 binary. The 11 decimal is composed of 1 ten plus 1 unit and has a value of 11 units, while the 11 binary is composed of 1 two plus 1 unit for a value of 3 units. The 11 octal has a value of 9 units.

In the decimal system, positions to the right of the decimal point have negative powers. The first digit to the right of the decimal point has a value of 10^{-1} or 0.1. In the binary system, the first digit to the right of the binary point has a value of 2^{-1} or 0.5. In general, the principles that apply to decimal numbers also apply to numbers in any other number system.

Example 1–3 shows a 110.101 in binary (often written as 110.101_2). It also shows the power and weight or value of each digit position. To convert a binary number to decimal, add the weights of each digit to form its decimal equivalent. The 110.101_2 is equivalent to a 6.625 in decimal ($4 + 2 + 0.5 + 0.125$). Notice that this is the sum of 2^2 (or 4) plus 2^1 (or 2), but 2^0 (or 1) is not added because there are no digits under this position. The fraction part is composed of 2^{-1} (0.5) plus 2^{-3} (or .125), but there is no digit under the 2^{-2} (or .25).

EXAMPLE 1–3

Power	2^2	2^1	2^0	2^{-1}	2^{-2}	2^{-3}
Weight	4	2	1	0.5	0.25	.125
Number	1	1	0	.	1	0
Numeric Value	4	+ 2	+ 0	+ 0.5	+ 0	+ 0.125 = 6.625

Suppose that the conversion technique is applied to a base 6 number such as 25.2_6 . Example 1–4 shows this number placed under the powers and weights of each position. In this example, there is a 2 under 6^1 , which has a value of 12_{10} (2×6), and a 5 under 6^0 which has a value of 5 (5×1). The whole number portion has a decimal value of $12 + 5$ or 17. The number to the right of the hex point is a 2 under 6^{-1} which has a value of .333 ($2 \times .167$). The number 25.2_6 , therefore, has a decimal value of 17.333.

EXAMPLE 1–4

Power	6^2	6^1	6^{-1}
Weight	6	1	.167
Number	2	5	.
Numeric Value	12	+ 5	+ 0.333 = 17.333

Conversion to Decimal

The prior examples have shown that to convert from any number base to decimal, determine the weights of each position of the number and then sum the weights to form the decimal equivalent. Suppose that a 125.7_8 octal is converted to decimal. To accomplish this conversion, first write down the weights of each position of the number. This appears in Example 1-5. The value of 125.7_8 is 85.875 decimal or 1×64 plus 2×8 plus 5×1 plus $7 \times .125$.

EXAMPLE 1-5

Power	8^2	8^1	8^0	8^{-1}	
Weight	64	8	1	.125	
Number	1	2	3	.7	
Numeric Value	64	+ 16	+ 5	+ .875	= 85.875

Notice that the weight of the position to the left of the units position is 8. This is 8 times 1. Then notice that the weight of the next position is 64 or 8 times 8. If another position existed, it would be 64 times 8 or 512. To find the weight of the next higher-order position, multiply the weight of the current position by the number base (or 8 in this example). To calculate the weights of position to the right of the radix point, divide by the number base. In the octal system, the position immediately to the right of the octal point is $1/8$ or .125. The next position is $.125/8$ or .015625, which can also be written as $1/64$. Also note that the number in Example 1-5 can also be written as the decimal number $857/8$.

Example 1-6 shows the binary number 11011.0111 written with the weights and powers of each position. If these weights are summed, the value of the binary number converted to decimal is 27.4375.

EXAMPLE 1-6

Power	2^4	2^3	2^2	2^1	2^0	2^{-1}	2^{-2}	2^{-3}	2^{-4}	
Weight	16	8	4	2	1	0.5	0.25	.125	.0625	
Number	1	1	0	1	1	.0	1	1	1	
Numeric Value	16	+ 8	+ 4	+ 2	+ 1	+ 0	+ .25	+ .125	+ .0625	= 27.4375

It is interesting to note that 2^{-1} is also $1/2$, 2^{-2} is $1/4$, and so forth. It is also interesting to note that 2^{-4} is $1/16$ or 0.0625. The fractional part of this number is $7/16$ or .4375 decimal. Notice that 0111 is a 7 in binary code for the numerator and the rightmost one is in the $1/16$ position for the denominator. Other examples are the binary fraction of .101 is $5/8$ and the binary fraction of .001101 is $13/64$.

Hexadecimal numbers are often used with computers. A 6A.CH (H for hexadecimal) is illustrated with its weights in Example 1-7. The sum of its digits are 106.75 or $106\frac{3}{4}$. The whole number part is represented with 6×16 plus 10 (A) $\times 1$. The fraction part is 12 (C) as a numerator and 16 (16^{-1}) as the denominator, or $12/16$, which is reduced to $3/4$.

EXAMPLE 1-7

Power	16^1	16^0	16^{-1}	
Weight	16	1	.0625	
Number	6	A	C	
Numeric Value	96	+ 10	+ .75	= 106.75

Conversion from Decimal

Conversions from decimal to other number systems are more difficult to accomplish than conversion to decimal. To convert the whole number portion of a number to decimal, divide by the radix. To convert the fractional portion, multiply by the radix.

Whole Number Conversion from Decimal. To convert a decimal whole number to another number system, divide by the radix and save the remainders as significant digits of the result. An algorithm for this conversion follows:

1. Divide the decimal number by the radix (number base).
2. Save the remainder (first remainder is the least significant digit.)
3. Repeat steps 1 and 2 until the quotient is zero.

For example, to convert a 10 decimal to binary, divide it by 2. The result is 5, with a remainder of 0. The first remainder is the units position of the result, in this example a 0. Next divide the 5 by 2. The result is 2 with a remainder of 1. The 1 is the value of the two's (2^1) position. Continue the division until the quotient is a zero. Example 1–8 shows this conversion process. The result is written as 1010_2 from the bottom to the top.

EXAMPLE 1–8

$$\begin{array}{r} 2) \underline{10} \quad \text{remainder} = 0 \\ 2) \underline{5} \quad \text{remainder} = 1 \\ 2) \underline{2} \quad \text{remainder} = 0 \\ 2) \underline{1} \quad \text{remainder} = 1 \\ 0 \end{array}$$

To convert a 10 decimal into base 8, divide by 8 as shown in Example 1–9. A 10 decimal is a 12 octal.

EXAMPLE 1–9

$$\begin{array}{r} 8) \underline{10} \quad \text{remainder} = 2 \\ 8) \underline{1} \quad \text{remainder} = 1 \\ 0 \end{array}$$

Conversion from decimal to hexadecimal is accomplished by dividing by 16. The remainders will range in value from 0 through 15. Any remainder of 10 though 15 is then converted to the letters A through F for the hexadecimal number. Example 1–10 shows the decimal number 109 converted to a 6DH.

EXAMPLE 1–10

$$\begin{array}{r} 16) \underline{109} \quad \text{remainder} = 13 \quad (\text{D}) \\ 16) \underline{6} \quad \text{remainder} = 6 \\ 0 \end{array}$$

Converting from a Decimal Fraction. Conversion from a decimal fraction to another number base is accomplished with multiplication by the radix. For example, to convert a decimal fraction into binary, multiply by 2. After the multiplication, the whole number portion of the result is saved as a significant digit of the result and the fractional remainder is again multiplied by the radix. When the fraction remainder is zero, multiplication ends. Note that some numbers are never-ending. That is, a zero is never a remainder. An algorithm for conversion from a decimal fraction follows:

1. Multiply the decimal fraction by the radix (number base).
2. Save the whole number portion of the result (even if zero) as a digit. Note that the first result is written immediately to the right of the radix point.
3. Repeat steps 1 and 2 using the fractional part of step 2 until the fractional part of step 2 is zero.

Suppose that a .125 decimal is converted to binary. This is accomplished with multiplications by 2 as illustrated in Example 1–11. Notice that the multiplication continues until the

fractional remainder is zero. The whole number portions are written as the binary fraction (0.001) in this example.

EXAMPLE 1-11

$$\begin{array}{r} .125 \\ \times \frac{2}{0.25} \end{array}$$

digit is 0

$$\begin{array}{r} .25 \\ \times \frac{2}{0.5} \end{array}$$

digit is 0

$$\begin{array}{r} .5 \\ \times \frac{2}{1.0} \end{array}$$

digit is 1. The result is written as 0.001 binary

This same technique is used to convert a decimal fraction into any number base. Example 1-12 shows the same decimal fraction of .125 from Example 1-11 converted to octal by multiplying by 8.

EXAMPLE 1-12

$$\begin{array}{r} .125 \\ \times \frac{8}{1.0} \end{array}$$

digit is 1. The result is written as 0.1 octal

Conversion to a hexadecimal fraction appears in Example 1-13. Here a decimal .046875 is converted to hexadecimal by multiplying by 16. Note that a .046875 is a 0.0CH.

EXAMPLE 1-13

$$\begin{array}{r} .046875 \\ \times \frac{16}{0.75} \end{array}$$

digit is 0

$$\begin{array}{r} .75 \\ \times \frac{16}{12.0} \end{array}$$

digit is 12 (C). The result is written as 0.0C hexadecimal

Binary-Coded Hexadecimal

Binary-coded hexadecimal (BCH) is used to represent hexadecimal data in binary code. A binary-coded hexadecimal number is a hexadecimal number written so that each digit is represented by a 4-bit binary number. The values for the BCH digits appear in Table 1-6.

Hexadecimal numbers are represented in BCH code by converting each digit to BCH code with a space between each coded digit. Example 1-14 shows a 2AC converted to BCH code. Note that each BCH digit is separated by a space.

EXAMPLE 1-14

$$2AC = 0010\ 1010\ 1100$$

The purpose of BCH code is to allow a binary version of a hexadecimal number to be written in a form that can easily be converted between BCH and hexadecimal. Example 1-15 shows a BCH coded number converted back to hexadecimal code.

EXAMPLE 1-15

$$1000\ 0011\ 1101\ .\ 1110 = 83D.E$$

TABLE 1–6 Binary-coded hexadecimal (BCH) code

	<i>Hexadecimal Digit</i>	<i>BCH Code</i>
0		0000
1		0001
2		0010
3		0011
4		0100
5		0101
6		0110
7		0111
8		1000
9		1001
A		1010
B		1011
C		1100
D		1101
E		1110
F		1111

Complements

At times, data are stored in complement form to represent negative numbers. There are two systems that are used to represent negative data: **radix** and **radix –1** complements. The earliest system was the radix –1 complement, where each digit of the number is subtracted from the radix to generate the radix –1 complement to represent a negative number.

Example 1–16 shows how the 8-bit binary number 01001100 is one's (radix –1) complemented to represent it as a negative value. Notice that each digit of the number is subtracted from the radix to generate the radix –1 (one's) complement. In this example, the negative of 01001100 is 10110011. The same technique can be applied to any number system as illustrated in Example 1–17, where the fifteen's (radix –1) complement of a 5CD hexadecimal is computed by subtracting each digit from a fifteen.

EXAMPLE 1–16

$$\begin{array}{r}
 2\ 2\ 2\ 2\ 2\ 2\ 2\ 2 \\
 - 0\ 1\ 0\ 0\ 1\ 1\ 0\ 0 \\
 \hline
 1\ 0\ 1\ 1\ 0\ 0\ 1\ 1
 \end{array}$$

EXAMPLE 1–17

$$\begin{array}{r}
 15\ 15\ 15 \\
 - 5\ C\ D \\
 \hline
 A\ 3\ 2
 \end{array}$$

Today, the radix –1 complement is not used by itself, but it is used as a step for finding the radix complement. The radix complement is the way that negative numbers are represented in modern computer systems, where the radix –1 complement was used in the early days of computer technology. The main problem with the radix –1 complement is that a negative or a positive zero exists, where in the radix complement system, only a positive zero can exist.

To form the radix complement, first find the radix –1 complement and then add a one to the result. Example 1–18 shows how the number 0100 1000 is converted to a negative value by two's (radix) complementing it.

EXAMPLE 1-18

$$\begin{array}{r}
 2\ 2\ 2\ 2\ 2\ 2\ 2\ 2 \\
 - 0\ 1\ 0\ 0\ 1\ 0\ 0\ 0 \\
 \hline
 1\ 0\ 1\ 1\ 0\ 1\ 1\ 1 \quad (\text{one's complement}) \\
 + 0\ 0\ 0\ 0\ 0\ 0\ 0\ 1 \\
 \hline
 1\ 0\ 1\ 1\ 1\ 0\ 0\ 0 \quad (\text{two's complement})
 \end{array}$$

To prove that a 0100 1000 is the inverse (negative) of a 1011 0111, add the two together to form an 8-digit result. The ninth digit is dropped and the result is zero because a 0100 1000 is a positive 72, while a 1011 0111 is a negative 72. The same technique applies to any number system. Example 1-19 shows how the inverse of a 345 hexadecimal is found by first fifteen's complementing the number and then by adding one to the result to form the sixteen's complement. As before, if the original 3-digit number 345 is added to the inverse of CBB, the result is a 3-digit 000. As before, the fourth bit (carry) is dropped. This proves that 345 is the inverse of CBB. Additional information about one's and two's complements is presented with signed numbers in the next section of the text.

EXAMPLE 1-19

$$\begin{array}{r}
 15\ 15\ 15 \\
 - 3\ 4\ 5 \\
 \hline
 C\ B\ A \quad (\text{fifteen's complement}) \\
 + 0\ 0\ 1 \\
 \hline
 C\ B\ B \quad (\text{sixteen's complement})
 \end{array}$$

Successful programming requires a precise understanding of data formats. In this section, many common computer data formats are described as used with the Intel family of microprocessors. Commonly, data appear as ASCII, BCD, signed and unsigned integers, and floating point numbers (real numbers). Other forms are available, but are not presented here because they are not commonly found.

ASCII Data

ASCII (**American Standard Code for Information Interchange**) data represent alphanumeric characters in the memory of a computer system (see Table 1-7). The standard ASCII code is a 7-bit code with the eighth and most-significant bit used to hold parity in some systems. If ASCII data are used with a printer, the most-significant bit is a 0 for alphanumeric printing, and 1 for graphics printing. In the personal computer, an extended ASCII character set is selected by placing a logic 1 in the left most bit. Table 1-8 shows the extended ASCII character set using code 80H-FFH. The extended ASCII characters store some foreign letters and punctuation, Greek characters, mathematical characters, box-drawing characters, and other special characters. Note that extended characters can vary from one printer to another. The list provided is designed to be used with the IBM ProPrinter¹⁵ and also matches the special character set found with some word processors.

The ASCII control characters, also listed in Table 1-7, perform control functions in a computer system, including clear screen, backspace, line feed, etc. To enter the control codes through the computer keyboard, the control key is held down while typing a letter. To obtain the control

¹⁵The IBM ProPrinter is a product of IBM Corporation.

TABLE 1-7 ASCII code

	Second															
First	X0	X1	X2	X3	X4	X5	X6	X7	X8	X9	XA	XB	XC	XD	XE	XF
0X	NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL	BS	HT	LF	VT	FF	CR	SO	SI
1X	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
2X	SP	!	"	#	\$	%	&	'	()	*	+	,	-	.	/
3X	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
4X	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
5X	P	Q	R	S	T	U	V	W	X	Y	Z	[\]	^	_
6X	'	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
7X	p	q	r	s	t	u	v	w	x	y	z	{		}	~	:::

code 01H, type a control A; the control code 02H is obtained by typing a control B, etc. Note that the control codes appear on the screen, from the DOS prompt, as ^A for control A, ^B for control B, and so forth. Also note that the carriage return code (CR) is the enter key on most modern keyboards. The purpose of CR is to return the cursor or print-head to the left margin. Another code that appears in many programs is the line feed code (LF), which moves the cursor down one line.

To use Tables 1-7 or 1-8 for converting alphanumeric or control characters into ASCII characters, first locate the alphanumeric code for conversion. Next, find the first digit of the hexadecimal ASCII code. Then find the second digit. For example, the capital letter A is ASCII code 41H, and the lowercase letter a is ASCII code 61H.

ASCII data are most often stored in memory using a special directive to the assembler program called define byte(s), or DB. (The assembler is a program that is used to program a computer in its native binary machine language.) The DB directive, along with several examples of its usage with ASCII-coded character strings, is listed in Example 1-20. Notice how each character string is surrounded by apostrophes (')—never use the quote (''). Also notice that the assembler lists the ASCII-coded value for each character to the left of the character string. To the far left is the hexadecimal memory location where the character string is first stored in the

TABLE 1-8 Extended ASCII code as printed by the IBM ProPrinter

First	Second															
	X0	X1	X2	X3	X4	X5	X6	X7	X8	X9	XA	XB	XC	XD	XE	XF
0X	☺	☻	♥	♦	♣	♠	●	▣	○	▣	♂	♀	♪	♫	☼	✿
1X	►	◀	↑	!!	¶	§	▬	▬	↑	↓	→	←	▬	▬	▲	▼
8X	Ç	ü	é	â	ä	à	å	ç	ê	ë	è	í	î	ì	Ä	Å
9X	É	æ	Æ	ô	ö	ò	û	ù	ÿ	Ö	Ü	¢	£	¥	Pt	f
AX	á	í	ó	ú	ñ	Ñ	ª	º	¿	¬	¬	½	¼	¡	“	”
BX	„	„	„	„	„	„	„	„	„	„	„	„	„	„	„	„
CX	„	„	„	„	„	„	„	„	„	„	„	„	„	„	„	„
DX	„	„	„	„	„	„	„	„	„	„	„	„	„	„	„	„
EX	α	β	Γ	π	Σ	σ	μ	γ	Φ	Θ	Ω	δ	∞	ϕ	ε	∞
FX	≡	±	≥	≤	∫	÷	≈	°	.	.	√	n	2	.	.	.

memory system. For example, the character string WHAT is stored beginning at memory address 001D, and the first letter is stored as 57 (W), followed by 68 (H), and so forth.

EXAMPLE 1-20

```

0000  42 61 72 72 79    NAMES   DB    'Barry B. Brey'
      20 42 2E 20 42
      72 65 79
000D  57 68 65 72 65    MESS    DB    'Where can it be?'
      20 63 61 6E 20
      69 74 20 62 65
      3F
001D  57 68 61 74 20    WHAT    DB    'What is on first.'
      69 73 20 6F 6E
      20 66 69 72 73
      74 2E

```

BCD (Binary-Coded Decimal) Data

Binary-coded decimal (BCD) information is stored in either packed or unpacked forms. **Packed BCD** data are stored as two digits per byte and **unpacked BCD** data are stored as one digit per byte. The range of a BCD digit extends from 000002 to 10012, or 0–9 decimal. Unpacked BCD data are often returned from a keypad or keyboard, while packed BCD data are used for some of the instructions included for BCD addition and subtraction in the instruction set of the microprocessor.

Table 1–9 shows some decimal numbers converted to both the packed and unpacked BCD forms. Applications that require BCD data are point-of-sales terminals and almost any device that performs a minimal amount of simple arithmetic. If a system requires complex arithmetic, BCD data is seldom used because there is no simple and efficient method of performing complex BCD arithmetic.

Example 1–21 shows how to use the assembler to define both packed and unpacked BCD data. In all cases, the convention of storing the least-significant data first is followed. This means that to store an 83 into memory the 3 is stored first, followed by the 8. Also note that with packed BCD data the letter H (hexadecimal) follows the number to ensure that the assembler stores the BCD value rather than a decimal value for packed BCD data. Notice how the numbers are stored in memory as unpacked, one digit per byte, or packed as two digits per byte.

EXAMPLE 1-21

```

;Unpacked BCD data (least-significant data first)
;
0000  03 04 05      NUMB1   DB     3,4,5      ;defines the number 543
0003  07 08      NUMB2   DB     7,8      ;defines the number 87
;
;Packed BCD data (least-significant data first)
;
0005  37 34      NUMB3   DB     34H,37H    ;defines the number 3437
0007  03 45      NUMB4   DB     3,45H    ;defines the number 4503

```

TABLE 1–9 Packed and unpacked BCD data

<i>Decimal</i>	<i>Packed</i>		<i>Unpacked</i>	
12	0001	0010	0000	0001 0000
623	0000	0110 0011	0000	0110 0001 0011
910	0000	1001 0000	0000	1001 0000 0000

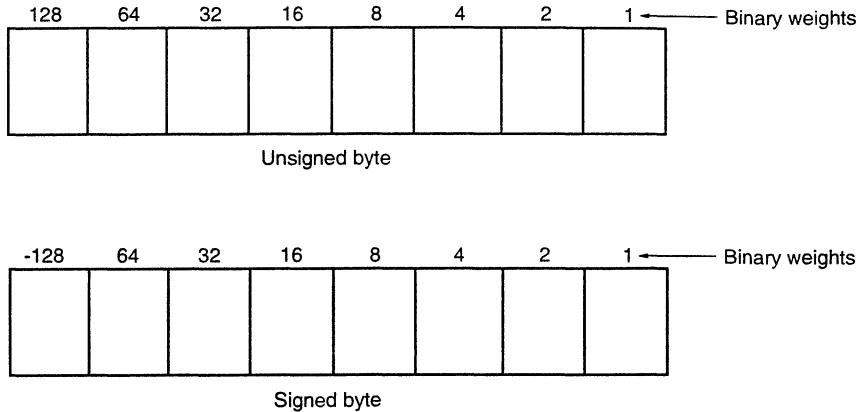


FIGURE 1–10 The unsigned and signed bytes illustrating the weights of each binary-bit position

Byte-Sized Data

Byte-sized data are stored as **unsigned** and **signed** integers. Figure 1–10 illustrates both the unsigned and signed forms of the byte-sized integer. The difference in these forms is the weight of the leftmost bit position. Its value is 128 for the unsigned integer and minus 128 for the signed integer. In the signed integer format, the leftmost bit represents the sign bit of the number as well as a weight of minus 128. For example, an 80H represents a value of 128 as an unsigned number; as a signed number, it represents a value of minus 128. Unsigned integers range in value from 00H–FFH (0–255). Signed integers range in value from –128 to 0 to +127.

Although negative signed numbers are represented in this way, they are stored in the two's complement form. The method of evaluating a signed number, using the weights of each bit position, is much easier than the act of two's complementing a number to find its value. This is especially true in the world of calculators designed for programmers.

Whenever a number is two's complemented, its sign changes from negative to positive or positive to negative. For example, the number 00001000 is a +8. Its negative value (–8) is found by two's complementing the +8. To form a two's complement, first one's complement the number. To one's complement a number, invert each bit of a number from zero to one or from one to zero. Once the one's complement is formed, the two's complement is found by adding a one to the one's complement. Example 1–22 shows how numbers are two's complemented using this technique.

EXAMPLE 1–22

$$\begin{array}{r}
 +8 = 00001000 \\
 11110111 \text{ (one's complement)} \\
 + \quad \quad \quad \underline{1} \\
 -8 = 11111000 \text{ (two's complement)}
 \end{array}$$

Another, and probably simpler, technique for two's complementing a number starts with the rightmost digit. Start writing down the number from right to left. Write the number exactly as it appears until the first one. Write down the first one, and then invert (complement) all remaining ones to its left. Example 1–23 shows this technique with the same number as in Example 1–22.

EXAMPLE 1–23

$$\begin{array}{r}
 +8 = 00001000 \\
 \quad \quad \quad 1000 \text{ (write number to first 1)} \\
 \quad \quad \quad 1111 \text{ (invert the remaining bits)} \\
 -8 = 11111000
 \end{array}$$

To store 8-bit data in memory using the assembler program, use the DB directive as in prior examples. Example 1-24 lists many forms of 8-bit numbers stored in memory using the assembler program. Notice in this example that a hexadecimal number is defined with the letter H following the number and that a decimal number is written as is without anything special.

EXAMPLE 1-24

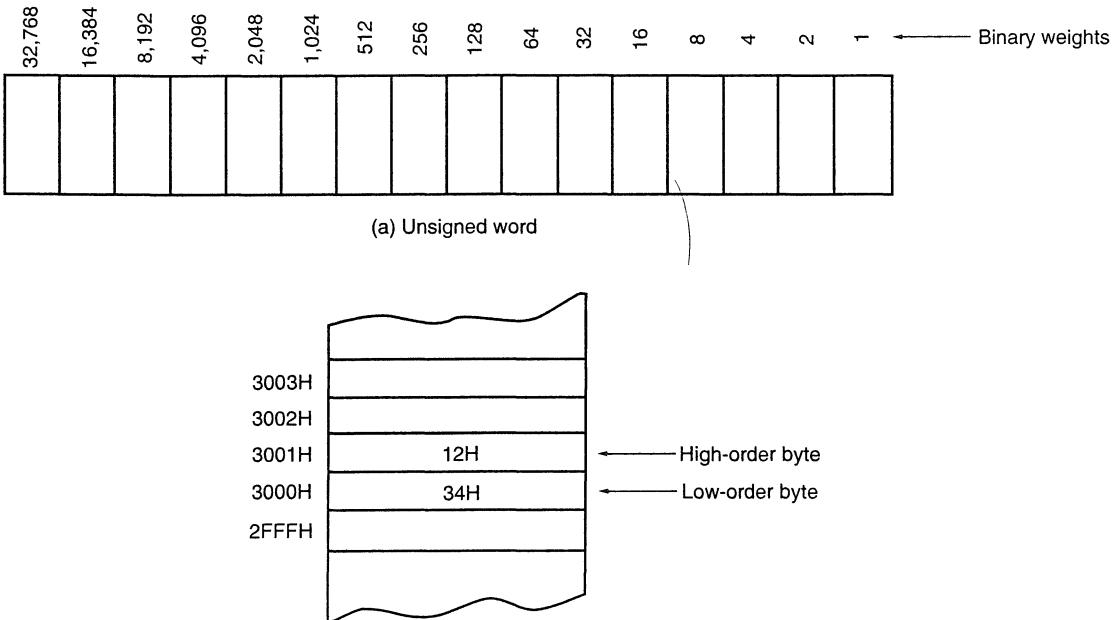
```

;Unsigned byte-sized data
;
0000  FE      DATA1   DB     254          ;define 254 decimal
0001  87      DATA2   DB     87H         ;define 87 hexadecimal
0002  47      DATA3   DB     71          ;define 71 decimal
;
;Signed byte-sized data
;
0003  9C      DATA4   DB    -100        ;define a -100 decimal
0004  64      DATA5   DB     +100        ;define a +100 decimal
0005  FF      DATA6   DB     -1          ;define a -1 decimal
0006  38      DATA7   DB     56          ;define a 56 decimal

```

Word-sized Data

A word (16-bits) is formed with two bytes of data. The least-significant byte is always stored in the lowest-numbered memory location, and the most-significant byte in the highest. This method of storing a number is called the **little endian** format. An alternate method, not used with the Intel family of microprocessors, is called the **big endian** format. With the big endian format, numbers are stored with the lowest location containing the most-significant data. The big endian format is used with the Motorola family of microprocessors. Figure 1–11 (a) shows the weights of each bit position in a word of data, and Figure 1–11 (b) shows how the number 1234H appears when stored in the memory location 3000H and 3001H. The only difference between a signed and an unsigned word is the leftmost bit.



(b) The contents of memory location 3000H and 3001H are the word 1234H.

FIGURE 1-11 The storage format for a 16-bit word in (a) a register and (b) two bytes of memory

position. In the unsigned form, the leftmost bit is unsigned; in the signed form, its weight is a -32,768. As with byte-sized signed data, the signed word is in two's complement form when representing a negative number. Also notice that the low order byte is stored in the lowest-numbered memory location (3000H) and the high-order byte is stored in the highest-numbered location (3001H).

Example 1–25 shows several signed and unsigned word-sized data stored in memory using the assembler program. Notice that the **define word(s) directive** or DW causes the assembler to store words in the memory instead of bytes as in prior examples. Also notice that the word *data* is displayed by the assembler in the same form as entered. For example, a 1000H is displayed by the assembler as a 1000. This is for our convenience, because the number is actually stored in the memory as a 00 10 in two consecutive memory bytes.

EXAMPLE 1–25

```

        ;Unsigned word-sized data
;
0000  09F0      DATA1    DW     2544      ;define 2544 decimal
0002  87AC      DATA2    DW     87ACH    ;define 87AC hexadecimal
0004  02C6      DATA3    DW     710      ;define 710 decimal
;
;Signed word-sized data
;
0006  CBA8      DATA4    DW     -13400   ;define a -13400 decimal
0008  00C6      DATA5    DW     +198     ;define a +198 decimal
000A  FFFF      DATA6    DW     -1       ;define a -1 decimal

```

Doubleword-sized Data

Doubleword-sized data requires four bytes of memory because it is a 32-bit number. Doubleword data appear as a product after a multiplication and also as a dividend before a division. In the 80386 through the Pentium, memory and registers are also 32-bits in width. Figure 1–12 shows the form used to store doublewords in the memory and the binary weights of each bit position.

When a doubleword is stored in memory, its least-significant byte is stored in the lowest-numbered memory location and its most-significant byte is stored in the highest-numbered memory location using the little endian format. Recall that this is also true for word-sized data. For example, a 12345678H that is stored in memory location 00100H–00103H is stored with the 78H in memory location 00100H, the 56H in location 00101H, the 34H in location 00102H, and the 12H in location 00103H.

To define doubleword-sized data, use the assembler directive **define doubleword(s)** or DD. Example 1–26 shows both signed and unsigned numbers stored in memory using the DD directive.

EXAMPLE 1–26

```

        ;Unsigned doubleword-sized data
;
0000  0003E1C0  DATA1    DD     254400   ;define 254400 decimal
0004  87AC1234  DATA2    DD     87AC1234H ;define 87AC1234 hexadecimal
0008  00000046  DATA3    DD     70       ;define 70 decimal
;
;Signed doubleword-sized data
;
000C  FFEB8058  DATA4    DD     -1343400 ;define a -1343400 decimal
0010  000000C6  DATA5    DD     +198     ;define a +198 decimal
0014  FFFFFFFF  DATA6    DD     -1       ;define a -1 decimal

```

Integers may also be stored in memory that is of any width. The forms listed here are standard forms, but that doesn't mean that a 128-byte wide integer can't be stored in the memory. The microprocessor is flexible enough to allow any size data. When nonstandard width numbers are stored in memory, the DB directive is normally used to store them. For example, the 24-bit number 123456H is stored using a DB 56H,34H,12H directive. Note that this conforms to the little endian format.

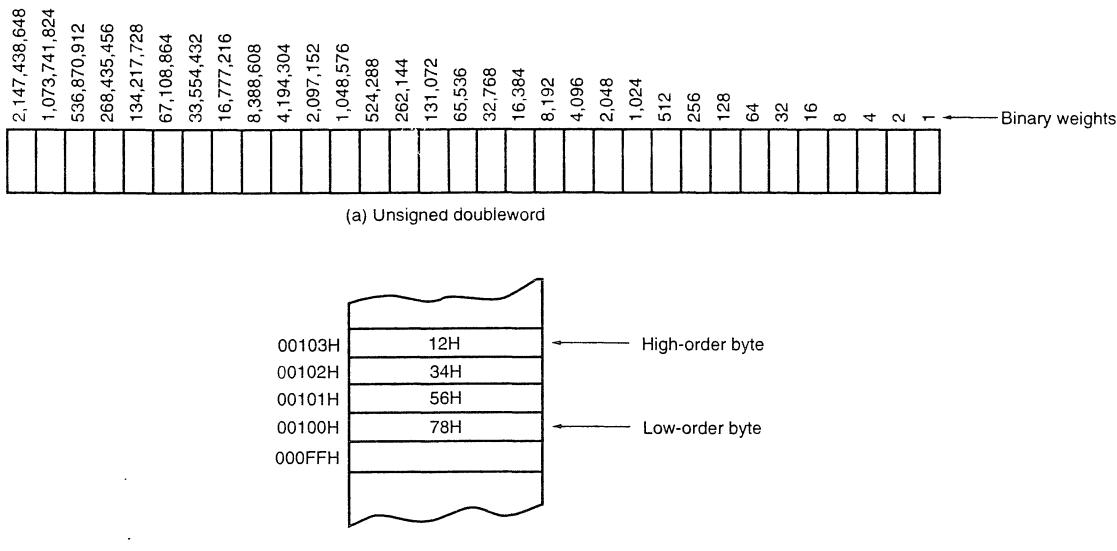


FIGURE 1–12 The storage format for a 32-bit word in (a) a register and (b) in four bytes of memory

Real Numbers

Because many high-level languages use the Intel family of microprocessors, real numbers are often encountered. A real number, or as it is often called, a **floating-point number**, contains two parts: a mantissa, significand, or fraction and an exponent. Figure 1–13 depicts both the 4- and 8-byte forms of real numbers as they are stored in any Intel system. Note that the 4-byte real number is called **single-precision** and the 8-byte form is called **double-precision**. The form presented here is the same form specified by the IEEE¹⁶ standard, IEEE-754, version 10.0. This standard has been adopted as the standard form of real numbers with virtually all high-level programming languages and many applications packages. The standard also applies to data manipulated by the numeric co-processor in the personal computer. Figure 1–13 (a) shows the single-precision form that contains a sign-bit, an 8-bit exponent, and a 24-bit fraction (mantissa). Note that because applications often require double-precision floating-point numbers [see Figure 1–13 (b)], the Pentium with its 64-bit data bus performs memory transfers at twice the speed of the 80386/80486 microprocessors.

Simple arithmetic indicates that it should take 33 bits to store all three pieces of data. Not true—the 24-bit mantissa contains an **implied** (hidden) one-bit that allows the mantissa to represent 24-bits while being stored in only 23-bits. The hidden bit is the first bit of the normalized real number. When normalizing a number, it is adjusted so that its value is at least 1, but less than 2. For example, if a 12 is converted to binary (1100_2), it is normalized and the result is a 1.1×2^3 . The 1 is not stored in the 23-bit mantissa portion of the number. The 1 is the hidden one-bit. Table 1–10 shows the single-precision form of this number and others.

The exponent is stored as a **biased exponent**. With the single-precision form of the real number, the bias is 127 (7FH); with the double-precision form, it is 1023 (3FFH). The bias adds to the exponent before is stored into the exponent portion of the floating-point number. In the previous example, there is an exponent of 2^3 , represented as a biased exponent of $127 + 3$ or 130 (82H) in the single-precision form or as 1026 (402H) in the double-precision form.

There are two exceptions to the rules for floating-point numbers. The number 0.0 is stored as all zeros. The number infinity is stored as all ones in the exponent and all zeros in the mantissa. The sign-bit indicates a ± 0.0 or a $\pm \infty$.

¹⁶IEEE is the Institute of Electrical and Electronic Engineers.

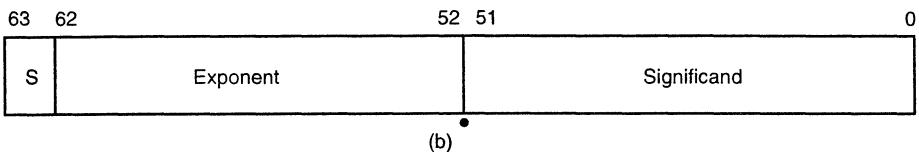
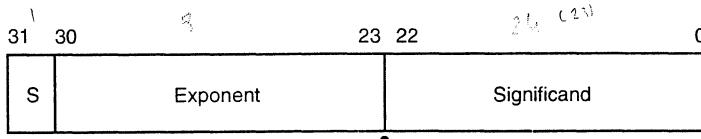


FIGURE 1–13 The floating-point numbers (a) single-precision using a bias of 7FH, and (b) double-precision using a bias of 3FFFH

As with other data types, the assembler can be used to define real numbers in both single- and double-precision forms. Because single-precision numbers are 32-bit numbers, use the DD directive or use the **define quadwords(s)** or DQ directive to define 64-bit double-precision real numbers. Optional directives for real numbers are REAL4, REAL8, and REAL10 for defining single-, double-, and extended precision real numbers. Example 1–27 shows numbers defined in real number format.

EXAMPLE 1–27

```

;Single-precision real numbers
;
0000 3F9DF3B6    NUMB1   DD      1.234      ;define 1.234
0004 C1BB3333    NUMB2   DD      -23.4     ;define -23.4
0008 43D20000    NUMB3   REAL4   4.2E2     ;define 420
000C 3F9DF3B6    NUMB4   REAL4   1.234     ;define a 4-byte real number
;
;Double-precision real numbers
;
0010          NUMB5   DQ      123.4     ;define 123.4
405ED9999999999A
0018          NUMB6   REAL8   -23.4     ;define -23.4
C1BB333333333333
0028          NUMB7   REAL8   123.4     ;define an 8-byte real number
405ED9999999999A
;
;Extended-precision real numbers
;
0030          NUMB8   REAL10  123.4     ;define a 10-byte real number
4005F6CCCCCCCCCCC

```

Decimal	Binary	Normalized	Sign	Biased Exponent	Mantissa
+12	1100	1.1×2^3	0	10000010	1000000 00000000 00000000
-12	1100	-1.1×2^3	1	10000010	1000000 00000000 00000000
+100	1100100	1.1001×2^6	0	10000101	1001000 00000000 00000000
-1.75		-1.11×2^0	1	01111111	1100000 00000000 00000000
+0.25	.01	1.0×2^{-2}	0	0111101	0000000 00000000 00000000
+0.0	0	0	0	00000000	0000000 00000000 00000000

1. The mechanical computer age began with the advent of the abacus in 500 B.C. This first mechanical calculator remained unchanged until 1642 when Blaise Pascal improved it. An early first mechanical computer system was the Analytical Engine developed by Charles Babbage in 1823. Unfortunately, this machine never functioned because of the inability to create the necessary machine parts.
2. The first electronic calculating machine was developed during World War II by Konrad Zuse, an early pioneer of digital electronics. His computer, the Z3, was used in aircraft and missile design for the German war effort.
3. The first electronic computer, which used vacuum tubes, was placed into operation in 1943 to break secret German military codes. This first electronic computer system, the Colossus, was invented by Alan Turing. Its only problem was that the program was fixed and could not be changed.
4. The first general-purpose programmable electronic computer system was developed in 1946 at the University of Pennsylvania. This first modern computer was called the ENIAC (Electronics Numerical Integrator and Calculator).
5. The first high-level programming language called FLOW-MATIC was developed for the UNIVAC I computer by Grace Hopper in the early 1950s. This led to FORTRAN and other early programming languages.
6. The world's first microprocessor, the Intel 4004, was a 4-bit microprocessor—a programmable controller on a chip—that was meager by today's standards. It addressed a mere 4,096 4-bit memory locations. Its instruction set contained only 45 different instructions.
7. Microprocessors that are common today include the 8086/8088, which were the first 16-bit microprocessors. Following these early 16-bit machines were the 80286, 80386, 80486, Pentium, and Pentium Pro processors. With each newer version, improvements followed that increased the processor's speed and performance. From all indications, this process of speed and performance improvement will continue.
8. Microprocessor-based personal computers contain memory systems that include three main areas: TPA (transient program area), system area, and extended memory. The TPA holds application programs, the operating system, and drivers. The system area contains memory used for video display cards, disk drives, and the BIOS ROM. The extended memory area is available only to the 80286 through the Pentium microprocessor in an AT-style personal computer system.
9. The 8086/8088 address 1M byte of memory from location 00000H–FFFFFH. The 80286 and 80386SX address 16M bytes of memory from location 000000H–FFFFFFH. The 80386SL addresses 32M bytes of memory from location 0000000H–1FFFFFFH. The 80386DX, 80486, Pentium, and Pentium Pro processors address 4G bytes of memory from location 00000000H–FFFFFFFFH. In addition, the Pentium Pro can run with a 36-bit address and access up to 64G bytes of memory from location 00000000H through FFFFFFFFH.
10. All versions of the 8086–80486 and Pentium microprocessor address 64K bytes of I/O address space. These I/O ports are numbered from 0000H–FFFFH with I/O ports 0000H–04FFH reserved for use by the personal computer system.
11. The operating system in many personal computers is either MSDOS (Microsoft disk operating system) or PCDOS (personal computer disk operating system from IBM). The operating system performs the task of operating or controlling the computer system along with its I/O devices.
12. The microprocessor is the controlling element in a computer system. The microprocessor performs data transfers, simple arithmetic and logic operations, and makes simple decisions. The microprocessor executes programs stored in the memory system to perform complex operations in short periods of time.

13. All computer systems contain three buses to control memory and I/O. The address bus is used to request a memory location or I/O device. The data bus transfers data between the microprocessor and its memory and I/O spaces. The control bus controls the memory and I/O and requests reading or writing of data. Control is accomplished with \overline{IORC} (I/O read control), \overline{IOWC} (I/O write control), \overline{MRDC} (memory read control), and \overline{MWTC} (memory write control).
14. Numbers are converted from any number base to decimal by noting the weights of each position. The weight of the position to the left of the radix point is always the units position in any number system. The position to the left of the units position is always the radix times one. Succeeding positions are determined by multiplying by the radix. The weight of the position to the right of the radix point is always determined by dividing by the radix.
15. Conversion from a whole decimal number to any other base is accomplished by dividing by the radix. Conversion from a fractional decimal number is accomplished by multiplying by the radix.
16. Hexadecimal data are represented in hexadecimal form or at times in a code called binary-coded hexadecimal (BCH). A binary-coded hexadecimal number is one that is written with a 4-bit binary number that represents each hexadecimal digit.
17. The ASCII code is used to store alphabetic or numeric data. The ASCII code is a 7-bit code and can have an eighth bit used to extend the character set from 128 codes to 256 codes. The carriage return (enter) code returns the print head or cursor to the left margin. The line feed code moves the cursor or print head down a line.
18. Binary-coded decimal (BCD) data are sometimes used in a computer system to store decimal data. This data is stored in either packed (two digits per byte) or unpacked (one digit per byte) form.
19. Binary data are stored as a byte (8-bits), word (16-bits), or doubleword (32-bits) in a computer system. This data may be unsigned or signed. Signed negative data are always stored in the two's complement form. Data that are wider than 8-bits are always stored using the little endian format.
20. Floating-point data are used in computer system to store whole, mixed, and fractional numbers. A floating-point number is composed of a sign, a mantissa, and an exponent.
21. We use the assembler directive DB to define bytes, DW to define words, DD to define doublewords, and DQ to define quadwords.
22. Example 1-28 shows the assembly language formats for storing numbers as bytes, words, doublewords, and real numbers. Also shown are ASCII-coded character strings.

EXAMPLE 1-28

```

;ASCII data
;
0000  54 68 69 73 20 69   MES1    DB      'This is a character string in ASCII'
    73 20 61 20 63 68
    61 72 61 63 74 65
    72 20 73 74 72 69
    6E 67 20 69 6E 20
    41 53 43 49 49
0023  53 6F 20 69 73 20   MES2    DB      'So is this'
    74 68 69 73

;BYTE data
;
002D  17                  DATA1   DB      23          ;23 decimal
002E  DE                  DATA2   DB      -34         ;-34 decimal
002F  34                  DATA3   DB      34H        ;34 hexadecimal
;

;WORD data
;
0030  1000                DATA4   DW      1000H     ;1000 hexadecimal

```

```

0032 FF9C      DATA5    DW      -100      ;-100 decimal
0034 000C      DATA6    DW      +12       ;=12 decimal
;
;DOUBLEWORD data
;
0036 00001000  DATA7    DD      1000H    ;1000 hexadecimal
003A FFFFED4   DATA8    DD      -300     ;-300 decimal
003E 00012345  DATA9    DD      12345H  ;12345 hexadecimal
;
;Real data
;
0042 4015C28F  DATA10   REAL4   2.34     ;2.34 decimal
0046 C00CCCCD   DATA11   REAL4   -2.2     ;-2.2 decimal
004A           DATA12   REAL8   100.3   ;100.3 decimal
4059133333333333

```

1-6

QUESTIONS AND PROBLEMS

1. Who developed the Analytical Engine?
2. The 1890 census used a new device called a punched card. Who developed the punched card?
3. Who was the founder of the IBM Corporation?
4. Who developed the first electronic calculator?
5. The first truly electronic computer system was developed for what purpose?
6. The first general-purpose programmable computer was called the _____.
7. The world's first microprocessor was developed in 1971 by _____.
8. Who was the Countess of Lovelace?
9. Who developed the first high-level programming language called FLOW-MATIC?
10. What is a von Neumann machine?
11. Which 8-bit microprocessor ushered in the age of the microprocessor?
12. The 8085 microprocessor, introduced in 1971, has sold _____ copies.
13. Which Intel microprocessor was the first to address 1M bytes of memory?
14. The 80386SL addresses _____ bytes of memory.
15. How much memory is available to the 80486 microprocessor?
16. When did Intel introduce the Pentium microprocessor?
17. When did Intel introduce the Pentium Pro processor?
18. Which Intel microprocessor can address 64G of memory?
19. What is the acronym MIPS?
20. What is the acronym CISC?
21. A binary bit stores a _____ or a _____.
22. A computer K is equal to _____ bytes.
23. A computer M is equal to _____ K bytes.
24. A computer G is equal to _____ M bytes.
25. How many typewritten pages of information are stored in a 4G byte memory system?
26. The first 1M byte of memory in a computer system contains a _____ and a _____ area.
27. How much memory is found in the transient program area?
28. How much memory is found in the systems area?
29. The 8086 microprocessor addresses _____ bytes of memory.
30. The 80286 microprocessor addresses _____ bytes of memory.
31. Which microprocessors address 4G bytes of memory?
32. Memory above the first 1M byte is called _____ memory.

33. What is the BIOS?
34. What is DOS?
35. What is the difference between an XT and an AT computer system?
36. What is the VESA local bus?
37. The ISA bus holds _____-bit interface cards.
38. What is the XMS?
39. What is the EMS?
40. A driver is stored in the _____ area.
41. What is a TSR?
42. How is a TSR often accessed?
43. What is the purpose of the CONFIG.SYS file?
44. What is the purpose of the AUTOEXEC.BAT file?
45. The COMMAND.COM program processes what information?
46. The personal computer system addresses _____ bytes of I/O space.
47. Where is the high memory located in a personal computer?
48. The DEVICE or DEVICEHIGH statement is found in what file?
49. Where are the upper memory blocks used by MSDOS version 5.0 or 6.2?
50. Where is the video BIOS?
51. Draw the block diagram of a computer system.
52. What is the purpose of the microprocessor in a microprocessor-based computer system?
53. List the three buses found in all computer systems.
54. Which bus transfers the memory address to the I/O device or to the memory device?
55. Which control signal causes the memory to perform a read operation?
56. What is the purpose of the \overline{IORC} signal?
57. If the \overline{MRDC} signal is a logic 0, which operation is performed by the microprocessor?
58. Convert the following binary numbers into decimal:
 - (a) 1101.01
 - (b) 111001.0011
 - (c) 101011.0101
 - (d) 111.0001
59. Convert the following octal numbers into decimal:
 - (a) 234.5
 - (b) 12.3
 - (c) 7767.07
 - (d) 123.45
 - (e) 72.72
60. Convert the following hexadecimal numbers into decimal:
 - (a) A3.3
 - (b) 129.C
 - (c) AC.DC
 - (d) FAB.3
 - (e) BB8.0D
61. Convert the following decimal integers into binary, octal, and hexadecimal:
 - (a) 23
 - (b) 107
 - (c) 1238
 - (d) 92
 - (e) 173
62. Convert the following decimal numbers into binary, octal, and hexadecimal:
 - (a) 625
 - (b) .00390625

CHAPTER 2

The Microprocessor and Its Architecture

INTRODUCTION

This chapter presents the microprocessor as a programmable device by first looking at its internal programming model and then at how it addresses its memory space. The architecture of the entire family of Intel microprocessors is presented simultaneously, as are the ways that the family members address the memory system.

The addressing modes for this powerful family of microprocessors are described for both the real and protected modes of operation. Real mode memory exists at locations 00000H–FFFFFH—the first 1M byte of the memory system—and is present on all versions of the microprocessor. Protected mode memory exists at any location in the entire memory system, but is only available to the 80286–Pentium Pro and not the earlier 8086 or 8088 microprocessors. Protected mode memory for the 80286 contains 16M bytes; for the 80386–Pentium, 4G bytes; and for the Pentium Pro, 64G bytes.

CHAPTER OBJECTIVES

Upon completion of this chapter, you will be able to:

1. Describe the function and purpose of each program-visible register in the 8086–80486 and Pentium /Pentium Pro microprocessors.
2. Detail the flag register and the purpose of each flag bit.
3. Describe how memory is accessed using real mode memory-addressing techniques.
4. Describe how memory is accessed using protected mode memory-addressing techniques.
5. Describe the program-invisible registers found within the 80286, 80386, 80486, Pentium, and Pentium Pro microprocessors.
6. Detail the operation of the memory paging mechanism.

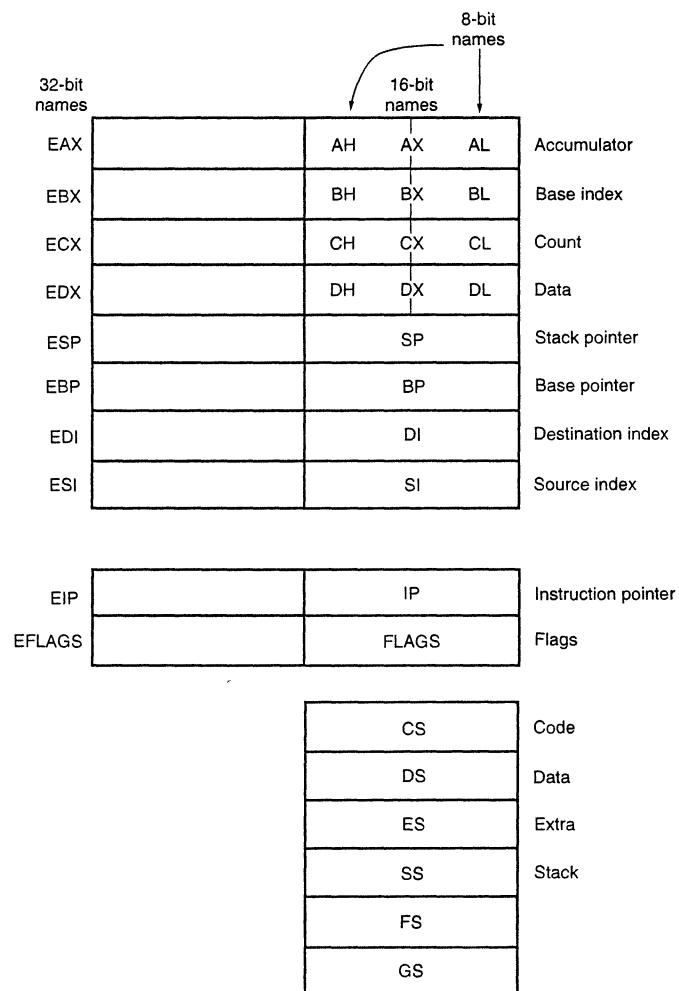
Before a program is written or any instruction investigated, the internal configuration of the microprocessor must be known. This section of the chapter details the program-visible internal architecture of the 8086–80486 and the Pentium/Pentium Pro microprocessors. Also detailed are the function and purpose of each of these internal registers.

The Programming Model

The programming model of the 8086 through the Pentium Pro is considered **program visible** because its registers are used during programming and are specified by the instructions. Other registers, detailed later in this chapter, are considered program invisible because they are not addressable directly during applications programming, but may be used indirectly during system programming. Only the 80286 and above contain the program-invisible registers used to control and operate the protected memory system.

Figure 2–1 illustrates the programming model of the 8086 through the Pentium Pro microprocessor. The earlier 8086, 8088, and 80286 microprocessors contain **16-bit** internal architectures, a subset of the registers shown in Figure 2–1. The 80386, 80486, Pentium, and Pentium Pro microprocessors contain full **32-bit** internal architectures. The architectures of the earlier 8086 through the

FIGURE 2–1 The programming model of the Intel 8086 through the Pentium Pro



Notes:

1. The shaded areas registers exist only on the 80386 through the Pentium Pro.
2. The FS and GS register have no special names.

80286 are fully upward compatible to the 80386 through the Pentium Pro. The shaded areas in this illustration represent registers that are not found in the 8086, 8088, or 80286 microprocessors and are enhancements provided on the 80386, 80486, Pentium, and Pentium Pro microprocessors.

The programming model contains 8-, 16-, and 32-bit registers. The 8-bit registers are AH, AL, BH, BL, CH, CL, DH, and DL and are referred to when an instruction is formed using these two-letter designations. For example, an ADD AL,AH instruction adds the 8-bit contents of AH to AL. (Only AL changes due to this instruction.) The 16-bit registers are AX, BX, CX, DX, SP, BP, DI, SI, IP, FLAGS, CS, DS, ES, SS, FS, and GS. These registers are also referenced with these two-letter designations. For example, an ADD DX,CX instruction adds the 16-bit contents of CX to DX. (Only DX changes due to this instruction.) The extended 32-bit registers are labeled EAX, EBX, ECX, EDX, ESP, EBP, EDI, ESI, EIP, and EFLAGS. These 32-bit extended registers and 16-bit registers FS and GS are available only in the 80386 and above. These registers are referenced by the designations FS or GS for the two new 16-bit registers and by a three-letter designation for the 32-bit registers. For example, an ADD ECX,EBX instruction adds the 32-bit contents of EBX to ECX. (Only ECX changes due to this instruction.)

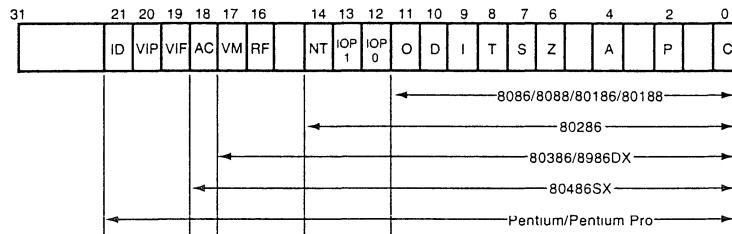
Some registers are general-purpose or multipurpose registers, while some have special purposes. The **multipurpose registers** include EAX, EBX, ECX, EDX, EBP, EDI, and ESI. These registers hold various data sizes (bytes, words, or doublewords) and are used for almost any purpose as dictated by a program.

Multipurpose Registers. The multipurpose registers include EAX, EBX, ECX, EDX, EBP, EDI, and ESI.

EAX (accumulator)	EAX is referenced as a 32-bit register (EAX), as a 16-bit register (AX), or as either of two 8-bit registers AH and AL. Note that if an 8- or 16-bit register is addressed, only that portion of the 32-bit register changes without affecting the remaining bits. The accumulator is used for instructions such as multiplication, division, and some of the adjustment instructions. For these instructions, the accumulator has a special purpose, but is generally considered a multipurpose register. In the 80386 and above, the EAX register may also hold the offset address of a location in the memory system.
EBX (base index)	EBX is addressable as EBX, BX, BH, or BL. The BX register sometimes holds the offset address of a location in the memory system in all versions of the microprocessor. In the 80386 and above, EBX also can address memory data.
ECX (count)	ECX is a general-purpose register that also holds the count for various instructions. In the 80386 and above, the ECX register can also hold the offset address of memory data. Instructions that use a count are the repeated string instructions (REP/REPE/ REPNE), shift, rotate, and LOOP/LOOPD instructions. The shift and rotate instructions use CL as the count, the repeated string instructions use CX, and LOOP/LOOPD instructions use either CX or ECX.
EDX (data)	EDX is a general-purpose register that holds a part of the result from a multiplication or part of the dividend before a division. In the 80386 and above, this register can also address memory data.
EBP (base pointer)	EBP points to a memory location in all versions of the microprocessor for memory data transfers. This register is addressed as either BP or EBP.
EDI (destination index)	EDI often addresses string destination data for the string instructions. It also functions as either a 32-bit (EDI) or 16-bit (DI) general-purpose register.

ESI (source index)	ESI is used as either ESI or SI. The source index register often addresses source string data for the string instructions. Like EDI, ESI also functions as a general-purpose register. As a 16-bit register, it is addressed as SI; as a 32-bit register, as ESI.
Special-purpose Registers.	The special-purpose registers include EIP, ESP, EFLAGS, and the segment registers CS, DS, ES, SS, FS, and GS.
EIP (instruction pointer)	EIP addresses the next instruction in a section of memory defined as a code segment. This register is IP (16-bits) when the microprocessor operates in the real mode and EIP (32-bits) when the 80386 and above operate in the protected mode. Note that the 8086, 8088, and 80286 do contain EIP, and only the 80286 and above operate in the protected mode. The instruction pointer, which points to the next instruction in a program, is used by the microprocessor to find the next sequential instruction in a program located within the code segment. The instruction pointer can be modified with a jump or a call instruction.
ESP (stack pointer)	ESP addresses an area of memory called the stack. The stack memory stores data through this pointer and is explained in this chapter with instructions that address stack data. This register is referred to as SP if used as a 16-bit register and ESP if referred to as a 32-bit register.
EFLAGS	EFLAGS indicate the condition of the microprocessor as well as control its operation. Figure 2–2 shows the flag registers of all versions of the microprocessor. Note that the flags are upward compatible from the 8086/8088 to the Pentium Pro microprocessors. The 8086–80286 microprocessors contain a FLAG register (16-bits), while the 80386 and above contain an EFLAG register (32-bit extended flag register).
<p>The rightmost five flag bits and the overflow flag change after many arithmetic and logic instructions execute. Some of the flags are also used to control features found in the microprocessor. Following is a list of each flag bit with a brief description of their function. As instructions are introduced in subsequent chapters, additional detail on the flag bits is provided. The rightmost five flags and the overflow flag are changed by most arithmetic and logic operations, while data transfers do not affect them.</p>	
C (carry)	Carry holds the carry after addition or the borrow after subtraction. The carry flag also indicates error conditions as dictated by some programs and procedures. This is especially true of the DOS function calls detailed in later chapters and Appendix A.
P (parity)	Parity is a logic 0 for odd parity and a logic 1 for even parity. Parity is a count of ones in a number expressed as even or odd. For example, if a number contains three binary one bits, it has odd parity. If a number contains zero one bits, it has even parity. The parity flag finds little application in modern programming and was implemented in early Intel microprocessors for checking data in data communications environments. Today, parity checking is often accomplished by the data communications equipment instead of by the microprocessor.
A (auxiliary carry)	The auxiliary carry holds the carry (half-carry) after addition or the borrow after subtraction between bits positions 3 and 4 of the result.

FIGURE 2–2 The EFLAG and FLAG register counts for the entire 80X86 and Pentium microprocessor family



This highly specialized flag bit is tested by the DAA and DAS instructions to adjust the value of AL after a BCD addition or subtraction. Otherwise, the A flag bit is not used by the microprocessor or any other instructions.

Z (zero)	The zero flag shows that the result of an arithmetic or logic operation is zero. If Z = 1, the result is zero; if Z = 0, the result is not zero.
S (sign)	The sign flag holds the arithmetic sign of the result after an arithmetic or logic instruction executes. If S = 1, the sign bit (leftmost bit of a number) is set or negative; if S = 0, the sign bit is cleared or positive.
T (trap)	The trap flag enables trapping through an on-chip debugging feature. (A program is debugged to find an error or bug.) If the T flag is enabled (1), the microprocessor interrupts the flow of the program on conditions as indicated by the debug registers and control registers. If the T flag is a logic 0, the trapping (debugging) feature is disabled. The CodeView program can use the trap feature and debug registers to debug faulty software.
I (interrupt)	The interrupt flag controls the operation of the INTR (interrupt request) input pin. If I = 1, the INTR pin is enabled; if I = 0, the INTR pin is disabled. The state of the I flag bit is controlled by the STI (set I flag) and CLI (clear I flag) instructions.
D (direction)	The direction flag selects either the increment or decrement mode for the DI and/or SI registers during string instructions. If D = 1, the registers are automatically <u>decremented</u> ; if D = 0, the registers are automatically incremented. The D flag is set with the STD (set direction) and cleared with the CLD (clear direction) instructions.
O (overflow)	Overflows occur when signed numbers are added or subtracted. An overflow indicates that the result has exceeded the capacity of the machine. For example, if a 7FH (+127) is added—using an 8-bit addition—to a 01H (+1), the result is 80H (-128). This result represents an overflow condition indicated by the overflow flag for signed addition. For unsigned operations, the overflow flag is ignored.
IOPL (I/O privilege level)	IOPL is used in protected mode operation to select the privilege level for I/O devices. If the <u>current</u> privilege level is higher or more trusted than the IOPL, then I/O executes without hindrance. If the IOPL is lower than the current privilege level, an interrupt occurs, causing execution to suspend. Note that an IOPL of 00 is the highest or most trusted; if IOPL is 11, it's the lowest or least trusted.

NT (nested task)	The nested task flag indicates that the current task is nested within another task in protected mode operation. This flag is set when the task is nested by software.
RF (resume)	The resume flag is used with debugging to control the resumption of execution after the next instruction.
VM (virtual mode)	The VM flag bit selects virtual mode operation in a protected mode system. A virtual mode system allows multiple DOS memory partitions that are 1M byte in length to coexist in the memory system. Essentially, this allows the system program to execute multiple DOS programs.
AC (alignment check)	The alignment check flag bit activates if a word or doubleword is addressed on a non-word or non-doubleword boundary. Only the 80486SX microprocessor contains the alignment check bit that is primarily used by its companion numeric coprocessor, the 80487SX, for synchronization.
VIF (virtual interrupt flag)	The VIF is a copy of the interrupt flag bit available to the Pentium/Pentium Pro microprocessors.
VIP (virtual interrupt pending)	VIP provides information about a virtual mode interrupt for the Pentium/Pentium Pro microprocessors. This is used in multitasking environments to provide the operating system with virtual interrupt flags and interrupt pending information.
ID (identification)	The ID flag indicates that the Pentium/Pentium Pro microprocessors support the CPUID instruction. The CPUID instruction provides the system with information about the Pentium microprocessor, such as its version number and manufacturer.

Segment Registers. Additional registers, called segment registers, generate memory addresses when combined with other registers in the microprocessor. There are either four or six segment registers in various versions of the microprocessor. A segment register functions differently in the real mode when compared to the protected mode operation of the microprocessor. Detail on their functions in real and protected mode is provided later in this chapter. Following is a list of each segment register along with its function in the system.

CS (code)	The code segment is a section of memory that holds the code (programs and procedures) used by the microprocessor. The code segment register defines the starting address of the section of memory holding code. In real mode operation, it defines the start of a 64K byte section of memory; in protected mode, it selects a descriptor that describes the starting address and length of a section of memory holding code. The code segment length is limited to 64K bytes in the 8086–80286 and 4G bytes in the 80386 and above when these microprocessors operate in the protected mode.
DS (data)	The data segment is a section of memory that contains most data used by a program. Data are accessed in the data segment by an offset address or the contents of other registers that hold the offset address. As with the code segment and other segments, the length is limited to 64K bytes in the 8086–80286 and 4G bytes in the 80386 and above.
ES (extra)	The extra segment is an additional data segment used by some of the string instructions to hold destination data.
SS (stack)	The stack segment defines the area of memory used for the stack. The location of the current entry point in the stack segment is determined by the stack pointer register. The BP register also addresses data within the stack segment.

FS and GS The FS and GS segments are supplemental segment registers available in the 80386, 80486, Pentium, and Pentium Pro microprocessors to allow two additional memory segments for access by programs.

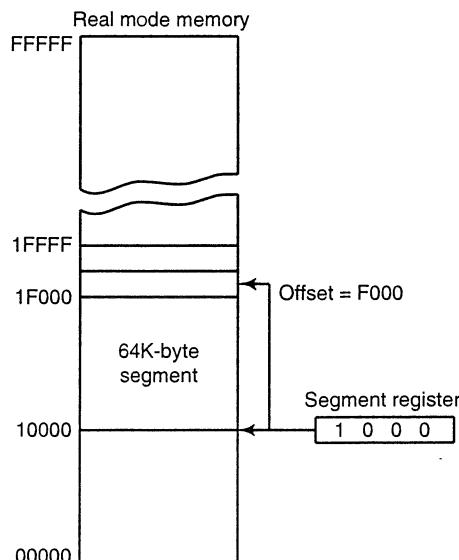
2-2 REAL MODE MEMORY ADDRESSING

The 80286 and above operate in either the real or protected mode. Only the 8086 and 8088 operate exclusively in the real mode. This section of the text details the operation of the microprocessor in the real mode. **Real mode operation** allows the microprocessor to address only the first 1M byte of memory space—even the Pentium microprocessor. Note that the first 1M byte of memory is called either the **real memory** or **conventional memory** system. Both the MSDOS or PCDOS operating systems assume that the microprocessor is operated in the real mode at all times. Real mode operation allows application software written for the 8086/8088, which contain only 1M byte of memory, to function in the 80286 and above without changing the software. At present, 95 percent of all software in use is designed to operate in the real mode. This will most likely change as Windows 95 becomes the new 32-bit operating platform. The upward compatibility of software is partially responsible for the continuing success of the Intel family of microprocessors. In all cases, each of these microprocessors begins operation in the real mode by default whenever power is applied or the microprocessor is reset. Note that the DOS environment is a real mode environment.

Segments and Offsets

A combination of a segment address and an offset address access a memory location in the real mode. All real mode memory addresses consist of a segment address plus an offset address. The **segment address**, located within one of the segment registers, defines the beginning address of any 64K-byte memory segment. The **offset address** selects any location within the 64K-byte memory segment. Figure 2–3 shows how the segment plus offset addressing scheme selects a memory location. This illustration shows a memory segment that begins at location 10000H and ends at location 1FFFFH—64K bytes in length. It also shows how an offset, sometimes called a

FIGURE 2–3 The real mode memory-addressing scheme, using a segment address plus an offset



displacement, of F000H selects location 1F000H in the memory system. Note that the offset or displacement is the distance above the start of the segment.

The segment register in Figure 2–3 contains a 1000H, yet it addresses a starting segment at location 10000H. In the real mode, each segment register is internally appended with a 0H on its rightmost end. This forms a 20-bit memory address, allowing it to access the start of a segment at any 16-byte boundary within the first 1M byte of memory. This is required in the microprocessor to generate a 20-bit memory address. For example, if a segment register contains a 1200H, it addresses a 64K-byte memory segment beginning at location 12000H. Likewise, if a segment register contains a 1201H, it addresses a memory segment beginning at location 12010H. Because of the internally appended 0H, real mode segments can only begin at a 16-byte boundary in the memory system. This 16-byte boundary is often called a **paragraph**.

Because a real mode segment of memory is 64K in length, once the beginning address is known, the **ending address** is found by adding FFFFH. For example, if a segment register contains 3000H, the first address of the segment is 30000H and the last address is 30000H + FFFFH or 3FFFFH. Table 2–1 shows several examples of segment register contents and the starting and ending addresses of the memory segments selected by each segment address.

The offset address is added to the start of the segment to address a memory location in the memory segment. For example, if the segment address is 1000H and the offset address is 2000H, the microprocessor addresses memory location 12000H. The segment and offset address is sometimes written as 1000:2000 for a segment address of 1000H with an offset of 2000H.

In the 80286 (with special external circuitry) and the 80386 through the Pentium Pro, an extra 64K minus 16 bytes of memory is addressable when the segment address is FFFFH and the HIMEM.SYS driver is installed in the system. This area of memory (0FFFF0H–10FFEFH) is referred to as **high memory**. When an address is generated using a segment address of FFFFH, the A20 address pin is set (if supported) when an offset is added. For example, if the segment address is FFFFH and the offset address is 4000H, the machine addresses memory location FFFF0H + 4000H or 103FF0H. If A20 is not supported, the address generated is 03FF0H because A20 remains a logic zero.

Some addressing modes combine more than one register and an offset value to form an offset address. When this occurs, the sum of these values may exceed FFFFH. For example, the address accessed in a segment whose segment address is 3000H and whose offset address is specified as the sum of F000H plus 3000H will access memory location 32000H, instead of location 42000H. When the F000H and 3000H are added, they form a 16-bit (**modulo 16**) sum of 2000H used as the offset address and not 12000H, the true sum. Note that the carry of 1 (F000H + 3000H = 12000H) is dropped for this addition to form the offset address of 2000H.

Default Segment and Offset Registers

The microprocessor has a set of rules that apply to segments whenever memory is addressed. These rules, which apply in either the real or protected mode, define the segment register and offset register combination used by certain addressing modes. For example, the code segment register is always used with the instruction pointer to address the next instruction in a program.

TABLE 2–1 Example segment addresses

Segment Register	Starting Address	Ending Address
2000H	20000H	2FFFFH
2001H	20010H	3000FH
21000H	21000H	30FFFH
AB00H	AB000H	BAFFFH
1234H	12340H	2233FH

TABLE 2-2 8086–80486 and Pentium/Pentium Pro default 16-bit segment and offset address combinations

Segment	Offset	Special Purpose
CS	IP	Instruction address
SS	SP or BP	Stack address
DS	BX, DI, SI, an 8-bit number or a 16-bit number	Data address
ES	DI for string instructions	String destination address

This combination is **CS:IP** or **CS:EIP** depending upon the microprocessor's mode of operation. The **code segment** register defines the start of the code segment and the **instruction pointer** locates the next instruction within the code segment. This combination (CS:IP or CS:EIP) locates the next instruction executed by the microprocessor. For example, if CS = 1400H and IP/EIP = 1200H, the microprocessor fetches its next instruction from memory location 14000H + 1200H or 15200H.

Another of the default combinations is the **stack**. Stack data are referenced through the stack segment at the memory location addressed by either the stack pointer (SP/ESP) or the base pointer (BP/EBP). These combinations are referred to as SS:SP (SS:ESP) or SS:BP (SS:EBP). For example, if SS = 2000H and BP = 3000H, the microprocessor addresses memory location 23000H for a stack segment memory location. Note that in real mode, only the rightmost 16-bits of the extended register address a location within the memory segment. In the 80386–Pentium Pro, never place a number larger than FFFFH into an offset register if the microprocessor is operated in the real mode. This causes the system to halt and indicate an addressing error.

Other defaults are shown in Table 2-2 for addressing memory using any Intel microprocessor with 16-bit registers. Table 2-3 shows the defaults assumed in the 80386 and above when using 32-bit registers. Note that the 80386 and above have a far greater selection of segment/offset address combinations than do the 8086 through the 80286 microprocessors.

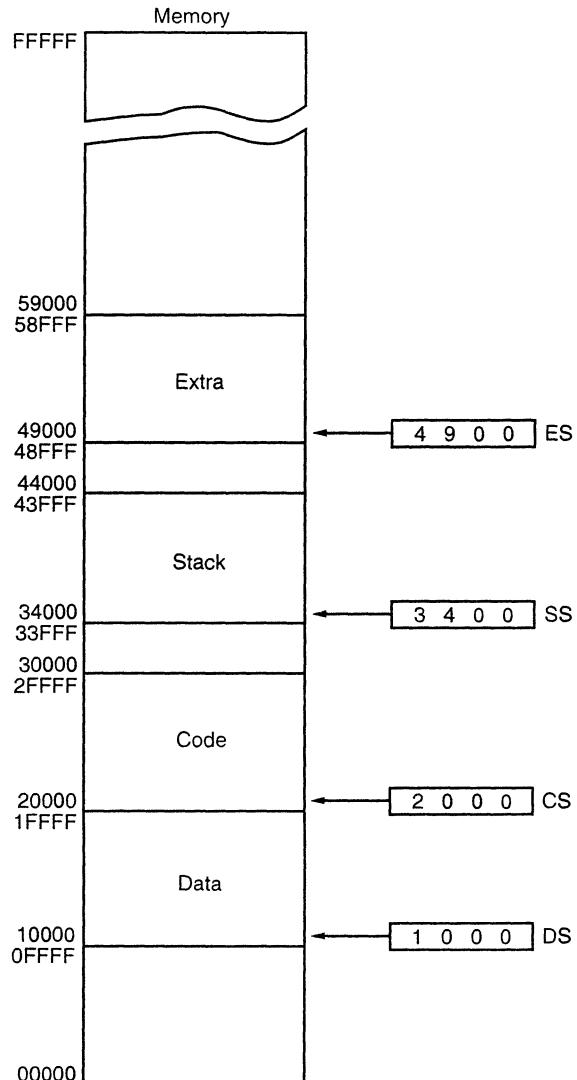
The 8086–80286 microprocessors allow four memory segments, and the 80386 and above allow six memory segments. Figure 2-4 shows a system that contains four memory segments. Note that a memory segment can touch or even overlap if 64K bytes of memory are not required for a segment. Think of segments as windows that can be moved over any area of memory to access data or code. Also note that a program can have more than four or six segments, but can only access four or six segments at a time.

Suppose an application program requires 1000H bytes of memory for its code, 190H bytes of memory for its data, and 200H bytes of memory for its stack. This application does not require an extra segment. When this program is placed in the memory system by DOS, it is loaded in the TPA at the first available area of memory above the drivers and other TPA programs. This area

TABLE 2-3 80386, 80486, Pentium, and Pentium Pro default 32-bit segment and offset address combinations

Segment	Offset	Special Purpose
CS	EIP	Instruction address
SS	ESP and EBP	Stack address
DS	EAX, EBX, ECX, EDX, ESI, EDI, an 8-bit number, or a 32-bit number	Data address
ES	EDI for string instructions	String destination address
FS	No default	General address
GS	No default	General address

FIGURE 2–4 A memory system showing the placement of four memory segments

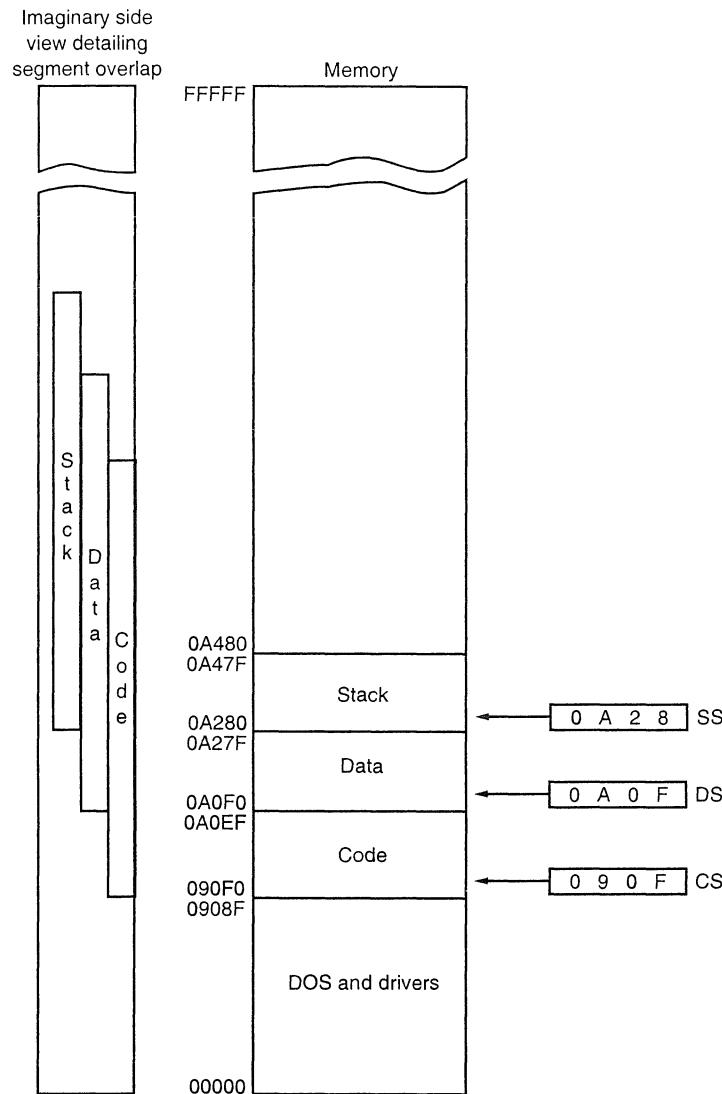


is indicated by a **free-pointer** that is maintained by DOS. Program loading is handled automatically by the **program loader** located within DOS. Figure 2–5 shows how this application is stored in the memory system. The segments show an overlap because the amount of data in them does not require 64K bytes of memory. The side view of the segments clearly shows the overlap and how segments can be moved to any area of memory by changing the segment starting address. Fortunately, DOS calculates and assigns segment starting addresses. This is explained in Chapter 7, which details the operation of the assembler, BIOS, and DOS for an assembly language program.

Segment and Offset Addressing Scheme Allows Relocation

The segment and offset addressing scheme seems unduly complicated. It is complicated, but it also affords an advantage to the system. This complicated scheme of segment plus offset addressing allows programs to be relocated in the memory system. It also allows programs written to function in the real mode to operate in a protected mode system. A relocatable program is one that can be placed into any area of memory and executed without change. Relocatable data are data that can be placed in any area of memory and used without any change to the program. The

FIGURE 2–5 An application program containing a code, data, and stack segment loaded into a DOS system memory



segment and offset addressing scheme allows both programs and data to be relocated without changing anything in the programs or data. This is ideal for use in a general-purpose computer system where not all machines contain the same memory areas. The personal computer memory structure is different from machine to machine, requiring relocatable software and data.

Because memory is addressed within a segment by an offset address, the memory segment can be moved to any place in the memory system without changing any of the offset addresses. This is accomplished by moving the entire program, as a block, to a new area and then changing only the contents of the segment registers. If an instruction is 4 bytes above the start of the segment, its offset address is 4. If the entire program is moved to a new area of memory, this offset address of 4 still points to 4 bytes above the start of the segment. Only the contents of the segment register must be changed to address the program in the new area of memory. Without this feature, a program would have to be extensively rewritten or altered before it is moved. This would require additional time or many versions of a program for the many different configurations of computer systems.

2-3 ✓

PROTECTED MODE MEMORY ADDRESSING

Protected mode memory addressing (80286 and above) allows access to data and programs located above the first 1M byte of memory as well as within the first 1M byte of memory. Addressing this extended section of the memory system requires a change to the segment plus offset addressing scheme used with real mode memory addressing. When data and programs are addressed in extended memory, the offset address is still used to access information located within the memory segment. The difference is that the segment address, as discussed with real mode memory addressing, is no longer present in the protected mode. In place of the segment address, the segment register contains a **selector** that selects a descriptor from a descriptor table. The **descriptor** describes the memory segment's location, length, and access rights. Because the segment register and offset address still access memory, protected mode instructions are identical to real mode instructions. In fact, most programs written to function in the real mode will function without change in the protected mode. The difference between modes is in the way that the segment register is interpreted by the microprocessor to access the memory segment.

Selectors and Descriptors

The selector, located in the segment register, selects one of 8,192 descriptors from one of two tables of descriptors. The descriptor describes the location, length, and access rights of the segment of memory. Indirectly, the segment register still selects a memory segment, but not directly as in the real mode. For example, in the real mode, if CS = 0008H, the code segment begins at location 00080H. In the protected mode, this segment number can address any memory location in the entire system for the code segment, as explained shortly.

There are two descriptor tables used with the segment registers: one contains global descriptors and the other contains local descriptors. The **global descriptors** contain segment definitions that apply to all programs, while the **local descriptors** are usually unique to an application. Each descriptor table contains 8,192 descriptors, so a total of 16,384 descriptors are available to an application at any time. Because the descriptor describes a memory segment, this allows up to 16,384 memory segments to be described for each application.

Figure 2–6 shows the format of a descriptor for the 80286 through the Pentium Pro. Note that each descriptor is 8 bytes in length, so the global and local descriptor tables are each a maximum of 64K bytes in length. Descriptors for the 80286 and the 80386 through the Pentium Pro differ slightly, but the 80286 descriptor is upward compatible.

The **base address** portion of the descriptor indicates the starting location of the memory segment. For the 80286 microprocessor, the base address is a 24-bit address, so segments begin at any location in its 16M bytes of memory. Note that the paragraph boundary limitation is removed in these microprocessors when operated in the protected mode. The 80386 and above use a 32-bit base address that allows segments to begin at any location in its 4G bytes of memory. Notice how the 80286 descriptor's base address is upward compatible to the 80386 through the Pentium Pro descriptor because its most-significant 8-bits are 00H. Refer to Chapter 17 for additional detail on the 64G memory address space provided by the Pentium Pro processor.

The **segment limit** contains the last offset address found in a segment. For example, if a segment begins at memory location F00000H and ends at location F000FFH, the base address is F00000H and the limit is FFH. For the 80286 microprocessor, the base address is F00000H and the limit is 00FFH. For the 80386 and above, the base address is 00F0000H and the limit is 000FFH. Notice that the 80286 has a 16-bit limit, and the 80386 through the Pentium Pro have a 20-bit limit. The 80286 accesses memory segments that are between 1 and 64K bytes in length. The 80386 and above access memory segments that are between 1 and 1M byte or 4K and 4G bytes in length.

80286 descriptor		80386/80486/Pentium/Pentium Pro descriptor			
7	0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0	6	Base (B31–B24)	G D O A V Limit (L19–L16)
5	Access rights	Base (B23–B16)	4	Access rights	Base (B23–B16)
3	Base (B15–B0)		2	Base (B15–B0)	
1	Limit (L15–L0)		0	Limit (L15–L0)	

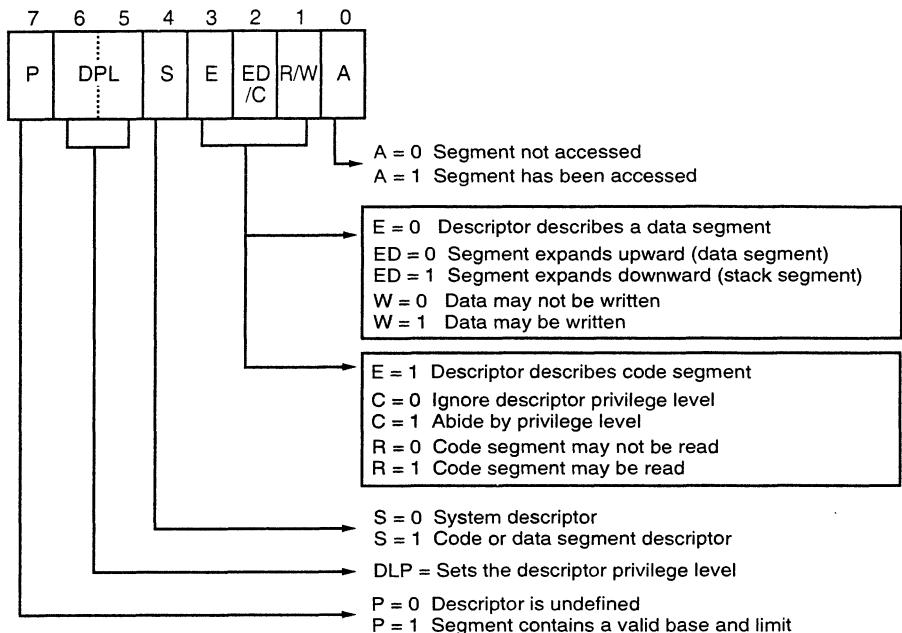
FIGURE 2–6 The descriptor formats for the 80286 and 80386/80486/Pentium/Pentium Pro microprocessors

There is another feature found in the 80386 through the Pentium Pro descriptor that is not found in the 80286 descriptor: the G bit or **granularity bit**. If G = 0, the limit specifies a segment limit of from 1 to 1M byte in length. If G = 1, the value of the limit is multiplied by 4K bytes (appended with 000H). If G = 1, the limit is any multiple of 4K bytes. This allows a segment length of 4K to 4G bytes in steps of 4K bytes. The reason that the segment length is 64K bytes in the 80286 is that the offset address is always 16-bits because of its 16-bit internal architecture. The 80386 and above use a 32-bit architecture, which allows an offset address, in the protected mode operation, of the 32-bits. This 32-bit offset address allows segment lengths of 4G bytes, and the 16-bit offset address allows segment lengths of 64K bytes. Operating systems operate in either a 16- or 32-bit environment.

The AV bit, in the 80386 and above descriptor, is used by some operating systems to indicate that the segment is available (AV = 1) or not available (AV = 0). The D bit indicates how the 80386 through the Pentium Pro instructions access register and memory data in the protected or real mode. If D = 0, the instructions are 16-bit instructions compatible with the 8086–80286 microprocessors. This means that the instructions use 16-bit offset addresses and 16-bit registers by default. This mode is often called the 16-bit instruction mode. If D = 1, the instructions are 32-bit instructions. By default, the 32-bit instruction mode assumes that all offset addresses as well as all registers are 32-bits. Note that the default for register size and offset address size can be overridden in both the 16- and 32-bit instruction modes. Both the MSDOS and PCDOS operating systems require that the instructions are always used in the 16-bit instruction mode. Windows 3.1 also requires that the 16-bit instruction mode is selected. Note that the 32-bit instruction mode is only accessible in a protected-mode system such as Windows NT, Windows 95, or OS/2. More detail on these modes and their application to the instruction set appears in Chapters 3 and 4.

The **access rights byte** (see Figure 2–7) controls access to the protected mode memory segment. This byte describes how the segment functions in the system. The access rights byte allows complete control over the segment. If the segment is a data segment, the direction of growth is specified. If the segment grows beyond its limit, the microprocessor's program is interrupted, indicating a general protection fault. You can even specify if a data segment can be written or is write-protected. The code segment is also controlled in a similar fashion and can have reading inhibited to protect software.

Descriptors are chosen from the descriptor table by the segment register. Figure 2–8 shows how the segment register functions in the protected mode system. The segment register contains a 13-bit selector field, a table selector bit, and a requested privilege level field. The 13-bit selector chooses one of the 8,192 descriptors from the descriptor table. The **TI bit** selects either the global descriptor table (TI = 0) or the local descriptor table (TI = 1). The **requested privilege level (RPL)** requests the access privilege level of a memory segment. The highest privilege level is 00 and the lowest is 11. If the requested privilege level matches or is higher in priority than the privilege level set by the access rights byte, access is granted. For example, if the requested privilege level is 10 and the access rights byte sets the segment privilege level at 11, access is granted



Note: Some of the letters used to describe the bits in the access rights bytes vary in Intel documentation.

FIGURE 2–7 The access rights byte for the 80286, 80386, 80486, Pentium, and Pentium Pro descriptor

because 10 is higher in priority than privilege level 11. Privilege levels are used in multi-user environments. If the privilege level is violated, the system normally indicates a privilege violation.

Figure 2–9 shows how the segment register, containing a selector, chooses a descriptor from the global descriptor table. The entry in the global descriptor table selects a segment in the memory system. In this illustration, DS contains 0008H, which accesses the descriptor number 1 from the global descriptor table using a requested privilege level of 00. Descriptor number 1 contains a descriptor that defines the base address as 00100000H with a segment limit of 000FFH. This means that a value of 0008H loaded into DS causes the microprocessor to use memory locations 00100000H–001000FFH for the data segment with this example descriptor table. Note that descriptor zero is called the null descriptor and may not be used for accessing memory.

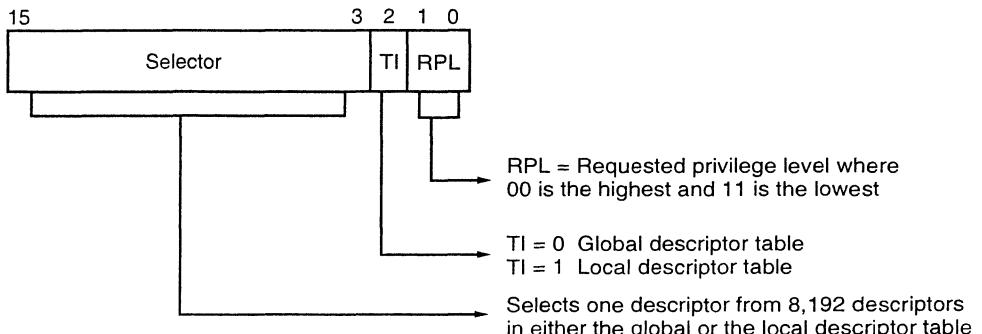


FIGURE 2–8 The contents of a segment register during protected-mode operation of the 80286, 80386, 80486, Pentium, or Pentium Pro microprocessor

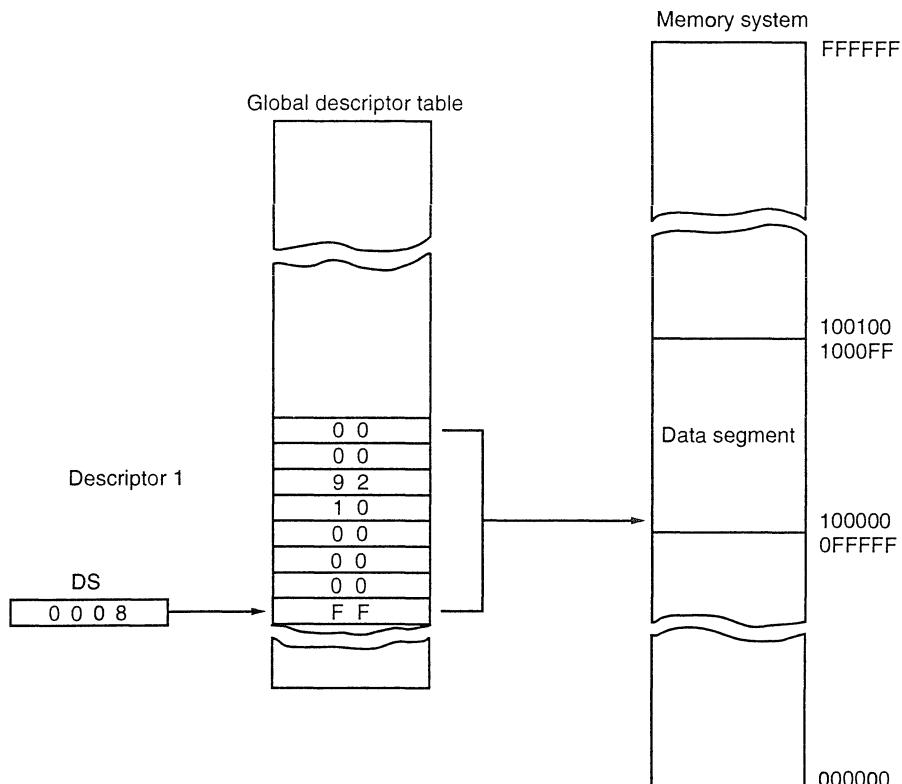


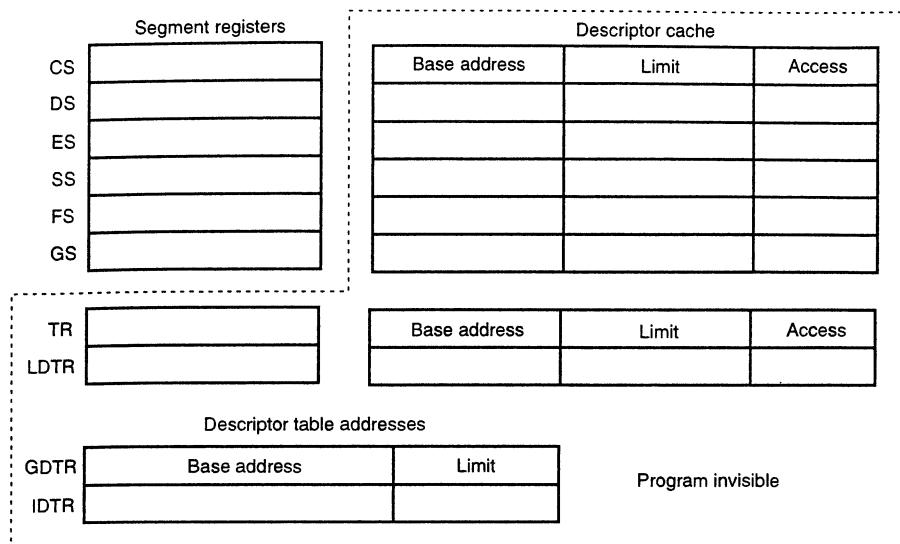
FIGURE 2–9 Using the DS register to select a descriptor from the global descriptor table. In this example, the DS register accesses memory locations 100000H–1000FFH as a data segment.

Program-invisible Registers

The global and local descriptor tables are found in the memory system. In order to access and specify the address of these tables, the 80286, 80386, 80486, Pentium, and Pentium Pro contain program-invisible registers. The program invisible registers are not directly addressed by software, so they are given this name, although some of these registers are accessed by the system software. Figure 2–10 illustrates the program-invisible registers as they appear in the 80286 through the Pentium Pro. These registers control the microprocessor when operated in the protected mode.

Each of the segment registers contains a program-invisible portion used in the protected mode. The program-invisible portion of these registers is often called cache memory because a cache is any memory that stores information. This cache is not to be confused with the normal level 1 or level 2 caches found with the microprocessor. The program-invisible portion of the segment register is loaded with the base address, limit, and access rights each time the number in the segment register is changed. When a new segment number is placed in a segment register, the microprocessor accesses a descriptor table and loads the descriptor into the program invisible cache portion of the segment register. It is held there and used to access the memory segment until the segment number is again changed. This allows the microprocessor to access a memory segment repeatedly without referring back to the descriptor table for each access, hence the term cache.

The GDTR (global descriptor table register) and IDTR (interrupt descriptor table register) contain the base address of the descriptor table and its limit. The limit of each descriptor



Notes:

1. The 80286 does not contain FS and GS nor the program-invisible portions of these registers.
2. The 80286 contains a base address that is 24-bits and a limit that is 16-bits.
3. The 80386/80486/Pentium/Pentium Pro contain a base address that is 32-bits and a limit that is 20-bits.
4. The access rights are 8-bits in the 80286 and 12-bits in the 80386/80486/Pentium.

FIGURE 2–10 The program-invisible register within the 80286, 80386, 80486, Pentium, and Pentium Pro microprocessor

table is 16-bits because the maximum table length is 64K bytes. When protected mode operation is desired, the address of the global descriptor table and its limit are loaded into the GDTR. Before using protected mode, the interrupt descriptor table and the IDTR must also be initialized. More detail is provided on protected mode operation in Chapters 16–17. At this point, the programming and additional description of these registers are impossible.

The location of the local descriptor table is selected from the global descriptor table. One of the global descriptors is set up to address the local descriptor table. To access the local descriptor table, the LDTR (**local descriptor table register**) is loaded with a selector, just as a segment register is loaded with a selector. This selector accesses the global descriptor table and loads the base address, limit, and access rights of the local descriptor table into the cache portion of the LDTR.

The (**task register**) holds a selector that accesses a descriptor that defines a task. A task is most often a procedure or application program. The descriptor for the procedure or application program is stored in the global descriptor table, so access can be controlled through the privilege levels. The task register allows a context or task switch in about 17 µs. Task switching allows the microprocessor to switch between tasks in a fairly short amount of time. The task switch allows multitasking systems to switch from one task to another in a simple and orderly fashion.

The **memory paging mechanism** located within the 80386 and above allows any physical memory location to be assigned to any linear address. The **linear address** is defined as the address generated by a program. With the memory paging unit, the linear address is invisibly translated into any **physical address**. This allows an application written to function at a specific address to be

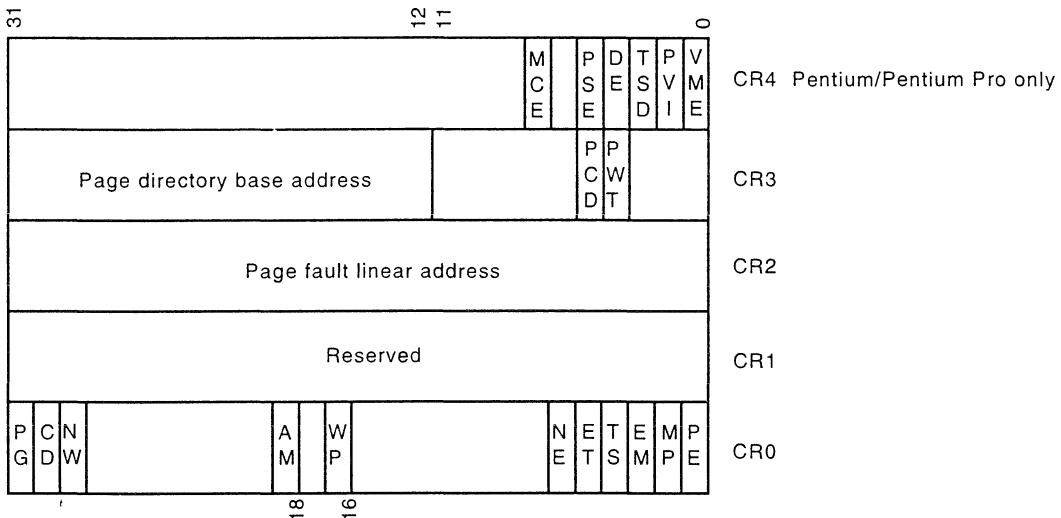


FIGURE 2-11 The control register structure of the microprocessor

relocated through the paging mechanism. It also allows memory to be placed into areas where no memory exists. An example is the upper memory blocks provided by EMM386.EXE.

The EMM386.EXE program reassigns extended memory, in 4K blocks, to the system memory between the video BIOS and the system BIOS ROMS to provide upper memory blocks. Without the paging mechanism, the use of this area of memory is impossible.

Paging Registers

The paging unit is controlled by the contents of the microprocessor's control registers. Refer to Figure 2-11 for the contents of control registers CR0 through CR3. Note that these registers are only available to the 80386 through the Pentium Pro microprocessors. Also note that the Pentium/Pentium Pro contain an additional control register labeled CR4 that controls extensions provided in the Pentium/Pentium Pro microprocessors. One of these features is a 4M byte page that is enabled by setting bit position 4 or CR4. Refer to Chapter 17 for additional detail on 4M byte memory paging. Note that at this time no operating system supports 4M byte memory paging.

The registers important to the paging unit are CR0 and CR3. The leftmost bit (PG) position of CR0 selects paging when placed at a logic 1 level. If the PG bit is cleared (0), the linear address generated by the program becomes the physical address used to access memory. If the PG bit is set (1), the linear address is converted to a physical address through the paging mechanism. The paging mechanism functions in both the real and protected mode.

The contents of CR3 contain the page directory base address and the PCD and PWT bits. The PCD and PWT bits control the operation of the PCD and PWT pins on the microprocessor. If PCD is set (1), the PCD pin becomes a logic one during bus cycles that are not pages. This allows the external hardware to control the level 2 cache memory. (Note that the level 2 cache memory is an external high-speed memory. It functions as a buffer between the microprocessor and the main DRAM memory system.) The PWT bit also appears on the PWT pin during bus cycles that are not pages to control the write-through cache in the system. The page directory base address locates the page directory for the page translation unit. Note that this address locates the page directory at any 4K boundary in the memory system, because it is appended internally with a 000H. The page directory contains 1,024 directory entries of four bytes each. Each page directory entry addresses a page table that contains 1,024 entries.

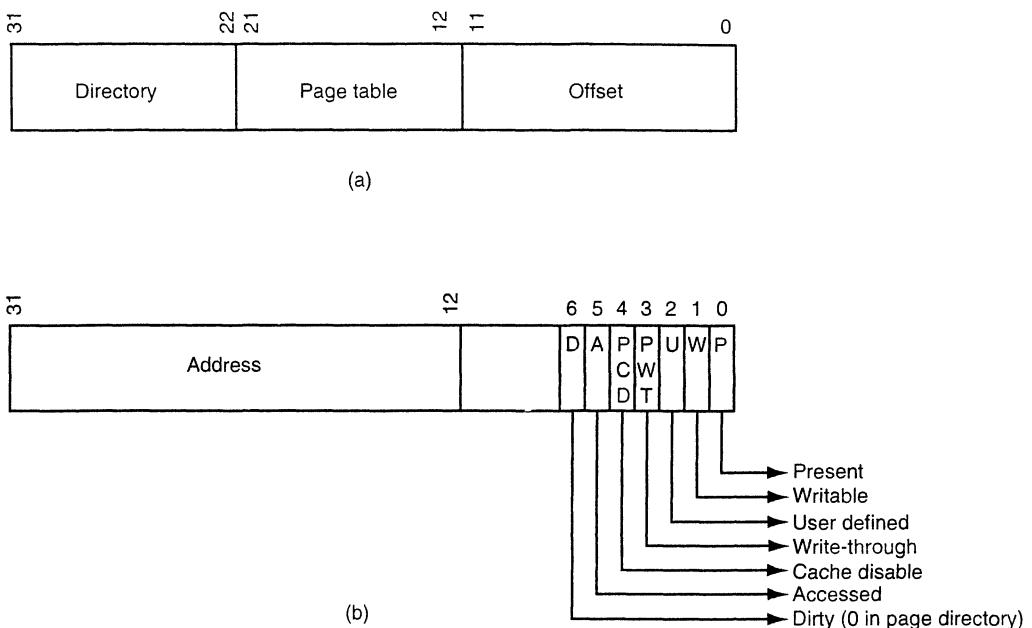


FIGURE 2-12 The format for the linear address (a) and a page directory or page table entry (b)

The linear address, as it is generated by the software, is broken into three sections that are used to access the **page directory entry**, **page table entry**, and **page offset address**. Figure 2-12 shows the linear address and its makeup for paging. Notice how the leftmost 10 bits address an entry in the page directory. For linear address 00000000H–003FFFFFH, the first entry of the page directory is accessed. Each page directory entry represents a 4M byte section of the memory system. The contents of the page directory select a page table that is indexed by the next 10 bits of the linear address (bit positions 12–21). This means that address 00000000H–00000FFFH selects page directory entry 0 and page table entry 0. Notice that this is a 4K byte address range. The offset part of the linear address (bit positions 0–11) next selects a byte in the 4K byte memory page. In Figure 2-12, if the page table 0 entry contains address 00100000H, then the physical address is 00100000H–00100FFFH for linear address 00000000H–00000FFFH. This means that when the program accesses a location between 00000000H and 00000FFFH, the microprocessor physically addresses location 00100000H–00100FFFH.

Because the act of repaging a 4K byte section of memory requires access to the page directory and a page table, both located in memory, Intel has incorporated a cache called the **TLB (translation look-aside buffer)**. In the 80486 microprocessor, the cache holds the 32 most recent page translation addresses. This means that the last 32 page table translations are stored in the TLB, so if the same area of memory is accessed, the address is already present in the TLB and access to the page directory and page tables is not required. This speeds program execution. If a translation is not in the TLB, then the page directory and page table must be accessed, which requires additional execution time. The Pentium and Pentium Pro both contain a separate TLB for each of their instruction and data caches.

The Page Directory and Page Table

Figure 2-13 shows the page directory, a few page tables, and some memory pages. There is only one page directory in the system. The page directory contains 1,024 doubleword addresses that

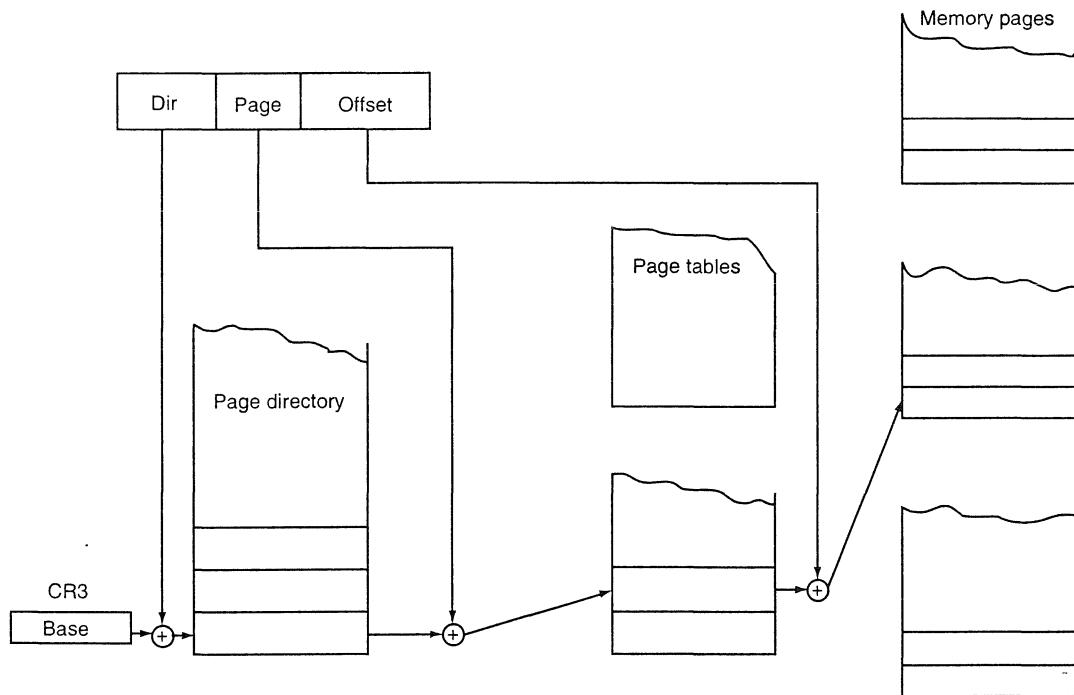


FIGURE 2-13 The paging mechanism in the 80386, 80486, Pentium, and Pentium Pro microprocessor

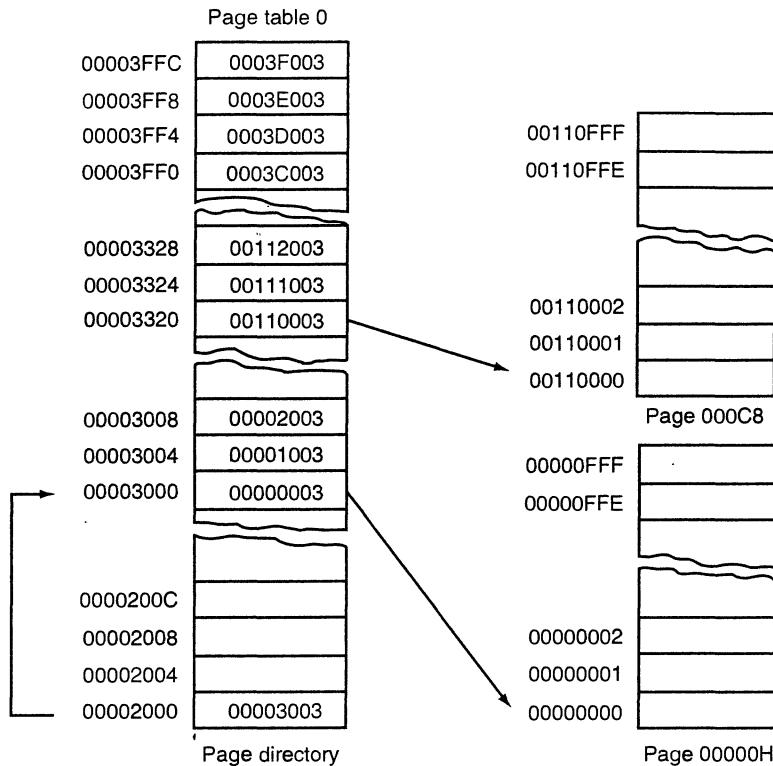
locate up to 1,024 page tables. The page directory and each page table are 4K bytes in length. If the entire 4G bytes of memory are paged, the system must allocate 4K bytes of memory for the page directory and 4K times 1,024 or 4M bytes for the 1,024 page tables. This represents a considerable investment in memory resources.

The DOS system and EMM386.EXE use page tables to redefine the area of memory between locations C8000H–EFFFFH as upper memory blocks. They do this by repaging extended memory to back-fill this part of the conventional memory system to allow DOS access to additional memory. Suppose that the EMM386.EXE program allows access to 16M bytes of extended and conventional memory through paging, and locations C8000H–EFFFFH must be repaged to locations 110000–138000H with all other areas of memory paged to their normal locations. Such a scheme is depicted in Figure 2-14.

Here the page directory contains four entries. Recall that each entry in the page directory corresponds to 4M bytes of physical memory. The system also contains four page tables with 1,024 entries each. Recall that each entry in the page table repages 4K bytes of physical memory. This scheme requires a total of 16K of memory for the four page tables and 16 bytes of memory for the page directory.

As with DOS, the Windows program also repages the memory system. At present, Windows 3.11 only supports paging for 16M bytes of memory because of the amount of memory required to store the page tables. On the Pentium and Pentium Pro microprocessors, pages can be either 4K bytes in length or 4M bytes in length. Although no software currently supports the 4M byte pages, as the Pentium Pro and more advanced versions such as the P7 pervade the personal computer scene, operating systems of the future will undoubtedly begin to support 4M byte memory pages.

FIGURE 2–14 The page directory, page table 0, and two memory pages. Note how the address of page 000C8000–000C9000 has been moved to 00110000–00110FFF.



2–5

SUMMARY

1. The programming model of the 8086 through 80286 contains 8- and 16-bit registers. The programming model of the 80386 and above contains 8-, 16-, and 32-bit extended registers as well as two additional 16-bit segment registers: FS and GS.
2. The 8-bit registers are AH, AL, BH, BL, CH, CL, DH, and DL. The 16-bit registers are AX, BX, CX, DX, SP, BP, DI, and SI. The segment registers are CS, DS, ES, SS, FS, and GS. The 32-bit extended registers are EAX, EBX, ECX, EDX, ESP, EBP, EDI, and ESI. In addition, the microprocessor contains an instruction pointer (IP/EIP) and flag register (FLAGS or EFLAGS).
3. All real mode memory addresses are a combination of a segment address plus an offset address. The starting location of a segment is defined by the 16-bit number in the segment register that is appended with a hexadecimal zero to its rightmost end. The offset address is a 16-bit number added to the 20-bit segment address to form the real mode memory address.
4. All instructions (code) are accessed by the combination of CS (segment address) plus IP or EIP (offset address).
5. Data are normally referenced through a combination of the DS (data segment) and either an offset address or the contents of a register that contains the offset address. The 8086 through the Pentium Pro use BX, DI, and SI as default offset registers for data if 16-bit registers are selected. The 80386 and above can use the 32-bit registers EAX, EBX, ECX, EDX, EDI, and ESI as default offset registers for data.
6. Protected mode operation allows memory above the first 1M byte to be accessed by the 80286 through the Pentium Pro microprocessors. This extended memory system (XMS) is

- accessed via a segment address plus an offset address, just as in the real mode. The difference is that the segment address is not held in the segment register. In the protected mode, the segment starting address is stored in a descriptor that is selected by the segment register.
7. A protected mode descriptor contains a base address, limit, and access rights byte. The base address locates the starting address of the memory segment. The limit defines the last location of the segment. The access rights byte defines how the memory segment is accessed via a program. The 80286 microprocessor allows a memory segment to start at any of its 16M bytes of memory using a 24-bit base address. The 80386 and above allow a memory segment to begin at any of their 4G bytes of memory using a 32-bit base address. The limit is a 16-bit number in the 80286 and a 20-bit number in the 80386 and above. This allows an 80286 memory segment limit of 64K bytes and an 80386 and above memory segment limit of either 1M byte ($G = 0$) or 4G bytes ($G = 1$).
 8. The segment register contains three fields of information in the protected mode. The leftmost 13 bits of the segment register address one of 8,192 descriptors from a descriptor table. The TI bit accesses either the global descriptor table ($TI = 0$) or the local descriptor table ($TI = 1$). The rightmost 2 bits of the segment register select the requested priority level for the memory segment access.
 9. The program invisible registers are used by the 80286 and above to access the descriptor tables. Each segment register contains a cache portion that is used in protected mode to hold the base address, limit, and access rights acquired from a descriptor. The cache allows the microprocessor to access the memory segment without again referring to the descriptor table until the segment register's contents are changed.
 10. A memory page is 4K bytes in length. The linear address, as generated by a program, can be mapped to any physical address through the paging mechanism found within the 80386 through the Pentium Pro microprocessors.
 11. Memory paging is accomplished through control registers CR0 and CR3. The PG bit of CR0 enables paging and the contents of CR3 addresses the page directory. The page directory contains up to 1,024 page table addresses used to access paging tables. The page table contains 1,024 entries that locate the physical address of a 4K byte memory page.
 12. The TLB (translation look-aside buffer) caches the 32 most recent page table translations. This precludes page table translation if the translation resides in the TLB, speeding the execution of software.

2-6

QUESTIONS AND PROBLEMS

1. What are program-visible registers?
2. The 80286 addresses registers that are 8- and _____- bits wide.
3. The extended registers are addressable by which microprocessors?
4. The extended BX register is addressed as _____.
5. Which register holds a count for some instructions?
6. What is the purpose of the IP/EIP register?
7. The carry flag bit is set by what arithmetic operations?
8. Will an overflow occur if a signed FFH is added to a signed 01H?
9. A number that contains 3 one bits is said to have _____ parity.
10. Which flag bit controls the INTR pin on the microprocessor?
11. Which microprocessors contain an FS segment register?
12. What is the purpose of a segment register in the real mode operation of the microprocessor?

13. In the real mode, show the starting and ending addresses of each segment located by the following segment register values:
 - (a) 1000H
 - (b) 1234H
 - (c) 2300H
 - (d) E000H
 - (e) AB00H
14. Find the memory address of the next instruction executed by the microprocessor, when operated in the real mode, for the following CS:IP combinations:
 - (a) CS = 1000H and IP = 2000H
 - (b) CS = 2000H and IP = 1000H
 - (c) CS = 2300H and IP = 1A00H
 - (d) CS = 1A00H and IP = B000H
 - (e) CS = 3456H and IP = ABCDH
15. Real mode memory addresses allow access to memory below which address?
16. Which register or registers are used as an offset address for string instruction destinations in the 80486 microprocessor?
17. Which 32-bit register or registers are used as an offset address for data segment data in the 80386 microprocessor?
18. The stack memory is addressed by a combination of the _____ segment plus _____ offset.
19. If the base pointer (BP) addresses memory, the _____ segment contains the data.
20. Determine the memory location addressed by the following real mode 80286 register combinations:
 - (a) DS = 1000H and DI = 2000H
 - (b) DS = 2000H and SI = 1002H
 - (c) SS = 2300H and BP = 3200H
 - (d) DS = A000H and BX = 1000H
 - (e) SS = 2900H and SP = 3A00H
21. Determine the memory location addressed by the following real mode 80386 register combinations:
 - (a) DS = 2000H and EAX = 00003000H
 - (b) DS = 1A00H and ECX = 00002000H
 - (c) DS = C000H and ESI = 0000A000H
 - (d) SS = 8000H and ESP = 00009000H
 - (e) DS = 1239H and EDX = 0000A900H
22. Protected mode memory addressing allows access to which area of the memory in the 80286 microprocessor?
23. Protected mode memory addressing allows access to which area of the memory in the Pentium microprocessor?
24. What is the purpose of the segment register in protected mode memory addressing?
25. How many descriptors are accessible in the global descriptor table in the protected mode?
26. For an 80286 descriptor that contains a base address of A00000H and a limit of 1000H, what starting and ending locations are addressed by this descriptor?
27. For an 80486 descriptor that contains a base address of 0100000H, a limit of 0FFFFH, and G = 0, what starting and ending locations are addressed by this descriptor?
28. For a Pentium descriptor that contains a base address of 0028000H, a limit of 00010H, and G = 1, what starting and ending locations are addressed by this descriptor?
29. If the DS register contains 0020H, in a protected mode system, which global descriptor table entry is accessed?
30. If DS = 0103H, in a protected mode system, the requested privilege level is _____.

31. If DS = 0105H, in a protected mode system, which entry, table, and requested privilege level are selected?
32. What is the maximum length of the global descriptor table in the Pentium microprocessor?
33. Code a descriptor that describes a memory segment that begins at location 210000H and ends at location 21001FH. This memory segment is a code segment that can be read. The descriptor is for an 80286 microprocessor.
34. Code a descriptor that describes a memory segment that begins at location 03000000H and ends at location 05FFFFFFH. This memory segment is a data segment that grows upward in the memory system and can be written. The descriptor is for an 80386 microprocessor.
35. Which register locates the global descriptor table?
36. How is the local descriptor table addressed in the memory system?
37. Describe what happens when a new number is loaded into a segment register when the microprocessor is operated in the protected mode.
38. What are the program-invisible registers?
39. What is the purpose of the GDTR?
40. How many bytes are found in a memory page?
41. What register is used to enable the paging mechanism in the 80386, 80486, Pentium, and Pentium Pro microprocessors?
42. How many 32-bit addresses are stored in the page directory?
43. Each entry in the page directory translates how much linear memory into physical memory?
44. If the microprocessor sends linear address 00200000H to the paging mechanism, which paging directory entry is accessed, and which page table entry is accessed?
45. What value is placed in the page table to redirect linear address 20000000H–30000000H?
46. What is the purpose of the TLB located within the 80486 microprocessor?
47. Use the Internet to locate the Texas Instruments web page and write a report that details the types of memory devices manufactured by Texas Instruments.
48. Use the Internet to locate the Intel web page and list the types of embedded microprocessors available.
49. Use the Internet to locate the AMD web page and list the types of microprocessors produced.
50. Use the Internet to find web sites that list facts about Intel microprocessors and write a paper that details at least two microprocessors.

CHAPTER 3

Addressing Modes

INTRODUCTION

Efficient software development for the microprocessor requires a complete familiarity with the addressing modes employed by each instruction. In this chapter, the MOV (**move data**) instruction is used to describe the data-addressing modes. The MOV instruction transfers bytes or words of data between registers or between registers and memory in the 8086 through the 80286 and bytes, words, or doublewords in the 80386 and above. In describing the program memory-addressing modes, the CALL and JMP instructions show how to modify the flow of the program.

The data-addressing modes include register, immediate, direct, register indirect, base-plus-index, register relative, and base relative-plus-index in the 8086 through the 80286 microprocessors. The 80386 and above also include a scaled-index mode of addressing memory data. The program memory-addressing modes include program relative, direct, and indirect. The operation of the stack memory is explained so that the PUSH and POP instructions are understood.

CHAPTER OBJECTIVES

Upon completion of this chapter, you will be able to:

1. Explain the operation of each data-addressing mode.
2. Use the data-addressing modes to form assembly language statements.
3. Explain the operation of each program memory-addressing mode.
4. Use the program memory-addressing modes to form assembly and machine language statements.
5. Select the appropriate addressing mode to accomplish a given task.
6. Detail the difference between addressing memory data using real mode and protected mode operation.
7. Describe the sequence of events that place data onto the stack or remove data from the stack.
8. Explain how a data structure is placed in memory and used with software.

3-1

DATA-ADDRESSING MODES

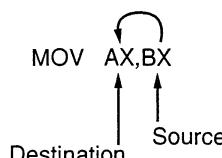
Because the MOV instruction is common and flexible, it provides a basis for the explanation of the data-addressing modes. Figure 3-1 illustrates the MOV instruction and defines the direction of data flow. The **source** is to the right and the **destination** is to the left, next to the opcode MOV. (An **opcode** or operation code tells the microprocessor which operation to perform.) This direction of flow, which is applied to all instructions, initially seems awkward. We naturally assume that things move from left to right, where as here they move from right to left. Notice that a *comma* always separates the destination from the source in an instruction. Also note that memory-to-memory transfers are not allowed by any instruction except for the MOVS instruction.

In Figure 3-1, the MOV AX,BX instruction transfers the word contents of the source register (BX) into the destination register (AX). The source never changes, but the destination almost always changes.¹ It is essential to remember that a MOV instruction always *copies* the source data into the destination. The MOV never actually picks up the data and moves it. Also note that the flag register remains unaffected by most data transfer instructions.

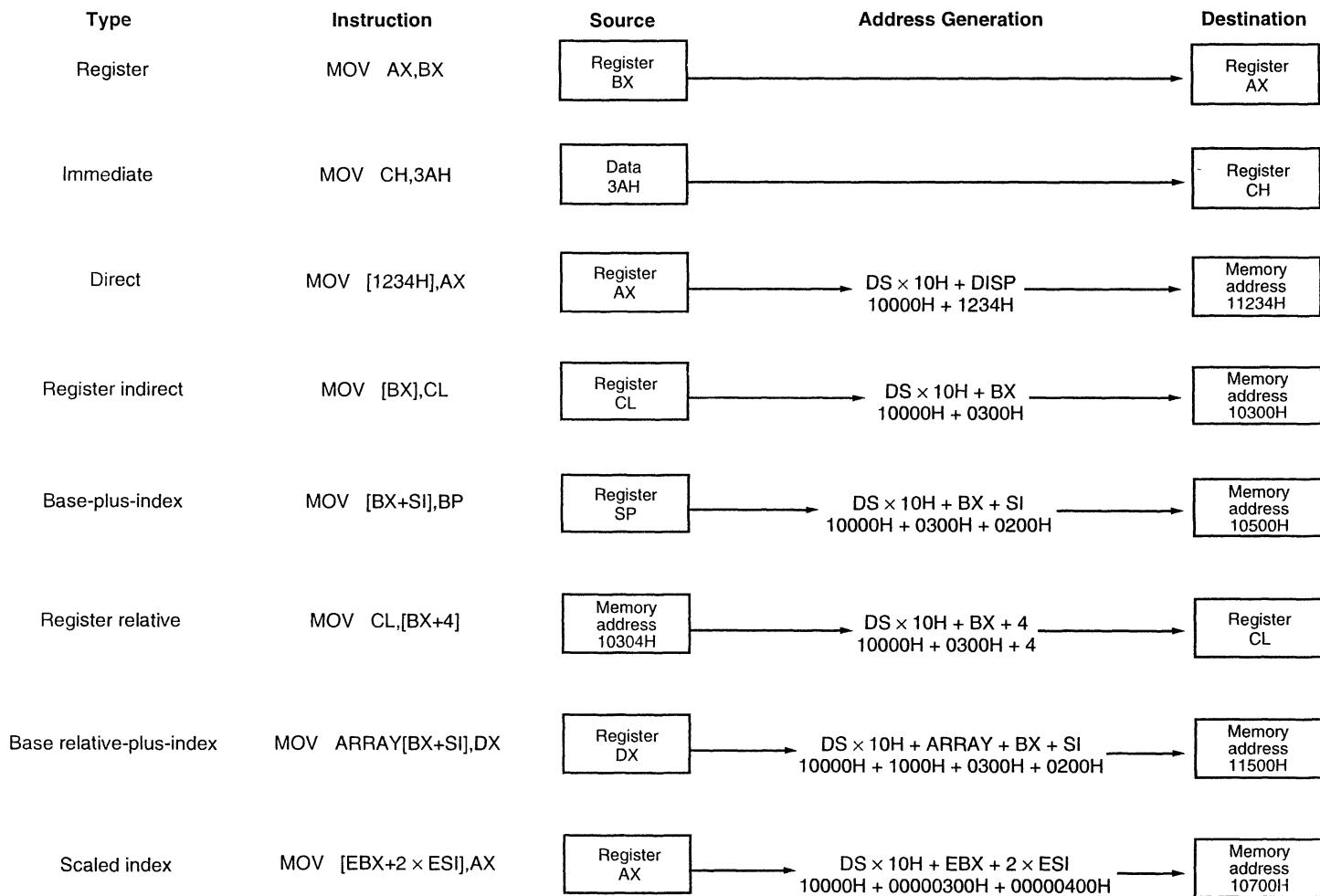
Figure 3-2 shows all possible variations of the data-addressing modes using the MOV instruction. This illustration helps to show how each data-addressing mode is formulated with the MOV instruction and also serves as a reference. Note that these are the same data-addressing modes found with all versions of the Intel microprocessor, except for the scaled-index addressing mode, which is only found in the 80386 through the Pentium Pro. The data-addressing modes are:

Register addressing	Transfers a copy of a byte or word from the source register or memory location to the destination register or memory location. (Example: the MOV CX,DX instruction copies the word-sized contents of register DX into register CX.) In the 80386 and above, a doubleword can be transferred from the source register or memory location to the destination register or memory location. (Example: the MOV ECX,EDX instruction copies the doubleword-sized contents of register EDX into register ECX.)
Immediate addressing	Transfers the source-immediate byte or word of data into the destination register or memory location. (Example: the MOV AL,22H instruction copies a byte-sized 22H into register AL.) In the 80386 and above, a doubleword of immediate data can be transferred into a register or memory location. (Example: the MOV EBX,12345678H instruction copies a doubleword-sized 12345678H into the 32-bit wide EBX register.)
Direct addressing	Moves a byte or word between a memory location and a register. The instruction set does not support a memory-to-memory transfer, except for the MOVS instruction. (Example: the MOV CX,LIST instruction

FIGURE 3-1 The MOV instruction showing the source, destination, and direction of data flow



¹The exceptions are the CMP and TEST instructions, which never change the destination. These instructions are described in later chapters.



Notes: EBX = 00000300H, ESI = 00000200H, ARRAY = 1000H, and DS = 1000H

FIGURE 3–2 8086–Pentium-Pro data-addressing modes

copies the word-sized contents of memory location LIST into register CX.) In the 80386 and above, a doubleword-sized memory location can also be addressed. (Example: the MOV ESI,LIST instruction copies a 32-bit number, stored in four consecutive bytes of memory, from location LIST into register ESI.)

Register indirect addressing

Transfers a byte or word between a register and a memory location addressed by an index or base register. The index and base registers are BP, BX, DI, and SI. (Example: the MOV AX,[BX] instruction copies the word-sized data from the data segment offset address indexed by BX into register AX.) In the 80386 and above, a byte, word, or doubleword is transferred between a register and a memory location addressed by any register: EAX, EBX, ECX, EDX, EBP, EDI, or ESI. (Example: the MOV AL,[ECX] instruction loads AL from the data segment offset address selected by the contents of ECX.)

Base-plus-index addressing

Transfers a byte or word between a register and the memory location addressed by a base register (BP or BX) plus an index register (DI or SI). (Example: the MOV [BX+DI],CL instruction copies the byte-sized contents of register CL into the data segment memory location addressed by BX plus DI.) In the 80386 and above, any register EAX, EBX, ECX, EDX, EBP, EDI, or ESI may be combined to generate the memory address. (Example: the MOV [EAX+EBX],CL instruction copies the byte-sized contents of register CL into the data segment memory location addressed by EAX plus EBX.)

Register relative addressing

Moves a byte or word between a register and the memory location addressed by an index or base register plus a displacement. (Example: MOV AX,[BX+4] or MOV AX,ARRAY[BX]. The first instruction loads AX from the data segment address formed by BX plus 4. The second instruction loads AX from the data segment memory location in ARRAY plus the contents of BX.) The 80386 and above use any register to address memory. (Example: MOV AX,[ECX+4] or MOV AX,ARRAY[EBX]. The first instruction loads AX from the data segment address formed by ECX plus 4. The second instruction loads AX from the data segment memory location ARRAY plus the contents of EBX.)

Base relative-plus-index addressing

Transfers a byte or word between a register and the memory location addressed by a base and an index register plus a displacement. (Example: MOV AX,ARRAY[BX+DI] or MOV AX,[BX+DI+4]. These instructions both load AX from a data segment memory location. The first instruction uses an address formed by adding ARRAY, BX, and DI; the second, by adding BX, DI, and 4.) (An 80386 and above example: MOV EAX,ARRAY[EBX+ECX] loads EAX from the data segment memory location accessed by the sum of ARRAY, EBX, and ECX.)

Scaled-index addressing

Is available only in the 80386 through the Pentium Pro microprocessors. The second register of a pair of registers is modified by the scale factor of 2X, 4X, or 8X to generate the operand memory address. (Example: a MOV EDX,[EAX+4*EBX] instruction loads EDX from the data segment memory location addressed by EAX plus 4 times EBX.) Scaling allows access to word (2X), doubleword (4X), or quadword (8X) memory array data. Note that a scaling factor of 1X also exists, but it is normally implied and does not appear in the instruction. The MOV

`AL,[EBX+ECX]` is an example where the scaling factor is a one. Alternately, the instruction can be rewritten as `MOV AL,[EBX+1*ECX]`. Another example is a `MOV AL,[2*EBX]` instruction, which uses only one scaled register to address memory.

• Register Addressing

Register addressing is the most common form of data addressing and, once the register names are learned, is the easiest to apply. The microprocessor contains the following 8-bit registers used with register addressing: AH, AL, BH, BL, CH, CL, DH, and DL. Also present are the following 16-bit registers: AX, BX, CX, DX, SP, BP, SI, and DI. In the 80386 and above, the extended 32-bit registers are EAX, EBX, ECX, EDX, ESP, EBP, EDI, and ESI. With register addressing, some `MOV` instructions and the `PUSH` and `POP` instructions also use the 16-bit segment registers (CS, ES, DS, SS, FS, and GS). It is important for instructions to use registers that are the same size. *Never mix an 8-bit register with a 16-bit register, an 8-bit register with a 32-bit register, or a 16-bit register with 32-bit register, because this is not allowed by the microprocessor and results in an error when assembled.* This is even true when a `MOV AX,AL` or a `MOV EAX,AL` instruction may seem to make sense. Of course, the `MOV AX,AL` or `MOV EAX,AL` instructions are *not* allowed, because these registers are of different sizes. Note that a few instructions, such as `SHL DX,CL`, are exceptions to this rule, as indicated in later chapters. It is also important to note that none of the `MOV` instructions affect the flag bits.

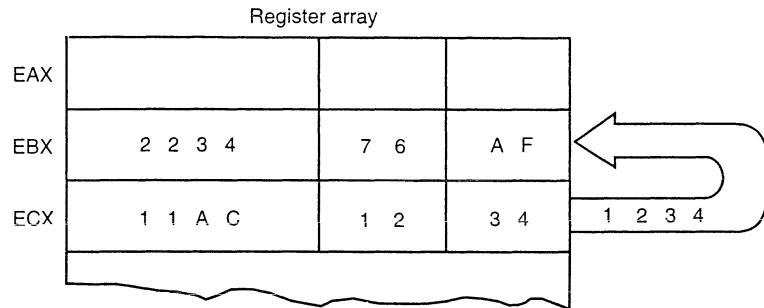
Table 3–1 shows many variations of register move instructions. It is impossible to show all of the many possible combinations. For example, just the 8-bit subset of the `MOV` instruction has 64 different variations. A segment-to-segment register `MOV` instruction is virtually the only type of register `MOV` instruction *not* allowed. Also note that the code segment register may not be changed by a `MOV` instruction, because the address of the next instruction is found in both IP/EIP and CS. If only CS were changed, the address of the next instruction would be unpredictable. Therefore, changing the CS register with a `MOV` instruction is not allowed.

Figure 3–3 shows the operation of the `MOV BX,CX` instruction. Note that the source register's contents do not change, but the destination register's contents do change. This instruction moves (*copies*) a `1234H` from register CX into register BX. This *erases* the old contents (`76AFH`) of register BX, but the contents of CX remain unchanged. The contents of the destination register

TABLE 3–1 Examples of the register-addressed instructions

Assembly Language	Size	Operation
<code>MOV AL,BL</code>	8-bits	Copies BL into AL
<code>MOV CH,CL</code>	8-bits	Copies CL into CH
<code>MOV AX,CX</code>	16-bits	Copies CX into AX
<code>MOV SP,BP</code>	16-bits	Copies BP into SP
<code>MOV DS,AX</code>	16-bits	Copies AX into DS
<code>MOV SI,DI</code>	16-bits	Copies DI into SI
<code>MOV BX,ES</code>	16-bits	Copies ES into BX
<code>MOV ECX,EBX</code>	32-bits	Copies EBX into ECX
<code>MOV ESP,EDX</code>	32-bits	Copies EDX into ESP
<code>MOV ES,DS</code>	—	Not allowed (segment-to-segment)
<code>MOV BL,DX</code>	—	Not allowed (mixed sizes)
<code>MOV CS,AX</code>	—	Not allowed (the code segment register may not be the destination register)

FIGURE 3–3 The effect of executing the MOV BX, CX instruction at the point just before the BX register changes. Note that only the rightmost 16-bits of register EBX change.



or destination memory location change for all instructions except the CMP and TEST instructions. Note that the MOV BX,CX instruction does not affect the leftmost 16-bits of register EBX.

Example 3–1 shows a sequence of assembled instructions that copy various data between 8-, 16-, and 32-bit registers. As mentioned, the act of moving data from one register to another only changes the destination register, never the source. The last instruction in this example (MOV CS,AX) assembles without error, but causes problems if executed. If only the contents of CS change without changing IP, the next step in the program is unknown and the program consequently goes awry.

EXAMPLE 3–1

0000 8B C3	MOV AX,BX	;copy contents of BX into AX
0002 8A CE	MOV CL,DH	;copy the contents of DH into CL
0004 8A CD	MOV CL,CH	;copy the contents of CH into CL
0006 66 8B C3	MOV EAX,EBX	;copy the contents of EBX into EAX
0009 66 8B D8	MOV EBX,EAX	;copy EAX into EBX, ECX, and EDX
000C 66 8B C8	MOV ECX,EAX	
000F 66 8B D0	MOV EDX,EAX	
0012 8C C8	MOV AX,CS	;copy CS into DS
0014 8E D8	MOV DS,AX	
0016 8E C8	MOV CS,AX	;assembles, but will cause problems

Immediate Addressing

Another data-addressing mode is immediate addressing. The term *immediate* implies that the data immediately follow the hexadecimal opcode in the memory. Also note that immediate data are **constant data**, while the data transferred from a register are **variable data**. Immediate addressing operates upon a byte or word of data. In the 80386 through the Pentium Pro microprocessors immediate addressing also operates on doubleword data. The MOV immediate instruction transfers a copy of the immediate data into a register or a memory location. Figure 3–4 shows the operation of a MOV EAX,13456H instruction. This instruction copies the 13456H from the instruction, located in the memory immediately following the hexadecimal opcode, into register EAX. As with the MOV instruction illustrated in Figure 3–3, the source data overwrite the destination data.

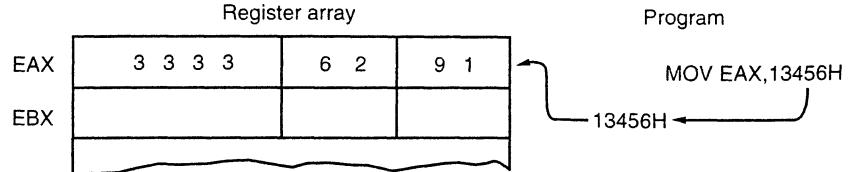
In symbolic assembly language, the symbol # precedes immediate data in some assemblers.² The MOV AX,#3456H instruction is an example. Most assemblers *do not* use the # symbol but represent immediate data as shown in the MOV AX,3456H instruction. In this text, the # symbol is *not* used for immediate data. The most common assemblers—Intel ASM, Microsoft MASM³, and Borland TASM⁴—do not use the # symbol for immediate data, but older assemblers used with some Hewlett-Packard logic development systems do, as may others.

²This is true for the assembler provided by Hewlett-Packard in some development systems.

³MASM (MACRO assembler) is a trademark of Microsoft Corporation.

⁴TASM (Turbo assembler) is a trademark of Borland Corporation.

FIGURE 3–4 The operation of the MOV EAX,3456H instruction. This instruction copies the immediate data (13456H) into EAX.



The symbolic assembler portrays immediate data in many ways. The letter H appends hexadecimal data. If hexadecimal data begin with a letter, the assembler requires that the data start with a 0. For example, to represent a hexadecimal F2, a 0F2H is used in assembly language. In some assemblers (though not in MASM, TASM, or this text), hexadecimal data are represented with an 'h, as in MOV AX,#h1234. Decimal data are represented as is, and require no special codes or adjustments. An example is the 100 decimal in the MOV AL,100 instruction. An ASCII-coded character or characters may be depicted in the immediate form if the ASCII data are enclosed in apostrophes. An example is the MOV BH,'A' instruction, which moves an ASCII-coded A (41H) into register BH. Be careful to use the apostrophe (') for ASCII data, and not the single quotation mark ('). Binary data are represented if the binary number is followed by the letter B or, in some assemblers, the letter Y. Table 3–2 shows many different variations of MOV instructions that apply immediate data.

Example 3–2 shows various immediate instructions in a short program that places a 0000H into the 16-bit registers AX, BX, and CX. This is followed by instructions that use register addressing to copy the contents of AX into registers SI, DI, and BP. This is a complete program that uses programming models for assembly and execution. The .MODEL TINY statement directs the assembler to assemble the program into a single segment. The .CODE statement or directive indicates the start of the code segment; the .STARTUP statement indicates the starting instruction in the program; and the .EXIT statement causes the program to exit to DOS. The END statement indicates the end of the program file. This program can be assembled with MASM and executed with CodeView⁵ (CV) to view its execution. To store the program into the system, use either the DOS EDIT program or Programmer's WorkBench⁶ (PWB). Note that a TINY program assembles as a command (.COM) program.

EXAMPLE 3–2

```

0000          .MODEL TINY      ;choose single segment model
              .CODE          ;indicate start of code segment

              .STARTUP        ;indicate start of program

0100  B8 0000    MOV   AX,0      ;place 0000H into AX
0103  BB 0000    MOV   BX,0000H  ;place 0000H into BX
0106  B9 0000    MOV   CX,0      ;place 0000H into CX

0109  8B F0      MOV   SI,AX    ;copy AX into SI
010B  8B F8      MOV   DI,AX    ;copy AX into DI
010D  8B E8      MOV   BP,AX    ;copy AX into BP

              .EXIT          ;exit to DOS
END            ;end of file

```

Each statement in a program consists of four parts or fields, as illustrated in Example 3–3. The leftmost field is called the *label*; and it is used to store a symbolic name for the memory location that it represents. All labels begin with a letter or one of the following special characters: @, \$, _, or ?. A label may be of any length from 1 to 35 characters. The label appears in a pro-

⁵CodeView is a registered trademark of Microsoft Corporation.

⁶Programmer's WorkBench is a registered trademark of Microsoft Corporation.

TABLE 3-2 Examples of immediate addressing using the MOV instruction

Assembly Language	Size	Operation
MOV BL,44	8-bits	Copies a 44 decimal (2CH) into BL
MOV AX,44H	16-bits	Copies a 0044H into AX
MOV SI,0	16-bits	Copies a 0000H into SI
MOV CH,100	8-bits	Copies a 100 decimal (64H) into CH
MOV AL,'A'	8-bits	Copies an ASCII A into AL
MOV AX,'AB'	16-bits	Copies an ASCII BA* into AX
MOV CL,11001110B	8-bits	Copies a 11001110 binary into CL
MOV EBX,12340000H	32-bits	Copies a 12340000H into EBX
MOV ESI,12	32-bits	Copies a 12 decimal into ESI
MOV EAX,100Y	32-bits	Copies a 100 binary into EAX

*Note: This is not an error. The ASCII characters are stored as a BA, so care should be exercised when using a word-sized pair of ASCII characters.

gram to identify the name of a memory location for storing data and for other purposes that are explained in the text as they appear. The next field is called the *opcode field*; it is designed to hold the instruction or opcode. The MOV instruction is an example of an opcode. To the right of the opcode field is the *operand field*, which contains information used by the opcode. For example, the MOV AL,BL instruction has the opcode MOV and operands AL and BL. Note that some instructions contain between zero and three operands. The final field, the *comment field*, contains a comment about an instruction or a group of instructions. A comment always begins with a semicolon (;).

EXAMPLE 3-3

LABEL	OPCODE	OPERAND	COMMENT
DATA1	DB	23H	;define DATA1 as a byte of 23H
DATA2	DW	1000H	;define DATA2 as a word of 1000H
START:	MOV	AL,BL	;copy BL into AL
	MOV	BH,AL	;copy AL into BH
	MOV	CX,200	;copy 200 decimal into CX

When the program is assembled and the **list** (.LST) file is viewed, it appears as the program listed in Example 3-2. The hexadecimal number at the far left is the offset address of the instruction or data. This number is generated by the assembler. The number or numbers to the right of the offset address are the machine-coded instructions or data that are also generated by the assembler. For example, if the MOV AX,0 instruction appears in a file and it is assembled, it appears in memory location 0100 in Example 3-2. Its hexadecimal machine language form is B8 0000. When the program was written, only the MOV AX,0 instruction was typed into the editor; the assembler generated the machine code and address and stored the program in a file ending with the extension .LST. Note that all programs shown in this text are in the form generated by the assembler.

Direct Data Addressing

Most instructions can use the direct data addressing mode. In fact, direct data addressing is applied to many instructions in a typical program. There are two basic forms of direct data addressing: (1) **direct addressing**, which applies to a MOV between a memory location and AL, AX, or EAX, and (2) **displacement addressing**, which applies to almost any instruction in the instruction set. In either case, the address is formed by adding the displacement to the default data segment address or an alternate segment address.

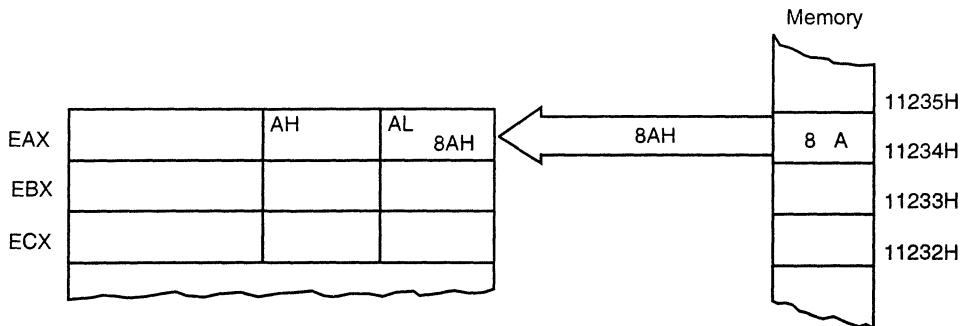


FIGURE 3–5 The operation of the `MOV AL,[1234H]` instruction when $DS = 1000H$

Direct Addressing. Direct addressing, with a `MOV` instruction, transfers data between a memory location, located within the data segment, and the AL (8-bit), AX (16-bit), or EAX (32-bit) register. A `MOV` instruction using this type of addressing is usually a 3-byte long instruction. (In the 80386 and above, a register size prefix may appear before the instruction, causing it to exceed three bytes in length.)

The `MOV AL,DATA` instruction, as represented by most assemblers, loads AL from data segment memory location DATA (1234H). Memory location DATA is a symbolic memory location, while the 1234H is the actual hexadecimal location. With many assemblers, this instruction is represented as a `MOV AL,[1234H]` instruction.⁷ The [1234H] is an absolute memory location that is not allowed by all assembler programs. Note that this may need to be formed as `MOV AL,DS:[1234H]` with some assemblers, to show that the address is in the data segment. Figure 3–5 shows how this instruction transfers a copy of the byte-sized contents of memory location 11234H into AL. The effective address is formed by adding 1234H (the offset address) to 10000H (the data segment address) in a system operating in the real mode.

Table 3–3 lists the three direct addressed instructions. These instructions often appear in programs, so Intel decided to make them special 3-byte long instructions to reduce the length of programs. All other instructions that move data from a memory location to a register, called *displacement addressed instructions*, require four or more bytes of memory for storage in a program.

TABLE 3–3 Direct addressed instructions using EAX, AX and AL

Assembly Language	Size	Operation
<code>MOV AL,NUMBER</code>	8-bits	Copies the byte contents of data segment memory location NUMBER into AL
<code>MOV AX,COW</code>	16-bits	Copies the word contents of data segment memory location COW into AX
<code>MOV EAX,WATER*</code>	32-bits	Copies the doubleword contents of memory location WATER into EAX
<code>MOV NEWS,AL</code>	8-bits	Copies AL into data segment memory location NEWS
<code>MOV THERE,AX</code>	16-bits	Copies AX into data segment memory location THERE
<code>MOV HOME,EAX*</code>	32-bits	Copies EAX into data segment memory location HOME

*Note: The 80386–Pentium Pro microprocessors will sometimes use more than three bytes of memory for the 32-bit move between EAX and memory.

⁷This form may be used with MASM, but most often appears when a program is entered or listed by DEBUG, a debugging tool provided with DOS.

Displacement Addressing. Displacement addressing is almost identical with direct addressing, except that the instruction is four bytes wide instead of three. In the 80386 through the Pentium Pro, this instruction can be up to seven bytes wide if a 32-bit register and a 32-bit displacement is specified. This type of direct data addressing is much more flexible because most instructions use it.

If the operation of the MOV CL,[1234H] instruction is compared to that of the MOV AL,[1234H] instruction in Figure 3–5, both basically perform the same operation except for the destination register (CL versus AL). Another difference only becomes apparent upon examining the assembled versions of these two instructions. The MOV AL,[1234H] instruction is three bytes long and the MOV CL,[1234H] instruction is four bytes long as illustrated in Example 3–4. This example shows how the assembler converts these two instructions into hexadecimal machine language.

EXAMPLE 3–4

0000 A0 1234 R	MOV AL, [1234H]
0003 8A 0E 1234 R	MOV CL, [1234H]

Table 3–4 lists some MOV instructions using the displacement form of direct addressing. Not all variations are listed because there are many MOV instructions of this type. Note that the segment registers can be stored or loaded from memory.

Example 3–5 shows a short program using models that address information in the data segment. Note that the **data segment** begins with a .DATA statement to inform the assembler where the data segment begins. The model size is adjusted from TINY, as in Example 3–3, to SMALL so that a data segment can be included. The **SMALL model** allows one data segment and one code segment. The SMALL model is often used whenever memory data are required for a program. A SMALL model program assembles as an execute (.EXE) program. Notice how this example allocates memory locations in the data segment using the DB and DW directives. Here the .STARTUP statement not only indicates the start of the code, but it also loads the data segment register with the segment address of the data segment. If this program is assembled and executed with CodeView, the instructions can be viewed as they execute and change registers and memory locations.

EXAMPLE 3–5

```

        .MODEL SMALL      ;select SMALL model
0000          .DATA       ;indicate start of DATA segment
/
0000 10      DATA1    DB   10H    ;place 10H in DATA1
0001 00      DATA2    DB   0       ;place 0 in DATA2
0002 0000    DATA3    DW   0       ;place 0 in DATA3
0004 AAAA    DATA4    DW   0AAAHH ;place AAAAH in DATA4

0000          .CODE      ;indicate start of CODE segment
                      .STARTUP ;indicate start of program

0017 A0 0000 R  MOV     AL,DATA1 ;copy DATA1 to AL
001A 8A 26 0001 R MOV     AH,DATA2 ;copy DATA2 to AH
001E A3 0002 R  MOV     DATA3,AX ;save AX at DATA3
0021 8B 1E 0004 R MOV     BX,DATA4 ;load BX with DATA4

        .EXIT      ;exit to DOS
END        ;end file

```

Register Indirect Addressing

Register indirect addressing allows data to be addressed at any memory location through an offset address held in any of the following registers: BP, BX, DI, and SI. For example, if register BX contains a 1000H and the MOV AX,[BX] instruction executes, the word contents of data segment

TABLE 3–4 Examples of direct data addressing using a displacement

Assembly Language	Size	Operation
MOV CH,DOG	8-bits	Copies the byte contents of data segment memory location DOG into CH
MOV CH,[1000H]*	8-bits	Copies the byte contents of data segment offset address 1000H into CH
MOV ES,DATA6	16-bits	Copies the word contents of data segment memory location DATA6 into ES
MOV DATA7,BP	16-bits	Copies BP into data segment memory location DATA7
MOV NUMBER,SP	16-bits	Copies SP into data segment memory location NUMBER
MOV DATA1,EAX	32-bits	Copies EAX into data segment memory location DATA1
MOV EDI,SUM1	32-bits	Copies the doubleword contents of data segment memory location SUM1 into EDI

*Note: This form of addressing is seldom used with most assemblers because an actual numeric offset address is rarely accessed.

offset address 1000H is copied into register AX. If the microprocessor is operated in the real mode and DS = 0100H, this instruction addresses a word stored at memory bytes 2000H and 2001H and transfers it into register AX (see Figure 3–6). Note that the contents of 2000H are moved into AL and the contents of 2001H are moved into AH. The [] symbols denote indirect addressing in assembly language. In addition to using the BP, BX, DI, and SI registers to indirectly address memory, the 80386 and above allow register indirect addressing with any extended register except ESP. Some typical instructions using indirect addressing appear in Table 3–5.

The **data segment** is used by default with register indirect addressing or any other addressing mode that uses BX, DI, or SI to address memory. If register BP addresses memory, the **stack segment** is used by default. These are considered the default settings for these four index and base registers. For the 80386 and above, EBP addresses memory in the stack segment by default; EAX,

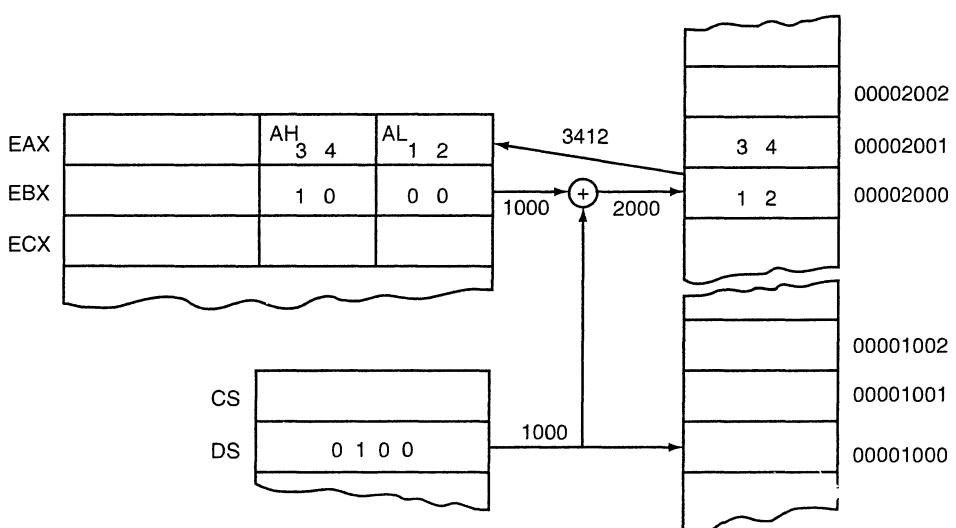


FIGURE 3–6 The operation of the `MOV AX,[BX]` instruction when $BX = 1000H$ and $DS = 0100H$. Note that this instruction is shown after the contents of memory are transferred to AX.

TABLE 3-5 Example of register indirect addressing

Assembly Language	Size	Operation
MOV CX,[BX]	16-bits	Copies the word contents of the data segment memory location address by BX into CX
MOV [BP],DL*	8-bits	Copies DL into the stack segment memory location addressed by BP
MOV [DI],BH	8-bits	Copies BH into the data segment memory location addressed by DI
MOV [DI],[BX]	—	Memory-to-memory moves are not allowed except with string instructions
MOV AL,[EDX]	8-bits	Copies the byte contents of the data segment memory location addressed by EDX into AL
MOV ECX,[EBX]	32-bits	Copies the doubleword contents of the data segment memory location addressed by EBX into ECX

*Note: Data addressed by BP or EBP is by default located in the stack segment, while all other indirect addressing modes use the data segment by default.

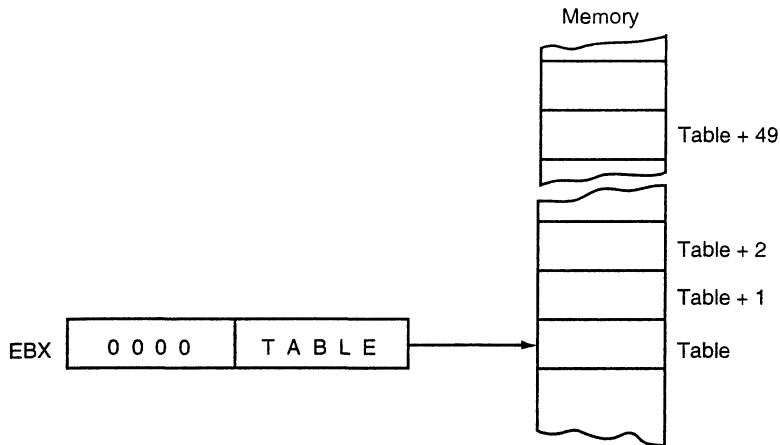
EBX, ECX, EDX, EDI, and ESI address memory in the data segment by default. When using a 32-bit register to address memory in the real mode, the contents of the 32-bit register must never exceed 0000FFFFH. In the protected mode, any value can be used in a 32-bit register used to indirectly address memory, as long as it does not access a location outside of the segment as dictated by the access rights byte. An example 80386/80486/Pentium/Pentium Pro instruction is MOV EAX,[EBX]. This instruction loads EAX with the doubleword-sized number stored at the data segment offset address indexed by EBX.

In some cases, indirect addressing requires specifying the size of the data with the **special assembler directive** BYTE PTR, WORD PTR, or DWORD PTR. These directives indicate the size of the memory data addressed by the memory pointer (PTR). For example, the MOV AL,[DI] instruction is clearly a byte-sized move instruction, but the MOV [DI],10H instruction is ambiguous. Does the MOV [DI],10H instruction address a byte-, word-, or doubleword-sized memory location? The assembler can't determine the size of the 10H. The MOV BYTE PTR [DI],10H instruction clearly designates the location addressed by DI as a byte-sized memory location. Likewise, the MOV DWORD PTR [DI],10H instruction clearly identifies the memory location as doubleword-sized. The BYTE PTR, WORD PTR, and DWORD PTR directives are used only with instructions that address a memory location through a pointer or index register with immediate data and for a few other instructions, which are described in subsequent chapters.

Indirect addressing often allows a program to refer to tabular data located in the memory system. For example, suppose that you must create a table of information that contains 50 samples taken from memory location 0000:046C. Location 0000:046C contains a counter that is maintained by the personal computer's real-time clock. Figure 3-7 shows the table and the BX register used to address each location in the table sequentially. To accomplish this task, load the starting location of the table into the BX register with a MOV immediate instruction. After initializing the starting address of the table, use register indirect addressing to store the 50 samples sequentially.

The sequence shown in Example 3-6 loads register BX with the starting address of the table and initializes the count, located in register CX, to 50. The OFFSET directive tells the assembler to load BX with the offset address of memory location TABLE, not the contents of TABLE. For example, the MOV BX,DATA\$ instruction copies the contents of memory location DATA\$ into BX, while the MOV BX,OFFSET DATA\$ instruction copies the offset address of

FIGURE 3–7 An array (TABLE) containing 50 bytes that are indirectly addressed through register BX



DATA\$ into BX. When the OFFSET directive is used with the MOV instruction, the assembler calculates the offset address and then uses a MOV immediate instruction to load the address into the specified 16-bit register.

EXAMPLE 3–6

```

0000          .MODEL SMALL           ;select SMALL model
              .DATA                ;start of DATA segment
0000 0032 [      DATAS DW 50 DUP (?)   ;setup array of 50 bytes
0000          ]                   ;address segment 0000 with ES
0000          .CODE               ;start of CODE segment
              .STARTUP             ;start of program
0017 B8 0000      MOV AX,0
001A 8E C0        MOV ES,AX
001C BB 0000 R    MOV BX,OFFSET DATAS
001F B9 0032      MOV CX,50
0022 AGAIN:       MOV AX,ES:[046CH]
0022 26:A1 046C   MOV [BX],AX
0026 89 07        INC BX
0028 43          LOOP AGAIN
0029 E2 F7        .EXIT
                  END

```

;address DATAS array
;load counter with 50
;get clock value
;save clock value in DATAS
;increment BX to next element
;repeat 50 times
;exit to DOS
;end file

Once the counter and pointer are initialized, a repeat-until CX = 0 loop executes. Here data are read from extra segment memory location 46CH with the MOV AX,ES:[046CH] instruction, and stored in memory that is indirectly addressed by the offset address located in register BX. Next, BX is incremented (one is added to BX) to the next table location. Finally, the LOOP instruction repeats the LOOP 50 times. The LOOP instruction decrements (subtracts one from) the counter (CX); if CX is not zero, LOOP causes a jump to memory location AGAIN. If CX becomes zero, no jump occurs and this sequence of instructions ends. This example copies the 50 most recent values from the clock into the memory array DATAS. This program will often show the same data in each location because the contents of the clock are changed only 18.2 times per second. To view the program and its execution, use the CodeView program. To use CodeView, type CV FILE.EXE or CV FILE.COM or access it as DEBUG from the Programmer's Work-Bench program under the RUN menu. Note that CodeView functions only with .EXE or .COM

files. Some useful CodeView switches are /50 for a 50-line display and /S for use of high-resolution video displays in an application. To debug the file TEST.COM with 50 lines, type CV /50 TEST.COM at the DOS prompt.

Base-Plus-Index Addressing

Base-plus-index addressing is similar to indirect addressing because it indirectly addresses memory data. In the 8086 through the 80286, this type of addressing uses one base register (BP or BX) and one index register (DI or SI) to indirectly address memory. The base register often holds the beginning location of a memory array, while the index register holds the relative position of an element in the array. Remember that whenever BP addresses memory data, both the stack segment register and BP generate the effective address.

In the 80386 and above, this type of addressing allows the combination of any two 32-bit extended registers except ESP. For example, the MOV DL,[EAX+EBX] instruction is an example using EAX (as the base) plus EBX (as the index). If the EBP register is used, the data are located in the stack segment instead of in the data segment.

Locating Data with Base-plus-index Addressing. Figure 3-8 shows how data are addressed by the MOV DX,[BX+DI] instruction when the microprocessor operates in the real mode. In this example, BX = 1000H, DI = 0010H, and DS = 0100H, which translate into memory address 02010H. This instruction transfers a copy of the word from location 02010H into the DX register. Table 3-6 lists some instructions used for base-plus-index addressing. Note that the Intel assembler requires that this addressing mode appear as [BX][DI] instead of [BX+DI]. The MOV DX,[BX+DI] instruction is MOV DX,[BX][DI] for a program written for the Intel ASM assembler. This text uses the first form in all example programs, but the second form can be used in many assemblers, including MASM from Microsoft.

Locating Array Data Using Base-plus-index Addressing. A major use of the base-plus-index addressing mode is to address elements in a memory array. Suppose that the elements in an array

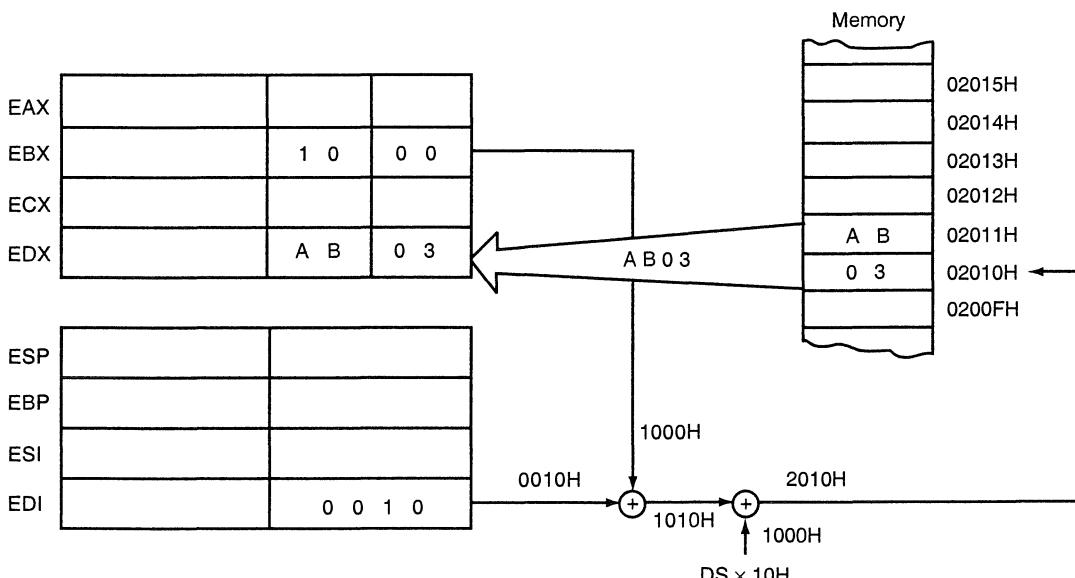


FIGURE 3-8 An example showing how the base-plus-index addressing mode functions for the MOV DX,[BX+DI] instruction. Notice that memory address 02010H is accessed because DS = 0100H, BX = 100H, and DI = 0010H.

TABLE 3–6 Examples of base-plus-index addressing

Assembly Language	Size	Operation
MOV CX,[BX+DI]	16-bits	Copies the word contents of the data segment memory location address by BX plus DI into CX
MOV CH,[BP+SI]	8-bits	Copies the byte contents of the stack segment memory location addressed by BP plus SI into CH
MOV [BX+SI],SP	16-bits	Copies SP into the data segment memory location addresses by BX plus SI
MOV [BP+DI],AH	8-bits	Copies AH into the stack segment memory location addressed by BP plus DI
MOV CL,[EDX+EDI]	8-bits	Copies the byte contents of the data segment memory location addressed by EDX plus EDI into CL
MOV [EAX+EBX],ECX	32-bits	Copies ECX into the data segment memory location addressed by EAX plus EBX

located in the data segment at memory location ARRAY must be accessed. To accomplish this, load the BX register (base) with the beginning address of the array and the DI register (index) with the element number to be accessed. Figure 3–9 shows the use of BX and DI to access an element in an array of data.

A short program listed in Example 3–7 moves array element 10H into array element 20H. Notice that the array element number, loaded into the DI register, addresses the array element. Also notice how the contents of the ARRAY have been initialized so element 10H contains a 29H.

EXAMPLE 3–7

```

0000          .MODEL SMALL           ;select SMALL model
              .DATA             ;start of DATA segment
0000 0010 [      ARRAY  DB   16 DUP (?)    ;setup ARRAY
               00
               ]
0010 29
0011 001E [      DB   29H           ;sample data at element 10H
               00
               ]
0000          .CODE             ;start of CODE segment
              .STARTUP          ;start of program
0017 BB 0000 R    MOV   BX,OFFSET ARRAY ;address ARRAY
001A BF 0010      MOV   DI,10H        ;address element 10H
001D 8A 01        MOV   AL,[BX+DI]   ;get element 10H
001F BF 0020      MOV   DI,20H        ;address element 20H
0022 88 01        MOV   [BX+DI],AL   ;save in element 20H
                               .EXIT          ;exit to DOS
                               END            ;end of file

```

Register Relative Addressing

Register relative addressing is similar to base-plus-index addressing and displacement addressing. In register relative addressing, the data in a segment of memory are addressed by adding the displacement to the contents of a base or an index register (BP, BX, DI, or SI). Figure 3–10 shows the operation of the MOV AX,[BX+1000H] instruction. In this example, BX = 0100H and DS = 0200H, so the address generated is the sum of DS × 10H, BX, and the

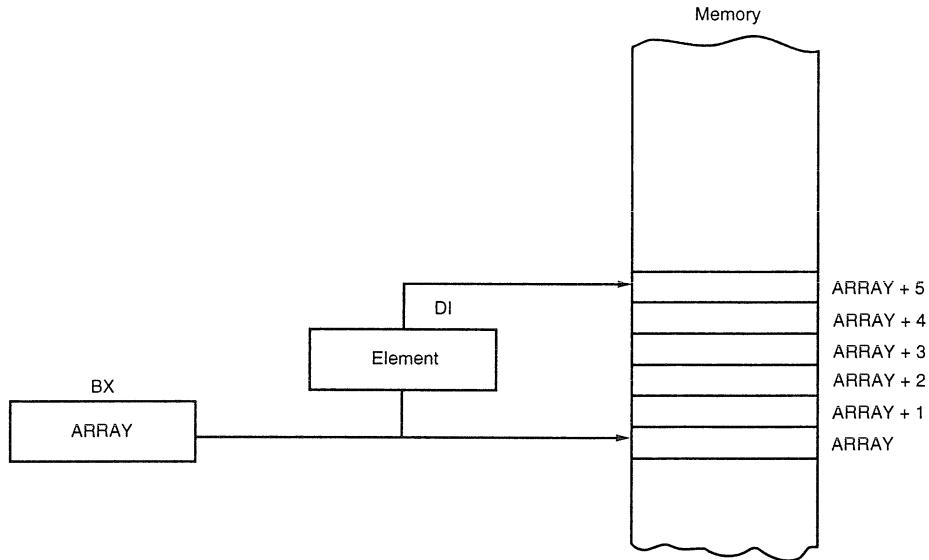


FIGURE 3–9 An example of the base-plus-index addressing mode. Here an element (DI) of an ARRAY (BX) is addressed.

displacement of 1000H or 03100H. Remember that BX, DI, or SI address the data segment and BP addresses the stack segment. In the 80386 and above, the displacement can be a 32-bit number and the register can be any 32-bit register except the ESP register. Remember that the size of a real mode segment is 64K bytes long. Table 3–7 lists a few instructions that use register relative addressing.

The displacement can be a number added to the register within the [], as in MOV AL,[DI+2], or it can be a displacement subtracted from the register, as in MOV AL,[SI-1]. A displacement also can be an offset address appended to the front of the [], as in MOV AL,DATA[DI]. Both forms of displacements also can appear simultaneously, as in MOV AL,DATA[DI+3]. In all cases, both forms of the displacement add to the base or base and index register within the []. In the 8086–80286 microprocessors, the value of the displacement is limited to a 16-bit signed number with a value ranging between +32,767 (7FFFH) and –32,768 (8000H); in the 80386 and above, a 32-bit displacement is allowed with a value ranging between +2,147,483,647 (7FFFFFFFH) and –2,147,483,648 (80000000H).

FIGURE 3–10 The operation of the MOV AX,[BX+1000H] instruction, when BX = 0100H and DS = 0200H

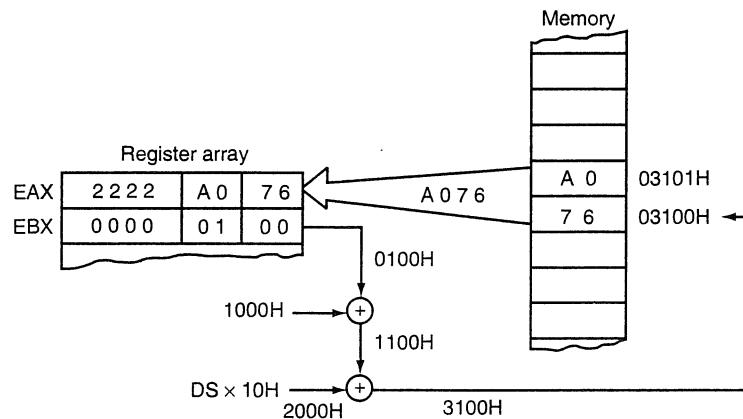


TABLE 3–7 Examples of register relative addressing

Assembly Language	Size	Operation
MOV AX,[DI+100H]	16-bits	Copies the word contents of the data segment memory location addressed by DI plus 100H into AX
MOV ARRAY[SI],BL	8-bits	Copies BL into the data segment memory location addressed by ARRAY plus SI
MOV LIST[SI+2],CL	8-bits	Copies CL into the data segment memory location addressed by sum of LIST, SI, and 2
MOV DI,SET_IT[BX]	16-bits	Copies the word contents of the data segment memory location addressed by the sum of SET_IT and BX into DI
MOV DI,[EAX+10H]	16-bits	Copies the word contents of the data segment memory location addressed by the sum of EAX and 10H into DI
MOV ARRAY[EBX],EAX	32-bits	Moves EAX into the data segment memory location addressed by the sum of ARRAY and EBX

Addressing Array Data with Register Relative Addressing. It is possible to address array data with register relative addressing such as one does with base-plus-index addressing. In Figure 3–11, register relative addressing is illustrated with the same example as for base-plus-index addressing. This shows how the displacement ARRAY adds to index register DI to generate a reference to an array element.

Example 3–8 shows how this new addressing mode can transfer the contents of array element 10H into array element 20H. Notice the similarity between this example and Example 3–7. The main difference is that, in Example 3–8, register BX is not used to address memory area ARRAY; instead, ARRAY is used as a displacement to accomplish the same task.

EXAMPLE 3–8

```

0000          .MODEL SMALL           ;select SMALL model
              .DATA                 ;start of DATA segment
0000 0010 [      ARRAY  DB  16 DUP (?)   ;setup ARRAY
               00
               ]
0010 29
0011 001E [      DB  29H             ;sample data at element 10H
               00
               ]
               ]                   DB  30 DUP (?)
               ]
0000          .CODE                ;start of CODE segment
              .STARTUP              ;start of program
0017 BF 0010    MOV   DI,10H           ;address element 10H
001A 8A 85 0000 R  MOV   AL,ARRAY[DI]   ;get element 10H
001E BF 0020    MOV   DI,20H           ;address element 20H
0021 88 85 0000 R  MOV   ARRAY[DI],AL  ;save in element 20H
                                         ;exit to DOS
                                         ;end of file
              .EXIT
END

```

Base Relative-Plus-Index Addressing

The base relative-plus-index addressing mode is similar to the base-plus-index addressing mode, but adds a displacement besides using a base register and an index register to form the memory address. This type of addressing mode often addresses a two-dimensional array of memory data.

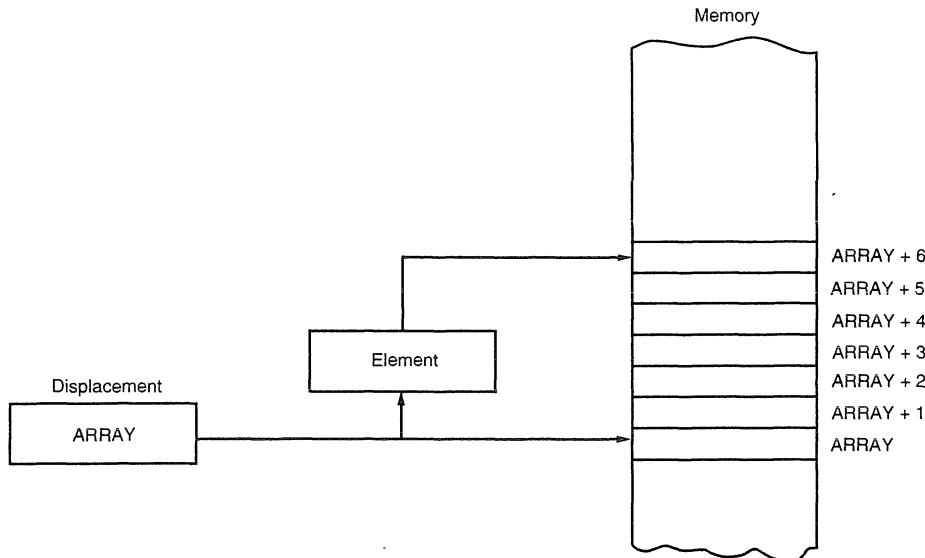


FIGURE 3-11 Register relative addressing used to address an element of ARRAY. The displacement addresses the start of ARRAY, and DI accesses an element.

Addressing Data with Base Relative-plus-index Addressing. Base relative-plus-index addressing is the least-used addressing mode. Figure 3-12 shows how data are referenced if the instruction executed by the microprocessor is a $MOV\ AX,[BX+SI+100H]$. The displacement of 100H adds to BX and SI to form the offset address within the data segment. Registers $BX = 0020H$, $SI = 0010H$, and $DS = 1000H$, so the effective address for this instruction is $10130H$ —the sum of these registers plus a displacement of 100H. This addressing mode is too complex for frequent use in a program. Some typical instructions using base relative-plus-index addressing appear in Table 3-8. Note that with the 80386 and above, the effective address is generated by the sum of two 32-bit registers plus a 32-bit displacement.

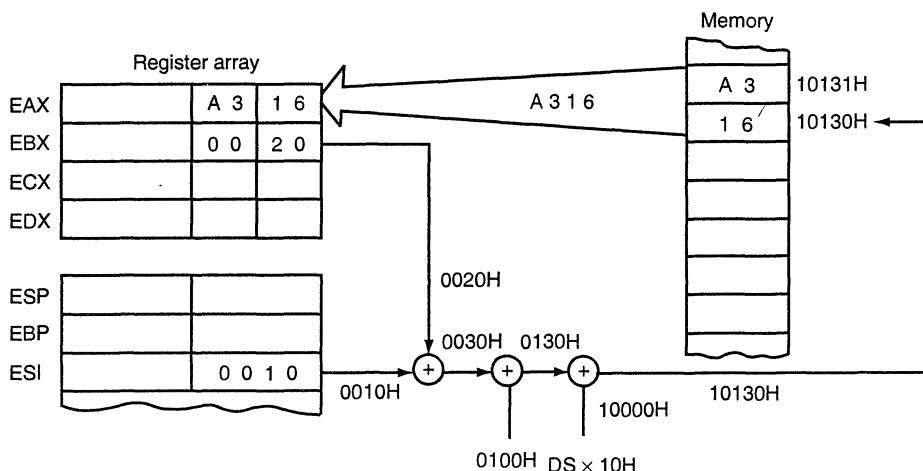


FIGURE 3-12 An example of base relative-plus-index addressing using a $MOV\ AX,[BX+SI+100H]$ instruction. Note: $DS = 1000H$.

TABLE 3–8 Example base relative-plus-index instructions

Assembly Language	Size	Operation
MOV DH,[BX+DI+20H]	8-bits	Copies the byte contents of the data segment memory location addressed by the sum of BX, DI, and 20H into DH
MOV AX,FILE[BX+DI]	16-bits	Copies the word contents of the data segment memory location addressed by the sum of FILE, BX, and DI into AX
MOV LIST[BP+DI],CL	8-bits	Copies CL into the stack segment memory location addressed by the sum of LIST, BP, and DI
MOV LIST[BP+SI+4],DH	8-bits	Copies DH into the stack segment memory location addressed by the sum of LIST, BP, SI, and 4
MOV EAX,FILE[EBX+ECX+2]	32-bits	Copies the doubleword contents of the data segment memory location addressed by the sum of FILE, EBX, ECX, and 2 into EAX

Addressing Arrays with Base Relative-plus-index Addresssing. Suppose that a file of many records exists in memory and each record contains many elements. This displacement addresses the file, the base register addresses a record, and the index register addresses an element of a record. Figure 3–13 illustrates this very complex form of addressing.

Example 3–9 provides a program that copies element 0 of record A into element 2 of record C using the base relative-plus-index mode of addressing. This example FILE contains four records, and each record contains ten elements. Notice how the THIS BYTE statement is used to define the labels FILE and RECA as the same memory location.

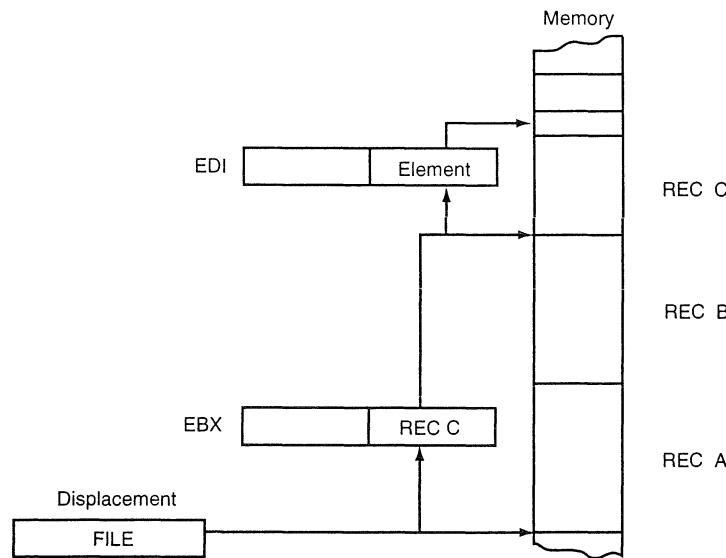
EXAMPLE 3–9

```

        .MODEL SMALL ;SMALL model
        .DATA ;start of DATA segment
        0000 = 0000     FILE EQU THIS BYTE ;assign FILE to this byte
        0000 000A [      RECA DB 10 DUP (?) ;reserve 10 bytes for RECA
                        00 ]
        000A 000A [      RECB DB 10 DUP (?) ;reserve 10 bytes for RECB
                        00 ]
        0014 000A [      RECC DB 10 DUP (?) ;reserve 10 bytes for RECC
                        00 ]
        001E 000A [      RECD DB 10 DUP (?) ;reserve 10 bytes for RECD
                        00 ]
        0000           .CODE ;start of CODE segment
        .STARTUP ;start of program
        0017 BB 0000 R    MOV BX,OFFSET RECA ;address RECA
        001A BF 0000      MOV DI,0 ;address element 0
        001D 8A 81 0000 R   MOV AL,FILE[BX+DI] ;get data
        0021 BB 0014 R    MOV BX,OFFSET RECC ;address RECC
        0024 BF 0002      MOV DI,2 ;address element 2
        0027 88 81 0000 R   MOV FILE[BX+DI],AL ;save data
        .EXIT
        END ;exit to DOS
              ;end of file

```

FIGURE 3–13 Base relative-plus-index addressing used to access a FILE that contains multiple records (REC)



Scaled-Index Addressing

Scaled-index addressing is the last type of data-addressing mode discussed. This data-addressing mode is unique to the 80386 through the Pentium Pro microprocessors. Scaled-index addressing uses two 32-bit registers (a base register and an index register) to access the memory. The second register (index) is multiplied by a scaling factor. The scaling factor can be 1X, 2X, 4X, or 8X. A scaling factor of 1X is implied and need not be included in the assembly language instruction (MOV AL,[EBX+ECX]). A scaling factor of 2X is used to address word-sized memory arrays; a scaling factor of 4X is used with doubleword-sized memory arrays; and a scaling factor of 8X is used with quadword-sized memory arrays.

An example instruction is MOV AX,[EDI+2*ECX]. This instruction uses a scaling factor of 2X, which multiplies the contents of ECX by 2 before adding it to the EDI register to form the memory address. If ECX contains a 00000000H, word-sized memory element 0 is addressed; if ECX contains a 00000001H, word-sized memory element 1 is addressed, and so forth. This scales the index (ECX) by a factor of 2 for a word-sized memory array. Refer to Table 3–9 for some examples of scaled-index addressing. As you can imagine, there are an extremely large number of scaled-index addressed register combinations.

Example 3–10 shows a sequence of instructions that uses scaled-index addressing to access a word-sized array of data called LIST. Note that the offset address of LIST is loaded into register EBX with the MOV EBX,OFFSET LIST instruction. Once EBX addresses array LIST, the elements (located in ECX) of 2, 4, and 7 of this word-wide array are added using a scaling factor of 2 to access the elements. This program stores the 2 at element 2 into elements 4 and 7. Also notice the .386 directive to select the 80386 microprocessor. This directive must follow the .MODEL statement for the assembler to process 80386 instructions for DOS. If the 80486 is in use, the .486 directive appears after the .MODEL statement; if the Pentium or Pentium Pro is in use, the .586 directive appears after the .MODEL statement. If the microprocessor selection directive appears before the .MODEL statement, the microprocessor executes instructions in the 32-bit mode, which is not compatible with DOS.

EXAMPLE 3–10

```
.MODEL SMALL           ;select SMALL model
.386                 ;use the 80386
.DATA                ;start of DATA segment
0000
```

TABLE 3–9 Examples of scaled-index addressing

<i>Assembly Language</i>	<i>Size</i>	<i>Operation</i>
MOV EAX,[EBX+4*ECX]	32-bits	Copies the doubleword contents of the data segment memory location addressed by the sum of 4 times ECX plus EBX into EAX
MOV [EAX+2*EDI+100H],CX	16-bits	Copies CX into the data segment memory location addressed by the sum of EAX, 100H, and 2 times EDI
MOV AL,[EBP+2*EDI-2]	8-bits	Copies the byte contents of the stack segment memory location addressed by the sum of EBP, -2, and 2 times EDI into AL
MOV EAX,ARRAY[4*ECX]	32-bits	Copies the doubleword contents of the data segment memory location addressed by the sum of ARRAY plus 4 times ECX into EAX

```

0000 0000 0001 0002 LIST DW 0,1,2,3,4 ;define array list
      0003 0004
000A 0005 0006 0007 DW 5,6,7,8,9
      0008 0009

0000 .CODE ;start of CODE segment
. STARTUP ;start of program
0010 66| BB 00000000 R MOV EBX,OFFSET LIST ;address array LIST

0016 66| B9 00000002 MOV ECX,2 ;get element 2
001C 67& 8B 04 4B MOV AX,[EBX+2*ECX]

0020 66| B9 00000004 MOV ECX,4 ;store in element 4
0026 67& 89 04 4B MOV [EBX+2*ECX],AX

002A 66| B9 00000007 MOV ECX,7 ;store in element 7
0030 67& 89 04 4B MOV [EBX+2*ECX],AX

.EXIT ;exit to DOS
END ;end of file

```

Data Structures

A data structure is used to specify how information is stored in a memory array; it can be quite useful with applications that use arrays. It is best to think of a data structure as a template for data. The start of a structure is identified with the STRUC assembly language directive and the end with the ENDS statement. A typical data structure is defined and used three times in Example 3–11. Notice that the name of the structure appears with both the STRUC and ENDS statements.

EXAMPLE 3–11

```

0057 ;Define INFO data structure
      INFO STRUC
0000 0020 [ NAMES DB 32 DUP (?) ;32 bytes for name
      00 ]
0020 0020 [ STREET DB 32 DUP (?) ;32 bytes for street
      00 ]
0040 0010 [ CITY DB 16 DUP (?) ;16 bytes for city
      00 ]
0050 0002 [ STATE DB 2 DUP (?) ;2 bytes for state
      00 ]
0052 0005 [ ZIP DB 5 DUP (?) ;5 bytes for zip-code
      00 ]

```

```

    00
]
INFO      ENDS

0000  42 6F 62 20 53 6D NAME1   INFO  <'Bob Smith','123 Main Street','Wanda','OH','44444'>
69 74 68
0017 [
    00
    ]
31 32 33 20 4D
61 69 6E 20 53 74
72 65 65 74
0011 [
    00
    ]
57 61 6E 64 61
000B [
    00
    ]
4F 48 34 34 34
34 34

0057 53 74 65 76 65 20  NAME2 INFO <'Steve Doe','222 Mouse Lane','Miller','PA','18100'>
44 6F 65
0017 [
    00
    ]
32 32 32 20 4D
6F 75 73 65 20 4C
61 6E 65
0012 [
    00
    ]
4D 69 6C 6C 65
72
000A [
    00
    ]
50 41 31 38 31
30 30

00AE 42 65 6E 20 44 6F  NAME3 INFO <'Ben Dover','303 Main Street','Orender','CA','90000'>
76 65 72
0017 [
    00
    ]
33 30 33 20 4D
61 69 6E 20 53 74
72 65 65 74
0011 [
    00
    ]
4F 72 65 6E 64
65 72
0009 [
    00
    ]
43 41 39 30 30
30 30

```

The data structure in Example 3-11 defines five fields of information. The first is 32 bytes long and holds a name; the second is 32 bytes long and holds a street address; the third is 16 bytes long for the city; the fourth is 2 bytes long for the state; and the fifth is 5 bytes long for the ZIP Code. Once the structure is defined (INFO), it can be filled as illustrated with names and addresses. Three examples of use for INFO are illustrated. Note that literals are surrounded with apostrophes and the entire field is surrounded with < > symbols when the data structure is used to define data.

When data are addressed in a structure, use the structure name and the field name to select a field from the structure. For example, to address the street field in NAME2, use the operand NAME2.STREET, where the name of the structure is first followed by a period and then by the name of the field. Likewise, use NAME3.CITY to refer to the city field in structure NAME3.

A short sequence of instructions appears in Example 3–12 that clears the name field in structure NAME1, the address field in structure NAME2, and the ZIP Code field in structure NAME3. The function and operation of the instructions in this program are defined in later chapters. You may wish to refer back to this example once these instructions are learned.

EXAMPLE 3–12

```

;Clear names in array NAME1

0000 B9 0020          MOV    CX,32
0003 B0 00            MOV    AL,0
0005 BE 0000 R         MOV    SI,OFFSET NAME1.NAMES
0008 F3/AA           REP    STOSB

;Clear street in array NAME2

000A B9 0020          MOV    CX,32
000D B0 00            MOV    AL,0
0010 BE 0077 R         MOV    SI,OFFSET NAME2.STREET
0013 F3/AA           REP    STOSB

;Clear zip-code in array NAME3

0015 B9 0005          MOV    CX,5
0018 B0 00            MOV    AL,0
001A BE 0100 R         MOV    SI,OFFSET NAME3.ZIP
001D F3/AA           REP    STOSB

```

3–2

PROGRAM MEMORY-ADDRESSING MODES

Program memory-addressing modes, used with the JMP and CALL instructions, consist of three distinct forms: direct, relative, and indirect. This section introduces these three addressing forms, using the JMP instruction to illustrate their operation.

Direct Program Memory Addressing

Direct program memory addressing is what many early microprocessors used for all jumps and calls. Direct program memory addressing is also used in high-level languages, such as the BASIC language GOTO and GOSUB instructions. The microprocessor uses this form of addressing, but not as often as relative and indirect program memory addressing are used.

The instructions for direct program memory addressing store the address with the opcode. For example, if a program jumps to memory location 10000H for the next instruction, the address (10000H) is stored following the opcode in the memory. Figure 3–14 shows the direct intersegment JMP instruction and the four bytes required to store the address 10000H. This JMP instruction loads CS with 1000H and IP with 0000H to jump to memory location 10000H for the next instruction. (An **intersegment jump** is a jump to any memory location within the entire memory system.) The direct jump is often called a *far jump* because it can jump to any memory location for the next instruction. In the real mode, a far jump accesses any location within the first 1M byte of memory by changing both CS and IP. In protected mode operation, the far jump accesses a new code segment descriptor from the descriptor table, allowing it to jump to any memory location in the entire 4G byte address range in the 80386 through Pentium Pro microprocessors.

FIGURE 3-14 The 5-byte machine language version of a JMP [10000H] instruction

Opcode	Offset (low)	Offset (high)	Segment (low)	Segment (high)
E A	0 0	0 0	0 0	1 0

The only other instruction that uses direct program addressing is the intersegment or far CALL instruction. Usually, the name of a memory address, called a *label*, refers to the location that is called or jumped to instead of the actual numeric address. When using a label with the CALL or JMP instruction, most assemblers select the best form of program addressing.

Relative Program Memory Addressing

Relative program memory addressing is not available in all early microprocessors, but it is available to the Intel family of microprocessors. The term **relative** means “relative to the instruction pointer (IP).” For example, if a JMP instruction skips the next two bytes of memory, the address in relation to the instruction pointer is a 2 that adds to the instruction pointer. This develops the address of the next program instruction. An example of the relative JMP instruction is shown in Figure 3-15. Notice that the JMP instruction is a one-byte instruction with a one-byte or a two-byte displacement that adds to the instruction pointer. A one-byte displacement is used in short jumps, and a two-byte displacement is used in near jumps and calls. Both types are considered intrasegment jumps. (An **intrasegment jump** is a jump anywhere within the current code segment.) In the 80386 and above, the displacement can also be a 32-bit value, allowing these microprocessors to use relative addressing to any location within their 4G byte code segments.

Relative JMP and CALL instructions contain either an 8-bit or a 16-bit signed displacement that allows a forward memory reference or a reverse memory reference. (The 80386 and above can have an 8-bit or a 32-bit displacement.) All assemblers automatically calculate the distance for the displacement and select the proper one-, two- or, four-byte form. If the distance is too far for a two-byte displacement in the 8086 through 80286 microprocessors, some assemblers use the direct jump. An 8-bit displacement (*short*) has a jump range of between +127 and -128 bytes from the next instruction, while a 16-bit displacement (*near*) has a range of $\pm 32K$ bytes. In the 80386 and above, a 32-bit displacement allows a range of $\pm 2G$ bytes.

Indirect Program Memory Addressing

The microprocessor allows several forms of indirect program memory addressing for the JMP and CALL instructions. Table 3-10 lists some acceptable indirect program jump instructions, which can use any 16-bit register (AX, BX, CX, DX, SP, BP, DI, or SI), any relative register ([BP], [BX], [DI], or [SI]), and any relative register with a displacement. In the 80386 and above, an extended register can also be used to hold the address or indirect address of a relative JMP or CALL. For example, the JMP EAX instruction jumps to the location address by register EAX.

If a 16-bit register holds the address of a JMP instruction, the jump is near. For example, if the BX register contains a 1000H and a JMP BX instruction executes, the microprocessor jumps to offset address 1000H in the current code segment.

If a relative register holds the address, the jump is also considered an indirect jump. For example, a JMP [BX] instruction refers to memory location within the data segment at the offset address contained in BX. At this offset address is a 16-bit number that is used as the offset

FIGURE 3-15 A JMP [2] instruction. This instruction skips over the two bytes of memory that follow the JMP instruction.

10000	EB	[]	JMP [2]
10001	02		
10002	—		
10003	—		
10004			

TABLE 3–10 Examples of indirect program memory addressing

Assembly Language	Operation
JMP AX	Jumps to the current code segment location addressed by the contents of AX
JMP CX	Jumps to the current code segment location addressed by the contents of CX
JMP NEAR PTR [BX]	Jumps to the current code segment location addressed by the contents of the data segment memory location addressed by BX
JMP NEAR PTR[DI+2]	Jumps to the current code segment location addressed by the contents of the data segment memory location addressed by DI plus 2
JMP TABLE[BX]	Jumps to the current code segment location addressed by the contents of the data segment memory location addressed by TABLE plus BX
JMP ECX	Jumps to the current code segment location addressed by the contents of ECX

FIGURE 3–16 A jump table that stores addresses of various programs. The exact address chosen from the TABLE is determined by an index stored with the jump instruction.

```
TABLE DW LOC0
      DW LOC1
      DW LOC2
      DW LOC3
```

address in the intrasegment jump. This type of jump is sometimes called an *indirect-indirect* or *double-indirect jump*.

Figure 3–16 shows a jump table that is stored beginning at memory location TABLE. This jump table is referenced by the short program of Example 3–13. In this example, the BX register is loaded with a 4 so, when it combines in the JMP TABLE[BX] instruction with TABLE, the effective address is the contents of the second entry in the jump table.

EXAMPLE 3–13

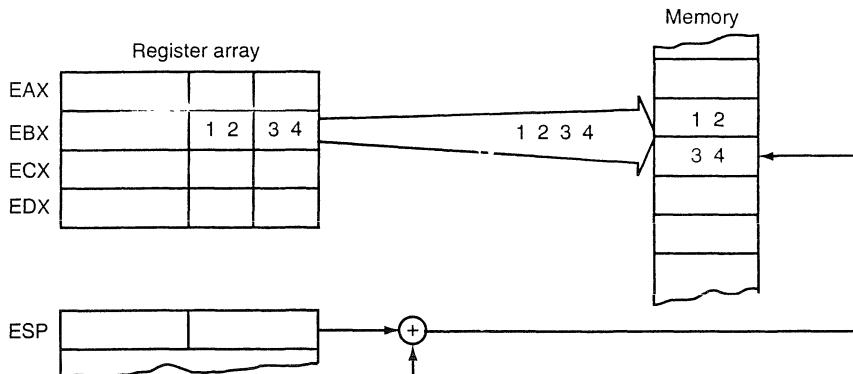
```
;Using indirect addressing for a jump
;
0000 BB 0004
0003 FF A7 23A1 R           MOV BX, 4          ;address LOC2
                             JMP TABLE[BX]    ;jump to LOC2
```

3–3

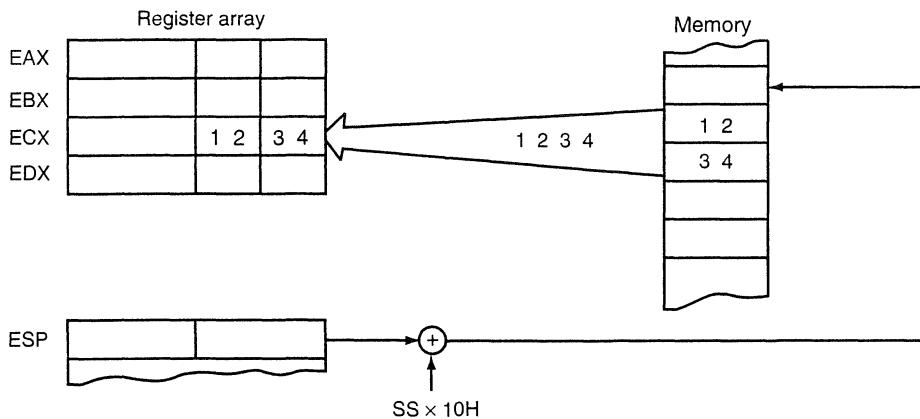
STACK MEMORY-ADDRESSING MODES

The stack plays an important role in all microprocessors. It holds data temporarily and stores return addresses for procedures. The stack memory is a LIFO (**last-in, first-out**) memory, which describes the way that data are stored and removed from the stack. Data are placed onto the stack with a **PUSH instruction** and removed with a **POP instruction**. The CALL instruction also uses the stack to hold the return address for procedures and a RET (return) instruction to remove the return address from the stack.

The stack memory is maintained by two registers: the stack pointer (SP or ESP) and the stack segment register (SS). Whenever a word of data is pushed onto the stack [see Figure 3–17 (a)], the high-order 8-bits are placed in the location addressed by SP – 1. The low-order 8-bits are placed in the location addressed by SP – 2. The SP is then decremented by 2 so the next word of data is stored in the next available stack memory location. The SP/ESP register always points to



(a)



(b)

FIGURE 3-17 The `PUSH` and `POP` instructions. (a) `PUSH BX` places the contents of BX onto the stack, (b) `POP CX` removes data from the stack and places them into CX. Both instructions are shown after execution.

an area of memory located within the stack segment. The SP/ESP register adds to SS \times 10H to form the stack memory address in the real mode. In protected mode operation, the SS register holds a selector that accesses a descriptor for the base address of the stack segment.

Whenever data are popped from the stack [see Figure 3-17 (b)], the low-order 8-bits are removed from the location addressed by SP. The high-order 8-bits are removed from the location addressed by SP + 1. The SP register is then incremented by 2. Table 3-11 lists some of the `PUSH` and `POP` instructions available to the microprocessor. Note that `PUSH` and `POP` instructions always store or retrieve *words* of data—never bytes—in the 8086 through the 80286 microprocessors. The 80386 and above allow words or doublewords to be transferred to and from the stack. Data may be pushed onto the stack from any 16-bit register or segment register and, in the 80386 and above, any 32-bit extended register. Data may be popped off the stack into any 16-bit register or any segment register except CS. The reason that data may not be popped from the stack into CS is that this changes only part of the address of the next instruction.

TABLE 3–11 Example PUSH and POP Instructions

<i>Assembly Language</i>	<i>Operation</i>
POPF	Removes a word from the stack and places it into the flags
POPFD	Removes a doubleword from the stack and places it into the EFLAG register
PUSHF	Copies the flags onto the stack
PUSHFD	Copies the EFLAG register to the stack
PUSH AX	Copies AX to the stack
POP BX	Removes a word from the stack and places it into BX
PUSH DS	Copies DS to the stack
PUSH 1234H	Copies a 1234H to the stack
POP CS	Illegal instruction
PUSH WORD PTR [BX]	Copies a word from the data segment memory location addressed by BX onto the stack
PUSHA	Copies the word contents of AX, CX, DX, BX, SP, BP, DI, and SI onto the stack
POPA	Removes data from the stack and places it into SI, DI, BP, SP, BX, DX, CX, and AX
PUSHAD	Copies the doubleword contents of EAX, ECX, EDX, EBX, ESP, EBP, EDI, and ESI onto the stack
POPAD	Removes data from the stack and places it into ESI, EDI, EBP, ESP, EBX, EDX, ECX, and EAX
POP EAX	Removes data from the stack and places it into EAX
PUSH EDI	Copies EDI to the stack

The PUSHA and POPA instructions either push or pop all of the registers, except the segment registers, on the stack. These instructions are not available on the early 8086/8088 microprocessors. The push immediate instruction is also new to the 80286 through the Pentium Pro microprocessors. Note the examples in Table 3–11 that show the order of the registers transferred by the PUSHA and POPA instructions. The 80386 and above also allow extended registers to be pushed or popped.

Example 3–14 lists a short program that pushes the contents of AX, BX, and CX onto the stack. The first POP retrieves the value that was pushed onto the stack from CX and places it into AX. The second POP places the original value of BX into CX. The last POP places the original value of AX into BX.

EXAMPLE 3–14

```

        .MODEL TINY          ;select TINY model
0000          .CODE           ;start CODE segment
              .STARTUP        ;start of program
0100  B8 1000    MOV   AX,1000H    ;load test data
0103  BB 2000    MOV   BX,2000H
0106  B9 3000    MOV   CX,3000H

0109  50          PUSH  AX        ;1000H to stack
010A  53          PUSH  BX        ;2000H to stack
010B  51          PUSH  CX        ;3000H to stack

010C  58          POP   AX        ;3000H to AX
010D  59          POP   CX        ;2000H to CX

```

```
010F 5B          POP    BX      ;1000H to BX
                   .EXIT
                   END    ;exit to DOS
                           ;end of file
```

3-4

SUMMARY

1. The data-addressing modes include register, immediate, direct, register indirect, base-plus-index, register relative, and base relative-plus-index addressing. An additional addressing mode, called scaled-index addressing, exists in the 80386 through the Pentium Pro microprocessor.
2. The program memory-addressing modes include direct, relative, and indirect addressing.
3. Table 3-12 lists all real mode data-addressing modes available to the 8086 through the 80286 microprocessors. Note that the 80386 and above also use these modes, in addition to the many defined throughout this chapter. In the protected mode, the function of the segment register is to address a descriptor that contains the base address of the memory segment.
4. The 80386, 80486, Pentium, and Pentium Pro microprocessors have additional addressing modes that allow the extended registers EAX, EBX, ECX, EDX, EBP, EDI, and ESI to address memory. These addressing modes are too numerous to list in tabular form, but in general any of these registers function in the same way as those listed in Table 3-12. For example, the MOV AL, TABLE[EBX+2*ECX+10H] instruction is a valid addressing mode for the 80386/80486/Pentium/Pentium Pro microprocessors.
5. The MOV instruction copies the contents of the source operand into the destination operand. The source never changes for any instruction.
6. Register addressing specifies any 8-bit register (AH, AL, BH, BL, CH, CL, DH, or DL) or any 16-bit register (AX, BX, CX, DX, SP, BP, SI, or DI). The segment registers (CS, DS, ES, or SS) are also addressable for moving data between a segment register and a 16-bit register/memory location or for PUSH and POP. In the 80386 through the Pentium Pro microprocessors, the extended registers also are used for register addressing and consist of EAX, EBX, ECX, EDX, ESP, EBP, EDI, and ESI. Also available to the 80386 and above are the FS and GS segment registers.
7. The MOV immediate instruction transfers the byte or word immediately following the opcode into a register or a memory location. Immediate addressing manipulates constant data in a program. In the 80386 and above, a doubleword immediate data may also be loaded into a 32-bit register or memory location.
8. The .MODEL statement is used with assembly language to identify the start of a file and the type of memory model used with the file. If the size is TINY, the program exists in one segment, the code segment, and is assembled as a command (.COM) program. If the SMALL model is used, the program uses a code and data segment and assembles as an execute (.EXE) program. Other model sizes and their attributes are listed in Appendix A.
9. Direct addressing occurs in two forms in the microprocessor: (1) direct addressing and (2) displacement addressing. Both forms of addressing are identical except that direct addressing is used to transfer data between EAX, AX, or AL and memory, while displacement addressing is used with any register-memory transfer. Direct addressing requires three bytes of memory, while displacement addressing requires four bytes. Note that some of these instructions in the 80386 and above may require additional bytes in the form of prefixes for register and operand sizes.
10. Register indirect addressing allows data to be addressed at the memory location pointed to by either a base (BP and BX) or index register (DI and SI). In the 80386 and above, extended registers EAX, EBX, ECX, EDX, EBP, EDI, and ESI are used to address memory data.
11. Base-plus-index addressing often addresses data in an array. The memory address for this mode is formed by adding a base register, index register, and the contents of a segment register

TABLE 3–12 Example real mode data-addressing modes

<i>Assembly Language</i>	<i>Address Generation</i>
MOV AL,BL	8-bit register addressing
MOV AX,BX	16-bit register addressing
MOV EAX,ECX	32-bit register addressing
MOV DS,CX	Segment register addressing
MOV AL,LIST	(DS x 10H) + LIST
MOV CH,DATA1	(DS x 10H) + DATA1
MOV ES,DATA2	(DS x 10H) + DATA2
MOV AL,12	Immediate data of 12H
MOV AL,[BP]	(SS x 10H) + BP
MOV AL,[BX]	{DS x 10H} + BX
MOV AL,[DI]	(DS x 10H) + DI
MOV AL,[SI]	(DS x 10H) + SI
MOV AL,[BP+2]	(SS x 10H) + BP + 2
MOV AL,[BX-4]	(DS x 10H) + BX - 4
MOV AL,[DI+1000H]	(DS x 10H) + DI + 1000H
MOV AL,[SI+300H]	(DS x 10H) + SI + 300H
MOV AL,LIST[BP]	(SS x 10H) + LIST + BP
MOV AL,LIST[BX]	(DS x 10H) + LIST + BX
MOV AL,LIST[DI]	(DS x 10H) + LIST + DI
MOV AL,LIST[SI]	(DS x 10H) + LIST + SI
MOV AL,LIST[BP+2]	(SS x 10H) + LIST + BP + 2
MOV AL,LIST[BX-6]	(DS x 10H) + LIST + BX - 6
MOV AL, LIST[DI+100H]	(DS x 10H) + LIST + DI + 100H
MOV AL,LIST[SI+200H]	(DS x 10H) + LIST + SI + 200H
MOV AL,[BP+DI]	(SS x 10H) + BP + DI
MOV AL,[BP+SI]	(SS x 10H) + BP + SI
MOV AL,[BX+DI]	(DS x 10H) + BX + DI
MOV AL,[BX+SI]	(DS x 10H) + BX + SI
MOV AL,[BP+DI+4]	(SS x 10H) + BP + DI + 4
MOV AL,[BP+SI-8]	(SS x 10H) + BP + SI - 8
MOV AL,[BX+DI+10H]	(DS x 10H) + BX + DI + 10H
MOV AL,[BX+ SI-10H]	(DS x 10H) + BX + SI - 10H
MOV AL,LIST[BP+DI]	(SS x 10H) + LIST + BP + DI
MOV AL,LIST[BP+SI]	(SS x 10H) + LIST + BP + SI
MOV AL,LIST[BX+DI]	(DS x 10H) + LIST + BX + DI
MOV AL,LIST[BX+SI]	(DS x 10H) + LIST + BX + SI
MOV AL,LIST[BP+DI+2]	(SS x 10H) + LIST + BP + DI + 2
MOV AL,LIST[BP+SI-7]	(SS x 10H) + LIST + BP + SI - 7
MOV AL,LIST[BX+DI+3]	(DS x 10H) + LIST + BX + DI + 3
MOV AL,LIST[BX+SI-2]	(DS x 10H) + LIST + BX + SI - 2

times 10H. In the 80386 and above, the base and index registers may be any 32-bit register except EIP and ESP.

12. Register relative addressing uses either a base or index register plus a displacement to access memory data.
13. Base relative-plus-index addressing is useful for addressing a two-dimensional memory array. The address is formed by adding a base register, an index register, displacement, and the contents of a segment register times 10H.
14. Scaled-index addressing is unique to the 80386 through the Pentium Pro. The second of two registers (index) is scaled by a factor of 2X, 4X, or 8X to access words, doublewords, or quadwords in memory arrays. The MOV AX,[EBX+2*ECX] and the MOV [4*ECX],EDX are examples of scaled-index instructions.

15. Data structures are templates for storing arrays of data and are addressed by array name and field. For example, array NUMBER and field TEN of array NUMBER is addressed as NUMBER.TEN.
16. Direct program memory addressing is allowed with the JMP and CALL instructions to any location in the memory system. With this addressing mode, the offset address and segment address are stored with the instruction.
17. Relative program addressing allows a JMP or CALL instruction to branch forward or backward in the current code segment by $\pm 32K$ bytes. In the 80386 and above, the 32-bit displacement allows a branch to any location in the current code segment using a displacement value of $\pm 2G$ bytes.
18. Indirect program addressing allows the JMP or CALL instructions to address another portion of the program or subroutine indirectly through a register or memory location.
19. The PUSH and POP instructions transfer a word between the stack and a register or memory location. A PUSH immediate instruction is available to place immediate data on the stack. The PUSHA and POPA instructions transfer AX, CX, DX, BX, BP, SP, SI, and DI between the stack and these registers. In the 80386 and above, the extended register and extended flags can also be transferred between registers and the stack. A PUSHFD stores the EFLAGS, while a PUSHF stores the FLAGS.
20. Example 3-15 shows many of the addressing modes presented in the chapter. This example program fills the ARRAY1 from locations 0000:0000–0000:0009. It then fills ARRAY2 with 0–9. Finally, it exchanges the contents of ARRAY1 element 2 with ARRAY2 element 3.

EXAMPLE 3-15

```

0000          .MODEL SMALL           ;select SMALL model
              .DATA             ;start of DATA segment

0000 000A [      ARRAY1 DB     10 DUP (?)       ;reserve for ARRAY1
                00
                ]
000A 000A [      ARRAY2 DB     10 DUP (?)       ;reserve for ARRAY2
                00
                ]
0000          .CODE             ;start of CODE segment
              .STARTUP          ;start of program

0017 B8 0000      MOV    AX,0            ;segment ES is 000H
001A 8E C0        MOV    ES,AX

001C BF 0000      MOV    DI,0           ;address element 0
001F B9 000A      MOV    CX,10          ;count of 10
0022 LAB1:        INC    DI
0022 26:8A 05      MOV    AL,ES:[DI]    ;copy data
0025 88 85 0000 R MOV    ARRAY1[DI],AL   ;into ARRAY1
0029 47
002A E2 F6        LOOP   LAB1

002C BF 0000      MOV    DI,0           ;address element 0
002F B9 000A      MOV    CX,10          ;count of 10
0032 B0 00        MOV    AL,0            ;initial value
0034 LAB2:        INC    AL
0034 88 85 000A R MOV    ARRAY2[DI],AL   ;fill ARRAY2
0038 FE C0        INC    DI
003A 47
003B E2 F7        LOOP   LAB2

003D BF 0003      MOV    DI,3           ;exchange array data
0040 8A 85 0000 R MOV    AL,ARRAY1[DI]
0044 8A A5 000B R MOV    AH,ARRAY2[DI+1]
0048 88 A5 0000 R MOV    ARRAY1[DI],AH
004C 88 85 000B R MOV    ARRAY2[DI+1],AL

              .EXIT             ;exit to DOS
END             ;end of file

```

3-5

QUESTIONS AND PROBLEMS

1. What do the following MOV instructions accomplish?
 - (a) MOV AX,BX
 - (b) MOV BX,AX
 - (c) MOV BL,CH
 - (d) MOV ESP,EBP
 - (e) MOV AX,CS
2. List the 8-bit registers used for register addressing.
3. List the 16-bit registers used for register addressing.
4. List the 32-bit registers used for register addressing in the 80386 through the Pentium Pro microprocessors.
5. List the 16-bit segment registers used for register addressing by MOV, PUSH, and POP.
6. What is wrong with the MOV BL,CX instruction?
7. What is wrong with the MOV DS,SS instruction?
8. Select an instruction for each of the following tasks:
 - (a) copy EBX into EDX
 - (b) copy BL into CL
 - (c) copy SI into BX
 - (d) copy DS into AX
 - (e) copy AL into AH
9. Select an instruction for each of the following tasks:
 - (a) move a 12H into AL
 - (b) move a 123AH into AX
 - (c) move a 0CDH into CL
 - (d) move a 1000H into SI
 - (e) move a 1200A2H into EBX
10. What special symbol is sometimes used to denote immediate data?
11. What is the purpose of the .MODEL TINY statement?
12. What assembly language directive indicates the start of the CODE segment?
13. What is a label?
14. The MOV instruction is placed in what field of a statement?
15. A label may begin with what characters?
16. What is the purpose of the .EXIT directive?
17. Does the .MODEL TINY statement cause a program to assemble an execute program?
18. What tasks does the .STARTUP directive accomplish in the small memory model?
19. What is a displacement? How does it determine the memory address in a MOV [2000H],AL instruction?
20. What do the symbols [] indicate?
21. Suppose that DS = 0200H, BX = 0300H, and DI = 400H. Determine the memory address accessed by each of the following instructions, assuming real mode operation:
 - (a) MOV AL,[1234H]
 - (b) MOV EAX,[BX]
 - (c) MOV [DI],AL
22. What is wrong with a MOV [BX],[DI] instruction?
23. Choose an instruction that requires BYTE PTR.
24. Choose an instruction that requires WORD PTR.
25. Choose an instruction that requires DWORD PTR.
26. Explain the difference between the MOV BX,DATA instruction and the MOV BX,OFFSET DATA instruction.

27. Suppose that DS = 1000H, SS = 2000H, BP = 1000H, and DI = 0100H. Determine the memory address accessed by each of the following, assuming real mode operation:
 - (a) MOV AL,[BP+DI]
 - (b) MOV CX,[DI]
 - (c) MOV EDX,[BP]
28. What, if anything, is wrong with a MOV AL,[BX][SI] instruction?
29. Suppose that DS = 1200H, BX = 0100H, and SI = 0250H. Determine the address accessed by each of the following instructions assuming real mode operation:
 - (a) MOV [100H],DL
 - (b) MOV [SI+100H],EAX
 - (c) MOV DL,[BX+100H]
30. Suppose that DS = 1100H, BX = 0200H, LIST = 0250H, and SI = 0500H. Determine the address accessed by each of the following instructions assuming real mode operation:
 - (a) MOV LIST[SI],EDX
 - (b) MOV CL,LIST[BX+SI]
 - (c) MOV CH,[BX+SI]
31. Suppose that DS = 1300H, SS = 1400H, BP = 1500H, and SI = 0100H. Determine the address accessed by each of the following instructions, assuming real mode operation:
 - (a) MOV EAX,[BP+200H]
 - (b) MOV AL,[BP+SI-200H]
 - (c) MOV AL,[SI-0100H]
32. Which base register addresses data in the stack segment?
33. Suppose that EAX = 00001000H, EBX = 00002000H, and DS = 0010H. Determine the address accessed by the following instructions, assuming real mode operation:
 - (a) MOV ECX,[EAX+EBX]
 - (b) MOV [EAX+2*EBX],CL
 - (c) MOV DH,[EBX+4*EAX+1000H]
34. Develop a data structure that has five fields of one word each named F1, F2, F3, F4, and F5 with a structure name of FIELDS.
35. Show how field F3 of the data structure constructed in question 34 is addressed in a program.
36. List all three program memory-addressing modes.
37. How many bytes of memory store a far direct jump instruction? What is stored in each of the bytes?
38. What is the difference between an intersegment jump and an intrasegment jump?
39. If a near jump uses a signed 16-bit displacement, how can it jump to any memory location within the current code segment?
40. The 80386 and above use a _____-bit displacement to jump to any location within the 4G byte code segment.
41. What is a far jump?
42. If a JMP instruction is stored at memory location 100H within the current code segment, it cannot be a _____ jump if it is jumping to memory location 200H within the current code segment.
43. Show which JMP instruction (short, near, or far) assembles if the JMP THERE instruction is stored at memory address 1000H and the address of THERE is:
 - (a) 10020H
 - (b) 11000H
 - (c) 0FFFFEH
 - (d) 30000H
44. Form a JMP instruction that jumps to the address pointed to by the BX register.
45. Select a JMP instruction that jumps to the location stored in memory at the location table. Assume that it is a near jump.

46. How many bytes are stored on the stack by the PUSH instruction?
47. Explain how the PUSH [DI] instruction functions.
48. What registers are placed on the stack by the PUSHA instruction? In what order are they placed?
49. What does the PUSHAD instruction accomplish?
50. Which instruction places the EFLAGS on the stack in the Pentium microprocessor?
51. Use the Internet to write a report detailing the Intel 80196 embedded controller.
52. Use the Internet to write a report detailing the Intel 8051 embedded controller.
53. Use the Internet to write a report detailing the Motorola 6811 microprocessor.

CHAPTER 4

Data Movement Instructions

INTRODUCTION

This chapter concentrates on the data movement instructions. The data movement instructions include MOV, MOVSX, MOVZX, PUSH, POP, BSWAP, XCHG, XLAT, IN, OUT, LEA, LDS, LES, LFS, LGS, LSS, LAHF, SAHF, and the string instructions MOVS, LODS, STOS, INS, and OUTS. The latest data transfer instruction implemented on the Pentium Pro is the CMOV (conditional move) instruction. The data movement instructions are presented first because they are more commonly used in programs and are easy to understand.

The microprocessor requires an assembler program, which generates machine language, because machine language instructions are too complex to generate efficiently by hand. This chapter describes the assembly language syntax and some of its directives. (This text assumes that the user is developing software on an IBM personal computer or clone. It is recommended that the Microsoft MACRO assembler (MASM) be used as the development tool, but the Intel Assembler (ASM), Borland Turbo assembler (TASM), or similar software functions equally as well. This text presents information that functions with the Microsoft MASM assembler, but most programs assemble without modification with other assemblers. Appendix A explains the Microsoft assembler and provides details on the linker program and Programmer's WorkBench.)

CHAPTER OBJECTIVES

Upon completion of this chapter, you will be able to:

1. Explain the operation of each data movement instruction with applicable addressing modes.
2. Explain the purposes of the assembly language pseudo-operations and key words such as ALIGN, ASSUME, DB, DD, DW, END, ENDS, ENDP, EQU, .MODEL, OFFSET, ORG, PROC, PTR, SEGMENT, USE16, USE32, and USES.
3. Select the appropriate assembly language instruction to accomplish a specific data movement task.
4. Determine the symbolic opcode, source, destination, and addressing mode for a hexadecimal machine language instruction.
5. Use the assembler to set up a data segment, stack segment, and code segment.
6. Show how to set up a procedure using PROC and ENDP.
7. Explain the difference between memory models and full segment definitions for the MASM assembler.

4-1

MOV REVISITED

The MOV instruction, introduced in Chapter 3, explains the diversity of 8086–80486/Pentium Pro addressing modes. In this chapter, the MOV instruction introduces the machine language instructions available with various addressing modes and instructions. Machine code is introduced because it may occasionally be necessary to interpret machine language programs generated by an assembler. Interpretation of the machine's native language (**machine language**) allows debugging or modification at the machine language level. Occasionally, machine language patches are made using the DEBUG program available with DOS, which requires some knowledge of machine language. Conversion between machine and assembly language instructions is illustrated in Appendix B.

Machine Language

Machine language is the **native binary code** that the microprocessor understands and uses as its instructions to control its operation. Machine language instructions for the 8086 through the Pentium Pro vary in length from one to as many as thirteen bytes. Although machine language appears to be complex, there is order to this microprocessor's machine language. There are well over 100,000 variations of machine language instructions, which means that no complete list of these variations exists. Because of this, some binary bits in a machine language instruction are given, and the remainder are determined for each variation of the instruction.

Instructions for the 8086 through the 80286 are 16-bit mode instructions that take the form found in Figure 4-1 (a). The 16-bit mode instructions are compatible with the 80386 and above if they are programmed to operate in the 16-bit instruction mode, but they may be prefixed as shown in Figure 4-1 (b). The 80386 and above assume that all instructions are 16-bit mode instructions when the machine is operated in the *real mode*. In the *protected mode*, the upper byte of the descriptor contains the D-bit that selects either the 16- or 32-bit instruction mode. At present, only Windows NT, Windows 95, and OS/2 operate in the 32-bit instruction mode. The 32-bit mode instructions are in the form shown in Figure 4-1 (b). These instructions occur in the 16-bit instruction mode by the use of prefixes, which are explained later in this chapter.

The first two bytes of the 32-bit instruction mode format are called **override prefixes** because they are not always present. The first modifies the size of the operand address used by the instruction, and the second modifies the register size. If the 80386 through the Pentium Pro operate as 16-bit instruction mode machines (real or protected mode) and a 32-bit register is used, the **register-size prefix** (66H) is appended to the front of the instruction. If operated in the 32-bit instruction mode (protected mode only) and a 32-bit register is used, the register-size prefix is

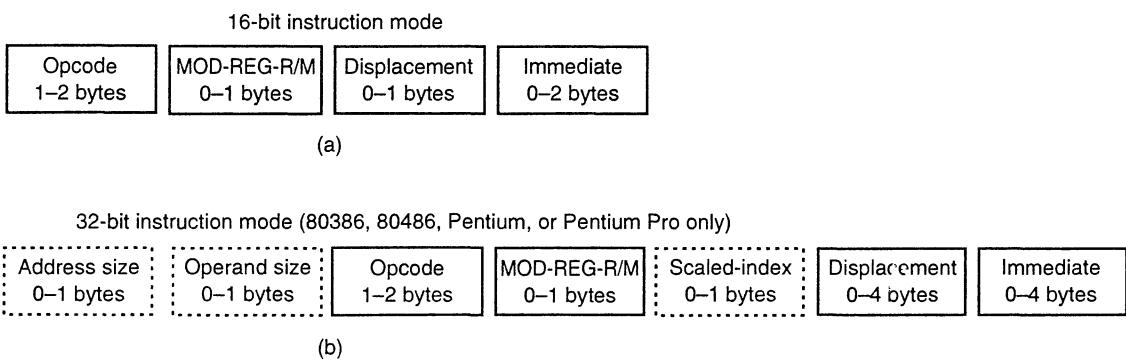
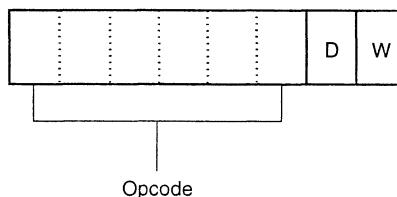


FIGURE 4-1 The formats of the 8086–Pentium Pro instructions. (a) The 16-bit form and (b) the 32-bit form.

FIGURE 4–2 Byte 1 of many machine language instructions, showing the position of the D- and W-bits



absent. If a 16-bit register appears in an instruction in the 32-bit instruction mode, the register-size prefix is present to select a 16-bit register. The **address-size prefix** (67H) is used in a similar fashion, as explained later in this chapter. The prefixes toggle the size of the register and operand address from 16-bit to 32-bit or 32-bit to 16-bit for the prefixed instruction. Note that the 16-bit instruction mode uses 8- and 16-bit registers and addressing modes, while the 32-bit instruction mode uses 8- and 32-bit registers and addressing modes by default. The prefixes override these defaults so that a 32-bit register can be used in the 16-bit mode or a 16-bit register can be used in the 32-bit mode. The **mode of operation** (16- or 32-bits) should be selected to conform with the application at hand. If 8- and 32-bit data pervade the application, then the 32-bit mode should be selected; likewise, if 8- and 16-bit data pervade, then the 16-bit mode should be selected. Normally, mode selection is a function of the operating system.

The Opcode. The **opcode** selects the operation (addition, subtraction, move, etc.) performed by the microprocessor. The opcode is either one or two bytes long for most machine language instructions. Figure 4–2 illustrates the general form of the first opcode byte of many, but *not all*, machine language instructions. Here, the first six bits of the first byte are the binary opcode. The remaining two bits indicate the **direction** (D)—not to be confused with the instruction mode bit (16/32) or direction flag bit (used with string instructions)—of the data flow and whether the data are a byte or a word (W). In the 80386 and above, words and doublewords are both specified when W = 1. The instruction mode and register-size prefix (66H) determine whether W represents a word or a doubleword.

If the direction bit (D) = 1, data flow *to* the register (REG) field from the R/M field located in the second byte of an instruction. If the D-bit = 0 in the opcode, data flow to the R/M field from the REG field. If the W-bit = 1, the data size is a *word* or *doubleword*; if the W-bit = 0, the data size is a *byte*. The W-bit appears in most instructions, while the D-bit appears mainly with the MOV and some other instructions. Refer to Figure 4–3 for the binary bit pattern of the second opcode byte (reg-mod-r/m) of many instructions. Figure 4–3 shows the location of the MOD (mode), REG (register), and R/M (register/memory) fields.

MOD Field. The MOD field specifies the addressing mode (MOD) for the selected instruction. The MOD field selects the type of addressing and whether a displacement is present with the selected type. Table 4–1 lists the operand forms available to the MOD field for the 16-bit instruction mode, unless the operand address-size override prefix (67H) appears. If the MOD field contains a 11, it selects the register-addressing mode. Register addressing uses the R/M field to specify a register instead of a memory location. If the MOD field contains a 00, 01, or 10, the R/M field selects one of the data memory-addressing modes. When MOD selects a data memory-addressing mode, it indicates that the addressing mode contains no displacement (00), an 8-bit sign-extended displacement (01), or a 16-bit displacement (10). The MOV AL,[DI] instruction is an example

FIGURE 4–3 Byte 2 of many machine language instructions, showing the position of the MOD, REG, and R/M fields

MOD	REG	R/M
⋮	⋮	⋮

TABLE 4–1 MOD field for the 16-bit instruction mode

MOD	Function
00	No displacement
01	8-bit sign-extended displacement
10	16-bit displacement
11	R/M is a register

showing no displacement; a `MOV AL,[DI + 2]` instruction uses an 8-bit displacement (+ 2); and a `MOV AL,[DI + 1000H]` instruction uses a 16-bit displacement (+ 1000H).

All 8-bit displacements are **sign-extended** into 16-bit displacements when the microprocessor executes the instruction. If the 8-bit displacement is 00H–7FH (positive), it is sign-extended to 0000H–007FH before adding to the offset address. If the 8-bit displacement is 80H–FFH (negative), it is sign-extended to FF80H–FFFFH. To sign-extend a number, its sign-bit is copied to the next higher-order byte, which generates either a 00H or an FFH in the higher-order byte. Note that some assembler programs do not use the 8-bit displacements.

In the 80386 through the Pentium Pro microprocessors, the MOD field may be the same as shown in Table 4–1; if the instruction mode is 32-bits, the MOD field is as appears in Table 4–2. The MOD field is interpreted as selected by the address-size override prefix or the operating mode of the microprocessor. This change in the interpretation of the MOD field and instruction supports many of the numerous additional addressing modes allowed in the 80386 through the Pentium Pro. The main difference is when the MOD field is a 10. This causes the 16-bit displacement to become a 32-bit displacement to allow any protected mode memory location (4G bytes) to be accessed. The 80386 and above allow only an 8- or 32-bit displacement when operated in the 32-bit instruction mode, unless the address-size override prefix appears. Note that if an 8-bit displacement is selected, it is sign-extended into a 32-bit displacement by the microprocessor.

Register Assignments. Table 4–3 lists the register assignments for the REG field and the R/M field ($\text{MOD} = 11$). This table contains three lists of register assignments: one is used when the W-bit = 0 (bytes), and the other two are used when the W-bit = 1 (words or doublewords). Note that doubleword registers are used only available to the 80386 through the Pentium Pro.

Suppose that a 2-byte instruction, 8BECH, appears in a machine language program. Because neither a 67H (operand address-size override prefix) nor 66H (register-size override prefix) appears as the first byte, the first byte is the opcode. Assuming that the microprocessor is operated in the 16-bit instruction mode, this instruction is converted to binary and placed in the instruction format of bytes 1 and 2, as illustrated in Figure 4–4. The opcode is 100010. If you refer to Appendix B, which lists the machine language instructions, you will find that this is the opcode for a `MOV` instruction. Also notice that both the D- and W-bits are a logic 1, which means that a word moves into the destination register specified in the REG field. The REG field contains a 101, indicating register BP, so the `MOV` instruction moves data into register BP. Because the MOD field contains a 11, the R/M field also indicates a register. Here, R/M = 100 (SP); therefore, this instruction moves data from SP into BP and is written in symbolic form as a `MOV BP,SP` instruction.

TABLE 4–2 MOD field for the 32-bit instruction mode (80386–Pentium Pro only)

MOD	Function
00	No displacement
01	8-bit sign-extended displacement
10	32-bit displacement
11	R/M is a register

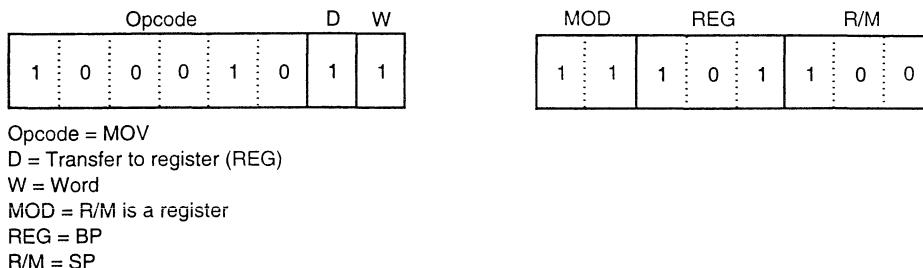


FIGURE 4-4 The 8BEC instruction placed into Byte 1 and 2 formats from Figure 4-2 and 4-3. This instruction is a MOV BP,SP.

Suppose that a 668BE8H instruction appears in an 80386 or above operated in the 16-bit instruction mode. The first byte (66H) is the register-size override prefix that selects 32-bit register operands for the 16-bit instruction mode. The remainder of the instruction indicates that the opcode is a MOV with a source operand of EAX and a destination operand of EBP. This instruction is a MOV EBP,EAX. The same instruction becomes a MOV BP,AX instruction in the 80386 and above if it is operated in the 32-bit instruction mode because the register-size override prefix selects a 16-bit register. Luckily, the assembler program keeps track of the register- and address-size prefixes and the mode of operation. Recall that if the .386 switch is placed before the .MODEL statement, the 32-bit mode is selected; if it is placed after the .MODEL statement, the 16-bit mode is selected.

R/M Memory Addressing. If the MOD field contains a 00, 01, or 10, the R/M field takes on a new meaning. Table 4-4 lists the memory-addressing modes for the R/M field when MOD is a 00, 01, or 10 for the 16-bit instruction mode.

All of the 16-bit addressing modes presented in Chapter 3 appear in Table 4-4. The displacement, discussed in Chapter 3, is defined by the MOD field. If MOD = 00 and R/M = 101, the addressing mode is [DI]. If MOD = 01 or 10, the addressing mode is [DI + 33H] or LIST [DI + 22H] for the 16-bit instruction mode. This example uses LIST, 33H, and 22H as arbitrary values for the displacement.

Figure 4-5 illustrates the machine language version of the 16-bit instruction MOV DL,[DI] or instruction (8A15H). This instruction is two bytes long and has an opcode 100010, D = 1 (to REG from R/M), W = 0 (byte), MOD = 00 (no displacement), REG = 010 (DL), and R/M = 101 ([DI]). If the instruction changes to MOV DL,[DI + 1], the MOD field changes to 01 for an 8-bit displacement, but the first two bytes of the instruction otherwise remain the same. The instruction now becomes 8A5501H instead of 8A15H. Notice that the 8-bit displacement appends to the first two bytes of the instruction to form a 3-byte instruction instead of two bytes. If the instruction is again changed to a MOV DL,[DI+1000H], the machine language form becomes a 8A750010H. Here the 16-bit displacement of 1000H (coded as 0010H) appends the opcode.

TABLE 4-3 REG and R/M (when MOD = 11) assignments

Code	W=0 (Byte)	W=1 (Word)	W=1 (Doubleword)
000	AL	AX	EAX
001	CL	CX	ECX
010	DL	DX	EDX
011	BL	BX	EBX
100	AH	SP	ESP
101	CH	BP	EBP
110	DH	SI	ESI
111	BH	DI	EDI

Opcode				D	W	MOD		REG	R/M
1	0	0	0	1	0	1	0	0	1
Opcode = MOV									
D = Transfer to register (REG)									
W= Byte									
MOD = No displacement									
REG = DL									
R/M = DS:[DI]									

FIGURE 4–5 A MOV DL,[DI] instruction converted to its machine language form

Special Addressing Mode. There is a special addressing mode that does not appear in Tables 4–2, 4–3, or 4–4 that occurs whenever memory data are referenced by only the displacement mode of addressing for 16-bit instructions. Examples are the MOV [1000H],DL and MOV NUMB,DL instructions. The first instruction moves the contents of register DL into data segment memory location 1000H. The second instruction moves register DL into symbolic data segment memory location NUMB.

Whenever an instruction has only a displacement, the MOD field is always a 00 and the R/M field is always a 110. As indicated in the tables, this combination shows that the instruction contains no displacement and uses addressing mode [BP]. You *cannot* actually use addressing mode [BP] without a displacement in machine language. The assembler takes care of this by using an 8-bit displacement (MOD = 01) of 00H whenever the [BP] addressing mode appears in an instruction. This means that the [BP] addressing mode assembles as a [BP + 0] even though a [BP] is used in the instruction. The same special addressing mode is also available to the 32-bit mode.

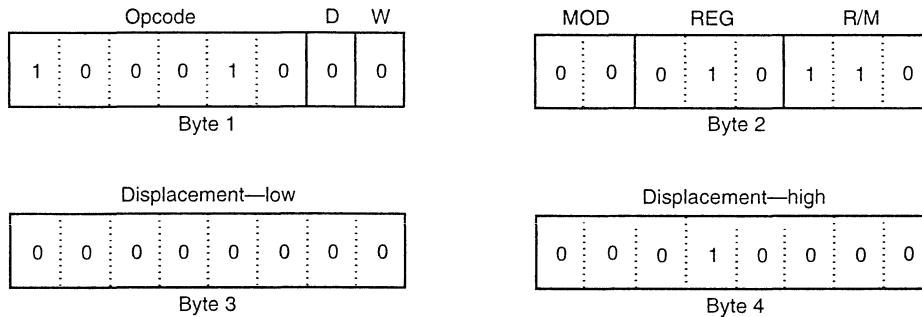
Figure 4–6 shows the binary bit pattern required to encode the MOV [1000H],DL instruction in machine language. If the individual translating this symbolic instruction into machine language does not know about the special addressing mode, the instruction would incorrectly translate to a MOV [BP],DL. Figure 4–7 shows the actual form of the MOV [BP],DL instruction. Notice that this is a 3-byte instruction with a displacement of 00H.

32-bit Addressing Modes. The 32-bit addressing modes found in the 80386 and above are obtained by either running these machines in the 32-bit instruction mode or in the 16-bit instruction mode by using the address-size prefix 67H. Table 4–5 shows the coding for R/M used to specify the 32-bit addressing modes. Notice that when R/M = 100, an additional byte appears in the instruction called a **scaled-index byte**. The scaled-index byte indicates the additional forms of scaled-index addressing that do not appear in Table 4–5. The scaled-index byte is mainly used when two registers are added to specify the memory address in an instruction. Because the

TABLE 4–4 16-bit R/M memory-addressing modes

R/M code	Addressing Mode
000	DS:[BX+SI]
001	DS:[BX+DI]
010	SS:[BP+SI]
011	SS:[BP+DI]
100	DS:[SI]
101	DS:[DI]
110	SS:[BP]*
111	DS:[BX]

*Note: See text section, Special Addressing Mode.



Opcode = MOV

D = Transfer from register (REG)

W = Byte

MOD = because R/M is [BP] (special addressing)

REG = DL

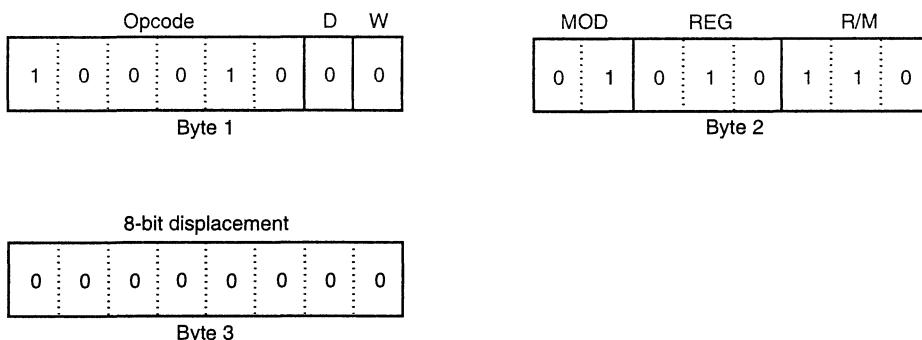
R/M = DS:[BP]

Displacement = 1000H

FIGURE 4–6 The MOV [1000H],DL instruction uses the special addressing mode.

scaled-index byte is added to the instruction, there are seven bits in the opcode to define and eight bits in the scaled-index byte. This means that a scaled-index instruction has 2^{15} (32K) possible combinations. There are over 32,000 different variation of the MOV instruction alone in the 80386 through the Pentium Pro microprocessors.

Figure 4–8 shows the format of the scaled-index byte as selected by a value of 100 in the R/M field of an instruction when the 80386 and above use a 32-bit address. The leftmost two bits select a scaling factor (multiplier) of 1X, 2X, 4X, or 8X. Note that a scaling factor of 1X is implicit if none is used in an instruction that contains two 32-bit indirect address registers. The index and base fields both contain register numbers, as indicated in Table 4–3 for 32-bit registers.



Opcode = MOV

D = Transfer from register (REG)

W = Byte

MOD = because R/M is [BP] (special addressing)

REG = DL

R/M = DS:[BP]

Displacement = 00H

FIGURE 4–7 The MOV [BP],DL instruction converted to binary machine language

TABLE 4–5 32-bit addressing modes selected by R/M

<i>R/M Code</i>	<i>Function</i>
000	DS:[EAX]
001	DS:[ECX]
010	DS:[EDX]
011	DS:[EBX]
100	Uses scaled-index byte
101	SS:[EBP]*
110	DS:[ESI]
111	DS:[EDI]

*Note: See text section, Special Addressing Mode.

The `MOV EAX,[EBX+4*ECX]` instruction is encoded as `67668B048BH`. Notice that both the *address size* (`67H`) and *register size* (`66H`) override prefixes appear in the instruction. This coding (`67668B048BH`) is used when the 80386 and above are operated in the 16-bit instruction mode for this instruction. If the microprocessor operates in the 32-bit instruction mode, both prefixes disappear and the instruction becomes a `8B048BH` instruction. The use of the prefixes depends on the mode of operation of the microprocessor. Scaled-index addressing can also use a single register multiplied by a scaling factor. An example is the `MOV AL,[2*ECX]` instruction. The contents of the data segment location addressed by two times ECX is copied into AL.

An Immediate Instruction. Suppose the `MOV WORD PTR [BX+1000H],1234H` instruction is chosen as an example of a 16-bit instruction using immediate addressing. This instruction moves a `1234H` into the word-sized memory location addressed by the sum of `1000H`, `BX`, and `DS × 10H`. This six-byte instruction uses two bytes for the opcode, W, MOD, and R/M fields. Two of the six-bytes are the data of `1234H`. Two of the six bytes are the displacement of `1000H`. Figure 4–9 shows the binary bit pattern for each byte of this instruction.

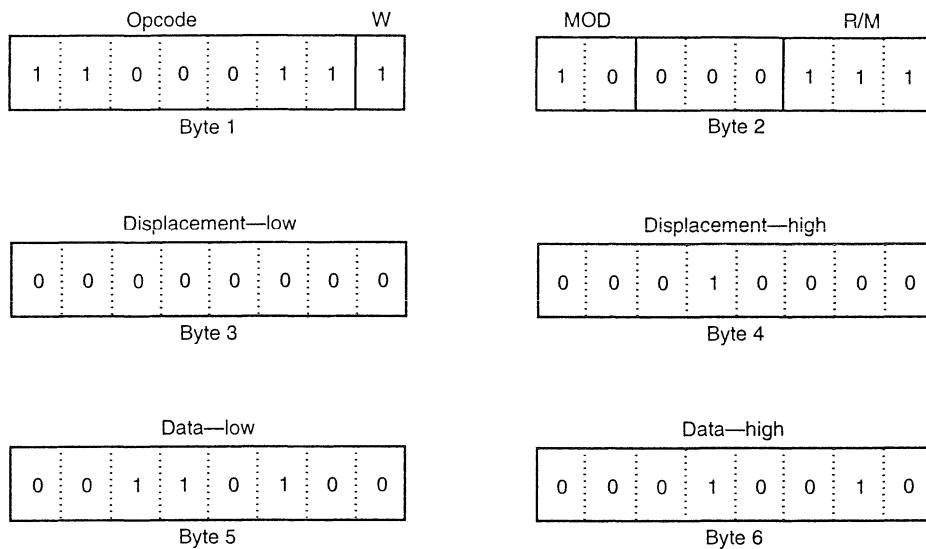
This instruction, in symbolic form, includes `WORD PTR`. The `WORD PTR` directive indicates to the assembler that the instruction uses a word-sized memory pointer. If the instruction moves a byte of immediate data, then `BYTE PTR` replaces `WORD PTR` in the instruction. Likewise, if the instruction uses a doubleword of immediate data, the `DWORD PTR` directive replaces `BYTE PTR`. Most instructions that refer to memory through a pointer do not need the `BYTE PTR`, `WORD PTR`, or `DWORD PTR` directives. These are only necessary when it is not clear if the operation is a byte or a word. The `MOV [BX],AL` instruction is clearly a byte move, while the `MOV [BX],1` instruction is not exact and could therefore be a byte-, word-, or double-word-sized move. Here the instruction must be coded as `MOV BYTE PTR [BX],1`, `MOV WORD PTR [BX],1`, or `MOV DWORD PTR [BX],1`. If not, the assembler flags it as an error because it cannot determine the intent of this instruction.

Segment MOV Instructions. If the contents of a segment register are moved by the `MOV`, `PUSH`, or `POP` instructions, a special set of register bits (REG field) selects the segment register (see Table 4–6).

FIGURE 4–8 The `MOV [BP],DL` instruction converted to binary machine language

<i>s</i>	<i>s</i>	Index	Base
⋮	⋮	⋮	⋮
⋮	⋮	⋮	⋮
⋮	⋮	⋮	⋮
⋮	⋮	⋮	⋮

ss
00 = × 1
01 = × 2
10 = × 4
11 = × 8



Opcode = MOV (immediate)

W = Word

MOD = 16-bit displacement

REG = 000 (not used in immediate addressing)

R/M = DS:[BX]

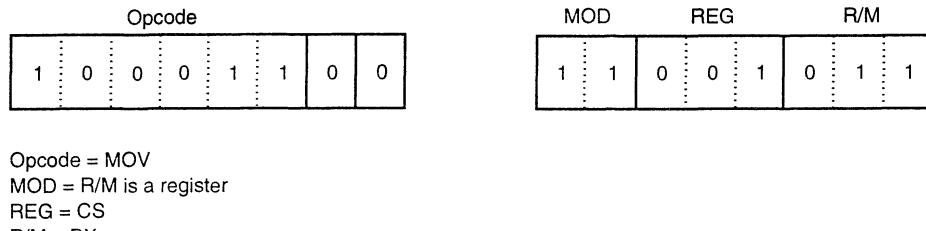
Displacement = 1000H

Data = 1234H

FIGURE 4-9 A MOV WORD PTR [BX+1000H],1234H instruction converted to binary machine language

Figure 4-10 shows a MOV BX,CS instruction converted to binary. The opcode for this type of MOV instruction is different for the prior MOV instructions. Segment registers can be moved between any 16-bit register or 16-bit memory location. For example, the MOV [DI],DS instruction stores the contents of DS into the memory location addressed by DI in the data segment. An immediate segment register MOV is not available in the instruction set. To load a segment register with immediate data, first load another register with the data and then move it to a segment register.

Although this has not been a complete coverage of machine language coding, it should give you a good start in machine language programming. Remember that a program written in symbolic assembly language (*assembly language*) is rarely assembled by hand into binary machine language. An assembler program converts symbolic assembly language into machine language.



Opcode = MOV

MOD = R/M is a register

REG = CS

R/M = BX

FIGURE 4-10 A MOV BX,CS instruction converted to binary machine language

TABLE 4–6 Segment register selection

<i>Code</i>	<i>Segment Register</i>
000	ES
001	CS*
010	SS
011	DS
100	FS
101	GS

*Note: MOV CS,R/M(16) and POP CS are not allowed by the microprocessor. The FS and GS segments are only available to the 80386–Pentium Pro microprocessors.

With the microprocessor and its over 100,000 instruction variations, let us hope that an assembler is available for the conversion, because the process is very time-consuming, although not impossible.

4–2

PUSH/POP

The PUSH and POP instructions are important instructions that *store* and *retrieve* data from the LIFO (last-in, first-out) stack memory. The microprocessor has six forms of the PUSH and POP instructions: register, memory, immediate, segment register, flags, and all registers. The PUSH and POP immediate and the PUSHA and POPA (all registers) forms are not available in the earlier 8086/8088 microprocessors, but are available to the 80286 through the Pentium Pro.

Register addressing allows the contents of any 16-bit register to be transferred to or from the stack. In the 80386 and above, the 32-bit extended registers and flags (EFLAGS) can also be pushed or popped from the stack. Memory addressing PUSH and POP instructions store the contents of a 16-bit memory location (or 32-bits in the 80386 and above) on the stack or stack data into a memory location. Immediate addressing allows immediate data to be pushed onto the stack, but not popped off the stack. Segment register addressing allows the contents of any segment register to be pushed onto the stack or removed from the stack (CS may be pushed, but data from the stack may never be popped into CS). The flags may be pushed or popped from that stack, and the contents of all the registers may be pushed or popped.

PUSH

The 8086–80286 PUSH instruction always transfers two bytes of data to the stack; the 80386 and above transfer two or four bytes, depending on the register or size of the memory location. The source of the data may be any internal 16-bit/32-bit register, immediate data, any segment register, or any two bytes of memory data. There is also a PUSHA instruction that copies the contents of the internal register set, except the segment registers, to the stack. The PUSHA (**push all**) instruction copies the registers to the stack in the following order: AX, CX, DX, BX, SP, BP, SI, and DI. The value of SP pushed to the stack is whatever it was before the PUSHA instruction executes. The PUSHF (**push flags**) instruction copies the contents of the flag register to the stack. The PUSHAD and POPAD instructions push and pop the contents of the 32-bit register set found in the 80386 through the Pentium Pro.

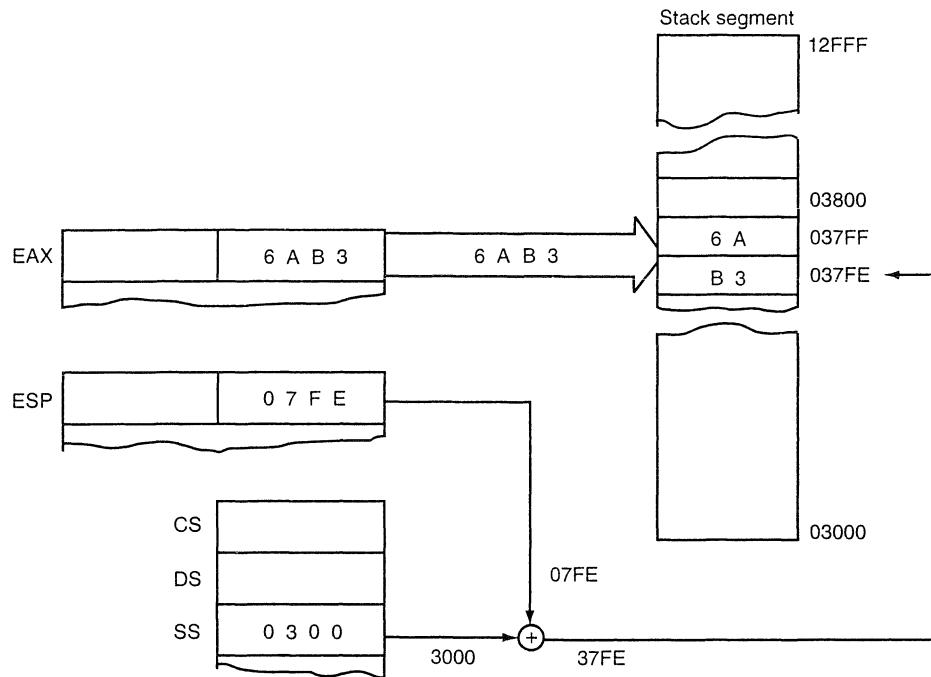


FIGURE 4-11 The effect of the `PUSH AX` instruction on `ESP` and stack memory location `37FFH` and `37FEH`. This instruction is shown at the point after execution.

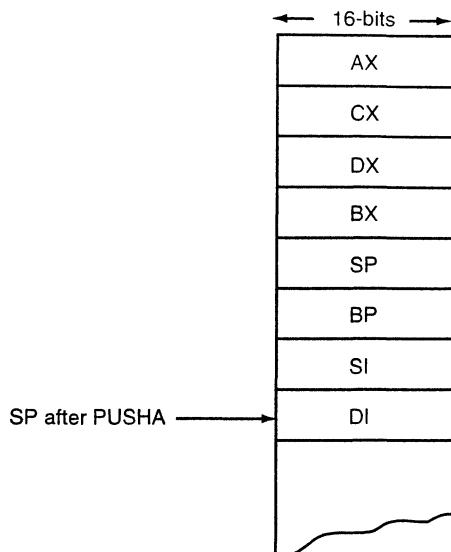
Whenever data are pushed onto the stack, the first (most-significant) data byte moves into the stack segment memory location addressed by $SP - 1$. The second (least-significant) data byte moves into the stack segment memory location addressed by $SP - 2$. After the data are stored by a `PUSH`, the contents of the `SP` register decrement by 2. The same is true for a doubleword push, except that four bytes are moved to the stack memory (most-significant byte first), often which the stack pointer decrements by 4. Figure 4-11 shows the operation of the `PUSH AX` instruction. This instruction copies the contents of `AX` onto the stack where $SS:[SP - 1] = AH$, $SS:[SP - 2] = AL$, and afterwards $SP = SP - 2$.

The `PUSHA` instruction pushes all of the internal 16-bit registers onto the stack, as illustrated in Figure 4-12. This instruction requires 16 bytes of stack memory space to store all eight 16-bit registers. After all registers are pushed, the contents of the `SP` register are decremented by 16. The `PUSHA` instruction is very useful when the entire register set (microprocessor environment) of the 80286 and above must be saved during a task. Note that the `PUSHAD` instruction places the 32-bit register on the stack in the 80386 through the Pentium Pro. `PUSHAD` requires 32 bytes of stack storage space.

The `PUSH` immediate data instruction has two different opcodes, but in both cases a 16-bit immediate number moves onto the stack; if `PUSHD` is used, a 32-bit immediate datum is pushed. If the value of the immediate data is `00H-FFH`, the opcode is a `6AH`; if the value of the data is `0100H-FFFFH`, the opcode is `68H`. The `PUSH 8` instruction, which pushes an `0008H` onto the stack, assembles as a `6A08H`; the `PUSH 1000H` instruction assembles as a `680010H`. Another example of `PUSH` immediate is the `PUSH 'A'` instruction, which pushes a `0041H` onto the stack. Here the `41H` is the ASCII code for the letter A.

Table 4-7 lists the forms of the `PUSH` instruction that include `PUSHA` and `PUSHF`. Notice how the instruction set is used to specify different data sizes with the assembler.

FIGURE 4-12 The operation of the PUSHA instruction, showing the location and order of stack data



POP

The POP instruction performs the inverse operation of a PUSH instruction. The POP instruction removes data from the stack and places it into the target 16-bit register, segment register, or a 16-bit memory location. In the 80386 and above, a POP can also remove 32-bit data from the stack and use a 32-bit address. The POP instruction is not available as an immediate POP. The POPF (**pop flags**) instruction removes a 16-bit number from the stack and places it into the flag register; the POPFD instruction removes a 32-bit number from the stack and places it into the extended flag register. The POPA (**pop all**) instruction removes 16 bytes of data from the stack and places it into the following registers in the order shown: DI, SI, BP, SP, BX, DX, CX, and AX. This is the reverse order from the way they are placed on the stack by the PUSHA instruction, causing the same data to return to the same registers. In the 80386 and above, a POPAD instruction reloads the 32-bit registers from the stack.

Suppose that a POP BX instruction executes. The first byte of data removed from the stack (the memory location addressed by SP in the stack segment) moves into register BL. The second byte is removed from stack segment memory location SP + 1 and is placed into register BH.

TABLE 4-7 The PUSH instructions

Symbolic	Example	Note
PUSH reg16	PUSH BX	16-bit register
PUSH reg32	PUSH EDX	32-bit register
PUSH mem16	PUSH WORD PTR [BX]	16-bit pointer
PUSH mem32	PUSH DWORD PTR [EBX]	32-bit pointer
PUSH seg	PUSH DS	Segment register
PUSH imm8	PUSH ;	8-bit immediate
PUSHW imm16	PUSHW 1000H	16-bit immediate
PUSHD imm32	PUSHD 20	32-bit immediate
PUSHA	PUSHA	Save all 16-bit registers
PUSHAD	PUSHAD	Save all 32-bit registers
PUSHF	PUSHF	Save flags
PUSHFD	PUSHFD	Save EFLAGS

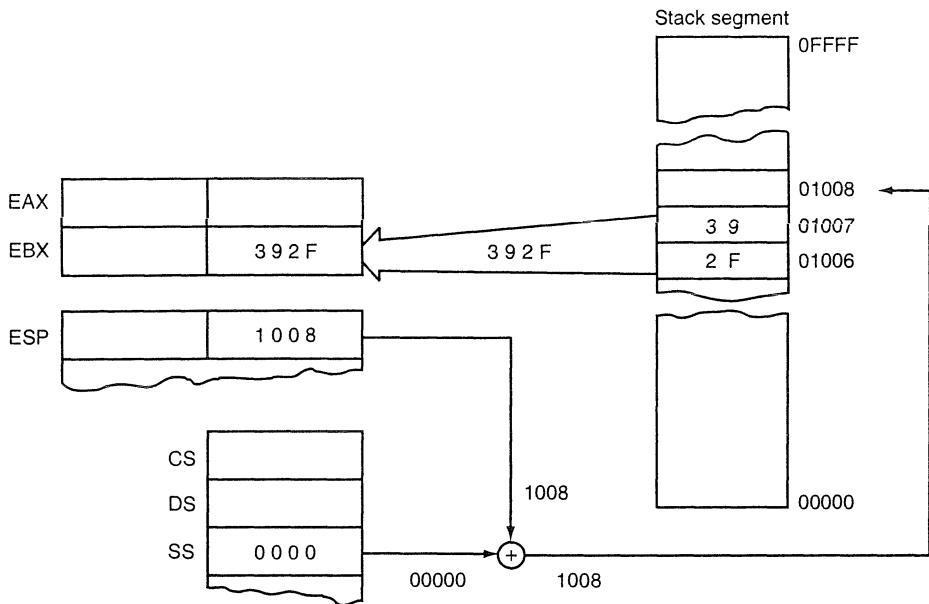


FIGURE 4-13 The POP BX instruction, showing how data are removed from the stack. This instruction is shown after execution.

After both bytes are removed from the stack, the SP register increments by 2. Figure 4-13 shows how the POP BX instruction removes data from the stack and places them into register BX.

The opcodes used for the POP instruction and all of its variations appear in Table 4-8. Note that a POP CS instruction is not a valid instruction in the instruction set. If a POP CS instruction executes, only a portion of the address (CS) of the next instruction changes. This makes the POP CS instruction unpredictable and therefore not allowed.

Initializing the Stack

When the stack area is initialized, load both the stack segment register (SS) and the stack pointer (SP) register. It is normal to designate an area of memory as the stack segment by loading SS with the bottom location of the stack segment.

For example, if the stack segment is to reside in memory locations 10000H–1FFFFH, load SS with a 1000H. (Recall that the rightmost end of the stack segment register is appended with a

TABLE 4-8 The POP instructions

Symbolic	Example	Note
POP reg16	POP CX	16-bit register
POP reg32	POP EBP	32-bit register
POP mem16	POP WORD PTR[BX+1]	16-bit pointer
POP mem32	POP DATA3	32-bit memory address
POP seg	POP FS	Segment register
POPA	POPA	Pop all 16-bit registers
POPAD	POPAD	Pop all 32-bit registers
POPF	POPF	Pop flags
POPDF	POPDF	Pop EFLAGS

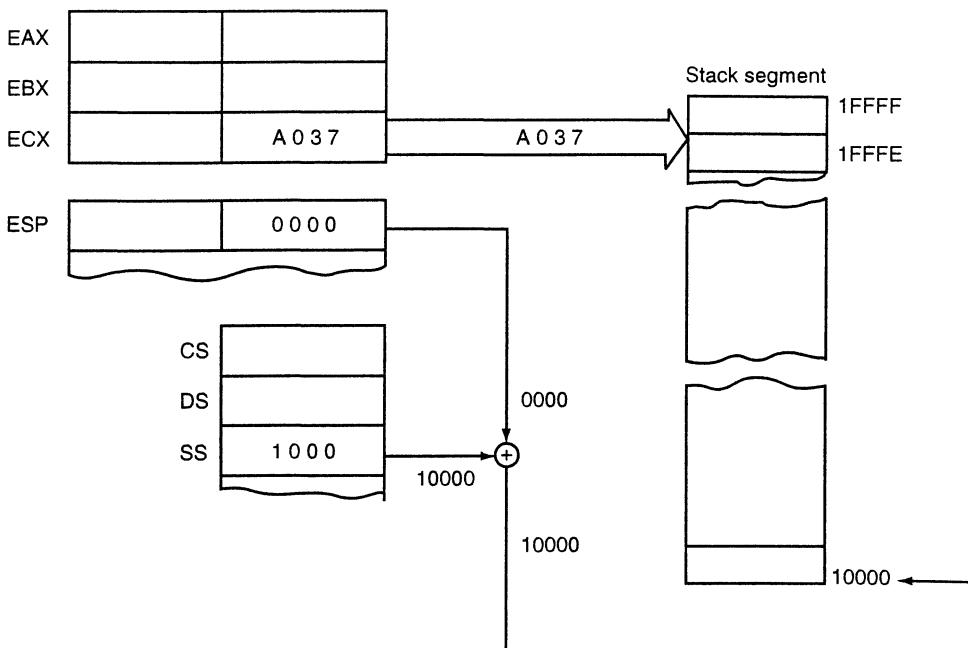


FIGURE 4–14 The `PUSH CX` instruction, showing the cyclical nature of the stack segment. This instruction is shown just before execution, to illustrate that the stack bottom is contiguous to the top.

0H for real mode addressing.) To start the stack at the top of this 64K byte stack segment, the stack pointer (SP) is loaded with a 0000H. Likewise, to address the top of the stack at location 10FFFH, use a value of 1000H in SP. Figure 4–14 shows how this value causes data to be pushed onto the top of the stack segment with a `PUSH CX` instruction. Remember that all segments are cyclical—that is, the top location of a segment is contiguous with the bottom location of the segment.

In assembly language, a stack segment is set up as illustrated in Example 4–1. The first statement identifies the start of the stack segment, and the last statement identifies the end of the stack segment. The assembler and linker programs place the correct stack segment address in SS and the length of the segment (top of the stack) into SP. There is no need to load these registers into your program unless you wish to change their initial values for some reason.

EXAMPLE 4–1

```

0000           STACK_SEG      SEGMENT STACK
0000 0100[      DW      100H DUP (?)
                 ???
                 ]
0200           STACK_SEG      ENDS

```

An alternative method for defining the stack segment is used with one of the memory models for the MASM assembler only (refer to Appendix A). Other assemblers do not use models or, if they do, they are not exactly the same as with MASM. Here the `.STACK` statement, followed by the number of bytes allocated to the stack, defines the stack area (see Example 4–2). The function is identical to Example 4–1. The `.STACK` statement also initializes both SS and SP. Note this text uses memory models designed to be used with the Microsoft MACRO assembler program MASM.

EXAMPLE 4-2

```
.MODEL SMALL
.STACK 200H ;set stack size
```

If the stack is not specified using either method, a warning will appear when the program is linked. The warning may be ignored if the stack size is 128 bytes or less. The system automatically assigns (through DOS) at least 128 bytes of memory to the stack. This memory section is located in the **program segment prefix** (PSP), which is appended to the beginning of each program file. If you use more memory for the stack, you will erase information in the PSP that is critical to the operation of your program and the computer. This error often causes the computer program to crash. If the TINY memory model is used, the stack is automatically located at the very end of the segment, which allows for a larger stack area.

4-3**LOAD-EFFECTIVE ADDRESS**

There are several LEA (**load-effective address**) instructions in the microprocessor instruction set. The LEA instruction loads any 16-bit register with the address as determined by the addressing mode selected for the instruction. The LDS and LES variations load any 16-bit register with the offset address retrieved from a memory location and then loads either DS or ES with a segment address retrieved from memory. In the 80386 and above, LFS, LGS, and LSS are added to the instruction set, and a 32-bit register can be selected to receive a 32-bit offset from memory. Table 4-9 lists the load-effective address instructions.

LEA

The LEA instruction loads a 16- or 32-bit register with the offset address of the data specified by the operand. As the first example in Table 4-9 shows, the operand address NUMB is loaded into register AX, not the contents of address NUMB.

By comparing LEA with MOV, it is observed that LEA BX,[DI] loads the offset address specified by [DI] (contents of DI) into the BX register; MOV BX,[DI] loads the data stored at the memory location addressed by [DI] into register BX.

Earlier in the text, several examples are presented using the OFFSET directive. The OFFSET directive performs the same function as an LEA instruction if the operand is a displacement. For example, the MOV BX,OFFSET LIST performs the same function as LEA BX,LIST. Both instructions load the offset address of memory location LIST into the BX register. Refer to Example 4-3 for a short program that loads SI with the address of DATA1 and DI

TABLE 4-9 Load-effective address instructions

<i>Assembly Language</i>	<i>Operation</i>
LEA AX,NUMB	Loads AX with the address of NUMB
LEA EAX,NUMB	Loads EAX with the address of NUMB
LDS DI,LIST	Loads DS and DI with the 32-bit contents of data segment memory location LIST
LDS EDI,LIST	Loads DS and EDI with the 48-bit contents of data segment memory location LIST
LES BX,CAT	Loads ES and BX with the 32-bit contents of data segment memory location CAT
LFS DI,DATA1	Loads FS and DI with the 32-bit contents of data segment memory location DATA1
LGS SI,DATA5	Loads GS and SI with the 32-bit contents of data segment memory location DATA5
LSS SP,MEM	Loads SS and SP with the 32-bit contents of memory location MEM

with the address of DATA2. It then exchanges the contents of these memory locations. Note that the LEA and MOV with OFFSET instructions are both the same length (three bytes).

EXAMPLE 4-3

```

        .MODEL SMALL           ;select SMALL model
0000          .DATA          ;start of DATA segment
0000 2000     DATA1         ;define DATA1
0002 3000     DATA2         ;define DATA2
0000          .CODE          ;start of CODE segment
                      .STARTUP      ;start of program
0017 BE 0000 R   LEA    SI,DATA1  ;address DATA1 with SI
001A BF 0002 R   MOV    DI,OFFSET DATA2 ;address DATA2 with DI

001D 8B 1C       MOV    BX,[SI]      ;exchange DATA1 with DATA2
001F 8B 0D       MOV    CX,[DI]
0021 89 0C       MOV    [SI],CX
0023 89 1D       MOV    [DI],BX
                      .EXIT          ;exit to DOS
                      END            ;end of file

```

But why is the LEA instruction available if the OFFSET directive accomplishes the same task? First, OFFSET functions only with simple operands such as LIST. It may not be used for an operand such as [DI], LIST [SI], etc. The OFFSET directive is more efficient than the LEA instruction for simple operands. It takes the microprocessor longer to execute the LEA BX,LIST instruction than the MOV BX,OFFSET LIST instruction. The 80486 microprocessor, for example, requires two clocks to execute LEA BX,LIST and only one clock to execute MOV BX,OFFSET LIST. The reason that the MOV BX,OFFSET LIST instruction executes more quickly is that the *assembler* calculates the offset address of LIST, while the *microprocessor* calculates the LEA instruction. The MOV BX,OFFSET LIST instruction is actually assembled as a move immediate instruction and is therefore more efficient.

Suppose that the microprocessor executes an LEA BX,[DI] instruction and DI contains a 1000H. Because DI contains the offset address, the microprocessor transfers a copy of DI into BX. A MOV BX,DI instruction performs this task in less time and is often preferred to the LEA BX,[DI] instruction.

Another example is LEA SI,[BX + DI]. This instruction adds BX to DI and stores the sum in the SI register. The sum generated by this instruction is a modulo-64K sum. If BX = 1000H and DI = 2000H, the offset address moved into SI is 3000H. If BX = 1000H and DI = FF00H, the offset address is 0F00H instead of 10F00H. Notice that the second result is a modulo-64K sum of 0F00H. (A **modulo-64K sum** drops any carry out of the 16-bit result.)

LDS, LES, LFS, LGS, and LSS

The LDS, LES, LFS, LGS, and LSS instructions load any 16-bit or 32-bit register with an offset address and load the DS, ES, FS, GS, or SS segment register with a segment address. These instructions use any of the memory-addressing modes to access a 32- or 48-bit section of memory that contains both the segment and offset address. The 32-bit section of memory contains a 16-bit offset and segment address, while the 48-bit section contains a 32-bit offset and segment address. These instructions may not use the register-addressing mode (MOD = 11). Note that the LFS, LGS, and LSS instructions are available only on the 80386 and above, as are the 32-bit registers.

Figure 4-15 illustrates an example LDS BX,[DI] instruction. This instruction transfers the 32-bit number, addressed by DI in the data segment, into the BX and DS registers. The LDS, LES, LFS, LGS, and LSS instructions obtain a new far address from memory. The offset address appears first, followed by the segment address. This format is used for storing all 32-bit memory addresses.

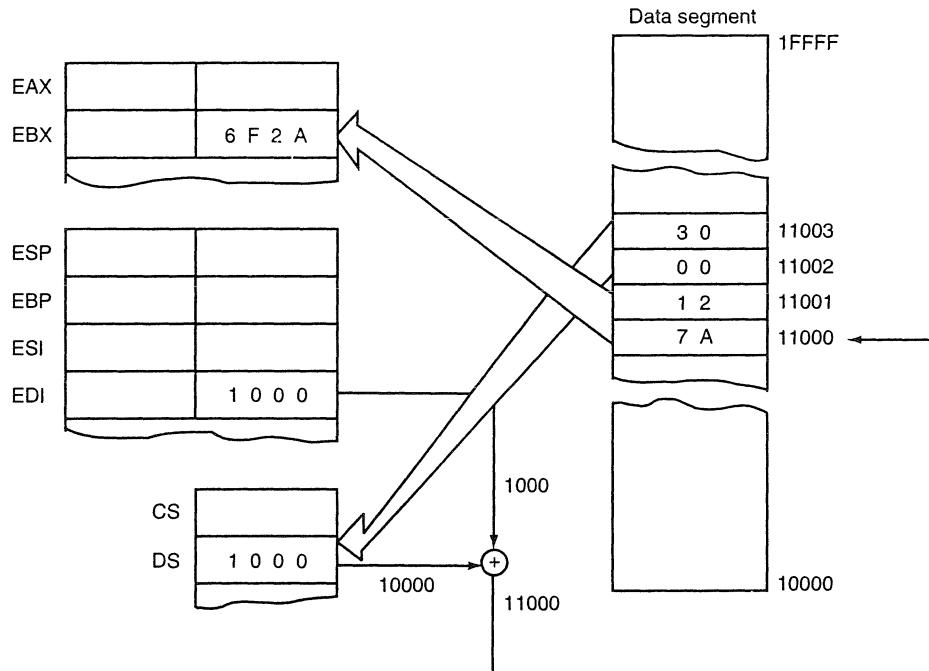


FIGURE 4-15 The LDS BX,[DI] instruction loads register BX from addresses 11000H and 11001H and register DS from locations 11002H and 11003H. This instruction is shown at the point just before DS changes to 3000H and BX changes to 127AH.

A far address can be stored in memory by the assembler. For example, the ADDR DD FAR PTR FROG instruction stores the offset and segment address (far address) of FROG in 32-bits of memory at location ADDR. The DD directive tells the assembler to store a doubleword (32-bit number) in memory address ADDR.

In the 80386 and above, an LDS EBX,[DI] instruction loads EBX from the 4-byte section of memory addressed by DI in the data segment. Following this 4-byte offset is a word that is loaded to the DS register. Notice that instead of addressing a 32-bit section of memory, the 80386 and above address a 48-bit section of the memory whenever a 32-bit offset address is loaded to a 32-bit register. The first four bytes contain the offset value loaded to the 32-bit register, and the last two bytes contain the segment address.

EXAMPLE 4-4

```

        .MODEL SMALL           ;select SMALL model
        .386                  ;select 80386
0000          .DATA            ;start of DATA segment
0000 00000000 SADDR DD ?    ;old stack address
0004 1000 [      SAREA DW 1000H DUP (?) ;new stack area
                0000
                ]
2004 = 2004     STOP   EQU   THIS WORD ;define to of new stack
0000          .CODE            ;start of CODE segment
                    .STARTUP        ;start of program
0010  FA          CLI    ;disable interrupt
0011  8B C4        MOV    AX,SP ;save old SP

```

```

0013 A3 0000 R      MOV    WORD PTR SADDR, AX
0016 8C D0          MOV    AX, SS           ; save old SS
0018 A3 0002 R      MOV    WORD PTR SADDR+2, AX

001B 8C D8          MOV    AX, DS           ; load new SS
001D 8E D0          MOV    SS, AX
001F B8 2004 R      MOV    AX, OFFSET STOP   ; load new SP
0022 8B E0          MOV    SP, AX

0024 FB             STI    ;enable interrupt

0025 8B C0          MOV    AX, AX           ;do dummy instructions
0027 8B C0          MOV    AX, AX
0029 0F B2 26 0000 R LSS    SP, SADDR       ;load old SS and SP

.EXIT
END                ;exit to DOS
                     ;end of file

```

The most useful of the load instructions is the LSS instruction. Example 4–4 shows a short program that creates a new stack area after saving the address of the old stack area. After executing some dummy instructions, the old stack area is reactivated by loading both SS and SP with the LSS instruction. Note that the CLI (**disable interrupts**) and STI (**enable interrupts**) instructions must be included to disable interrupts, a topic discussed near the end of this chapter. Because the LSS instruction functions in the 80386 or above, the .386 statement appears after the .MODEL statement to select the 80386 microprocessor. Also notice how the WORD PTR directive is used to override the doubleword (DD) definition for the old stack address memory location. If an 80386 or newer microprocessor is in use, it is suggested that the .386 switch be used to develop software for the 80386 microprocessor. This is true even if the microprocessor is a Pentium or Pentium Pro, because the 80486–Pentium Pro add only a few additional instructions to the 80386 instruction set, which are seldom used in software development. If the need arises to use any of the CMPXCHG, CMPXCHG8 (new to the Pentium), XADD, or BSWAP instructions, then select either the .486 switch for the 80486 microprocessor or the .586 switch for the Pentium or Pentium Pro.

4–4

STRING DATA TRANSFERS

There are five string data transfer instructions: LODS, STOS, MOVS, INS, and OUTS. Each string instruction allows data transfers that are either a single byte, word, or doubleword (or, if repeated, a block of bytes, words, or doublewords). Before the string instructions are presented, the operation of the D flag-bit (direction), DI, and SI must be understood as they apply to the string instructions.

The Direction Flag

The direction flag (D) (located in the flag register) selects the auto-increment (D = 0) or the auto-decrement (D = 1) operation for the DI and SI registers during string operations. The direction flag is used only with the string instructions. The CLD instruction clears the D flag (D = 0), and the STD instruction sets it (D = 1). Therefore, the CLD instruction selects the auto-increment mode (D = 0), and STD selects the auto-decrement mode (D = 1).

Whenever a string instruction transfers a byte, the contents of DI and/or SI increment or decrement by 1. If a word is transferred, the contents of DI and/or SI increment or decrement by 2. Doubleword transfers cause DI and/or SI to increment or decrement by 4. Only the actual registers used by the string instruction increment or decrement. For example, the STOSB instruction

uses the DI register to address a memory location. When STOSB executes, only DI increments or decrements without effecting SI. The same is true of the LODSB instruction, which uses the SI register to address memory data. LODSB only increments/decrements SI without effecting DI.

DI and SI

During the execution of a string instruction, memory accesses occur through either or both of the DI and SI registers. The DI offset address accesses data in the extra segment for all string instructions that use it. The SI offset address accesses data, by default, in the data segment. The segment assignment of SI may be changed with a segment override prefix, as described later in this chapter. The DI segment assignment is always in the extra segment when a string instruction executes. This assignment cannot be changed. The reason that one pointer addresses data in the extra segment and the other in the data segment is so the MOVS instruction can move 64K bytes of data from one segment of memory to another.

LODS

The LODS instruction loads AL, AX, or EAX with data stored at the data segment offset address indexed by the SI register. (Note that only the 80386 and above use EAX.) After loading AL with a byte, AX with a word, or EAX with a doubleword, the contents of SI increment (if D = 0) or decrement (if D = 1). A 1 is added to or subtracted from SI for a byte-sized LODS; a 2 is added or subtracted for a word-sized LODS; and a 4 is added or subtracted for a doubleword-sized LODS.

Table 4–10 lists the permissible forms of the LODS instruction. The LODSB (**loads a byte**) instruction causes a byte to be loaded into AL; the LODSW (**loads a word**) instruction causes a word to be loaded into AX; and the LODSD (**loads a doubleword**) instruction causes a doubleword to be loaded into EAX. Although rare, as an alternative to LODSB, LODSW, and LODSD, the LODS instruction may be followed by a byte-, word-, or doubleword-sized operand to select a byte, word, or doubleword transfer. Operands are often defined as bytes with DB, as words with DW, and as doublewords with DD. The DB pseudo-operation defines byte(s); the DW pseudo-operation defines word(s); and the DD pseudo-operation defines doubleword(s).

Figure 4–16 shows the effect of executing the LODSW instruction if the D flag = 0, SI = 1000H, and DS = 1000H. Here a 16-bit number, stored at memory locations 11000H and 11001H, moves into AX. Because D = 0, and this is a word transfer, the contents of SI increment by 2 after AX loads with memory data.

STOS

The STOS instruction stores AL, AX, or EAX at the extra segment memory location addressed by the DI register. (Note only the 80386–Pentium Pro use EAX and doublewords.) Table 4–11 lists

TABLE 4–10 Forms of the LODS instruction

Assembly Language	Operation
LODSB	AL = DS:[SI]; SI = SI ± 1
LODSW	AX = DS:[SI]; SI = SI ± 2
LOSDS	EAX = DS:[SI]; SI = SI ± 4
LODS LIST	AL = DS:[SI]; SI = SI ± 1 (if LIST is a byte)
LODS DATA1	AX = DS:[SI], SI = SI ± 2 (if DATA1 is a word)
LODS FROG	EAX = DS:[SI]; SI = SI ± 4 (if FROG is a doubleword)

Note: The segment can be overridden with a segment override prefix as in LODS ES:DATA4.

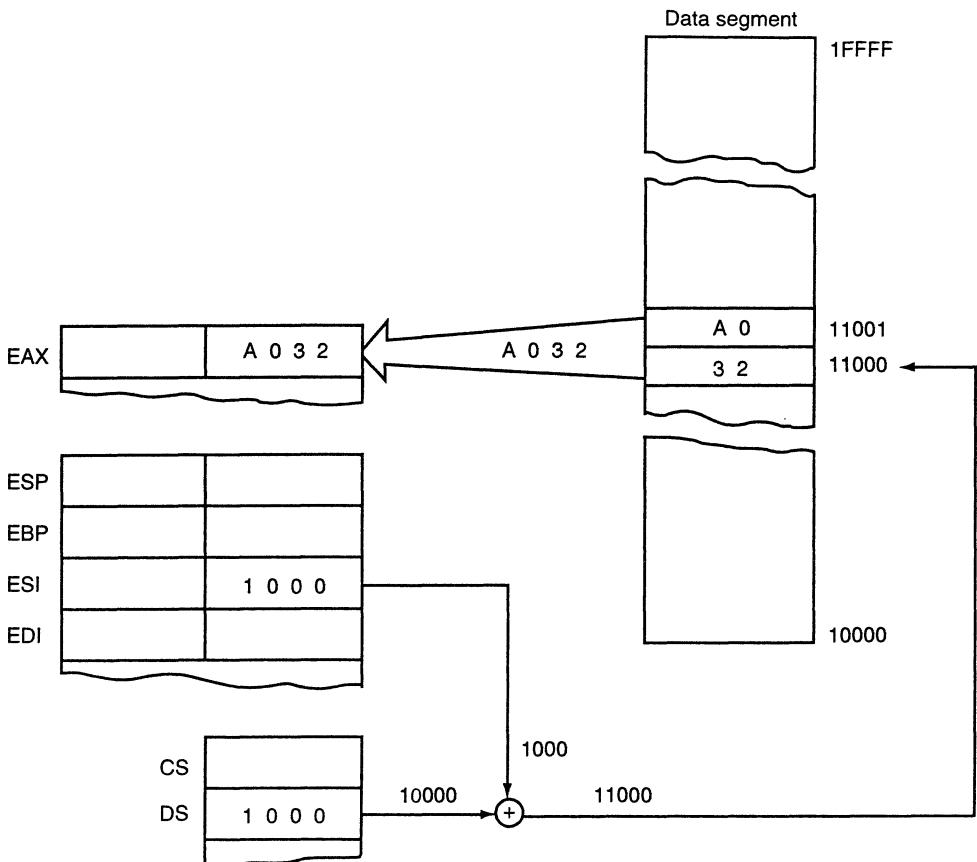


FIGURE 4–16 The operation of the LODSW instruction if DS = 1000H, D = 0, 11000H = 32, and 11001H = AO. This instruction is shown after AX is loaded from memory, but before SI increments by 2.

all forms of the STOS instruction. As with LODS, a STOS instruction may be appended with a B, W, or D for byte, word, or doubleword transfers. The STOSB (**s**tore **o**n **s**egment **B**yte) instruction stores the byte in AL at the extra segment memory location addressed by DI. The STOSW (**s**tore **o**n **s**egment **W**ord) instruction stores AX in the extra segment memory location addressed by DI. A doubleword is stored in the extra segment location addressed by DI with the STOSD (**s**tore **o**n **s**egment **D**ouble**W**ord) instruction. After the byte (AL), word (AX), or doubleword (EAX) is stored, the contents of DI increments or decrements.

TABLE 4–11 Forms of the STOS Instruction

Assembly Language	Operation
STOSB	ES:[DI] = AL; DI = DI ± 1
STOSW	ES:[DI] = AX; DI = DI ± 2
STOSD	ES:[DI] = EAX; DI = DI ± 4
STOS LIST	ES:[DI] = AL; DI = DI ± 1 (if list is a byte)
STOS DATA3	ES:[DI] = AX; DI = DI ± 2 (if DATA3 is a word)
STOS DATA4	ES:[DI] = EAX; DI = DI ± 4 (if DATA4 is a doubleword)

STOS with a REP. The **repeat prefix** (REP) is added to any string data transfer instruction except the LODS instruction. It doesn't make any sense to perform a repeated LODS operation. The REP prefix causes CX to decrement by 1 each time the string instruction executes. After CX decrements, the string instruction repeats. If CX reaches a value of 0, the instruction terminates and the program continues with the next sequential instruction. Thus, if CX is loaded with a 100, and a REP STOSB instruction executes, the microprocessor automatically repeats the STOSB instruction 100 times. Since the DI register is automatically incremented or decremented after each datum is stored, this instruction stores the contents of AL in a block of memory instead of a single byte of memory.

Suppose that the STOSW instruction is used to clear the video text display (see Example 4-5). This is accomplished by addressing video text memory that begins at memory location B800:0000. Each character position on the 25-line-by-80-character per line display comprises two bytes. The first byte contains the ASCII-coded character and the second contains the color and attributes of the character. In this example, AL is the ASCII-coded space (20H) and AH is the color code for white text on a black background (07H). Notice how this program uses a count of 25*80 and the REP STOSW instruction to clear the screen with ASCII spaces.

EXAMPLE 4-5

```

0000          .MODEL TINY      ;select TINY model
              .CODE          ;start of CODE segment
              .STARTUP        ;start of program
0100  FC      CLD           ;select increment mode
0101  B8  B800  MOV  AX, 0B800H ;address segment B800
0104  8E  C0    MOV  ES, AX
0106  BF  0000  MOV  DI, 0     ;address offset 0000
0109  B9  07D0  MOV  CX, 25*80 ;load count
010C  B8  0720  MOV  AX, 0720H ;load data
010F  F3/AB    REP  STOSW     ;clear the screen
              .EXIT          ;exit to DOS
              END            ;end of file

```

The operands in a program can be modified by using arithmetic or logic operators such as multiplication (*). Other operators appear in Table 4-12.

The REP prefix precedes the STOSW instruction in both assembly language and hexadecimal machine language. In machine language, the F3H is the REP prefix and ABH is the STOSW opcode.

If the value loaded to AX is changed to 0731H, the video display fills with white ones on a black background. If AX is changed to 0132H, the video display fills with blue twos on a

TABLE 4-12 Common operand operators

Operator	Example	Comment
+	MOV AL,6+3	Copies 9 into AL
-	MOV AL,8-2	Copies 6 into AL
*	MOV AL,4*3	Copies 12 into AL
/	MOV AX,12/5	Copies 2 into AX (remainder is lost)
MOD	MOV AX, 12 MOD 7	Copies 5 into AX (quotient is lost)
AND	MOV AX,12 AND 4	Copies 4 into AX (1100 AND 0100 = 0100)
OR	MOV AX,12 OR 1	Copies 13 into AX (1100 OR 0001 = 1101)
NOT	MOV AL,NOT 1	Copies 254 into AL (0000 0001 NOT equals 1111 1110 or 254)

black background. By changing the value loaded to AX, the display can be filled with any character and any color combination. More information on accessing video displays appears in Chapter 7.

MOVS

One of the more useful string data transfer instructions is MOVS, because it transfers data from one memory location to another. This is the only memory-to-memory transfer allowed in the 8086–Pentium Pro microprocessors. The MOVS instruction transfers a byte, word, or doubleword from the data segment location addressed by SI to the extra segment location addressed by DI. As with the other string instructions, the pointers then increment or decrement as dictated by the direction flag. Table 4–13 lists all of the permissible forms of the MOVS instruction. Note that only the source operand (SI), located in the data segment, may be overridden so that another segment may be used. The destination operand (DI) must always be located in the extra segment.

Suppose that the video display needs to be scrolled up one line. Because we now know the location of the video display, a repeated MOVSW instruction can be used to scroll the video display up a line. Example 4–6 lists a short program that addresses the video text display beginning at location B800:0000 with the DS:SI register combination and location B800:00A0 with the ES:DI register combination. Next, the REP MOVSW instruction is executed 24*80 times to scroll the display up a line. This is followed by a sequence that addresses the last line of the display so that it can be cleared. The last line is cleared in this example by storing spaces on a black background. The last line could be cleared by changing only the ASCII code to a space without modifying the attribute by reading the code and attribute into a register. Once in a register, the code is modified, and both the code and attribute are stored in memory.

EXAMPLE 4–6

```

        .MODEL TINY           ;select TINY model
0000      .CODE             ;indicate start of CODE segment
                  .STARTUP       ;indicate start of program
0100  FC          CLD            ;select increment
0101  B8  B800    MOV  AX, 0B800H   ;load ES and DS with B800
0104  8E  C0          MOV  ES, AX
0106  8E  D8          MOV  DS, AX

0108  BE  00A0    MOV  SI, 160      ;address line 1
010B  BF  0000    MOV  DI, 0        ;address line 0
010E  B9  0780    MOV  CX, 24*80    ;load count
0111  F3/A5          REP  MOVSW       ;scroll screen

0113  BF  0F00    MOV  DI, 24*80*2  ;clear bottom line
0116  B9  0050    MOV  CX, 80
0119  B8  0720    MOV  AX, 0720H
011C  F3/AB          REP  STOSW       ;exit to DOS
                  .EXIT           ;end of file
                  END

```

INS

The INS (**i**nput **s**tring) instruction (not available on the 8086/8088 microprocessors) transfers a byte, word, or doubleword of data from an I/O device into the extra segment memory location addressed by the DI register. The I/O address is contained in the DX register. This instruction is useful for inputting a block of data from an external I/O device directly into the memory. One application transfers data from a disk drive to memory. Disks drives are often considered and interfaced as I/O devices in a computer system.

As with the prior string instructions, there are two basic forms of the INS. The INSB instruction inputs data from an 8-bit I/O device and stores them in the byte-sized memory location

TABLE 4-13 Forms of the MOVS instruction

Assembly Language	Operation
MOVSB	ES:[DI] = DS:[SI]; DI = DI ± 1; SI = SI ± 1 (byte transferred)
MOVSW	ES:[DI] = DS:[SI]; DI = DI ± 2; SI = SI ± 2 (word transferred)
MOVSD	ES:[DI] = DS:[SI]; DI = DI ± 4; SI = SI ± 4 (doubleword transferred)
MOVS BYTE1,BYTE2	ES:[DI] = DS:[SI]; DI = DI ± 1; SI = SI ± 1 (if BYTE1 and BYTE2 are bytes)
MOVS WORD1,WORD2	ES:[DI] = DS:[SI]; DI = DI ± 2, SI = SI ± 2 (if WORD1 and WORD2 are words)
MOVS DWORD1, DWORD2	ES:[DI] = DS:[SI]; DI = DI ± 4; SI = SI ± 4 (if DWORD1 and DWORD2 are doublewords)

indexed by SI. The INSW instruction inputs 16-bit I/O data and stores them in a word-sized memory location. The INSD instruction inputs a doubleword. These instructions can be repeated using the REP prefix. This allows an entire block of input data to be stored in the memory from an I/O device. Table 4-14 lists the various forms of the INS instruction.

Example 4-7 shows a sequence of instructions that input 50 bytes of data from an I/O device whose address is 03ACh and stores the data in extra segment memory array LISTS. This software assumes that data are available from the I/O device at all times. Otherwise, the software must check to see if the I/O device is ready to transfer data precluding the use of a REP prefix.

EXAMPLE 4-7

```
;Using the REP INSB to input data to a memory array
;
0000  BF 0000 R      MOV      DI,OFFSET LISTS    ;address array
0003  BA 03AC        MOV      DX,3ACh       ;address I/O
0006  FC              CLD                  ;auto-increment
0007  B9 0032        MOV      CX,50          ;load count
000A  F3/6C          REP      INSB          ;input data
```

OUTS

The OUTS (**output string**) instruction (not available on the 8086/8088 microprocessors) transfers a byte, word, or doubleword of data from the data segment memory location address by SI to an I/O device. The I/O device is addressed by the DX register as it was with the INS instruction. Table 4-15 shows the variations available for the OUTS instruction.

TABLE 4-14 Forms of the INS instruction

Assembly Language	Operation
INSB	ES:[DI] = [DX]; DI = DI ± 1 (byte transferred)
INSW	ES:[DI] = [DX]; DI = DI ± 2 (word transferred)
INSD	ES:[DI] = [DX]; DI = DI ± 4 (doubleword transferred)
INS LIST	ES:[DI] = [DX]; DI = DI ± 1 (if LIST is a byte)
INS DATA4	ES:[DI] = [DX]; DI = DI ± 2 (if DATA4 is a word)
INS DATA5	ES:[DI] = [DX]; DI = DI ± 4 (if DATA5 is a doubleword)

Note: [DX] indicates that DX contains the I/O device address. These instructions are not available on the 8086/8088 microprocessors.

TABLE 4–15 Forms of the OUTS instruction

Assembly Language	Operation
OUTSB	[DX] = DS:[SI]; SI = SI ± 1 (byte transferred)
OUTSW	[DX] = DS:[SI]; SI = SI ± 2 (word transferred)
OUTSD	[DX] = DS:[SI]; SI = SI ± 4 (doubleword transferred)
OUTS DATA7	[DX] = DS:[SI]; SI = SI ± 1 (if DATA7 is a byte)
OUTS DATA8	[DX] = DS:[SI]; SI = SI ± 2 (if DATA8 is a word)
OUTS DATA9	[DX] = DS:[SI]; SI = SI ± 4 (if DATA9 is a doubleword)

Note: [DX] indicates that DX contains the I/O device address. These instructions are not available on the 8086/8088 microprocessors.

Example 4–8 shows a short sequence of instructions that transfer data from a data segment memory array (ARRAY) to an I/O device at I/O address 3ACh. This software assumes that the I/O device is always ready for data.

EXAMPLE 4–8

```
;Using the REP OUTS to output data from a memory array
;
0000 BE 0064 R      MOV    SI,OFFSET ARRAY    ;address array
0003 BA 03AC        MOV    DX,3ACh          ;address I/O
0006 FC              CLD                ;auto-increment
0007 B9 0064        MOV    CX,100           ;load count
000A F3/6E          REP    OUTSB
```

4–5

MISCELLANEOUS DATA TRANSFER INSTRUCTIONS

Don't be fooled by the term *miscellaneous*; these instructions are used in programs. The data transfer instructions detailed in this section are XCHG, LAHF, SAHF, XLAT, IN, OUT, MOVSX, MOVZX, BSWAP, and CMOV. Because the miscellaneous instructions are not used as often as a MOV instruction, they have been grouped together and represented in this section.

XCHG

The XCHG (**e**xchange) instruction exchanges the contents of a register with the contents of any other register or memory location. The XCHG instruction cannot exchange segment registers or memory-to-memory data. Exchanges are byte-, word-, or doubleword-sized (80386 and above) and use any addressing mode discussed in Chapter 3, except immediate addressing. Table 4–16 shows some examples of the XCHG instruction.

The XCHG instruction, using the 16-bit AX register with another 16-bit register, is the most efficient exchange. This instruction occupies one byte of memory. Other XCHG instructions require two or more bytes of memory, depending on the addressing mode selected.

TABLE 4–16 Forms of the XCHG instruction

Assembly Language	Operation:
XCHG AL,CL	Exchanges the contents of AL with CL
XCHG CX,BP	Exchanges the contents of CX with BP
XCHG EDX,ESI	Exchanges the contents of EDX with ESI
XCHG AL,DATA2	Exchanges the contents of AL with data segment memory location DATA2

When using a memory addressing mode and the assembler, it doesn't matter which operand addresses memory. The XCHG AL,[DI] instruction is identical to the XCHG [DI],AL instruction as far as the assembler is concerned.

The XCHG instruction can exchange doubleword data in the 80386 through the Pentium Pro microprocessors. For example, the XCHG EAX,EBX instruction exchanges the contents of the EAX register with the EBX register.

LAHF and SAHF

The LAHF and SAHF instructions are seldom used because they were designed as bridge instructions. These instructions allowed 8085 (an early 8-bit microprocessor) software to be translated into 8086 software by a translation program. Because any software that required translation was probably completed many years ago, these instructions have little application today. The LAHF instruction transfers the rightmost 8-bits of the flag register into the AH register. The SAHF instruction transfers the AH register into the rightmost 8-bits of the flag register.

At times, the SAHF instruction may find some application with the numeric coprocessor. The numeric coprocessor contains a status register that is copied into the AX register with the FSTSW AX instruction. The SAHF instruction is then used to copy from AH into the flag register. The flags are then tested for some of the conditions of the numeric coprocessor. This is detailed in Chapter 8, which explains the operation and programming of the numeric coprocessor.

XLAT

The XLAT (**t**ranslate) instruction converts the contents of the AL register into a number stored in a memory table. This instruction performs the direct table lookup technique, which is often used to convert one code to another. An XLAT instruction first adds the contents of AL to BX to form a memory address within the data segment. It then copies the contents of this address into AL. This is the only instruction that adds an 8-bit number to a 16-bit number.

Suppose that a 7-segment LED display lookup table is stored in memory at address TABLE. The XLAT instruction then translates the BCD number in AL to a 7-segment code in AL. Example 4-9 provides a short program that converts from a BCD code to 7-segment code. Figure 4-17 shows the operation of this example program if TABLE = 1000H, DS = 1000H, and the initial value of AL = 05H (a 5 BCD). After the translation, AL = 6DH.

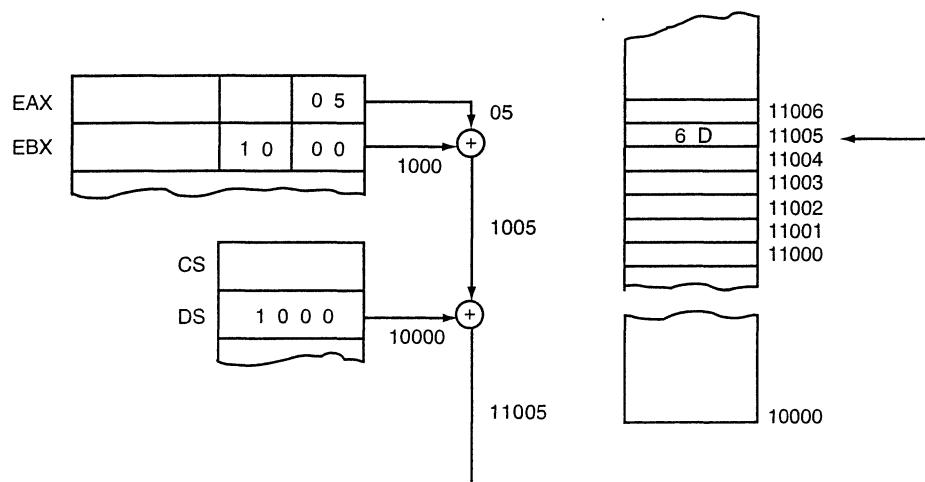


FIGURE 4-17 The operation of the XLAT instruction at the point just before 6DH is loaded into AL

EXAMPLE 4-9

```

;Using an XLAT to convert from BCD to 7-segment code
;
        .MODEL SMALL
        .DATA
0000    3F 06 5B 4F    TABLE  DB      3FH,6,5BH,4FH      ;select SMALL model
0004    66 6D 7D 27    DB      66H,6DH,7DH,27H     ;start of DATA segment
0008    7F 6F          DB      7FH,6FH           ;7-segment lookup table
000A    00              CODE7 DB      ?             ;reserve for result
0000          .CODE
0017    B0 04          MOV    AL,4           ;start of CODE segment
0019    BB 0000 R       MOV    BX,OFFSET TABLE   ;load test data
001C    D7              XLAT
001D    A2 000A R       MOV    CODE7,AL        ;address lookup table
                      .STARTUP
                      .EXIT
                      END   ;convert to 7-segment
                           ;save 7-segment code
                           ;exit to DOS
                           ;end of file

```

IN and OUT

Table 4–17 lists the forms of the IN and OUT instructions, which perform I/O operations. Notice that the contents of AL, AX, or EAX are transferred only between the I/O device and the microprocessor. An IN instruction transfers data from an external I/O device to AL, AX, or EAX; an OUT instruction transfers data from AL, AX, or EAX to an external I/O device. (Note that only the 80386 and above contain EAX.)

Two forms of I/O device (port) addressing exist for IN and OUT: fixed-port and variable-port. Fixed-port addressing allows data transfer between AL, AX, or EAX using an 8-bit I/O port address. It is called *fixed-port addressing* because the port number follows the instruction's opcode. Instructions are often stored in a ROM. A fixed port instruction stored in a ROM has its port number permanently fixed because of the nature of read-only memory. A fixed-port address stored in a RAM can be modified, but such a modification does not conform to good programming practices.

The port address appears on the address bus during an I/O operation. For the 8-bit fixed-port I/O instructions, the 8-bit port address is zero-extended into a 16-bit address. For example, if the IN AL,6AH instruction executes, data from I/O address 6AH is input to AL. The address appears as a 16-bit 006AH on pins A0–A15 of the address bus. Address bus bits A16–A19 (8086/8088), A16–A23 (80286/80386SX), A16–A24 (80386SL/80386SLC/80386EX), or A16–A32 (80386–Pentium Pro) are undefined for an IN or OUT instruction. Note that Intel reserves the last 16 I/O ports for use with some of its peripheral components.

TABLE 4-17 IN and OUT instructions

Assembly Language	Operation
IN AL,p8	8-bits are input to AL from I/O port p8
IN AX,p8	16-bits are input to AX from I/O port p8
IN EAX,p8	32-bits are input to EAX from I/O port p8
IN AL,DX	8-bits are input to AL from I/O port DX
IN AX,DX	16-bits are input to AX from I/O port DX
IN EAX,DX	32-bits are input to EAX from I/O port DX
OUT p8,AL	8-bits are output from AL to I/O port p8
OUT p8,AX	16-bits are output from AX to I/O port p8
OUTp8,EAX	32-bits are output from EAX to I/O port p8
OUT DX,AL	8-bits are output from AL to I/O port DX
OUT DX,AX	16-bits are output from AX to I/O port DX
OUT DX,EAX	32-bits are output from EAX to I/O port DX

Note: p8 = an 8-bit I/O port number and DX = the 16-bit port address held in DX.

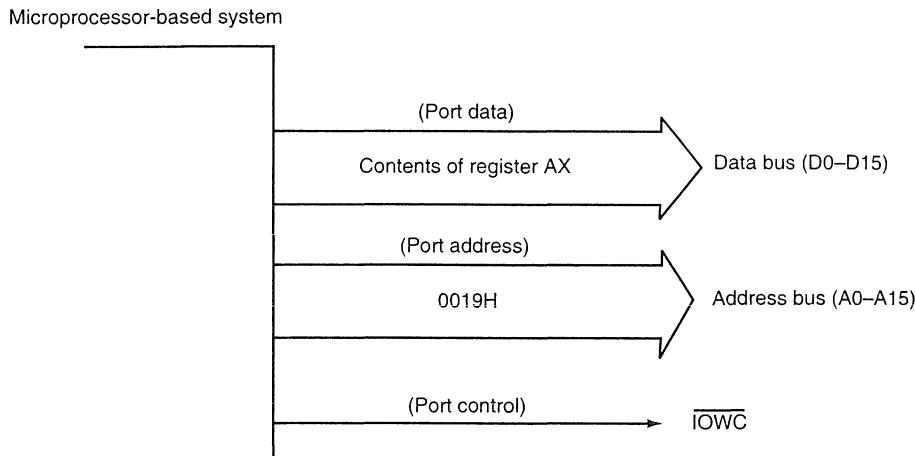


FIGURE 4-18 The signals found in the microprocessor-based system for an OUT 19H,AX instruction

Variable-port addressing allows data transfers between AL, AX, or EAX and a 16-bit port address. It is called *variable-port addressing* because the I/O port number is stored in register DX, which can be changed (varied) during the execution of a program. The 16-bit I/O port address appears on the address bus pin connections A0–A15. The IBM PC uses a 16-bit port address to access its I/O space. The I/O space for a PC is located at I/O port 0000H–03FFH. Note that some plug-in adapter cards may use I/O addresses above 03FFH.

Figure 4-18 illustrates the execution of the OUT 19H,AX instruction, which transfers the contents of AX to I/O port 19H. Note that the I/O port number appears as a 0019H on the 16-bit address bus and that the data from AX appears on the data bus of the microprocessor. The system control signal, IOWC (I/O write control), is a logic 0 to enable the I/O device.

A short program that clicks the speaker in the personal computer appears in Example 4-10. The speaker is controlled by accessing I/O port 61H. If the rightmost two bits of this port are set (11) and then cleared (00), a click is heard on the speaker. Note that this program uses a logical OR instruction to set these two bits and a logical AND instruction to clear them. These logic operation instructions are described in Chapter 5. The MOV CX,1000H instruction followed by the LOOP L1 instruction is used as a time delay. If the count is increased, the click will become longer; if shortened, the click will become shorter.

EXAMPLE 4-10

```

        .MODEL TINY          ;select TINY model
0000          .CODE           ;indicate start of code segment
                  .STARTUP        ;indicate start of program
0100  E4 61      IN   AL,61H    ;read port 61H
0102  0C 03      OR   AL,3     ;set rightmost two bits
0104  E6 61      OUT  61H,AL   ;speaker is on

0106  B9 1000      MOV   CX,1000H  ;delay count
0109          L1:    LOOP  L1       ;time delay

010B  E4 61      IN   AL,61H    ;read port 61H
010D  24 FC      AND   AL,0FCH   ;clear rightmost two bits
010F  E6 61      OUT  61H,AL   ;speaker is off
                  .EXIT          ;exit to DOS
                  END            ;end of file

```

MOVSX and MOVZX

The MOVSX (**move and sign-extend**) and MOVZX (**move and zero-extend**) instructions are found in the 80386–Pentium Pro instruction sets. These instructions move data and at the same time either sign- or zero-extend it. Table 4–18 illustrates these instructions with several examples of each.

When a number is zero-extended, the most significant part fills with zeros. For example, if an 8-bit 34H is zero-extended into a 16-bit number, it becomes 0034H. Zero-extension is often used to convert unsigned 8- or 16-bit numbers into unsigned 16- or 32-bit numbers using the MOVZX instruction.

A number is sign-extended when its sign-bit is copied into the most-significant part. For example, if an 8-bit 84H is sign-extended into a 16-bit number, it becomes FF84H. The sign-bit of an 84H is a one, which is copied into the most-significant part of the sign-extended result. Sign-extension is most often used to convert 8- or 16-bit signed numbers into 16- or 32-bit signed numbers using the MOVSX instruction.

BSWAP

The BSWAP (**byte swap**) instruction is available only in the 80486 and both versions of the Pentium microprocessors. This instruction takes the contents of any 32-bit register and swaps the first byte with the fourth and the second with the third. For example, the BSWAP EAX instruction with EAX = 00112233H swaps bytes in EAX, resulting in EAX = 33221100H. Note that the order of all four bytes is reversed by this instruction. This instruction is used to convert data from big endian form to little endian form or vice versa.

CMOV

The CMOV (**conditional move**) class of instruction is new to the Pentium Pro microprocessor instruction set. Actually, there are many variations of the CMOV instruction. Table 4–19 lists these variations of CMOV. These instructions only move the data if the condition is true. For example, the CMOVZ instruction only moves data if the result from some prior instruction was a zero. The destination is limited to 16- or 32-bit registers, but the source can be a 16- or 32-bit register or memory location.

Because this is a new instruction, you cannot use it with the assembler until a .686 switch is provided. In the interim, the instruction can be coded in hexadecimal form using the DB directive.

TABLE 4–18 The MOVSX and MOVZX instructions

<i>Assembly Language</i>	<i>Operation</i>
MOVSX CX,BL	Sign-extends BL into CX
MOVSX ECX,AX	Sign-extends AX into ECX
MOVSX BX,DATA1	Sign-extends the byte at DATA1 into BX
MOVSX EAX,[EDI]	Sign-extends the word at the data segment memory location addressed by EDI into EAX
MOVZX DX,AL	Zero-extends AL into DX
MOVZX EBP,DI	Zero-extends DI into EBP
MOVZX DX,DATA2	Zero-extends the byte at data segment memory location DATA2 into DX
MOVZX EAX,DATA3	Zero-extends the word at data segment memory location DATA3 into EAX

TABLE 4-19 The conditional move instructions

Assembly Language	Condition Tested	Operation
CMOV B	C = 1	Move if below
CMOV AE	C = 0	Move if above or equal
CMOV BE	Z = 1 or C = 1	Move if below or equal
CMOV A	Z = 0 and C = 0	Move if above
CMOVE or CMOVZ	Z = 1	Move if equal or set if zero
CMOVNE or CMOVNZ	Z = 0	Move if not equal or set if not zero
CMOV L	S <> O	Move if less than
CMOV LE	Z = 1 or S <> O	Move if less than or equal
CMOV G	Z = 0 and S = O	Move if greater than
CMOV GE	S = O	Move if greater than or equal
CMOV S	S = 1	Move if sign (negative)
CMOV NS	S = 0	Move if no sign (positive)
CMOV C	C = 1	Move if carry
CMOV NC	C = 0	Move if no carry
CMOV O	O = 1	Move if overflow
CMOV NO	O = 0	Move if no overflow
CMOV P or CMOVPE	P = 1	Move if parity or set if parity even
CMOVNP or CMOVPO	P = 0	Move if no parity or set if parity odd

The opcode for the CMOV instruction is an 0F4XH where X is the condition code 0000–1111 (refer to Appendix B for the codes). This is followed by a mod-reg-r/m byte. Example 4-11 shows how the CMOVB instruction is coded into hexadecimal using the DB directive.

EXAMPLE 4-11

```
0000 0F 42 C3      DB 0FH,42H,0C3H ; same as CMOVB AX,BX
```

4-6

SEGMENT OVERRIDE PREFIX

The **segment override prefix**, which may be added to almost any instruction in any memory-addressing mode, allows the programmer to deviate from the default segment. The segment override prefix is an additional byte that appends the front of an instruction to select an alternate segment register. About the only instructions that cannot be prefixed are the jump and call instructions that must use the code segment register for address generation. The segment override is also used to select the FS and GS segments in the 80386 through the Pentium Pro microprocessors.

For example, the MOV AX,[DI] instruction accesses data within the data segment by default. If required by a program, this can be changed by prefixing the instruction. Suppose that the data are in the extra segment instead of the data segment. This instruction addresses the extra segment if changed to MOV AX,ES:[DI].

Table 4-20 shows some altered instructions that address different memory segments than normal. Each time an instruction is prefixed with a segment override prefix, the instruction becomes one byte longer. Although this is not a serious change to the length of the instruction, it does add to the instruction's execution time. It is usually customary to limit the use of the segment override prefix and remain in the default segments so that shorter and more efficient software can be written.

TABLE 4–20 Instructions that include segment override prefixes

Assembly Language	Segment Accessed	Default Segment
MOV AX,DS:[BP]	Data	Stack
MOV AX,ES:[BP]	Extra	Stack
MOV AX,SS:[DI]	Stack	Data
MOV AX,CS:LIST	Code	Data
MOV AX,ES:[SI]	Extra	Data
LODS ES:DATA1	Data	Extra
MOV EAX,FS:DATA2	Data	FS
MOV BL,GS:[ECX]	Data	GS

4–7 ASSEMBLER DETAIL

The assembler¹ for the microprocessor can be used in two ways: (1) with models (used in most examples in this text) that are unique to a particular assembler and (2) with full segment definitions that allow complete control over the assembly process and are universal to all assemblers. This section of the text presents both methods and explains how to organize a program's memory space using the assembler. It also explains the purpose and use of some of the more important directives used with this assembler. Appendix A provides additional details about the assembler.

Directives

Before the format of an assembly language program is discussed, some details about the directives (**pseudo-operations**) that control the assembly process must be mentioned. Some common assembly language directives appear in Table 4–21. **Directives** indicate how an operand or section of a program is to be processed by the assembler. Some directives generate and store information in the memory, while others do not. The DB (**define byte**) directive stores bytes of data in the memory, while the BYTE PTR directive never stores data. The **BYTE PTR** directive indicates the size of the data referenced by a pointer or index register.

Note that the assembler by default accepts only 8086/8088 instructions, unless a program is preceded by the .386 or .386P directive or one of the other microprocessor selection switches. The .386 directive tells the assembler to use the 80386 instruction set in the real mode, while the .386P directive tells the assembler to use the 80386 protected mode instruction set.

Storing Data in a Memory Segment. The DB (**define byte**), DW (**define word**), and DD (**define doubleword**) directives, first presented in Chapter 1, are most often used with the microprocessor to define and store memory data. If a numeric coprocessor executes software in the system, the DQ (**define quadword**) and DT (**define ten bytes**) directives are also common. These directives label a memory location with a symbolic name and indicate its size.

Example 4–12 shows a memory segment that contains various forms of data definition directives. It also shows the full segment definition with the first SEGMENT statement to indicate the start of the segment and its symbolic name. Alternately, as in previous examples, the SMALL model can be used with the .DATA statement. The last statement in this example contains the ENDS directive that indicates the end of the segment. The name of the segment (LIST_SEG) can be anything that the programmer desires to call it. This allows a program to contain as many segments as required.

¹The assembler used throughout this text is the Microsoft MACRO assembler MASM, version 6.X

TABLE 4-21 Common assembler directives

<i>Directive</i>	<i>Function</i>
.286	Selects the 80286 instruction set
.286P	Selects the 80286 protected mode instruction set
.386	Selects the 80386 instruction set
.386P	Selects the 80386 protected mode instruction set
.486	Selects the 80486 instruction set
.486P	Selects the 80486 protected mode instruction set
.586	Selects the Pentium instruction set
.586P	Selects the Pentium protected mode instruction set
.287	Selects the 80287 math coprocessor
.387	Selects the 80387 math coprocessor
.EXIT	Exits to DOS
.MODEL	Selects the programming model
.STARTUP	Indicates the start of the program when using program models
ALIGN 2	Starts data on a word boundary (4 starts data on a doubleword boundary)
ASSUME	Informs the assembler of the name of each segment for full segment definitions
BYTE	Indicates byte-sized, as in BYTE PTR
DB	Defines byte(s) (8-bits)
DD	Defines doubleword(s) (32-bits)
DQ	Defines quadword(s) (64-bits)
DT	Defines ten byte(s) (80-bits)
DUP	Generates duplicates
DW	Defines word(s) (16-bits)
DWORD	Indicates doubleword-sized, as in DWORD PTR
END	Ends a program file
ENDM	Ends a macro sequence
ENDP	Ends a procedure
ENDS	Ends a segment or data structure
EQU	Equates data to a label
FAR	Defines a far pointer
MACRO	Designates the start of a macro sequence
NEAR	Defines a near pointer
OFFSET	Specifies an offset address
ORG	Sets the origin within a segment
PROC	Starts a procedure
PTR	Designates a pointer
SEGMENT	Starts a segment
STACK	Starts a stack segment
STRUC	Defines the start of a data structure
USES	Automatically pushes and pops registers within a procedure
USE16	Directs the assembler to use 16-bit instruction mode and data sizes for the 80386–Pentium Pro
USE32	Directs the assembler to use 32-bit instruction mode and data sizes for the 80386–Pentium Pro
WORD	Indicates word-sized, as in WORD PTR

EXAMPLE 4-12

```
;Using the DB, DW, and DD directives
;
0000          LIST_SEG      SEGMENT
0000  01 02 03    DATA1    DB     1,2,3      ;define bytes
0003  45          DB     45H      ;hexadecimal
0004  41          DB     'A'      ;ASCII
```

```

0005  F0                      DB      11110000B      ;binary
0006  000C 000D                DATA2   DW      12,13       ;define words
000A  0200                    DW      LIST1        ;symbolic
000C  2345                    DW      2345H       ;hexadecimal
000E  00000300                DATA3   DD      300H       ;hexadecimal
0012  4007DF3B                DD      2.123      ;real
0016  544269E1                DD      3.34E+12    ;real
001A  00                      LISTA   DB      ?          ;reserve 1 byte
001B  000A[                  LISTB   DB      10 DUP (?)  ;reserve 10 bytes
                                ??                               ]
0025  00                      ]                   ALIGN   2      ;set word boundary
0026  0100[                  LISTC   DW      100H DUP (0)  ;word array
                                0000
                                ]
0226  0016[                  LIST_9  DD      22 DUP (?)  ;doubleword array
                                ????????
                                ]
027E  0064[                  SIXES   DB      100 DUP (6)  ;byte array
                                06
                                ]
02E2
LIST_SEG ENDS

```

Example 4–12 shows various forms of data storage for bytes at DATA1. More than one byte can be defined on a line in binary, hexadecimal, decimal, or ASCII code. The DATA2 label shows how to store various forms of word data. Doublewords are stored at DATA3, including floating-point, single-precision real numbers.

Memory is **reserved** for use in the future by using a ? as an operand for a DB, DW, or DD directive. When a ? is used in place of a numeric or ASCII value, the assembler sets aside a location and does not initialize it to any specific value. (Actually, the assembler usually stores a zero into locations specified with a ?). The DUP (**duplicate**) directive creates an array as shown in several ways in Example 4–12. A 10 DUP (?) directive reserves 10 locations of memory, but stores no specific value in any of the 10 locations. If a number appears within the () part of the DUP statement, the assembler initializes the reserved section of memory with the data indicated. For example, the DATA1 DB 10 DUP (2) instruction reserves 10 bytes of memory for array DATA1 and initializes each location with a 02H.

The ALIGN directive, used in this example, makes sure that the memory arrays are stored on word boundaries. An ALIGN 2 places data on *word boundaries*, and an ALIGN 4 places data on *doubleword boundaries*. In the Pentium and Pentium Pro, quadword data for double-precision floating-point numbers should use ALIGN 8. It is important that word-sized data be placed at word boundaries and doubleword-sized data at doubleword boundaries. If not, the microprocessor spends additional time accessing these data types. A word stored at an odd-numbered memory location takes twice as long to access as a word stored at an even-numbered memory location. Note that the ALIGN directive cannot be used with memory models, because the size of the model determines the data alignment. If all doubleword data are defined first, followed by word and then byte-sized data, the ALIGN statement is not necessary to align data correctly.

ASSUME, EQU, and ORG. The equate directive (EQU) equates a numeric, ASCII, or label to another label. Equates make a program clearer and simplify debugging. Example 4–13 shows several equate statements and a few instructions that show how they function in a program.

EXAMPLE 4–13

```

;Using equate directive
;
= 000A TEN EQU 10
= 0009 NINE EQU 9

0000 B0 0A MOV AL,TEN
0002 04 09 ADD AL,!NINE

```

The THIS directive always appears as THIS BYTE, THIS WORD, or THIS DWORD. In certain cases, data must be referred to as both a byte and a word. The assembler can only assign either a byte or a word address to a label. To assign a byte label to a word, use the software listed in Example 4-14.

EXAMPLE 4-14

```
;Using the THIS and ORG directives
;
0000          DATA_SEG      SEGMENT
0100          ORG    100H
= 0100
0100 0000      DATA1 EQU   THIS BYTE
                DATA2 DW    ?
0102          DATA_SEG      ENDS
0000          CODE_SEG      SEGMENT 'CODE'
ASSUME CS:CODE_SEG,DS:DATA_SEG
0000 8A 1E 0100 R      MOV BL,DATA1
0004 A1 0100 R      MOV AX,DATA2
0007 8A 3E 0101 R      MOV BH,DATA1+1
000B          CODE_SEG ENDS
```

This example also illustrates how the ORG (**origin**) statement changes the starting offset address of the data in the data segment to location 100H. At times, the origin of data or the code must be assigned to an absolute offset address with the ORG statement. The **ASSUME statement** tells the assembler what names have been chosen for the code, data, extra, and stack segments. Without the ASSUME statement, the assembler assumes nothing and automatically uses a segment override prefix on all instructions that address memory data. The ASSUME statement is only used with full-segment definitions, as described later in this section of the text.

PROC and **ENDP**. The PROC and ENDP directives indicate the start and end of a procedure (**subroutine**). These directives *force structure* because the procedure is clearly defined. Note that if structure is to be violated for any reason, the CALLF, CALLN, RETF, and RETN instructions should be used. Both the PROC and ENDP directives require a label to indicate the name of the procedure. The PROC directive, which indicates the start of a procedure, must also be followed with a NEAR or FAR. A NEAR procedure is one that resides in the same code segment as the program. A FAR procedure may reside at any location in the memory system. Often, the call NEAR procedure is considered local, and the call FAR procedure is considered global. The term *global* denotes a procedure that can be used by any program, while *local* defines a procedure that is used only by the current program. Any labels that are defined within the procedure block are also defined as either local (NEAR) or global (FAR).

Example 4-15 shows a procedure that adds BX, CX, and DX and stores the sum in register AX. Although this procedure is short, and may not be particularly useful, it does illustrate how to use the PROC and ENDP directives to delineate the procedure. Note that information about the operation of the procedure should appear as a grouping of comments that show the registers changed by the procedure and the result of the procedure.

EXAMPLE 4-15

```
;A procedure that adds BX, CX, and DX with the sum
;stored in AX
;
0000          ADDEM  PROC   FAR           ;start procedure
0000 03 D9          ADD    BX,CX
```

```

0002 03 DA      ADD     BX,DX
0004 8B C3      MOV     AX,BX
0006 CB         RET

0007          ADDEM ENDP           ;end procedure

```

If version 6.X of the Microsoft MASM assembler program is available, the PROC directive specifies and automatically saves any registers used within the procedure. The USES statement indicates which registers are used by the procedure so that the assembler can automatically save them before your procedure begins and restore them before the procedure ends with the RET instruction. For example, the ADDS PROC USES AX BX CX statement automatically pushes AX, BX, and CX on the stack before the procedure begins, and pops them from the stack before the RET instruction executes at the end of the procedure. Example 4–16 illustrates a procedure written using MASM 6.X that shows the USES statement. Note that the registers in the list are not separated by commas, but by spaces, and the PUSH and POP instructions are displayed in the procedure listing because the procedure was assembled with the .LISTALL directive. The instructions prefaced with an asterisk (*) are inserted by the assembler and were not typed in the source file. Further information about the USES statement appears, in Chapter 7, so if MASM version 5.10 is being used, the code will need to be modified.

EXAMPLE 4–16

```

;A procedure that includes the USES directive to save
;BX, CX, and DX on the stack and restore them before
;the RET instruction.
;
0000          ADDS   PROC   NEAR USES BX CX DX
0000 53       *      push   bx
0001 51       *      push   cx
0002 52       *      push   dx
0003 03 D8    ADD   BX,AX
0005 03 CB    ADD   CX,BX
0007 03 D1    ADD   DX,CX
0009 8B C2    MOV   AX,DX
                    RET
000B 5A       *      pop    dx
000C 59       *      pop    cx
000D 5B       *      pop    bx
000E C3       *      ret    00000h
000F          ADDS   ENDP

```

Memory Organization

The assembler uses two basic formats for developing software. One method uses models and the other uses full-segment definitions. Memory models, as presented in this section and also in Chapters 2 and 3, are unique to the MASM assembler program. The TASM assembler also uses memory models, but they differ somewhat from the MASM models. The full-segment definitions are common to most assemblers, including the Intel assembler, and are often used for software development. The models are easier to use for simple tasks. The full-segment definitions offer better control over the assembly language task and are recommended for complex programs. The model was used in early chapters because it is easier to understand for the beginning programmer. Models are also used with assembly language procedures that are used by high-level languages such as C/C++. This text fully develops and uses the memory model definitions for its programming examples, but realize that full-segment definitions offer some advantages over memory models, as discussed later in this section.

Models. There are many models available to the MASM assembler, from tiny to huge. Appendix A contains a table listing all of the models available for use with the assembler. To designate a model, use the .MODEL statement followed by the size of the memory system. The **TINY model** requires that all software and data fit into one 64K byte memory segment, and is useful for many small programs. The **SMALL model** requires that only one data segment be used with one code segment, for a total of 128K bytes of memory. Other models are available up to the **HUGE model**.

Example 4-17 illustrates how the .MODEL statement defines the parameters of a short program that copies the contents of a 100-byte block of memory (LISTA) into a second 100-byte block of memory (LISTB). It also shows how to define the stack, data, and code segments. The .EXIT 0 directive returns to DOS with an error code of 0 (no error). If no parameter is added to .EXIT, it still returns to DOS, but the error code is not defined. Also note that special directives such as @DATA (see Appendix A) are used to identify various segments. If the .STARTUP directive is used (MASM version 6.X), the MOV AX,@DATA followed by MOV DS,AX statements can be eliminated. The .STARTUP directive also eliminates the need to store the starting address next to the END label. Models are important with both Microsoft C/C++ and Borland C/C++ development systems if assembly language is included with C/C++ programs. Both development systems use in-line assembly programming for adding assembly language instructions and require an understanding of programming models. Refer to the respective C/C++ language reference for each system to determine the model protocols.

EXAMPLE 4-17

```

        .MODEL SMALL
        .STACK 100H          ;define stack
        .DATA               ;define data segment

0000 0064[      LISTA    DB     100 DUP (?)  

                 ??           ]  

0064 0064[      LISTB    DB     100 DUP (?)  

                 ??           ]  

                           .CODE          ;define code segment  

0000 B8 ---- R   HERE:   MOV    AX,@DATA      ;load ES, DS  

0003 8E C0         MOV    ES,AX  

0005 8E D8         MOV    DS,AX  

0007 FC             CLD  

0008 BE 0000 R       MOV    SI,OFFSET LISTA  

000B BF 0064 R       MOV    DI,OFFSET LISTB  

000E B9 0064         MOV    CX,100  

0011 F3/A4          REP    MOVSB  

0013                 .EXIT 0          ;exit to DOS
                           END HERE

```

Full Segment Definitions. Example 4-18 illustrates the same program using full-segment definitions. Full-segment definitions are also used with the Borland and Microsoft C/C++ environments for procedures developed in assembly language. The program in Example 4-18 appears longer than the one shown in Figure 4-17, but more structured than the model method of setting up a program. The first segment defined is the STACK_SEG, which is clearly delineated with the SEGMENT and ENDS directives. Within these directives, a DW 100 DUP (?) sets aside 100H words for the stack segment. Because the word STACK appears next to SEGMENT, the assembler and linker automatically load both the stack segment register (SS) and stack pointer (SP).

EXAMPLE 4-18

```

0000          STACK_SEG    SEGMENT STACK
0000 0100[      DW        100H DUP (?)
                 ?????
                 ]
0200          STACK_SEG    ENDS
0000          DATA_SEG     SEGMENT 'DATA'
0000 0064[      LISTA     DB      100 DUP (?)
                 ???
                 ]
0064 0064[      LISTB     DB      100 DUP (?)
                 ???
                 ]
00C8          DATA_SEG     ENDS
0000          CODE_SEG    SEGMENT 'CODE'
ASSUME CS:CODE_SEG, DS:DATA_SEG
ASSUME SS:STACK_SEG
0000          MAIN       PROC    FAR
0000  B8 ---- R      MOV      AX, DATA_SEG      ;load DS and ES
0003  8E C0           MOV      ES, AX
0005  8E D8           MOV      DS, AX
0007  FC              CLD
0008  BE 0000 R       MOV      SI, OFFSET LISTA
000B  BF 0064 R       MOV      DI, OFFSET LISTB
000E  B9 0064         MOV      CX, 100
0011  F3/A4          REP MOVSB
0013  B4 4C           MOV      AH, 4CH      ;exit to DOS
0015  CD 21           INT      21H
0017          MAIN       ENDP
0017          CODE_SEG    ENDS
END      MAIN

```

Next, the data are defined in the DATA_SEG. Here two arrays of data appear as LISTA and LISTB. Each array contains 100 bytes of space for the program. The names of the segments in this program can be changed to any name. Always include the group name 'DATA' so the Microsoft program CodeView can be effectively used to symbolically debug this software. CodeView is a part of the MASM package used to debug software. To access CodeView, type CV followed by the file name at the DOS command line; if operating from Programmer's Work-Bench, select Debug under the Run menu. If the group name is not placed in a program, CodeView can still be used to debug a program, but the program will not be debugged in symbolic form. Other group names such as 'STACK', 'CODE', and so forth are listed in Appendix A. You must at least place the word 'CODE' next to the code segment SEGMENT statement if you want to view the program symbolically in CodeView.

The CODE_SEG is organized as a far procedure because most software is procedure oriented. Before the program begins, the code segment contains the ASSUME statement. The ASSUME statement tells the assembler and linker that the name used for the code segment (CS) is CODE_SEG; it also tells the assembler and linker that the data segment is DATA_SEG and the stack segment is STACK_SEG. Also notice that the group name 'CODE' is used for the code segment for use by CodeView. Other group names appear in Appendix A with the models.

After the program loads both the extra segment register and data segment register with the location of the data segment, it transfers 100 bytes from LISTA to LISTB. Following this is a sequence of two instructions that return control back to DOS (the disk operating system). Note that the program loader does not automatically initialize DS and ES. These registers must be loaded with the desired segment addresses in the program.

The last statement in the program is END MAIN. The END statement indicates the end of the program and the location of the first instruction executed. Here we want the machine to execute the main procedure, so a label follows the END directive.

In the 80386 through the Pentium Pro microprocessors, an additional directive is found attached to the code segment. The USE16 or USE32 directive tells the assembler to use either the 16- or 32-bit instruction modes for the microprocessor. Software developed for the DOS environment must use the USE16 directive for the 80386 through the Pentium programs to function correctly, because MASM assumes that all segments are 32-bits and all instruction modes are 32-bits by default. In fact, any program designed to execute in the real mode must include the USE16 directive to deviate from the default 8086/8088. Example 4-19 shows how the same software listed in Example 4-18 is formed for the 80386 microprocessor.

EXAMPLE 4-19

```

        .386                                ;select the 80386
0000      STACK_SEG SEGMENT STACK
0000 0100[      DW 100H DUP (?)           ;?
    ????                                ]
0200      STACK_SEG ENDS
0000      DATA_SEG SEGMENT 'DATA'
0000 0064[      LISTA     DB     100 DUP (?)   ;?
    ??                                ]
0064 0064[      LISTB     DB     100 DUP (?)   ;?
    ??                                ]
00C8      DATA_SEG ENDS
0000      CODE_SEG SEGMENT USE16 'CODE'
                                                ASSUME CS:CODE_SEG, DS:DATA_SEG
                                                ASSUME SS:STACK_SEG
0000      MAIN     PROC    FAR
0000  B8 ---- R      MOV     AX, DATA_SEG      ;load DS and ES
0003  8E C0          MOV     ES, AX
0005  8E D8          MOV     DS, AX
0007  FC              CLD
0008  BE 0000 R      MOV     SI, OFFSET LISTA
000B  BF 0064 R      MOV     DI, OFFSET LISTB
000E  B9 0064         MOV     CX, 100
0011  F3/A4          REP    MOVSB
0013  B4 4C          MOV     AH, 4CH      ;exit to DOS
0015  CD 21          INT     21H
0017      MAIN     ENDP
0017      CODE_SEG ENDS
                    END     MAIN

```

A Sample Program

Example 4–20 provides a sample program, using full-segment definitions, that reads a character from the keyboard and displays it on the CRT screen. Although this program is trivial, it does illustrate a complete workable program that functions on any personal computer using DOS, from the earliest 8088-based system to the latest Pentium-based system. This program also illustrates the use of a few DOS function calls. Appendix A lists the DOS function calls with their parameters. The BIOS function calls allow the use of the keyboard, printer, disk drives, and everything else that is available in your computer system.

This example program uses only a code segment because there is no data. A stack segment should appear, but has been left out because DOS automatically allocates a 128-byte stack for all programs. The only time that the stack is used in this example is for the INT 21H instruction that calls a procedure in DOS. Note that when this program is linked, the linker signals that no stack segment is present. This warning may be ignored in this example because the stack is less than 128 bytes.

Notice that the entire program is placed into a far procedure called MAIN. It is good programming practice to write all software in procedural form. This allows the program to be used as a procedure if necessary at some future time. It is also fairly important to document register use and any parameters required for the program in the program header. The program header is a section of comments that appear at the start of the program.

The program uses DOS functions 06H and 4CH. The function number is placed in AH before the INT 21H instruction executes. The 06H function reads the keyboard if DL = 0FFH or displays the ASCII contents of DL if it is not 0FFH. Upon close examination, the first section of the program moves a 06H into AH and a 0FFH into DL so that a key is read from the keyboard. The INT 21H instruction tests the keyboard; if no key is typed, it returns equal. The JE instruction tests the equal condition and jumps to MAIN if no key is typed.

When a key is typed, the program continues to the next step. This step compares the contents of AL with an @ symbol. Upon return from the INT 21H instruction, the ASCII character of the typed key is found in AL. In this program, if an @ symbol is typed, the program ends. If the @ symbol is not typed, the program continues by displaying the character typed on the keyboard with the next INT 21H instruction.

The second INT 21H instruction moves the ASCII character into DL so it can be displayed on the CRT screen. After displaying the character, a JMP executes. This causes the program to continue at MAIN, where it repeats reading a key.

If the @ symbol is typed, the program continues at MAIN1, where it executes the DOS function code number 4CH. This causes the program to return to the DOS prompt (A>) so that the computer can be used for other tasks.

More information about the assembler and its application appears in Appendix A and in the next several chapters. Appendix A provides a complete overview of the assembler, linker, and DOS functions. It also provides a list of the BIOS (basic I/O system) functions. The information provided in the following chapters clarifies how to use the assembler for certain tasks at different levels of the text.

EXAMPLE 4–20

```
;An example program that reads a key and displays it.
;Note that an @ key ends the program.
;
0000      CODE_SEG     SEGMENT 'CODE'

                        ASSUME CS:CODE_SEG

0000      MAIN        PROC    FAR
0000  B4 06          MOV     AH, 6           ;read key
```

```

0002 B2 FF      MOV    DL, 0FFH
0004 CD 21      INT    21H
0006 74 F8      JE     MAIN      ;if no key

0008 3C 40      CMP    AL, '@'   ;test for @
000A 74 08      JE     MAIN1    ;if @

000C B4 06      MOV    AH, 6     ;display key
000E 8A D0      MOV    DL, AL
0010 CD 21      INT    21H
0012 EB EC      JMP    MAIN     ;repeat
0014          MAIN1:
0014 B4 4C      MOV    AH, 4CH   ;exit to DOS
0016 CD 21      INT    21H

0018          MAIN     ENDP

0018          CODE_SEG    ENDS

          END     MAIN

```

4-8

SUMMARY

1. Data movement instructions transfer data between registers, a register and memory, a register and the stack, memory and the stack, the accumulator and I/O, and the flags and the stack. Memory-to-memory transfers are only allowed with the MOVS instruction.
2. Data movement instructions include MOV, PUSH, POP, XCHG, XLAT, IN, OUT, LEA, LDS, LES, LSS, LGS, LFS, LAHF, SAHF, and the string instructions: LODS, STOS, MOVS, INS, and OUTS.
3. The first byte of an instruction contains the opcode. The opcode specifies the operation performed by the microprocessor. The opcode may be preceded by one or more override prefixes in some forms of instructions.
4. The D-bit, located in many instructions, selects the direction of data flow. If D = 0, the data flow from the REG field to the R/M field of the instruction. If D = 1, the data flow from the R/M field to the REG field.
5. The W-bit, found in most instructions, selects the size of the data transfer. If W = 0, the data are byte-sized; if W = 1, the data are word sized. In the 80386 and above, W = 1 specifies either a word or doubleword register.
6. MOD selects the addressing mode of operation for a machine language instruction's R/M field. If MOD = 00, there is no displacement; if MOD=01, an 8-bit sign-extended displacement appears; if MOD=10, a 16-bit displacement occurs; and if a MOD=11, a register is used instead of a memory location. In the 80386 and above, the MOD bits also specify a 32-bit displacement.
7. A 3-bit binary register code specifies the REG and R/M fields when the MOD = 11. The 8-bit registers are AH, AL, BH, BL, CH, CL, DH, and DL. The 16-bit registers are AX, BX, CX, DX, SP, BP, DI, and SI. The 32-bit registers are EAX, EBX, ECX, EDX, ESP, EBP, EDI, and ESI.
8. When the R/M field depicts a memory mode, a 3-bit code selects one of the following modes: [BX+DI], [BX+SI], [BP+DI], [BP+SI], [BX], [BP], [DI], or [SI] for 16-bit instructions. In the 80386 and above, the R/M field specifies EAX, EBX, ECX, EDX, EBP, EDI, and ESI or one of the scaled-index modes of addressing memory data. If the scaled-index mode is selected (R/M = 100), an additional byte (scaled-index byte) is added to the instruction to specify the base register, index register, and the scaling factor.
9. All memory-addressing modes, by default, address data in the data segment unless BP or EBP addresses memory. The BP or EBP register addresses data in the stack segment.

10. The segment registers are addressed only by the MOV, PUSH, or POP instructions. The MOV instruction may transfer a segment register to a 16-bit register or vice versa. MOV CS,reg or POP CS instructions are not allowed because they change only part of the address. The 80386 through the Pentium Pro include two additional segment registers, FS and GS.
11. Data are transferred between a register or a memory location and the stack by the PUSH and POP instructions. Variations of these instructions allow immediate data to be pushed onto the stack, the flags to be transferred between the stack, and all the 16-bit registers to be transferred between the stack and the registers. When data are transferred to the stack, two bytes (8086–80286) always move; the most-significant byte is placed at the location addressed by SP – 1, and the least-significant byte is placed at the location addressed by SP – 2. After placing the data on the stack, SP decrements by 2. In the 80386/80486/Pentium/Pentium Pro, four bytes of data from a memory location or register may also be transferred to the stack.
12. Opcodes that transfer data between the stack and the flags are PUSHF and POPF. Opcodes that transfer all of the 16-bit registers between the stack and the registers are PUSHA and POPA. In the 80386 and above, PUSHFD and POPFD transfer the contents of the EFLAGS between the microprocessor and the stack.
13. LEA, LDS, and LES instructions load a register or registers with an effective address. The LEA instruction loads any 16-bit register with an effective address, while LDS and LES load any 16-bit register and either DS or ES with the effective address. In the 80386 and above, additional instructions include LFS, LGS, and LSS, which load a 16-bit register and FS, GS, or SS.
14. String data transfer instructions use either or both DI and SI to address memory. The DI offset address is located in the extra segment, and the SI offset address is located in the data segment.
15. The direction flag (D) chooses the auto-increment or auto-decrement mode of operation for DI and SI for string instructions. To clear D to 0, use the CLD instruction to select the auto-increment mode; to set D to 1, use the STD instruction to select the auto-decrement mode. Either or both DI and SI increment/decrement by 1 for a byte operation, by 2 for a word operation, and by 4 for a doubleword operation.
16. LODS loads AL, AX, or EAX with data from the memory location addressed by SI; STOS stores AL, AX, or EAX in the memory location addressed by DI; and MOVS transfers a byte or a word from the memory location addressed by SI into the location addressed by DI.
17. INS inputs data from an I/O device addressed by DX and stores it in the memory location addressed by DI. OUTS outputs the contents of the memory location addressed by SI and sends it to the I/O device addressed by DX.
18. The REP prefix may be attached to any string instruction to repeat it. The REP prefix repeats the string instruction the number of times found in register CX.
19. Arithmetic and logic operators can be used in assembly language. An example is MOV AX,34*3, which loads AX with 102.
20. Translate (XLAT) converts the data in AL into a number stored at the memory location address by BX plus AL.
21. IN and OUT transfer data between AL, AX, or EAX and an external I/O device. The address of the I/O device is either stored with the instruction (fixed port) or in register DX (variable port).
22. The Pentium Pro contains a new instruction called CMOV or conditional move. This instruction only performs the move if the condition is true.
23. The segment override prefix selects a different segment register for a memory location than the default segment. For example, the MOV AX,[BX] instruction uses the data segment, but the MOV AX,ES:[BX] instruction uses the extra segment because of the ES: prefix. The segment override prefix is the only way that the FS and GS segments are addressed in the 80386 through the Pentium Pro.

24. The MOVZX (move and zero-extend) and MOVSX (move and sign-extend) instructions found in the 80386 and above increase the size of a byte to a word or a word to a doubleword. The zero-extend version increases the size of the number by inserting leading zeros. The sign-extend version increases the size of the number by copying the sign-bit into the more-significant bits of the number.
25. Assembler directives DB, (define byte), DW (define word), DD (define doubleword), and DUP (duplicate) store data in the memory system.
26. The EQU (equate) directive allows data or labels to be equated to labels.
27. The SEGMENT directive identifies the start of a memory segment and ENDS identifies the end of a segment when full-segment definitions are in use.
28. The ASSUME directive tells the assembler what segment names you have assigned to CS, DS, ES, and SS when full-segment definitions are in effect. In the 80386 and above, ASSUME also indicates the segment name for FS and GS.
29. The PROC and ENDP directives indicate the start and end of a procedure. The USES directive (MASM version 6.X) automatically saves and restores any number of registers on the stack if they appear with the PROC directive.
30. The assembler assumes that software is being developed for the 8086/8088 microprocessors unless the .286, .386, .486, or .586 directive is used to select one of these other microprocessors. This directive follows the .MODEL statement to use the 16-bit instruction mode, and precedes it for the 32-bit instruction mode.
31. Memory models can be used to shorten the program slightly, but they can cause problems for larger programs. Also be aware that memory models are not compatible with all assembler programs.

4-9

QUESTIONS AND PROBLEMS

1. The first byte of an instruction is the _____ unless it contains one of the override prefixes.
2. Describe the purpose of the D- and W-bits found in some machine language instructions.
3. In a machine language instruction, what information is specified by the MOD field?
4. If the register field (REG) of an instruction contains a 010 and W = 0, what register is selected, assuming that the instruction is a 16-bit mode instruction?
5. How are the 32-bit registers selected for the 80486 microprocessor?
6. What memory-addressing mode is specified by R/M = 001 with MOD = 00 for a 16-bit instruction?
7. Identify the default segment register assigned to:
 - (a) SP
 - (b) EBX
 - (c) DI
 - (d) EBP
 - (e) SI
8. Convert an 8B07H from machine language to assembly language.
9. Convert an 8B1E004CH from machine language to assembly language.
10. If a MOV SI,[BX+2] instruction appears in a program, what is its machine language equivalent?
11. If a MOV ESI,[EAX] instruction appears in a program for the Pentium microprocessor operated in the 16-bit instruction mode, what is its machine language equivalent?
12. What is wrong with a MOV CS,AX instruction?
13. Form a short sequence of instructions that load the data segment register with a 1000H.

14. The PUSH and POP instructions always transfer a ____-bit number between the stack and a register or memory location in the 8086-80286 microprocessors.
15. What segment register may not be popped from the stack?
16. Which registers move onto the stack with the PUSHA instruction?
17. Which registers move onto the stack with a PUSHAD instruction?
18. Describe the operation of each of the following instructions:
 - (a) PUSH AX
 - (b) POP ESI
 - (c) PUSH [BX]
 - (d) PUSHFD
 - (e) POP DS
 - (f) PUSHD 4
19. Explain what happens when the PUSH BX instruction executes. Make sure to show where BH and BL are stored. (Assume that SP = 0100H and SS = 0200H.)
20. Repeat question 19 for the PUSH EAX instruction.
21. The 16-bit POP instruction (except for POPA) increments SP by _____.
22. What values appear in SP and SS if the stack is addressed at memory location 02200H?
23. Compare the operation of a MOV DI,NUMB instruction with an LEA DI,NUMB instruction.
24. What is the difference between an LEA SI,NUMB instruction and a MOV SI,OFFSET NUMB instruction?
25. Which is more efficient, a MOV with an OFFSET or an LEA instruction?
26. Describe how the LDS BX,NUMB instruction operates.
27. What is the difference between the LDS and LSS instructions?
28. Develop a sequence of instructions that move the contents of data segment memory locations NUMB and NUMB+1 into BX, DX, and SI.
29. What is the purpose of the direction flag?
30. Which instructions set and clear the direction flag?
31. The string instructions use DI and SI to address memory data in which memory segments?
32. Explain the operation of the LODSB instruction.
33. Explain the operation of the STOSW instruction.
34. Explain the operation of the OUTSB instruction.
35. What does the REP prefix accomplish and with what type of instruction is it used?
36. Develop a sequence of instructions that copy 12 bytes of data from an area of memory addressed by SOURCE into an area of memory addressed by DEST.
37. Where is the I/O address (port number) stored for an INSB instruction?
38. Select an assembly language instruction that exchanges the contents of the EBX register with the ESI register.
39. Would the LAHF and SAHF instructions normally appear in software?
40. Explain how the XLAT instruction transforms the contents of the AL register.
41. Write a short program that uses the XLAT instruction to convert the BCD numbers 0–9 into ASCII-coded numbers 30H–39H. Store the ASCII-coded data in a TABLE located within the data segment.
42. Explain what the IN AL,12H instruction accomplishes.
43. Explain how the OUT DX,AX instruction operates.
44. What is a segment override prefix?
45. Select an instruction that moves a byte of data from the memory location addressed by the BX register, in the extra segment, into the AH register.
46. Develop a sequence of instructions that exchange the contents of AX with BX, ECX with EDX, and SI with DI.
47. What is accomplished by the CMOVNE CX,DX instruction in the Pentium Pro microprocessor?

48. How is a CMOVNS ECX,EBX instruction encoded and stored in a program if the assembler does not recognize this new Pentium Pro instruction?
49. What is an assembly language directive?
50. Describe the purpose of the following assembly language directives: DB, DW, and DD.
51. Select an assembly language directive that reserves 30 bytes of memory for array LIST1.
52. Describe the purpose of the EQU directive.
53. What is the purpose of the .386 directive?
54. What is the purpose of the .MODEL directive?
55. If the start of a segment is identified with .DATA, what type of memory organization is in effect?
56. If the SEGMENT directive identifies the start of a segment, what type of memory organization is in effect?
57. What does the INT 21H instruction accomplish if AH contains a 4CH?
58. What directives indicate the start and end of a procedure?
59. Explain the purpose of the USES statement as it applies to a procedure with version 6.X of MASM.
60. How is the 80486 microprocessor instructed to use the 16-bit instruction mode?
61. Develop a near procedure that stores AL in four consecutive memory locations, within the data segment, as addressed by the DI register.
62. Develop a far procedure that copies contents of the word-sized memory location CS:DATA1 into AX, BX, CX, DX, and SI.
63. Use the Internet to access the Borland web page and detail the information provided for TASM.
64. Use the Internet to access the Zilog web page and list the microprocessor products.

CHAPTER 5

Arithmetic and Logic Instructions

INTRODUCTION

In this chapter, arithmetic and logic instructions are examined. Arithmetic instructions include addition, subtraction, multiplication, division, comparison, negation, increment, and decrement. Logic instructions include AND, OR, Exclusive-OR, NOT, shifts, rotates, and the logical compare (TEST). Also presented are the 80386 through the Pentium Pro instructions XADD, SHRD, SHLD, bit tests, and bit scans. The chapter concludes with a discussion of string comparison instructions, which are used for scanning tabular data and for comparing sections of memory data. Both tasks perform efficiently with the string scan (SCAS) and string compare (CMPS) instructions.

If you are familiar with an 8-bit microprocessor, you will recognize that the 8086 through the Pentium Pro instruction set is superior to most 8-bit microprocessors because most of the instructions have two operands instead of one. Even if this is your first microprocessor, you will quickly learn that it possesses a powerful and easy-to-use set of arithmetic and logic instructions.

CHAPTER OBJECTIVES

Upon completion of this chapter, you will be able to:

1. Use arithmetic and logic instructions to accomplish simple binary, BCD, and ASCII arithmetic.
2. Use AND, OR, and Exclusive-OR to accomplish binary bit manipulation.
3. Use the shift and rotate instructions.
4. Explain the operation of the 80386 through the Pentium Pro exchange and add, compare and exchange, double precision shift, bit test, and bit scan instructions.
5. Check the contents of a table for a match with the string instructions.

The bulk of the arithmetic instructions found in any microprocessor include addition, subtraction, and comparison. In this section addition, subtraction, and comparison instructions are illustrated. Also shown are their use in manipulating register and memory data.

Addition

Addition (ADD) appears in many forms in the microprocessor. This section details the use of the ADD instruction for 8-, 16-, and 32-bit binary addition. Another form of addition, called *add-with-carry*, is introduced with the ADC instruction. Finally, the increment instruction (INC) is presented. Increment is a special type of addition that adds a one to a number. In Section 5-3, other forms of addition are examined, such as BCD and ASCII. Also described is the XADD instruction found in the 80486 through the Pentium Pro processors.

Table 5-1 illustrates the addressing modes available to the ADD instruction. (These addressing modes include almost all those mentioned in Chapter 3.) However, since there are over 32,000 variations of the ADD instruction in the instruction set, it is impossible to list them all in this table. The only types of addition not allowed are memory-to-memory and segment register. The segment registers can only be moved, pushed, or popped. Note that as with all other instructions, the 32-bit registers are only available with the 80386 through the Pentium Pro processors.

Register Addition. Example 5-1 shows a simple procedure that uses register addition to add the contents of several registers. In this example, the contents of AX, BX, CX, and DX are added to form a 16-bit result stored in the AX register. Here a procedure is used, because assembly language is procedure-oriented, as are most languages.

EXAMPLE 5-1

```
;A procedure that sums AX, BX, CX, and DX;
;the result is returned in AX.
;
0000          ADDS    PROC    NEAR
0000  03 C3      ADD     AX,BX
0002  03 C1      ADD     AX,CX
0004  03 C2      ADD     AX,DX
0006  C3          RET
0007          ADDS    ENDP
```

Whenever arithmetic and logic instructions execute, the contents of the flag register *change*. Note that the contents of the interrupt, trap, and other flags do not change due to arithmetic and logic instructions. Only the flags located in the rightmost 8 bits of the flag register and the overflow flag change. These rightmost flags denote the result of the arithmetic or logic operation. Any ADD instruction modifies the contents of the sign, zero, carry, auxiliary carry, parity, and overflow flags. The flag bits never change for most of the data transfer instructions presented in Chapter 4.

Immediate Addition. Immediate addition is employed whenever constant or known data are added. An 8-bit immediate addition appears in Example 5-2. In this example, load DL is first loaded with a 12H by using an immediate move instruction. Next, a 33H is added to the 12H in DL using an immediate addition instruction. After the addition, the sum (45H) moves into register DL and the flags change as follows:

- Z = 0 (result not zero)
- C = 0 (no carry)
- A = 0 (no half-carry)
- S = 0 (result positive)
- P = 0 (odd parity)
- O = 0 (no overflow)

TABLE 5–1 Addition instructions

<i>Assembly Language</i>	<i>Operation</i>
ADD AL,BL	AL = AL + BL
ADD CX,DI	CX = CX + DI
ADD EBP,EAX	EBP = EBP + EAX
ADD CL,44H	CL = CL + 44H
ADD BX,245FH	BX = BX + 245FH
ADD EDX,12345H	EDX = EDX + 00012345H
ADD [BX],AL	AL adds to the contents of the data segment memory location address by BX with the sum stored in the same memory location
ADD CL,[BP]	The byte contents of the stack segment memory location addressed by BP add to CL with the sum stored in CL
ADD AL,[EBX]	The byte contents of the data segment memory location address by EBX add to AL with the sum stored in AL
ADD BX,[SI + 2]	The word contents of the data segment memory location addressed by the sum of SI plus 2 add to BX with the sum stored in BX
ADD CL,TEMP	The byte contents of the data segment memory location TEMP add to CL with the sum stored in CL
ADD BX,TEMP[DI]	The word contents of the data segment memory location addressed by TEMP plus DI add to BX with the sum stored in BX
ADD [BX + DI],DL	DL adds to the contents of the data segment memory location addressed by BX plus DI with the sum stored in the same memory location
ADD BYTE PTR [DI],3	A 3 adds to the byte contents of the data segment memory location addressed by DI
ADD BX,[EAX + 2*ECX]	The word contents of the data segment memory location addressed by the sum of 2 times ECX plus EAX add to BX with the sum stored in BX

EXAMPLE 5–2

```
0006 B2 12      MOV    DL,12H
0008 80 C2 33    ADD    DL,33H
```

Memory-to-register Addition. Suppose an application requires that memory data add to the AL register. Example 5–3 shows an example that adds two consecutive bytes of data, stored at the data segment offset locations NUMB and NUMB+1, to the AL register.

EXAMPLE 5–3

```
;A procedure that sums data in locations NUMB and NUMB+1;
;the result is returned in AX.
;
0000          SUMS   PROC   NEAR
;
0000  BF 0000 R      MOV    DI,OFFSET NUMB      ;address NUMB
0003  B0 00          MOV    AL,0                 ;clear sum
0005  02 05          ADD    AL,[DI]              ;add NUMB
0007  02 45 01        ADD    AL,[DI+1]            ;add NUMB+1
000A  C3             RET
;
000B          SUMS   ENDP
```

Procedure SUMS first loads the destination index register (DI) with offset address NUMB. The DI register, used in this example, addresses data in the data segment beginning at memory

location NUMB. In most cases, loading the address inside of a procedure is poor programming practice. It is usually better to load the address outside of the procedure and then CALL the procedure with the address in place. Next, the ADD AL,[DI] instruction adds the contents of memory location NUMB to AL. Note that AL is initialized to zero. This occurs because DI addresses memory location NUMB, and the instruction adds its contents to AL. Finally, the ADD AL,[DI+1] instruction adds the contents of memory location NUMB plus one byte to the AL register. After both ADD instructions execute, the result appears in the AL register as the sum of the contents of NUMB plus the contents of NUMB+1.

Array Addition. Memory arrays are sequential lists of data. Suppose that an array of data (ARRAY) contains 10 bytes numbered from element 0 through element 9. Example 5-4 shows a procedure that adds the contents of array elements 3, 5, and 7. (The procedure and the array elements it adds are chosen to demonstrate the use of some of the addressing modes for the microprocessor.)

This example first clears AL to zero so it can be used to accumulate the sum. Next, register SI is loaded with a 3 to initially address array element 3. The ADD AL,ARRAY[SI] instruction adds the contents of array element 3 to the sum in AL. The instructions that follow add array elements 5 and 7 to the sum in AL using a 3 in SI plus a displacement of 2 to address element 5, and a displacement of 4 to address element 7.

EXAMPLE 5-4

```
;A procedure that sums ARRAY elements 3, 5, and 7;
;the result is returned in AL.
;
;Note this procedure destroys the contents of SI.
;
0000      SUM     PROC    NEAR
;
0000  B0 00          MOV     AL,0           ;clear sum
0002  BE 0003        MOV     SI,3           ;address element 3
0005  02 84 0002 R   ADD    AL,ARRAY[SI]    ;add element 3
0009  02 84 0004 R   ADD    AL,ARRAY[SI+2]  ;add element 5
000D  02 84 0006 R   ADD    AL,ARRAY[SI+4]  ;add element 7
0011  C3            RET
;
0012      SUM     ENDP
```

Suppose that an array of data contains 16-bit numbers used to form a 16-bit sum in register AX. Example 5-5 shows a procedure written for the 80386 and above showing the scaled-index form of addressing to add elements 3, 5, and 7 of an area of memory called ARRAY. In this example, EBX is loaded with the address ARRAY, and ECX holds the array element number. Note how the scaling factor is used to multiply the contents of the ECX register by 2 to address words of data. Recall that words are two bytes long.

EXAMPLE 5-5

```
;A procedure that sums ARRAY elements 3, 5 and 7;
;the result is returned in AX.
;
;Note that the contents of registers EBX and ECX are
;destroyed.
0000      SUM     PROC    NEAR
;
0000  66! BB 00000000 R   MOV     EBX,OFFSET ARRAY  ;address ARRAY
0006  66! B9 00000003     MOV     ECX,3           ;address element 3
000C  67& 8B 04 4B       MOV     AX,[EBX+2*ECX]  ;get element 3
0010  66! B9 00000005     MOV     ECX,5           ;address element 5
0016  67& 03 04 4B       ADD    AX,[EBX+2*ECX]  ;add element 5
```

```

001A 661 B9 00000007      MOV   ECX,7          ;address element 7
0020 67& 03 04 4B         ADD   AX,[EBX+2*ECX] ;add element 7
0024 C3                  RET
0025                   SUM    ENDP

```

Increment Addition. Increment addition (INC) adds 1 to a register or a memory location. The INC instruction can add 1 to any register or memory location except a segment register. Table 5–2 illustrates some of the possible forms of the increment instruction available to the 8086–80486 and Pentium/Pentium Pro processors. As with other instructions presented thus far, it is impossible to show all variations of the INC instruction because of the large number available.

With indirect memory increments, the size of the data must be described using the BYTE PTR, WORD PTR, or DWORD PTR directives. The reason is that the assembler program cannot determine if, for example, the INC [DI] instruction is a byte-, word-, or doubleword-sized increment. The INC BYTE PTR [DI] instruction clearly indicates byte-sized memory data; the INC WORD PTR [DI] instruction unquestionably indicates word-sized memory data; and the INC DWORD PTR [DI] instruction indicates doubleword-sized data.

Example 5–6 shows how the procedure of Example 5–3 is modified to use the increment instruction for addressing NUMB and NUMB+1. Here, an INC DI instruction changes the contents of register DI from offset address NUMB to offset address NUMB+1. Both procedures shown in Examples 5–3 and 5–6 add the contents of NUMB and NUMB+1. The difference between these programs is the way that this data’s address is formed through the contents of the DI register using the increment instruction.

EXAMPLE 5–6

```

;A procedure that sums NUMB and NUMB+1;
;the result is returned in AL.
;
;Note that the contents of DI are destroyed.
;
0000  Sums  PROC  NEAR
0000  BF 0000 R      MOV   DI,OFFSET NUMB ;address NUMB
0003  B0 00          MOV   AL,0           ;clear sum
0005  02 05          ADD   AL,[DI]        ;add NUMB
0007  47              INC   DI             ;address NUMB+1
0008  02 05          ADD   AL,[DI]        ;add NUMB+1
000A  C3              RET
000B  Sums  ENDP

```

TABLE 5–2 Increment instructions

Assembly Language	Operation
INC BL	BL = BL + 1
INC SP	SP = SP + 1
INC EAX	EAX = EAX + 1
INC BYTE PTR [BX]	Adds 1 to the byte contents of the data segment memory location addressed by BX
INC WORD PTR [SI]	Adds 1 to the word contents of the data segment memory location addressed by SI
INC DWORD PTR [ECX]	Adds 1 to the doubleword contents of the data segment memory location addressed by ECX
INC DATA1	Increments the contents of data segment memory location DAAT1

TABLE 5-3 Add-with-carry instructions

Assembly Language	Operation
ADC AL,AH	$AL = AL + AH + \text{carry}$
ADC CX,BX	$CX = CX + BX + \text{carry}$
ADC EBX,EDX	$EBX = EBX + EDX + \text{carry}$
ADCDH,[BX]	The byte contents of the data segment memory location addressed by BX add to DH with carry with the sum stored in DH
ADC BX,[BP + 2]	The word contents of the stack segment memory location address by BP plus 2 add to BX with carry with the sum stored in BX
ADC ECX,[EBX]	The doubleword contents of the data segment memory location addressed by EBX add to ECX with carry with the sum stored in ECX

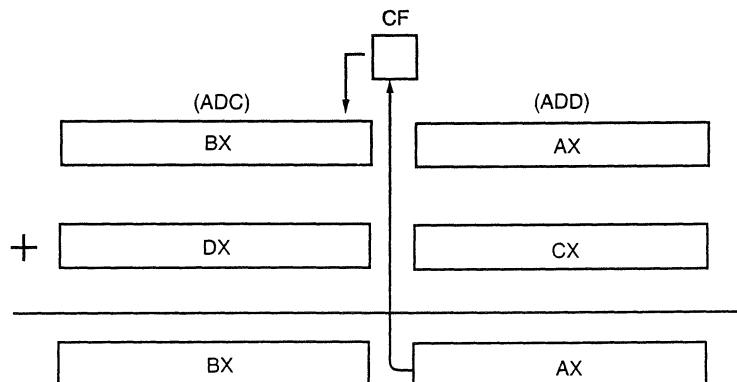
Increment instructions affect the flag bits, as do most other arithmetic and logic operations. The difference is that increment instructions do not affect the carry flag bit. Carry doesn't change because we often use increments in programs that depend upon the contents of the carry flag. Note that increment is used to point to the next memory element in a byte-sized array of data only. If word-sized data are addressed, it is better to use an ADD DI,2 instruction to modify the DI pointer in place of two INC DI instructions. For doubleword arrays, use the ADD DI,4 instruction to modify the DI pointer. In some cases, the carry flag must be preserved, which may mean that two or four INC instructions might appear in a program to modify a pointer.

Addition-with-Carry. An addition-with-carry instruction (ADC) adds the bit in the carry flag (C) to the operand data. This instruction mainly appears in software that adds numbers that are wider than 16-bits in the 8086–80286 or wider than 32-bits in the 80386 through the Pentium Pro.

Table 5-3 lists several add-with-carry instructions with comments that explain their operations. Like the ADD instruction, ADC affects the flags after the addition.

Suppose a program is written for the 8086–80286 to add the 32-bit number in BX and AX to the 32-bit number in DX and CX. Figure 5-1 illustrates this addition so the placement and function of carry flag can be understood. This addition cannot be easily performed without adding the carry flag bit because the 8086–80286 only adds 8- or 16-bit numbers. Example 5-7 shows how the addition occurs with a procedure. Here the contents of registers AX and CX add to form the least-significant 16-bits of the sum. This addition may or may not generate a carry. A carry appears in the carry flag if the sum is greater than FFFFH. Because it is impossible to

FIGURE 5-1 Additional-with-carry showing how the carry flag (C) links the two 16-bit additions into one 32-bit addition



predict a carry, the most-significant 16-bits of this addition are added with the carry flag using the ADC instruction. The ADC instruction adds the one or the zero in the carry flag to the most-significant 16-bits of the result. This program adds BX–AX to DX–CX with the sum appearing in BX–AX.

EXAMPLE 5–7

```
;A procedure that sums BX-AX and DX-CX;
;the result is returned in BX-AX.
;
0000      SUM32    PROC    NEAR
0000  03 C1          ADD     AX,CX
0002  13 DA          ADC     BX,DX
0004  C3            RET
0005          SUM32    ENDP
```

Suppose the same procedure is rewritten for the 80386 through the Pentium Pro, but modified to add two 64-bit numbers. The changes required for this operation are the use of the extended registers to hold the data and modifications of the instructions for the 80386/80486/Pentium/Pentium Pro microprocessors. These changes are shown in Example 5–8, which adds two 64-bit numbers.

EXAMPLE 5–8

```
;A procedure that sums EBX-EAX and EDX-ECX;
;the result is returned in EBX-EAX.
;
0000      SUM64    PROC    NEAR
0000  66| 03 C1          ADD     EAX,ECX
0003  66| 13 DA          ADC     EBX,EDX
0006  C3            RET
0007          SUM64    ENDP
```

Exchange and Add for the 80486–Pentium Pro Processors. A new type of addition called *exchange and add* (XADD) appears in the 80486 instruction set and continues through the Pentium Pro processor. The XADD instruction adds the source to the destination and stores the sum in the destination, as with any addition. The difference is that after the addition takes place, the original value of the destination is copied into the source operand. This is one of the few instructions that change the source.

For example, if BL = 12H and DL = 02H, and the XADD BL,DL instruction executes, the BL register contains the sum of 14H and DL becomes 12H. The sum of 14H is generated, and the original destination of 12H replaces the source. This instruction functions with any register size and any memory operand, just as with the ADD instruction.

Subtraction

Many forms of **subtraction** (SUB) appear in the instruction set. These forms use any addressing mode with 8-, 16-, or 32-bit data. A special form of subtraction (decrement or DEC) subtracts a 1 from any register or memory location. Section 5–3 shows how BCD and ASCII data subtract. As with addition, numbers that are wider than 16-bits or 32-bits must occasionally be subtracted. The subtract-with-borrow instruction (SBB) performs this type of subtraction. In the 80486 through the Pentium Pro processors, the instruction set also includes a compare and exchange instruction.

TABLE 5-4 Subtraction instructions

Assembly Language	Operation
SUB CL,BL	CL = CL – BL
SUB AX,SP	AX = AX – SP
SUB ECX,EBP	ECX = ECX – EBP
SUB DH,6FH	DH = DH – 6FH
SUB AX,0CCCCH	AX = AX – CCCCH
SUB ESI,2000300H	ESI = ESI – 2000300H
SUB [DI],CH	Subtracts the contents of CH from the contents of the data segment memory location addressed by DI
SUB CH,[BP]	Subtracts the byte contents of the stack segment memory location address by BP from CH
SUB AH,TEMP	Subtracts the byte contents of the data segment memory location TEMP from AH
SUB DI,TEMP[ESI]	Subtracts the word contents of the data segment memory location addressed by TEMP plus ESI from DI
SUB ECX,DATA1	Subtracts the doubleword contents of the data segment memory location addressed by DATA1 from ECX

Table 5-4 lists some of the many addressing modes allowed with the subtraction instruction. There are well over 1,000 possible subtraction instructions, far too many to list here. About the only types of subtraction not allowed are memory-to-memory and segment register subtractions. Like other arithmetic instructions, the subtraction instruction affects the flag bits.

Register Subtraction. Example 5-9 shows a sequence of instructions that perform register subtraction. This example subtracts the 16-bit contents of registers CX and DX from the contents of register BX. After each subtraction, the microprocessor modifies the contents of the flag register. The flags change for most arithmetic and logic operations.

EXAMPLE 5-9

0000 2B D9	SUB BX, CX	
0002 2B DA	SUB BX, DX	

Immediate Subtraction. As with addition, the microprocessor also allows immediate operands for the subtraction of constant data. Example 5-10 presents a short sequence of instructions that subtract a 44H from a 22H. Here, we first load the 22H into CH using an immediate move instruction. Next, the SUB instruction, using immediate data 44H, subtracts a 44H from the 22H. After the subtraction, the difference (DEH) moves into the CH register. The flags change as follows for this subtraction:

- Z = 0 (result not zero)
- C = 1 (borrow)
- A = 1 (half-borrow)
- S = 1 (result negative)
- P = 1 (even parity)
- O = 0 (no overflow)

EXAMPLE 5–10

0000 B5 22	MOV CH, 22H
0002 80 ED 44	SUB CH, 44H

Both carry flags (C and A) hold borrows after a subtraction rather than carries, as after an addition. Notice in this example that there is no overflow. This example subtracted a 44H (+68) from a 22H (+34), resulting in a DEH (−34). Because the correct 8-bit signed result is a −34, there is no overflow in this example. An 8-bit overflow only occurs if the signed result is greater than +127 or less than −128.

Decrement Subtraction. Decrement subtraction (DEC) subtracts a 1 from a register or the contents of a memory location. Table 5–5 lists some decrement instructions that illustrate register and memory decrements.

The decrement indirect memory data instructions require BYTE PTR, WORD PTR, or DWORD PTR because the assembler cannot distinguish a byte from a word when an index register addresses memory. For example, DEC [SI] is vague, because the assembler cannot determine if the location addressed by SI is a byte, word, or doubleword. Using DEC BYTE PTR [SI], DEC WORD PTR [DI], or DEC DWORD PTR [SI] reveals the size of the data to the assembler.

Subtract-with-Borrow. A subtraction-with-borrow (SBB) instruction functions as a regular subtraction, except that the carry flag (C), which holds the borrow, also subtracts from the difference. The most common use for this instruction is for subtractions that are wider than 16-bits in the 8086–80286 or wider than 32-bits in the 80386 through the PentiumPro. Wide subtractions require that borrows propagate through the subtraction just as wide additions propagate the carry.

Table 5–6 lists many SBB instructions with comments that define their operations. Like the SUB instruction, SBB affects the flags. Notice that the subtract from memory immediate instruction in this table requires a BYTE PTR, WORD PTR, or DWORD PTR directive.

When the 32-bit number held in BX and AX is subtracted from the 32-bit number held in SI and DI, the carry flag propagates the borrow between the two 16-bit subtractions required to perform this operation in the microprocessor. Figure 5–2 shows how the borrow propagates

TABLE 5–5 Decrement instructions

Assembly Language	Operation
DEC BH	BH = BH – 1
DEC CX	CX = CX – 1
DEC EDX	EDX = EDX – 1
DEC BYTE PTR [DI]	Subtracts 1 from the byte contents of the data segment memory location addressed by DI
DEC WORD PTR[BP]	Subtracts 1 from the word contents of the stack segment memory location addressed by BP
DEC DWORD PTR[EBX]	Subtracts 1 from the doubleword contents of the data segment memory location addressed by EBX
DEC NUMB	Subtracts 1 from the contents of the data segment memory location NUMB

TABLE 5–6 Subtract-with-borrow instructions

Assembly Language	Operation
SBB AH,AL	AH = AH – AL – carry
SBB AX,BX	AX = AX – BX – carry
SBB EAX,ECX	EAX = EAX – ECX – carry
SBB CL,2	CL = CL – 2 – carry
SBB BYTE PTR[DI],3	Both a 3 and carry subtract from the contents of the data segment memory location addressed by DI
SBB [DI],AL	Both AL and carry subtract from the data segment memory location addressed by DI
SBB DI,[BP + 2]	Both carry and the word contents of the stack segment memory location addressed by the sum of BP and 2 subtract from DI
SBB AL,[EBX + ECX]	Both carry and the byte contents of the data segment memory location addressed by the sum of EBX and ECX subtract from AL

through the carry flag (C) for this task. Example 5–11 shows how this subtraction is performed by a program. With wide subtraction, the least-significant 16- or 32-bit data are subtracted with the SUB instruction. All subsequent and more-significant data are subtracted using the SBB instruction. Examples 5–11 uses the SUB instruction to subtract DI from AX, then uses SBB to subtract-with-borrow SI from BX.

EXAMPLE 5–11

```
0004 2B C7           SUB  AX,DI
0006 1B DE           SBB  BX,SI
```

Comparison

The comparison instruction (CMP) is a subtraction that changes only the flag bits. A comparison is useful for checking the entire contents of a register or a memory location against another value. A CMP is normally followed by a conditional jump instruction, which tests the condition of the flag bits.

FIGURE 5–2 Subtraction-with-borrow showing how the carry flag (C) propagates the borrow

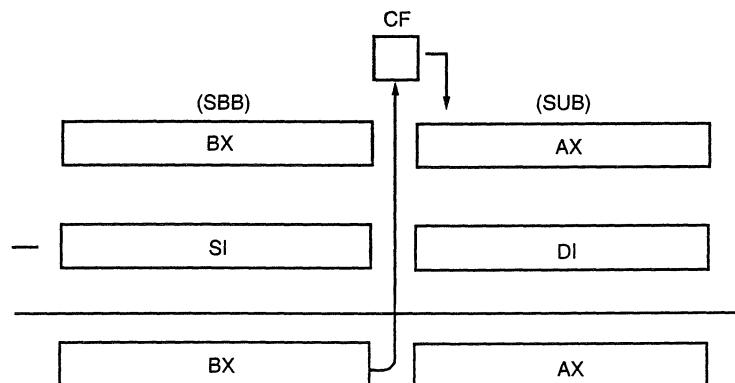


TABLE 5–7 Comparison instructions

Assembly Language	Operation
CMP CL,BL	CL – BL
CMP AX,SP	AX – SP
CMP EBP,ESI	EBP – ESI
CMP AX,2000H	AX – 2000H
CMP [DI],CH	CH subtracts from the contents of the data segment memory location addressed by DI
CMP CL,[BP]	The byte contents of the stack segment memory location addressed by BP subtract from CL
CMP AH,TEMP	The byte contents of the data segment memory location TEMP subtract from AH
CMP DI,TEMP[BX]	The word contents of the data segment memory location addressed by the sum of TEMP plus BX subtract from DI
CMP AL,[EDI + ESI]	The byte contents of the data segment memory location addressed by the sum of EDI plus ESI subtract from AL

Table 5–7 lists a variety of comparison instructions that use the same addressing modes as the addition and subtraction instructions already presented. Similarly, the only disallowed forms of comparison are memory-to-memory and segment register compares.

Example 5–12 shows a comparison followed by a conditional jump instruction. In this example, the contents of AL are compared with a 10H. Conditional jump instructions that often follow the comparison are JA (**j**ump **a**bove) or JB (**j**ump **b**elow). If the JA follows the comparison, the jump occurs if the value in AL is above 10H. If the JB follows the comparison, the jump occurs if the value in AL is below 10H. In this example, the JAE instruction follows the comparison. This instruction causes the program to continue at memory location SUBER if the value in AL is 10H or above. There is also a JBE (**j**ump **b**elow **e**qual) instruction that could follow the comparison to jump if the outcome is below or equal to 10H. Chapter 6 provides more detail on the comparison and conditional jump instructions.

EXAMPLE 5–12

0000 3C 10	CMP AL,10H	; compare with 10H
0002 73 1C	JAE SUBER	; if 10H or above

Compare and Exchange (80486/Pentium/Pentium Pro Processors Only). The compare and exchange instruction (CMPXCHG) found only in the 80486 through the Pentium Pro instruction sets compares the destination operand with the accumulator. If they are equal, the source operand is copied into the destination. If they are not equal, the destination operand is copied into the accumulator. This instruction functions with 8-, 16-, or 32-bit data.

The CMPXCHG CX,DX instruction is an example of the compare and exchange instruction. This instruction first compares the contents of CX with AX. If CX equals AX, DX is copied into AX. If CX is not equal to AX, CX is copied into AX. This instruction also compares AL with 8-bit data and EAX with 32-bit data if the operands are either 8- or 32-bit.

In the Pentium and Pentium Pro processors, a CMPXCHG8B instruction is available that compares two quadwords. In fact this is the only new data manipulation instruction provided to the Pentium/Pentium Pro when compared with prior versions of the microprocessor. The compare-and-exchange-8-bytes instruction compares the 64-bit value located in EDX:EAX with a 64-bit number located in memory. An example is CMPXCHG8B TEMP. If TEMP equals

EDX:EAX, TEMP is replaced with the value found in ECX:EBX. If TEMP does not equal EDX:EAX, then the number found in TEMP is loaded into EDX:EAX. The zero flag bit indicates that the values are equal after the comparison.

MULTIPLICATION AND DIVISION

Only modern microprocessors contain multiplication and division instructions. Earlier 8-bit microprocessors could not multiply or divide without the use of a program that multiplied or divided by using a series of shifts and additions or subtractions. Because microprocessor manufacturers were aware of this inadequacy, they incorporated multiplication and division instructions into the instruction sets of the newer microprocessors. In fact, the Pentium and Pentium Pro processors contain special circuitry that performs a multiplication in as little as one clocking period, whereas it takes over 40 clocking periods to perform the same multiplication in earlier Intel microprocessors.

Multiplication

Multiplication is performed on bytes, words, or doublewords and can be signed integer (IMUL) or unsigned (MUL). Note that only the 80386 through the Pentium Pro processors multiply 32-bit doublewords. The product after a multiplication is always a double-width product. If two 8-bit numbers are multiplied, they generate a 16-bit product; if two 16-bit numbers are multiplied, they generate a 32-bit product; and if two 32-bit numbers are multiplied, a 64-bit product is generated.

Some flag bits (O and C) change when the multiplication instruction executes and produce predictable outcomes. The other flags also change, but their results are unpredictable and therefore are unused. In an 8-bit multiplication, if the most-significant 8-bits of the result are 0, both the C and O flag bits equal 0. These flag bits show that the result is 8-bits wide ($C = 0$) or 16-bits wide ($C = 1$). In a 16-bit multiplication, if the most-significant 16-bits of the product are 0, both C and O clear to 0. In a 32-bit multiplication, both C and O indicate that the most-significant 32-bits of the product are zero.

8-bit Multiplication. With 8-bit multiplication, whether signed or unsigned, the multiplicand is always in the AL register. The multiplier can be any 8-bit register or any memory location. Immediate multiplication is not allowed unless the special signed immediate multiplication instruction, discussed later in this section, appears in a program. The multiplication instruction contains one operand because it always multiplies the operand times the contents of register AL. An example is the MUL BL instruction, which multiplies the unsigned contents of AL by the unsigned contents of BL. After the multiplication, the unsigned product is placed in AX—a double-width product. Table 5-8 illustrates some 8-bit multiplication instructions.

TABLE 5-8 8-bit multiplication instructions

Assembly Language	Operation
MUL CL	AL is multiplied by CL; the unsigned product is in AX
IMUL DH	AL is multiplied by DH; the signed product is in AX
IMUL BYTE PTR[BX]	AL is multiplied by the byte contents of the data segment memory location addressed by BX; the signed product is in AX
MUL TEMP	AL is multiplied by the byte contents of the data segment memory location addressed by TEMP; the unsigned product is in AX

Suppose that BL and CL each contain two 8-bit unsigned numbers, and these numbers must be multiplied to form a 16-bit product stored in DX. This procedure cannot be accomplished by a single instruction, because we can only multiply a number times the AL register for an 8-bit multiplication. Example 5–13 shows a short program that generates $DX = BL \times CL$. This example loads register BL and CL with example data 5 and 10. The product, a 50, moves into DX from AX after the multiplication by using the MOV DX,AX instruction.

EXAMPLE 5–13

0000 B3 05	MOV	BL, 5	; load data
0002 B1 0A	MOV	CL, 10	
0004 8A C1	MOV	AL, CL	;position data
0006 F6 E3	MUL	BL	;multiply
0008 8B D0	MOV	DX, AX	;position product

For signed multiplication, the product is in true binary form, if positive, and in two's complement form, if negative. These are the same forms used to store all positive and negative signed numbers used by the microprocessor. If the program of Example 5–13 multiplies two signed numbers, only the MUL instruction is changed to IMUL.

16-bit Multiplication. Word multiplication is very similar to byte multiplication. The difference is that AX contains the multiplicand instead of AL and the product appears in DX–AX instead of AX. The DX register always contains the most-significant 16-bits of the product, and AX the least-significant 16-bits. As with 8-bit multiplication, the choice of the multiplier is up to the programmer. Table 5–9 shows several different 16-bit multiplication instructions.

A Special Immediate 16-bit Multiplication. The 8086/8088 microprocessors could not perform immediate multiplication, but the 80186 through the Pentium Pro processors can by using a special version of the multiplication instruction. Immediate multiplication must be signed multiplication, and the instruction format is different because it contains three operands. The first operand is the 16-bit destination register; the second operand is a register or memory location that contains the 16-bit multiplicand; and the third operand is either an 8-bit or 16-bit immediate data used as the multiplier.

The IMUL CX,DX,12H instruction multiplies 12H times DX and leaves a 16-bit signed product in CX. If the immediate data are 8-bits, they sign-extend into a 16-bit number before the multiplication occurs. Another example is IMUL BX,NUMBER,1000H, which multiplies NUMBER times 1000H and leaves the product in BX. Both the destination and multiplicand must be 16-bit numbers. Although this is immediate multiplication, the restrictions placed upon it limit its utility, especially the fact that it is a signed multiplication and the product is 16-bits wide.

32-bit Multiplication. In the 80386 and above, 32-bit multiplication is allowed because these microprocessors contain 32-bit registers. As with 8- and 16-bit multiplication, 32-bit multiplication

TABLE 5–9 16-bit multiplication instructions

Assembly Language	Operation
MUL CX	AX is multiplied by CX; the unsigned product is in DX–AX
IMUL DI	AX is multiplied by DI; the signed product is in DX–AX
MUL WORD PTR[SI]	AX is multiplied by the word contents of the data segment memory location addressed by SI; the unsigned product is in DX–AX

TABLE 5-10 32-bit multiplication instructions

Assembly Language	Operation
MUL ECX	EAX is multiplied by ECX; the unsigned product is in EDX–EAX
IMUL EDI	EAX is multiplied by EDI; the signed product is in EDX–EAX
MUL DWORD PTR[ECX]	EAX is multiplied by the doubleword contents of the data segment memory location addressed by ECX; the unsigned product is in EDX–EAX

can be signed or unsigned by using the IMUL and MUL instructions. With 32-bit multiplication, the contents of EAX are multiplied by the operand specified with the instruction. The product (64-bits wide) is found in EDX–EAX where EAX contains the least-significant 32-bits of the product. Table 5-10 lists some of the 32-bit multiplication instructions found in the 80386 and above instruction set.

Division

As with multiplication, **division** occurs on 8- or 16-bit numbers and also 32-bit numbers in the 80386 through the Pentium Pro. These numbers are signed (IDIV) or unsigned (DIV) integers. The dividend is always a double-width dividend that is divided by the operand. This means that an 8-bit division divides a 16-bit number by an 8-bit number; a 16-bit division divides a 32-bit number by a 16-bit number; and a 32-bit division divides a 64-bit number by a 32-bit number. There is no immediate division instruction available to any microprocessor.

None of the flag bits change predictably for a division. A division can result in two different types of errors. One of these is an attempt to divide by zero; the other is a divide overflow. A divide overflow occurs when a small number divides into a large number. For example, suppose that AX = 3,000 and that it is divided by 2. Because the quotient for an 8-bit division appears in AL, the result of 1,500 causes a divide overflow because the 1,500 does not fit into AL. In both cases, the microprocessor generates an interrupt if a divide error occurs. In most cases, a divide-error-interrupt displays an error message on the video screen. The divide-error-interrupt and all other interrupts for the microprocessor are explained in Chapter 6.

8-bit Division. An 8-bit division uses the AX register to store the dividend that is divided by the contents of any 8-bit register or memory location. The quotient moves into AL after the division with AH containing a whole number remainder. For a signed division, the quotient is positive or negative; the remainder always assumes the sign of the dividend and is always an integer. For example, if AX = 0010H (+16) and BL = FDH (-3) and the IDIV BL instruction executes, AX = 01FBH. This represents a quotient of -5 (AL) with a remainder of 1 (AH). If, on the other hand, a -16 is divided by a +3, the result will be a quotient of -5 (AL) with a remainder of -1 (AH). Table 5-11 lists some 8-bit division instructions.

With 8-bit division, the numbers are usually 8-bits wide. This means that one of them, the *dividend*, must be converted to a 16-bit wide number in AX. This is accomplished differently for signed and unsigned numbers. For unsigned numbers, the most-significant 8-bits must be cleared to zero (**zero-extended**). The MOVZX instruction described in Chapter 4 can be used to zero-extend a number in the 80386 through the Pentium Pro. For signed numbers, the least-significant 8-bits are sign-extended into the most significant 8-bits. A special instruction sign-extends AL into AH, or converts an 8-bit signed number in AL into a 16-bit signed number in AX. The

TABLE 5–11 8-bit division instructions

Assembly Language	Operation
DIV CL	AX is divided by CL; the unsigned quotient is in AL and the remainder is in AH
IDIV BL	AX is divided by BL; the signed quotient is in AX and the remainder is in DX
DIV BYTE PTR[BP]	AX is divided by the byte contents of the stack segment memory location addressed by BP; the unsigned quotient is in AL and the remainder is in AH

CBW (convert byte to word) instruction performs this conversion. In the 80386 through the Pentium Pro, a MOVSX instruction (see Chapter 4) sign-extends a number.

Example 5–14 illustrates a short program that divides the unsigned byte contents of memory location NUMB by the unsigned contents of memory location NUMB1. Here the quotient is stored in location ANSQ and the remainder in location ANSR. Notice how the contents of location NUMB are retrieved from memory and then zero-extended to form a 16-bit unsigned number for the dividend.

EXAMPLE 5–14

0000 A0 0000 R	MOV AL, NUMB	;get NUMB
0003 B4 00	MOV AH, 0	;zero-extend
0005 F6 36 0002 R	DIV NUMB1	;divide by NUMB1
0009 A2 0003 R	MOV ANSQ, AL	;save quotient
000C 88 26 0004 R	MOV ANSR, AH	;save remainder

Example 5–15 shows the same basic program, except that the numbers are signed numbers. This means that instead of zero-extending AL into AH, it is sign-extended with the CBW instruction.

EXAMPLE 5–15

0000 A0 0000 R	MOV AL, NUMB	;get NUMB
0003 98	CBW	;sign-extend
0004 F6 3E 0002 R	IDIV NUMB1	;divide by NUMB1
0008 A2 0003 R	MOV ANSQ, AL	;save quotient
000B 88 26 0004 R	MOV ANSR, AH	;save remainder

16-bit Division. Sixteen-bit division is similar to 8-bit division except that instead of dividing into AX, the 16-bit number is divided into DX–AX, a 32-bit dividend. The quotient appears in AX and the remainder in DX after a 16-bit division. Table 5–12 lists some 16-bit division instructions.

TABLE 5–12 16-bit division instructions

Assembly Language	Operation
DIV CX	DX–AX is divided by CX; the unsigned quotient is in AX and the remainder is in DX
IDIV SI	DX–AX is divided by SI; the signed quotient is in AX and the remainder is in DX
DIV NUMB	AX is divided by the contents of the data segment memory location NUMB; the unsigned quotient is in AX and the remainder is in DX

As with 8-bit division, numbers must often be converted to the proper form for the dividend. If a 16-bit unsigned number is placed in AX, then DX must be cleared to 0. In the 80386 and above, the number is zero-extended using the MOVZX instruction. If AX is a 16-bit signed number, the CWD (**convert word to doubleword**) instruction sign-extends it into a signed 32-bit number. If the 80386 and above is available, the MOVSX instruction can also be used to sign-extend a number.

Example 5–16 shows the division of two 16-bit signed numbers. Here a –100 in AX is divided by a +9 in CX. The CWD instruction converts the –100 in AX to a –100 in DX–AX before the division. After the division, the results appear in DX–AX as a quotient of –11 in AX and a remainder of –1 in DX.

EXAMPLE 5–16

0000 B8 FF9C	MOV	AX, -100	;load -100
0003 B9 0009	MOV	CX, 9	;load +9
0006 99	CWD		;sign-extend
0007 F7 F9	IDIV	CX	

32-bit Division. The 80386 through the Pentium Pro processors perform 32-bit division on signed or unsigned numbers. The 64-bit contents of EDX–EAX are divided by the operand specified by the instruction, leaving a 32-bit quotient in EAX and a 32-bit remainder in EDX. Other than the size of the registers, this instruction functions in the same manner as the 8- and 16-bit divisions. Table 5–13 shows some 32-bit division instructions. The CDQ (**convert doubleword to quadword**) instruction is used before a signed division to convert the 32-bit contents of EAX into a 64-bit signed number in EDX–EAX.

The Remainder. What is done with the remainder after a division? There are a few possible choices. The remainder could be used to *round* the result or dropped to *truncate* the result. If the division is unsigned, rounding requires that the remainder be compared with half the divisor to decide whether to round up the quotient. The remainder could also be converted to a fractional remainder.

Example 5–17 shows a sequence of instructions that divide AX by BL and round the result. This program doubles the remainder before comparing it with BL to decide whether or not to round the quotient. Here, an INC instruction rounds the contents of AL after the comparison.

EXAMPLE 5–17

0000 F6 F3	DIV	BL	;divide
0002 02 E4	ADD	AH, AH	;double remainder
0004 3A E3	CMP	AH, BL	;test for rounding
0006 72 02	JB	NEXT	
0008 FE C0	INC	AL	;round
000A	NEXT:		

TABLE 5–13 32-bit division instructions

Assembly Language	Operation
DIV ECX	EDX–EAX is divided by ECX; the unsigned quotient is in EAX and the remainder is in EDX
DIV DATA2	EDX–EAX is divided by the doubleword contents of data segment memory location DATA2; the unsigned quotient is in EAX and the remainder is in EDX
IDIV DWORD PTR[EDI]	EDX–EAX is divided by the doubleword contents of the data segment memory location addressed by EDI, the signed quotient is in EAX and the remainder is in EDX

Suppose that a fractional remainder is required instead of an integer remainder. A fractional remainder is obtained by saving the quotient. Next, the AL register is cleared to zero. The number remaining in AX is now divided by the original operand to generate a fractional remainder.

Example 5–18 shows how a 13 is divided by a 2. The 8-bit quotient is saved in memory location ANSQ and then AL is cleared. Next, the contents of AX are again divided by 2 to generate a fractional remainder. After the division, the AL register equals an 80H. This is a 10000000₂. If the binary point (radix) is placed before the leftmost bit of AL, the fractional remainder in AL is 0.10000000₂ or 0.5 decimal. The remainder is saved in memory location ANSR in this example.

EXAMPLE 5–18

0000 B8 000D	MOV AX, 13	;load 13
0003 B3 02	MOV BL, 2	;load 2
0005 F6 F3	DIV BL	;13/2
0007 A2 0003 R	MOV ANSQ, AL	;save quotient
000A B0 00	MOV AL, 0	;clear AL
000C F6 F3	DIV BL	;generate remainder
000E A2 0004 R	MOV ANSR, AL	;save remainder

5–3

BCD AND ASCII ARITHMETIC

The microprocessor allows arithmetic manipulation of both binary-coded decimal (BCD) and American Standard Code for Information Interchange (ASCII) data. This is accomplished by instructions that adjust the numbers for BCD and ASCII arithmetic.

The BCD operations occur in systems such as point-of-sales terminals (e.g., cash registers) and others that seldom require arithmetic. The ASCII operations are performed on ASCII data used by many programs. In many cases, BCD or ASCII arithmetic is rarely used today.

BCD Arithmetic

Two arithmetic techniques operate with BCD data: addition and subtraction. The instruction set provides two instructions that correct the result of a BCD addition and a BCD subtraction. The DAA (**d**ecimal **a**djust **a**fter **a**ddition) instruction follows BCD addition, and the DAS (**d**ecimal **a**djust **a**fter **s**ubtraction) instruction follows BCD subtraction. Both instructions correct the result of the addition or subtraction so it is a BCD number.

For BCD data, the numbers always appear in the packed BCD form and are stored as two BCD digits per byte. The adjust instructions only function with the AL register after BCD addition and subtraction.

DAA Instruction. The DAA instruction follows the ADD or ADC instruction to adjust the result into a BCD result. Suppose that DX and BX each contain 4-digit packed BCD numbers. Example 5–19 provides a short sample program that adds the BCD numbers in DX and BX and stores the result in CX.

EXAMPLE 5–19

0000 BA 1234	MOV DX, 1234H	;load 1,234
0003 BB 3099	MOV BX, 3099H	;load 3,099
0006 8A C3	MOV AL, BL	;sum BL with DL
0008 02 C2	ADD AL, DL	
000A 27	DAA	;adjust
000B 8A C8	MOV CL, AL	;answer to CL
000D 8A C7	MOV AL, BH	;sum BH, DH, and carry
000F 12 C6	ADC AL, DH	
0011 27	DAA	;adjust
0012 8A E8	MOV CH, AL	;answer to CH

Because the DAA instruction only functions with the AL register, this addition must occur 8-bits at a time. After adding the BL and DL registers, the result is adjusted with a DAA instruction before being stored in CL. Next, add BH and DH registers with carry and the result again is adjusted with DAA before being stored in CH. In this example, a 1,234 adds to a 3,099 to generate a sum of 4,333 that moves into CX after the addition. Note that 1234 BCD is the same as 1234H.

DAS Instruction. The DAS instruction functions as does the DAA instruction, except that it follows a subtraction instead of an addition. Example 5–20 is basically the same as Example 5–19, except that it subtracts instead of adds DX and BX. The main difference in these programs is that the DAA instructions change to DAS and the ADD and ADC instructions change to SUB and SBB instructions.

EXAMPLE 5–20

0000 BA 1234	MOV	DX, 1234H	; load 1,234
0003 BB 3099	MOV	BX, 3099H	; load 3,099
0006 8A C3	MOV	AL, BL	; subtract DL from BL
0008 2A C2	SUB	AL, DL	
000A 2F	DAS		; adjust
000B 8A C8	MOV	CL, AL	; answer to CL
000D 8A C7	MOV	AL, BH	; subtract DH
000F 1A C6	SBB	AL, DH	
0011 2F	DAS		; adjust
0012 8A E8	MOV	CH, AL	; answer to CH

ASCII Arithmetic

The ASCII arithmetic instructions function with ASCII-coded numbers. These numbers range in value from 30H to 39H for the numbers 0–9. There are four instructions used with ASCII arithmetic operations: AAA (ASCII adjust after addition), AAD (ASCII adjust before division), AAM (ASCII adjust after multiplication), and AAS (ASCII adjust after subtraction). These instructions use register AX as the source and as the destination.

AAA Instruction. The addition of two 1-digit ASCII-coded numbers will not result in any useful data. For example, if 31H and 39H are added, the result is 6AH. This ASCII addition ($1 + 9$) should produce a 2-digit ASCII result equivalent to a 10 decimal, which is a 31H and a 30H in ASCII code. If the AAA instruction is executed after this addition, the AX register will contain a 0100H. Although this is not ASCII code, it can be converted to ASCII code by adding 3030H, which generates 3130H. The AAA instruction clears AH if the result is less than 10, and adds a 1 to AH if the result is greater than 10.

Example 5–21 shows how ASCII addition functions in the microprocessor. Please note that AH is cleared before the addition by using the MOV AX,31H instruction. The operand of 0031H places a 00H in AH and a 31H into AL.

EXAMPLE 5–21

0000 B8 0031	MOV	AX, 31H	; load ASCII 1
0003 04 39	ADD	AL, 39H	; add ASCII 9
0005 37	AAA		; adjust
0006 05 3030	ADD	AX, 3030H	; answer to ASCII

Unlike all the other adjust instructions, the AAD instruction appears before a division. The AAD instruction requires that the AX register contain a 2-digit unpacked BCD number (not ASCII) before executing. After adjusting the AX register with AAD, it is divided by an unpacked BCD number to generate a single-digit result in AL with any remainder in AH.

Example 5–22 illustrates how a 72 in unpacked BCD is divided by 9 to produce a quotient of 8. The 0702H loaded into the AX register is adjusted by the AAD instruction to 0048H. Notice

that this converts a 2-digit unpacked BCD number into a binary number so it can be divided with the binary division instruction (DIV). The AAD instruction converts the unpacked BCD numbers between 00 and 99 into binary.

EXAMPLE 5-22

0000 B3 09	MOV BL,9	;load divisor
0002 B8 0702	MOV AX,0702H	;load dividend
0005 D5 0A	AAD	;adjust
0007 F6 F3	DIV BL	

AAM Instruction. The AAM instruction follows the multiplication instruction after multiplying two 1-digit unpacked BCD numbers. Example 5-23 shows a short program that multiplies 5 times 5. The result after the multiplication is 0019H in the AX register. After adjusting the result with the AAM instruction, AX contains a 0205H. This is an unpacked BCD result of 25. If 3030H adds to 0205H, this becomes an ASCII result of 3235H.

EXAMPLE 5-23

0000 B0 05	MOV AL,5	;load multiplicand
0002 B1 05	MOV CL,5	;load multiplier
0004 F6 E1	MUL CL	
0006 D4 0A	AAM	;adjust

The AAM instruction accomplishes this conversion by dividing AX by 10. The remainder is found in AL and the quotient is in AH. It has been noted that the second byte of the instruction contains a 0AH. If the 0AH is changed to another value, AAM divides by the new value. For example, if the second byte is changed to a 0BH, the AAM instruction divides by an 11.

One side benefit of the AAM instruction is that AAM converts from binary to unpacked BCD. If a binary number between 0000H and 0063H appears in the AX register, the AAM instruction converts it to BCD. For example, if AX contains a 0060H before AAM, it will contain a 0906H after AAM executes. This is the unpacked BCD equivalent of 96 decimal. If 3030H is added to 0906H, the result changes to ASCII code.

Example 5-24 shows how the 16-bit binary contents of AX are converted to a 4-digit ASCII character string by using division and the AAM instruction. Note that this works for numbers between 0 and 9,999. First, DX is cleared and then DX-AX is divided by 100. For example, if AX = 245₁₀ after the division, then AX = 2 and DX = 45. These separate halves are converted to BCD using AAM and then a 3030H is added to convert to ASCII code.

EXAMPLE 5-24

0000 33 D2	XOR DX,DX	;clear DX register
0002 B9 0064	MOV CX,100	;divide DX-AX by 100
0005 F7 F1	DIV CX	
0007 D4 0A	AAM	;convert quotient to BCD
0009 05 3030	ADD AX,3030H	;convert to ASCII
000C 92	XCHG AX,DX	;repeat for remainder
000D D4 0A	AAM	
000F 05 3030	ADD AX,3030H	

Example 5-25 uses the DOS 21H function AH = 02H to display a sample number in decimal on the video display using the AAM instruction. Notice how AAM is used to convert AL into BCD. Next ADD AX,3030H converts the BCD code in AX into ASCII for display with DOS INT 21H. Once the data are converted to ASCII code they are displayed by loading DL with the most significant digit from AH. Next, the least-significant digit is displayed from AL. Note that the DOS INT 21H function calls change AL.

EXAMPLE 5-25

```

;A program that displays the number loaded into AL,
;with the first instruction (48H), as a decimal number.
;
0000           .MODEL TINY          ;select TINY model
                  .CODE             ;start of CODE segment
                  .STARTUP          ;indicate start of program
0100  B0 48    MOV    AL,48H      ;load AL with test data
0102  B4 00    MOV    AH,0       ;clear AH
0104  D4 0A    AAM              ;convert to BCD
0106  05 3030  ADD    AX,3030H;  ;convert to ASCII
0109  8A D4    MOV    DL,AH     ;display most-significant digit
010B  B4 02    MOV    AH,2       ;save least-significant digit
010D  50      PUSH   AX        ;restore AL
010E  CD 21    INT    21H       ;display least-significant digit
0110  58      POP    AX        ;exit to DOS
0111  8A D0    MOV    DL,AL     ;end of file
0113  CD 21    INT    21H
                  .EXIT
                  END
;
```

AAS Instruction. Like other ASCII adjust instructions, AAS adjusts the AX register after an ASCII subtraction. For example, suppose that a 35H subtracts from a 39H. The result will be a 04H, which requires no correction. Here AAS will modify neither AH or AL. On the other hand, if 38H subtracts from 37H, then AL will equal 09H and the number in AH will decrement by 1. This decrement allows multiple-digit ASCII numbers to be subtracted from each other.

5-4**BASIC LOGIC INSTRUCTIONS**

The basic logic instructions include AND, OR, Exclusive-OR, and NOT. Another logic instruction is TEST, which is explained in this section of the text because the operation of the TEST instruction is a special form of the AND instruction. Also explained is the NEG instruction, which is similar to the NOT instruction.

Logic operations provide binary bit control in low-level software. The logic instructions allow bits to be set, cleared, or complemented. Low-level software appears in machine language or assembly language form and often controls a system's I/O devices. All logic instructions affect the flag bits. Logic operations always clear the carry and overflow flags, while the other flags change to reflect the condition of the result.

When binary data are manipulated in a register or a memory location, the rightmost bit position is always numbered bit 0. Bit position numbers increase from bit 0 toward the left to bit 7 for a byte and to bit 15 for a word. A doubleword (32-bits) uses bit position 31 as its leftmost bit.

AND

The **AND operation** performs logical multiplication, as illustrated by the truth table in Figure 5-3. Here two bits, A and B, are ANDed to produce the result X. As indicated by the truth table, X is a logic 1 only when both A and B are logic 1's. For all other input combination of A and B, X is a logic 0. It is important to remember that 0 AND anything is always 0, and 1 AND 1 is always 1.

The AND instruction can replace discrete AND gates if the speed required is not too great, although this is normally reserved for embedded control applications. (Note that Intel has released the 80386EX embedded controller, which embodies the basic structure of the personal computer system.) With the 8086 microprocessor, the AND instruction often executes in about a

FIGURE 5–3 (a) The truth table for the AND operation and (b) the logic symbol of an AND gate

A	B	T
0	0	0
0	1	0
1	0	0
1	1	1



(a)

(b)

microsecond. With newer versions, the execution speed is greatly increased. If the circuit that the AND instruction replaces operates at a much slower speed than the microprocessor, the AND instruction is a logical replacement. This replacement can save a considerable amount of money. A single AND gate integrated circuit (7408) costs approximately 40¢, while it costs less than 1/100¢ to store the AND instruction in a read-only memory. Note that logic circuit replacement such as this only appears in control systems based on microprocessors, and does not generally find application in the personal computer.

The AND operation also clears bits of a binary number. The task of clearing a bit in a binary number is called *masking*. Figure 5–4 illustrates the process of masking. Notice that the left most four bits clear to 0, because 0 AND anything is 0. The bit positions that AND with 1's do not change. This occurs because if a 1 ANDs with a 1, a 1 results; if a 1 ANDs with a 0, a 0 results.

The AND instruction uses any addressing mode except memory-to-memory and segment register addressing. Refer to Table 5–14 for a list of some AND instructions and their operations.

An ASCII-coded number can be converted to BCD by using the AND instruction to mask off the leftmost four binary bit positions. This converts the ASCII 30H to 39H to 0–9. Example 5–26 shows a short program that converts the ASCII contents of BX into BCD. The AND instruction in this example converts two digits from ASCII to BCD simultaneously.

EXAMPLE 5–26

0000 BB 3135	MOV BX, 3135H	;load ASCII
0003 81 E3 0F0F	AND BX, 0F0FH	;mask BX

OR

The **OR** operation performs logical addition and is often called the *Inclusive-OR* function. The OR function generates a logic 1 output if any inputs are 1. A 0 appears at the output only when all inputs are 0. The truth table for the OR function appears in Figure 5–5. Here, the inputs A and B OR together to produce the X output. It is important to remember that 1 ORed with anything yields a 1.

In embedded controller applications, the OR instruction can also replace discrete OR gates. This results in a considerable savings, because a quad, 2-input OR gate (7432) costs about 40¢, while the OR instruction costs less than 1/100¢ to store in a read-only memory.

FIGURE 5–4 The operation of the AND function showing how bits of a number are cleared to zero

$$\begin{array}{r}
 \text{x x x x} \quad \text{x x x x} \quad \text{Unknown number} \\
 \cdot 0 \ 0 \ 0 \ 0 \ 1 \ 1 \ 1 \ 1 \quad \text{Mask} \\
 \hline
 0 \ 0 \ 0 \ 0 \ \text{x x x x} \quad \text{Result}
 \end{array}$$

TABLE 5-14 AND instructions

Assembly Language	Operation
AND AL,BL	AL = AL AND BL
AND CX,DX	CX = CX AND DX
AND ECX,EDI	ECX = ECX AND EDI
AND CL,33H	CL = CL AND 33H
AND DI,4FFFH	DI = DI AND 4FFFH
AND ESI,34H	ESI = ESI AND 00000034H
AND AX,[DI]	AX is ANDed with the word contents of the data segment memory location addressed by DI
AND ARRAY[SI],AL	The byte contents of the data segment memory location addressed by the sum of ARRAY plus SI is ANDed with AL; the result moves to memory
AND [EAX],CL	CL is ANDed with the byte contents of the data segment memory location addressed by EAX; the result moves to memory

Figure 5–6 shows how the OR gate sets (1) any bit of a binary number. Here, an unknown number (XXXX XXXX) ORs with a 0000 1111 to produce a result of XXXX 1111. The rightmost four bits set, while the leftmost four bits remain unchanged. The OR operation sets any bit, and the AND operation clears any bit.

The OR instruction uses any of the addressing modes allowed to any other instruction except segment register addressing. Table 5–15 lists several OR instructions and their operations.

Suppose that two BCD numbers are multiplied and adjusted with the AAM instruction. The result appears in AX as a 2-digit unpacked BCD number. Example 5–27 illustrates this multiplication and shows how to change the result into a 2-digit ASCII-coded number using the OR instruction. Here, OR AX,3030H converts the 0305H found in AX to 3335H. The OR operation can be replaced with an ADD AX,3030H to obtain the same results.

EXAMPLE 5–27

0000 B0 05	MOV AL, 5	; load data
0002 B3 07	MOV BL, 7	
0004 F6 E3	MUL BL	
0006 D4 0A	AAM	; adjust
0008 0D 3030	OR AX, 3030H	; to ASCII

FIGURE 5–5 (a) The truth table for the OR operation and (b) the logic symbol of an OR gate

A	B	T
0	0	0
0	1	1
1	0	1
1	1	1

(a)



(b)

FIGURE 5–6 The operation of the OR function showing how bits of a number are set to one

$$\begin{array}{r}
 \text{x } \text{ Unknown number} \\
 + \text{0 } \text{0 } \text{0 } \text{0 } \text{1 } \text{1 } \text{1 } \text{1 } \text{ Mask} \\
 \hline
 \text{x } \text{x } \text{x } \text{x } \text{1 } \text{1 } \text{1 } \text{1 } \text{ Result}
 \end{array}$$

TABLE 5–15 OR instructions

Assembly Language	Operation
OR AH,BL	AH = AH OR BL
OR SI,DX	SI = SI OR DX
OR EAX,EBX	EAX = EAX OR EBX
OR DH,0A3H	DH = DH OR A3H
OR SP,990DH	SP = SP OR 990DH
OR EBP,10	EBP = EBP OR 0000000AH
OR DX,[BX]	DX is ORed with the word contents of the data segment memory location addressed by BX
OR DATES[DI+2],AL	The byte contents of the data segment memory location addressed by the sum of DATES, DI, and 2 are ORed with AL

Exclusive-OR

The **Exclusive-OR instruction** (XOR) differs from Inclusive-OR (OR). The difference is that a 1,1 condition of the OR function produces a 1, while the 1,1 condition of the Exclusive-OR operation produces a 0. The Exclusive-OR operation excludes this condition, while the Inclusive-OR includes it.

Figure 5–7 shows the truth table of the Exclusive-OR function. (Compare this with Figure 5–5 to appreciate the difference between these two OR functions.) If the inputs of the Exclusive-OR function are both 0 or both 1, the output is 0. If the inputs are different, the output is 1. Because of this, the Exclusive-OR function is sometimes called a *comparator*.

The XOR instruction uses any addressing mode except segment register addressing. Table 5–16 lists several Exclusive-OR instructions and their operations.

As with the AND and OR functions, Exclusive-OR can replace discrete logic circuitry in embedded applications. The 7486 quad, 2-input Exclusive-OR gate is replaced by one XOR instruction. The 7486 costs about 40¢, while the instruction costs less than 1/100¢ to store in the memory. Replacing the circuitry on the 7486 saves a considerable amount of money, especially if many systems are built.

FIGURE 5–7 (a) The truth table for the Exclusive-OR operation and (b) the logic symbol of an Exclusive-OR gate

A	B	T
0	0	0
0	1	1
1	0	1
1	1	0

(a)



(b)

TABLE 5-16 Exclusive-OR instructions

Assembly Language	Operation
XOR CH,DL	CH = CH XOR DL
XOR SI,BX	SI = SI XOR BX
XOR EBX,EDI	EBX = EBX XOR EDI
XOR AH,0EEH	AH = AH XOR EEH
XOR DI,0DDH	DI = DI XOR 00DDH
XOR ESI,100	ESI = ESI XOR 0000064H
XOR DX,[SI]	DX is Exclusive-ORed with the word contents of the data segment memory location addressed by SI
XOR DATES[DI+2],AL	AL is Exclusive-ORed with the byte contents of the data segment memory location addressed by the sum of DATES, DI, and 2

The Exclusive-OR instruction is useful if some bits of a register or memory location must be inverted. This instruction allows part of a number to be inverted or complemented. Figure 5-8 shows how just part of an unknown quantity can be inverted by XOR. Notice that when a 1 Exclusive-ORs with X, the result is X. If a 0 Exclusive-ORs with X, the result is X.

Suppose that the leftmost 10-bits of the BX register must be inverted without changing the rightmost 6-bits. The XOR BX,0FFCOH instruction accomplishes this task. The AND instruction clears (0) bits, the OR instruction sets (1) bits, and now the Exclusive-OR instruction inverts bits. These three instructions allow a program to gain complete control over any bit, stored in any register or memory location. This is ideal for control system applications where equipment must be turned on (1), turned off (0) and toggled from on to off or off to on.

A fairly common use for the Exclusive-OR instruction is to clear a register to zero. For example, the XOR CH,CH instruction clears register CH to 00H and requires two bytes of memory to store the instruction. Likewise, the MOV CH,00H instruction also clears CH to 00H, but requires three bytes of memory. Because of this savings, the XOR instruction is used to clear a register in place of a move immediate.

Example 5-28 shows a short sequence of instructions that clear bits 0 and 1 of CX, set bits 9 and 10 of CX, and invert bit 12 of CX. The OR instruction is used to set bits, the AND instruction is used to clear bits, and the XOR instruction inverts bits.

EXAMPLE 5-28

0000 81 C9 0600	OR CX,0600H	;set bits 9 and 10
0004 83 E1 FC	AND CX,0FFCCH	;clear bits 0 and 1
0007 81 F1 1000	XOR CX,1000H	;invert bit 12

Test and Bit Test Instructions

The **TEST instruction** performs the AND operation. The difference is that the AND instruction changes the destination operand, while the TEST instruction does not. A TEST affects only the

FIGURE 5-8 The operation of the Exclusive-OR function showing how bits of a number are inverted

$$\begin{array}{r}
 \text{x} \ x \ x \ x \ x \ x \ x \quad \text{Unknown number} \\
 \oplus 0 \ 0 \ 0 \ 0 \ 1 \ 1 \ 1 \ 1 \quad \text{Mask} \\
 \hline
 \text{x} \ x \ x \ x \bar{x} \bar{x} \bar{x} \bar{x} \quad \text{Result}
 \end{array}$$

TABLE 5-17 TEST
instructions

Assembly Language	Operation
TEST DL,DH	DL is ANDed with DH
TEST CX,BX	CX is ANDed with BX
TEST EDX,ECX	EDX is ANDed with ECX
TEST AH,4	AH is ANDed with 4
TEST EAX,256	EAX is ANDed with 256

condition of the flag register, which indicates the result of the test. The TEST instruction uses the same addressing modes as the AND instruction. Table 5-17 lists some TEST instructions and their operations.

The TEST instruction functions in the same manner as a CMP instruction. The difference is that the TEST instruction normally tests a single bit (or occasionally multiple bits), while the CMP instruction tests the entire byte or word. The zero flag (Z) is a logic 1 (indicating a zero result) if the bit under test is a zero, and Z = 0 (indicating a non-zero result) if the bit under test is not zero.

Usually the TEST instruction is followed by either the JZ (**j**ump **i**f **z**ero) or JNZ (**j**ump **i**f **n**ot **z**ero) instruction. The destination operand is normally tested against immediate data. The value of immediate data is 1 to test the rightmost bit position, 2 to test the next bit, 4 for the next, etc.

Example 5-29 lists a short program that tests the rightmost and leftmost bit positions of the AL register. Here, 1 selects the rightmost bit and 128 selects the leftmost bit. (Note: A 128 is an 80H.) The JNZ instruction follows each test to jump to different memory locations depending on the outcome of the tests. The JNZ instruction jumps to the operand address (RIGHT or LEFT in the example) if the bit under test is not zero.

EXAMPLE 5-29

```

0000 A8 01      TEST    AL,1           ;test right bit
0002 75 1C      JNZ     RIGHT          ;if set
0004 A8 80      TEST    AL,128         ;test left bit
0006 75 38      JNZ     LEFT           ;if set

```

The 80386 through the Pentium Pro processors contain additional test instructions that test single bit positions. Table 5-18 lists the four different bit test instructions available to these microprocessors.

All four forms of the bit test instruction test the bit position in the destination operand selected by the source operand. For example, the BT AX,4 instruction tests bit position 4 in AX.

TABLE 5-18 Bit test instructions

Assembly Language	Operation
BT	Tests a bit in the destination operand specified by the source operand
BTC	Tests and complements a bit in the destination operand specified by the source operand
BTR	Tests and resets a bit in the destination operand specified by the source operand
BTS	Tests and sets a bit in the destination operand specified by the source operand

TABLE 5-19 NOT and NEG instructions

Assembly Language	Operation
NOT CH	CH is one's complemented
NEG CH	CH is two's complemented
NEG AX	AX is two's complemented
NOT EBX	EBX is one's complemented
NEG ECX	ECX is two's complemented
NOT TEMP	The contents of the data segment memory location TEMP is one's complemented
NOT BYTE PTR[BX]	The byte contents of the data segment memory location addressed by BX is one's complemented

The result of the test is located in the carry flag bit. If bit position 4 is a 1, carry is set; if bit position 4 is a 0, carry is cleared.

The remaining three bit test instructions also place the bit under test into the carry flag, and afterwards change the bit under test. The BTC AX,4 instruction complements bit position 4 after testing it; the BTR AX,4 instruction clears it (0) after the test, and the BTS AX,4 instruction sets it (1) after the test.

Example 5-30 repeats the sequence of instructions listed in Example 5-28. Here the BTR instruction clears bits in CX, BTS sets bits in CX, and BTC inverts bits in CX.

EXAMPLE 5-30

0000 OF BA E9 09	BTS CX,9	;set bit 9
0004 OF BA E9 0A	BTS CX,10	;set bit 10
0008 OF BA F1 00	BTR CX,0	;clear bit 0
000C OF BA F1 01	BTR CX,1	;clear bit 1
0010 OF BA F9 0C	BTC CX,12	;invert bit 12

NOT and NEG

Logical inversion or the *one's complement* (NOT) and arithmetic sign inversion or the *two's complement* (NEG) are the last two logic functions presented (except for shift and rotate in the next section of the text). These are two of a few instructions that contain only one operand. Table 5-19 lists some variations of the NOT and NEG instructions. As with most other instructions, NOT and NEG can use any addressing mode except segment register addressing.

The NOT instruction inverts all bits of a byte, word, or doubleword. The NEG instruction two's complements a number, which means that the arithmetic sign of a signed number changes from positive to negative or negative to positive. The NOT function is considered logical, and the NEG function is considered an arithmetic operation.

Shift and rotate instructions manipulate binary numbers at the binary bit level, as did the AND, OR, Exclusive-OR, and NOT instructions. Shifts and rotates find their most common application in low-level software used to control I/O devices. The microprocessor contains a complete set of shift and rotate instructions used to shift or rotate any memory data or register.

Shifts

Shift instructions position or move numbers to the left or right within a register or memory location. They also perform simple arithmetic such as multiplication by powers of 2^{+n} (*left shift*) and division by powers of 2^{-n} (*right shift*). The microprocessor's instruction set contains four different shift instructions: two are logical shifts and two are arithmetic shifts. All four shift operations appear in Figure 5–9.

Notice in Figure 5–9 that there are two right shifts and two left shifts. The logical shifts move a 0 into the rightmost bit position for a logical left shift and a 0 into the leftmost bit position for a logic right shift. There are also two arithmetic shifts. The arithmetic and logical left shifts are identical. The arithmetic and logical right shifts are different because the arithmetic right shift copies the sign-bit through the number, while the logical right shift copies a 0 through the number.

Logical shift operations function with unsigned numbers, and arithmetic shifts function with signed numbers. Logical shifts multiply or divide unsigned data, and arithmetic shifts multiply or divide signed data. A shift left always multiplies by 2 for each bit position shifted, and a shift right always divides by 2 for each bit position shifted. Shifting a number 2 places multiplies or divides by 4.

Table 5–20 illustrates some addressing modes allowed for the various shift instructions. There are two different forms of shifts that allow any register (except the segment register) or memory location to be shifted. One mode uses an immediate shift count, and the other uses register CL to hold the shift count. Note that CL must hold the shift count. When CL is the shift count, it does not change when the shift instruction executes. Note that the shift count is a modulo-32 count. This means that a shift count of 33 will shift the data one place ($33 / 32 =$ remainder of 1).

Example 5–31 shows how to shift the DX register left 14 places in two different ways. The first method uses an immediate shift count of 14. The second method loads a 14 into CL and then

FIGURE 5–9 The shift instructions showing the operation and direction of the shift

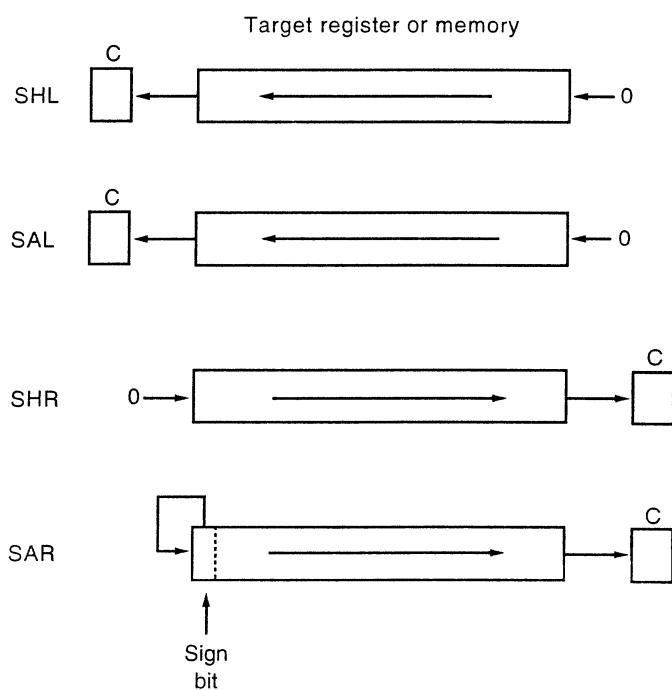


TABLE 5-20 Shift instructions

Assembly Language	Operation
SHL AX,1	AX is logically shifted left 1 place
SHR BX,12	BX is logically shifted right 12 places
SHR ECX,10	ECX is logically shifted right 10 places
SAL DATA1,CL	The contents of the data segment memory location DATA1 is arithmetically shifted left the number of places specified by CL
SAR SI,2	SI is arithmetically shifted right 2 places
SAR EDX,14	EDX is arithmetically shifted right 14 places

uses CL as the shift count. Both instructions shift the contents of the DX register logically to the left 14 binary bit positions or places.

EXAMPLE 5-31

0000 C1 E2 0E	SHL DX,14
	or
0003 B1 0E	MOV CL,14
0005 D3 E2	SHL DX,CL

Suppose that the contents of AX must be multiplied by 10, as in Example 5-32. This can be done in two ways: by the MUL instruction or by shifts and additions. A number is doubled when it shifts left one binary place. When a number is doubled, then added to the number times 8, the result is 10 times the number. The number 10 decimal is 1010 in binary. A logic 1 appears in both the 2's and 8's positions. If 2 times the number is added to 8 times the number, the result is 10 times the number. Using this technique, a program can be written to multiply by any constant. This technique often executes faster than the multiply instruction in earlier versions of the Intel microprocessor.

EXAMPLE 5-32

```

;Multiply AX by 10 (1010)
;
0000 D1 E0           SHL  AX,1           ;AX times 2
0002 8B D8           MOV   BX,AX
0004 C1 E0 02         SHL  AX,2           ;AX times 8
0007 03 C3           ADD   AX,BX          ;10 times AX
;
;Multiply AX by 18 (10010)
;
0009 D1 E0           SHL  AX,1           ;AX times 2
000B 8B D8           MOV   BX,AX
000D C1 E0 03         SHL  AX,3           ;AX times 16
0010 03 C3           ADD   AX,BX          ;18 times AX
;
;Multiply AX by 5 (101)
;
0012 8B D8           MOV   BX,AX
0014 D1 E0           SHL  AX,1           ;AX times 2
0016 D1 E0           SHL  AX,1           ;AX times 4
0018 03 C3           ADD   AX,BX          ;5 times AX

```

Double-precision Shifts (80386–Pentium Pro Only). The 80386 and above contain two double-precision shifts SHLD (*shift left*) and SHRD (*shift right*). Each instruction contains three operands instead of the two found with the other shift instructions. Both instructions function with two 16- or 32-bit registers or with one 16- or 32-bit memory location and a register.

The SHRD AX,BX,12 instruction is an example of the double-precision shift right instruction. This instruction logically shifts AX right by 12-bit positions. The rightmost 12-bits of BX shift into the leftmost 12-bits of AX. The contents of BX remain unchanged by this instruction. The shift count can be an immediate count, as in this example, or can be found in register CL, as with other shift instructions.

The SHLD EBX,ECX,16 instruction shifts EBX left. The leftmost 16-bits of ECX fill the rightmost 16-bits of EBX after the shift. As before, the contents of ECX, the second operand, remain unchanged. This instruction as well as SHRD affect the flag bits.

Rotate

Rotate instructions position binary data by rotating the information in a register or memory location either from one end to another or through the carry flag. They are often used to shift or position numbers that are wider than 16-bits in the 8086–80286 microprocessors or wider than 32-bits in the 80386 through the Pentium Pro. The four available rotate instructions appear in Figure 5–10.

Numbers rotate through a register or a memory location and the C-flag (carry) or through a register or memory location only. With either type of rotate instruction, the programmer can select either a left or a right rotate. Addressing modes used with rotate are the same as used with the shifts. A rotate count can be immediate or located in register CL. Table 5–21 lists some of the possible rotate instructions. If CL is used for a rotate count, it does not change. As with shifts, the count in CL is a modulo-32 count.

Rotate instructions are often used to shift wide numbers to the left or right. The program listed in Example 5–33 shifts the 48-bit number in registers DX, BX, and AX left one binary place. Notice that the least-significant 16-bits (AX) are shifted left first. This moves the leftmost bit of AX into the carry flag bit. Next, the rotate BX instruction rotates carry into BX and its leftmost bit moves into carry. The last instruction rotates carry into DX, completing the shift.

FIGURE 5–10 The rotate instructions showing the direction and operation of each rotate

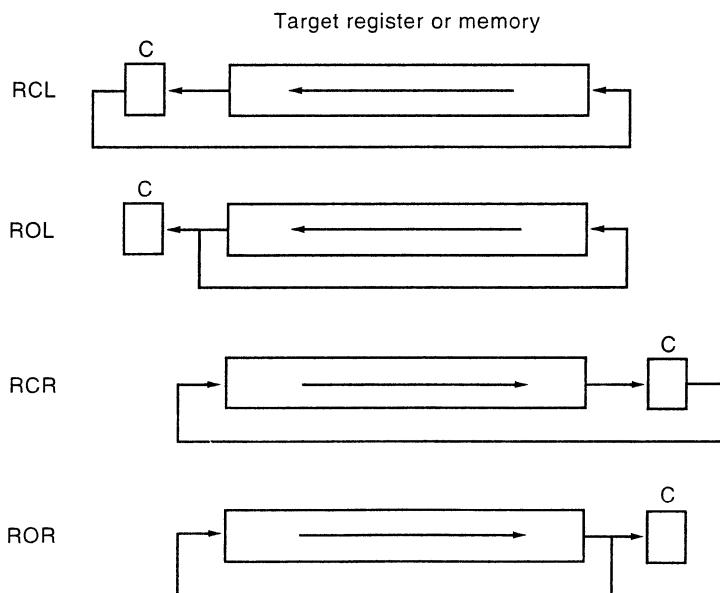


TABLE 5-21 Rotate instructions

<i>Assembly Language</i>	<i>Operation</i>
ROL SI,14	SI rotates left 14 places
RCL BL,6	BL rotates left through carry 6 places
ROL ECX,18	ECX rotates left 18 places
RCR AH,CL	AH rotates right through carry the number of places specified by CL
ROR WORD PTR[BP],2	The word contents of the stack segment memory location addressed by BP rotate right 2 places

EXAMPLE 5-33

0000 D1 E0	SHL AX,1
0002 D1 D3	RCL BX,1
0004 D1 D2	RCL DX,1

Bit Scan Instructions

Although the bit scan instructions don't shift or rotate numbers, they do scan through a number searching for a 1 bit. Because this is accomplished within the microprocessor by shifting the number, bit scan instructions are included in this section of the text.

The bit scan instructions BSF (**b**it **s**c**a**n **f**orward) and BSR (**b**it **s**c**a**n **r**e*v*e*s*e) are available only in the 80386–Pentium Pro processors. Both forms scan through a number searching for the first 1-bit encountered. The BSF instruction scans the number from the rightmost bit toward the left, and BSR scans the number from the leftmost bit toward the right. If a 1-bit is encountered by either bit scan instruction, the zero flag is set and the bit position of the 1-bit is placed into the destination operand. If no 1-bit is encountered (i.e., the number contains all zeros), the zero flag is cleared. This means that the result is not-zero if no 1-bit is encountered.

For example, if EAX = 60000000H and the BSF EBX,EAX instruction executes, the number is scanned from the rightmost bit toward the left. The first 1-bit encountered is at bit position 29, which is placed into EBX, and the zero flag bit is set. If the same value for EAX is used for the BSR instruction, the EBX register is loaded with a 30 and the zero flag bit is set.

As illustrated in Chapter 4, the string instructions are very powerful because they allow the programmer to manipulate large blocks of data with relative ease. Block data manipulation occurs with the string instructions MOVS, LODS, STOS, INS, and OUTS.

In this section, additional string instructions are discussed that allow a section of memory to be tested against a constant or against another section of memory. To accomplish these tasks, use the SCAS (**s**t**c**a**n** **s**earch) or CMPS (**c**o**m**p**a****r**e*s*e) instructions.

SCAS

The string scan instruction (SCAS) compares the AL register with a byte block of memory, the AX register with a word block of memory, or the EAX register (80386–Pentium Pro) with a doubleword block of memory. The SCAS instruction subtracts memory from AL, AX, or EAX without affecting either the register or the memory location. The opcode used for byte comparison

is SCASB: the opcode used for the word comparison is SCASW; and the opcode used for a doubleword comparison is SCASD. In all cases, the contents of the extra segment memory location addressed by DI is compared with AL, AX, or EAX. Recall that this default segment (ES) cannot be changed with a segment override prefix.

Like the other string instructions, SCAS instructions use the direction flag (D) to select either auto-increment or auto-decrement operation for DI. They also repeat if prefixed by a conditional repeat prefix.

Suppose that a section of memory is 100 bytes long and begins at location BLOCK. This section of memory must be tested to see if any location contains a 00H. The program in Example 5–34 shows how to search this part of memory for a 00H using the SCASB instruction. In this example, the SCASB instruction is prefixed with an REPNE (repeat while not equal) prefix. The REPNE prefix causes the SCASB instruction to repeat until either the CX register reaches 0, or until an equal condition exists as the outcome of the SCASB instruction’s comparison. Another conditional repeat prefix is REPE (repeat while equal). With either repeat prefix, the contents of CX decrements without affecting the flag bits. The SCASB instruction and the comparison it makes change the flags.

EXAMPLE 5–34

0000 BF 0011 R	MOV	DI,OFFSET BLOCK	;address data
0003 FC	CLD		;auto-increment
0004 B9 0064	MOV	CX,100	;load counter
0007 32 C0	XOR	AL,AL	;clear AL
0009 F2/AE	REPNE	SCASB	;search

Suppose you must develop a program that skips ASCII-coded spaces in a memory array. This task appears in the procedure listed in Example 5–35. This procedure assumes that the DI register already addresses the ASCII-coded character string, and that the length of the string is 256 bytes or less. Because this program is to skip spaces (20H), the REPE (repeat while equal) prefix is used with a SCASB instruction. The SCASB instruction repeats the comparison, searching for a 20H, as long as an equal condition exists.

EXAMPLE 5–35

0000	SKIP	PROC FAR	
0000 FC	CLD		;auto-increment
0001 B9 0100	MOV	CX,256	;counter
0004 B0 20	MOV	AL,20H	;get space
0006 F3/AE	REPE	SCASB	;search
0008 CB	RET		
0009	SKIP	ENDP	

CMPS

The compare strings instruction (CMPS) always compares two sections of memory data as bytes (CMPSB), words (CMPSW), or doublewords (CMPSD). Note that only the 80386/80486/Pentium/Pentium Pro can use doublewords. The contents of the data segment memory location addressed by SI is compared with the contents of the extra segment memory location addressed by DI. The CMPS instruction increments or decrements both SI and DI. The CMPS instruction is normally used with either the REPE or REPNE prefix. Alternates to these prefixes are REPZ (repeat while zero) and REPNZ (repeat while not zero), but usually the REPE or REPNE prefixes are used in programming.

Example 5–36 illustrates a short procedure that compares two sections of memory searching for a match. The CMPSB instruction is prefixed with a REPE. This causes the search

to continue as long as an equal condition exists. When the CX register becomes 0, or an unequal condition exists, the CMPSB instruction stops execution. After the CMPSB instruction ends, the CX register is zero or the flags indicate an equal condition when the two strings match. If CX is not zero or the flags indicate a not-equal condition, the strings do not match.

EXAMPLE 5-36

0000	MATCH	PROC	FAR
0000 BE 0075 R	MOV	SI,OFFSET LINE	;address LINE
0003 BF 007F R	MOV	DI,OFFSET TABLE	;address TABLE
0006 FC	CLD		;auto-increment
0007 B9 000A	MOV	CX,10	;counter
000A F3/A6	REPE	CMPSB	;search
000C CB	RET		
000D	MATCH	ENDP	

1. Addition (ADD) can be 8-, 16-, or 32-bit. The ADD instruction allows any addressing mode except segment register addressing. Most flags (C, A, S, Z, P, and O) change when the ADD instruction executes. A different type of addition, add-with-carry (ADC), adds two operands and the contents of the carry flag bit (C). The 80486 through the Pentium Pro processors have an additional instruction (XADD) that combines an addition with an exchange.
2. The increment instruction (INC) adds 1 to a byte, word, or doubleword contents of a register or memory location. The INC instruction affects the same flag bits as ADD, except the carry flag. The BYTE PTR, WORD PTR, and DWORD PTR directives appear with the INC instruction when the contents of a memory location are addressed by a pointer.
3. Subtraction (SUB) is a byte, word, or doubleword and is performed on a register or a memory location. The only form of addressing not allowed by the SUB instruction is segment register addressing. The subtraction instruction affects the same flags as ADD, and subtracts carry if the SBB form is used.
4. The decrement (DEC) instruction subtracts 1 from the contents of a register or memory location. The only addressing modes not allowed with DEC are immediate or segment register addressing. The DEC instruction does not affect the carry flag and is often used with BYTE PTR, WORD PTR, or DWORD PTR.
5. The comparison (CMP) instruction is a special form of subtraction that does not store the difference; instead, the flags change to reflect the difference. Comparison is used to compare an entire byte or word located in any register (except segment) or memory location. An additional comparison instruction (CMPXCHG), which is a combination of compare and exchange instructions is found in the 80486–Pentium Pro processors. In the Pentium and Pentium Pro processors, the CMPXCHG8B instruction compares and exchanges quadword data.
6. Multiplication is byte, word, or doubleword and can be signed (IMUL) or unsigned (MUL). The 8-bit multiplication always multiplies register AL by an operand with the product found in AX. The 16-bit multiplication always multiplies register AX by an operand with the product found in DX–AX. The 32-bit multiplication always multiplies register EAX by an operand with the product found in EDX–EAX. A special IMUL immediate instruction exists on the 80186–Pentium Pro processors that contains three operands. For example, the IMUL BX,CX,3 instruction multiplies CX by 3 and leaves the product in BX.

7. Division is byte, word, or doubleword and can be signed (IDIV) or unsigned (DIV). For an 8-bit division, the AX register divides by the operand, after which the quotient appears in AL and the remainder in AH. In the 16-bit division, the DX–AX register divides by the operand, after which the AX register contains the quotient and DX the remainder. In the 32-bit division, the EDX–EAX register is divided by the operand, after which the EAX register contains the quotient and the EDX register the remainder. Note that the remainder after a signed division always assumes the sign of the dividend.
8. BCD data add or subtract in packed form by adjusting the result of the addition with DAA or the subtraction with DAS. ASCII data are added, subtracted, multiplied, or divided when the operations are adjusted with AAA, AAS, AAM, and AAD.
9. The AAM instruction has an interesting added feature that allows it to convert a binary number into unpacked BCD. This instruction converts a binary number between 00H–63H into unpacked BCD in AX. The AAM instruction divides AX by 10, and leaves the remainder in AL and the quotient in AH.
10. The AND, OR, and Exclusive-OR instructions perform logic functions on a byte, word, or doubleword stored in a register or memory location. All flags change with these instructions, with carry (C) and overflow (O) cleared.
11. The TEST instruction performs the AND operation, but the logical product is lost. This instruction changes the flag bits to indicate the outcome of the test.
12. The NOT and NEG instructions perform logical inversion and arithmetic inversion. The NOT instruction one's complements an operand, and the NEG instruction two's complements an operand.
13. There are eight different shift and rotate instructions. Each of these instructions shifts or rotates a byte, word, or doubleword register or memory data. These instructions have two operands: the first is the location of the data shifted or rotated, and the second is an immediate shift or rotate count or CL. If the second operand is CL, the CL register holds the shift or rotate count. In the 80386 through the Pentium Pro processors two additional double-precision shifts (SHRD and SHLD) exist.
14. The scan string (SCAS) instruction compares AL, AX, or EAX with the contents of the extra segment memory location addressed by DI.
15. The string compare (CMPS) instruction compares the byte, word, or doubleword contents of two sections of memory. One section is addressed by DI, in the extra segment, and the other by SI, in the data segment.
16. The SCAS and CMPS instructions repeat with the REPE or REPNE prefixes. The REPE prefix repeats the string instruction while an equal condition exists, and the REPNE prefix repeats the string instruction while a not-equal condition exists.
17. Example 5-37 illustrates a program that uses some of the instructions in this chapter to search the video display (beginning at address B800:000) to find if it contains the word BUG. If the word BUG is found, the program displays a Y. If BUG is not found, it displays an N. Notice how the CMPSB instruction is used to search for BUG.

EXAMPLE 5-37

```

;program that tests the video display for the word BUG
;if BUG appears anywhere on the display, a Y is
;displayed
;if BUG does not appear, the program displays N
;
        .MODEL SMALL          ;select SMALL model
        .DATA                 ;start of DATA segment
        DATA1    DB      'BUG'   ;define BUG
        .CODE                ;start of CODE segment
        .STARTUP              ;start of program
        MOV      AX,0B800H      ;address segment B800 with ES
        MOV      ES,AX

```

```

001C B9 07D0      MOV    CX,25*80      ;set count
001F FC          CLD
0020 BF 0000      MOV    DI,0          ;select increment
0023             L1:   MOV    SI,OFFSET DATA1 ;address display
0023 BE 0000 R    MOV    DI
0026 57          PUSH   DI          ;save display address
0027 A6          CMPSB
0028 75 0A        JNE    L2          ;test for B
002A 47          INC    DI          ;if display is not B
002B A6          CMPSB
002C 75 06        JNE    L2          ;address next position
002E 47          INC    DI          ;test for U
002F A6          CMPSB
0030 B2 59        MOV    DL,'Y'     ;if display is not U
0032 74 09        JE    L3          ;address next position
0034             L2:   POP    DI          ;load Y for possible BUG
0034 5F          POP    DI          ;if BUG is found
0035 83 C7 02      ADD    DI,2        ;restore display address
0038 E2 E9        LOOP   L1          ;point to next position
003A 57          PUSH   DI          ;repeat for whole screen
003B B2 4E        MOV    DL,'N'     ;save display address
003D             L3:   MOV    DL,'N'     ;indicate N if no BUG
003D 5F          POP    DI          ;clear stack
003E B4 02        MOV    AH,2        ;display DL function
0040 CD 21        INT    21H        ;display ASCII from DL
                                .EXIT
                                END    ;exit to DOS
                                ;end of file

```

5-8

QUESTIONS AND PROBLEMS

1. Select an ADD instruction that will:
 - (a) add BX to AX
 - (b) add 12H to AL
 - (c) add EDI and EBP
 - (d) add 22H to CX
 - (e) add the data addressed by SI to AL
 - (f) add CX to the data stored at memory location FROG
2. What is wrong with the ADD ECX,AX instruction?
3. Is it possible to add CX to DS with the ADD instruction?
4. If AX = 1001H and DX = 20FFH, list the sum and the contents of each flag register bit (C, A, S, Z, and O) after the ADD AX,DX instruction executes.
5. Develop a short sequence of instructions that add AL, BL, CL, DL, and AH. Save the sum in the DH register.
6. Develop a short sequence of instructions that add AX, BX, CX, DX, and SP. Save the sum in the DI register.
7. Develop a short sequence of instructions that add ECX, EDX, and ESI. Save the sum in the EDI register.
8. Select an instruction that adds BX to DX and that also adds the contents of the carry flag (C) to the result.
9. Choose an instruction that adds a 1 to the contents of the SP register.
10. What is wrong with the INC [BX] instruction?
11. Select a SUB instruction that will:
 - (a) subtract BX from CX
 - (b) subtract 0EEH from DH
 - (c) subtract DI from SI

- (d) subtract 3322H from EBP
 - (e) subtract the data address by SI from CH
 - (f) subtract the data stored 10 words after the location addressed by SI from DX
 - (g) subtract AL from memory location FROG
12. If DL = 0F3H and BH = 72H, list the difference after BH subtracts from DL and show the contents of the flag register bits.
13. Write a short sequence of instructions that subtract the numbers in DI, SI, and BP from the AX register. Store the difference in register BX.
14. Choose an instruction that subtracts 1 from register EBX.
15. Explain what the SBB [DI - 4],DX instruction accomplishes.
16. Explain the difference between the SUB and CMP instructions.
17. When two 8-bit numbers are multiplied, where is the product found?
18. When two 16-bit numbers are multiplied, what two registers hold the product? Show which register contains the most- and least-significant portions of the product.
19. When two numbers multiply, what happens to the O and C flag bits?
20. Where is the product stored for the MUL EDI instruction?
21. What is the difference between the IMUL and MUL instructions?
22. Write a sequence of instructions that cube the 8-bit number found in DL. Load DL with a 5 initially and make sure that your result is a 16-bit number.
23. Describe the operation of the IMUL BX,DX,100H instruction.
24. When 8-bit numbers are divided, in which register is the dividend found?
25. When 16-bit numbers are divided, in which register is the quotient found?
26. What type of errors are detected during a division?
27. Explain the difference between the IDIV and DIV instructions.
28. Where is the remainder found after an 8-bit division?
29. Write a short sequence of instructions that divide the number in BL by the number in CL and then multiply the result by 2. The final answer must be a 16-bit number stored in the DX register.
30. Which instructions are used with BCD arithmetic operations?
31. Which instructions are used with ASCII arithmetic operations?
32. Explain how the AAM instruction converts from binary to BCD.
33. Develop a sequence of instructions that convert the unsigned number in AX (values of 0–65535) into a 5-digit BCD number stored in memory beginning at the location addressed by the BX register in the data segment. Note that the most-significant character is stored first and no attempt is made to blank leading zeros.
34. Develop a sequence of instructions that adds the 8-digit BCD number in AX and BX to the 8-digit BCD number in CX and DX. (AX and CX are the most-significant registers. The result must be found in CX and DX after the addition.)
35. Select an AND instruction that will:
- (a) AND BX with DX and save the result in BX
 - (b) AND 0EAH with DH
 - (c) AND DI with BP and save the result in DI
 - (d) AND 1122H with EAX
 - (e) AND the data addressed by BP with CX and save the result in memory
 - (f) AND the data stored in four words before the location addressed by SI with DX and save the result in DX
 - (g) AND AL with memory location WHAT and save the result at location WAT
36. Develop a short sequence of instructions that clear (0) the three leftmost bits of DH without changing the remainder DH and store the result in BH.
37. Select an OR instruction that will:
- (a) OR BL with AH and save the result in AH
 - (b) OR 88H with ECX

- (c) OR DX with SI and save the result in SI
 - (d) OR 1122H with BP
 - (e) OR the data addressed by BX with CX and save the result in memory
 - (f) OR the data stored 40 bytes after the location addressed by BP with AL and save the result in AL
 - (g) OR AH with memory location WHEN and save the result in WHEN
38. Develop a short sequence of instructions that set (1) the rightmost 5-bits of DI without changing the remaining bits of DI. Save the result in SI.
39. Select the XOR instruction that will:
- (a) XOR BH with AH and save the result in AH
 - (b) XOR 99H with CL
 - (c) XOR DX with DI and save the result in DX
 - (d) XOR 1A23H with ESP
 - (e) XOR the data addressed by EBX with DX and save the result in memory
 - (f) XOR the data stored 30 words after the location addressed by BP with DI and save the result in DI
 - (g) XOR DI with memory location WELL and save the result in DI
40. Develop a sequence of instructions that set (1) the rightmost four bits of AX, clear (0) the leftmost three bits of AX, and invert bits 7, 8, and 9 of AX.
41. Describe the difference between the AND and TEST instructions.
42. Select an instruction that tests bit position 2 of register CH.
43. What is the difference between the NOT and NEG instructions?
44. Select the correct instruction to perform each of the following tasks:
- (a) shift DI right three places with zeros moved into the leftmost bit
 - (b) move all bits in AL left one place, making sure that a 0 moves into the rightmost bit position
 - (c) rotate all the bits of AL left three places
 - (d) rotate carry right one place through EDX
 - (e) move the DH register right one place, making sure that the sign of the result is the same as the sign of the original number
45. What does the SCASB instruction accomplish?
46. For string instructions, DI always addresses data in the _____ segment.
47. What is the purpose of the D flag bit?
48. Explain what the REPE prefix does when coupled with the SCASB instruction.
49. What condition or conditions will terminate the repeated string instruction REPNE SCASB?
50. Describe what the CMPSB instruction accomplishes.
51. Develop a sequence of instructions that scan through a 300H byte section of memory called LIST located in the data segment searching for a 66H.
52. What happens if AH = 02H and DL = 43H when the INT 21H instruction is executed?

CHAPTER 6

Program Control Instructions

INTRODUCTION

The program control instructions direct the flow of a program and allow the flow to change. A change in flow often occurs after a decision, made with the CMP or TEST instruction, is followed by a conditional jump instruction. This chapter explains the program control instructions including the jumps, calls, returns, interrupts, and machine control instructions.

Also presented in this chapter are the relational assembly language statements (.IF, .ELSE, .ELSEIF, .ENDIF, .WHILE, .ENDW, .REPEAT, and .UNTIL) that are available in version 6.0 and above of MASM. These relational assembly language commands allow the programmer to develop control flow portions of the program with C/C++ language efficiency.

CHAPTER OBJECTIVES

Upon completion of this chapter, you will be able to:

1. Use both conditional and unconditional jump instructions to control the flow of a program.
2. Use the relational assembly language statements .IF, .REPEAT, .WHILE, and so forth in programs.
3. Use the call and return instructions to include procedures in the program structure.
4. Explain the operation of the interrupts and interrupt control instructions.
5. Use machine control instructions to modify the flag bits.
6. Use ENTER and LEAVE to enter and leave programming structures.

The main program control instruction, **jump** (JMP), allows the programmer to skip sections of a program and branch to any part of the memory for the next instruction. A conditional jump instruction allows the programmer to make decisions based upon numerical tests. The results of these numerical tests are held in the flag bits, which are then tested by conditional jump instructions. Another instruction similar to the conditional jump, the conditional set, is explained with the conditional jump instructions in this section.

In this section of the text, all jump instructions are illustrated with their uses in sample programs. Also revisited are the LOOP and conditional LOOP instructions, first presented in Chapter 3, because they are also forms of the jump instruction.

Unconditional Jump (JMP)

Three types of unconditional jump instructions (refer to Figure 6-1) are available to the microprocessor: short jump, near jump, and far jump. The short jump is a 2-byte instruction that allows jumps or branches to memory locations within +127 and -128 bytes from the address following the jump. The 3-byte near jump allows a branch or jump within $\pm 32K$ bytes (or anywhere in the current code segment) from the instruction in the current code segment. Remember, the segments are cyclical, which means that one location above offset address FFFFH is offset address 0000H. For this reason, if you jump two bytes ahead in memory and the instruction pointer addresses offset address FFFFH, the flow continues at offset address 0001H. Thus, a displacement of $\pm 32K$ bytes allows a jump to any location within the current code segment. Finally, the 5-byte far jump allows a jump to any memory location within the entire real memory system. The short and near jumps are often called *intrasegment* jumps, and the far jumps are often called *intersegment* jumps.

In the 80386 through the Pentium Pro processors, the near jump is within $\pm 2G$ if the machine is operated in the protected mode with a code segment of 4G bytes in length, and $\pm 32K$ bytes if operated in the real mode. In the protected mode, the 80386 and above use a 32-bit displacement that is not shown in Figure 6-1. The 80386 through the Pentium Pro allow a far jump to any location within the 4G byte address range of these microprocessors.

Short Jump. Short jumps are called *relative jumps* because they can be moved, along with their related software, to any location in current code segment without a change. This is because the jump address is not stored with the opcode. Instead of a jump address, a **distance** or displacement follows the opcode. The short jump displacement is a distance represented by a 1-byte signed number whose value ranges between +127 and -128. The short jump instruction appears in Figure 6-2. When the microprocessor executes a short jump, the displacement is sign-extended and added to the instruction pointer (IP/EIP) to generate the jump address within the current code segment. The short jump instruction branches to this new address for the next instruction in the program.

Example 6-1 shows how short jump instructions pass control from one part of the program to another. It also illustrates the use of a *label* (symbolic name for a memory address) with the

FIGURE 6-1 The three main forms of the JMP instruction. Note that Disp is either an 8- or 16-bit signed displacement or distance.

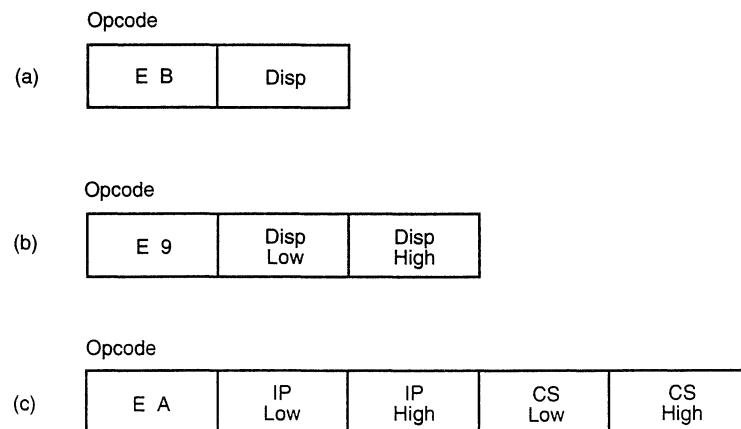
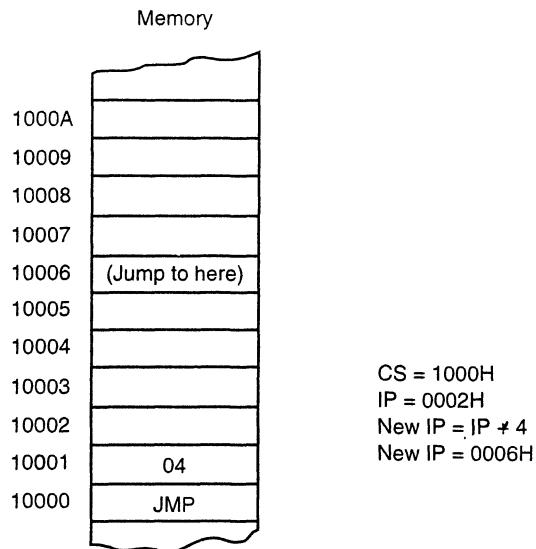


FIGURE 6–2 A short jump to four memory locations beyond the address of the next instruction



jump instruction. Notice how one jump (JMP SHORT NEXT) uses the SHORT directive to force a short jump, while the other does not. Most assembler programs choose the best form of the jump instruction, so the second jump instruction (JMP START) also assembles as a short jump. If the address of the next instruction (0009H) is added to the sign-extended displacement (0017H) of the first jump, the address of NEXT is at location 0017H + 0009H or 0020H.

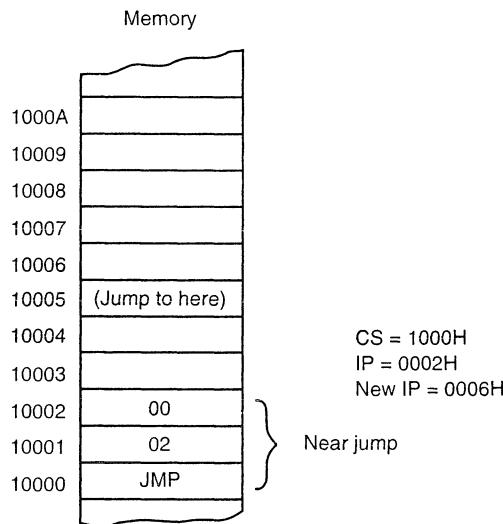
EXAMPLE 6–1

0000	33 DB		XOR	BX, BX
0002	B8 0001	START:	MOV	AX, 1
0005	03 C3		ADD	AX, BX
0007	EB 17		JMP	SHORT NEXT
0020	8B D8	NEXT:	MOV	BX, AX
0022	EB DE		JMP	START

Whenever a jump instruction references an address, a label normally identifies the address. The JMP NEXT instruction is an example; it jumps to label NEXT for the next instruction. It is very rare ever to use an actual hexadecimal address with any jump instruction, but the assembler supports addressing in relation to the instruction pointer by using the \$ + a displacement. For example, a JMP \$+2 jumps over the next two memory locations following the JMP instruction. The label NEXT must be followed by a colon (NEXT:) to allow an instruction to reference it for a jump. If a colon does not follow a label, you cannot jump to it. Note that the only time a colon is used after a label is when the label is used with a jump or call instruction.

Near Jump. The near jump is similar to the short jump except that the distance is farther. A *near jump* passes control to an instruction in the current code segment located within $\pm 32K$ bytes from the near jump instruction or $\pm 2G$ in the 80386 and above operated in protected mode. The near jump is a 3-byte instruction that contains an opcode followed by a signed 16-bit displacement. In the 80386 through the Pentium Pro processors, the displacement is 32-bits and the near jump is 5 bytes long. The signed displacement adds to the instruction pointer (IP) to generate the jump address. Because the signed displacement is in the range of $\pm 32K$, a near jump can jump to any memory location within the current real mode code segment. The protected mode code segment in the 80386 and above can be 4G bytes in length, so the 32-bit displacement

FIGURE 6-3 A near jump that adds the displacement (0002H) to the contents of IP



allows a near jump to any location within $\pm 2G$ bytes. Figure 6-3 illustrates the operation of the real mode near jump instruction.

The near jump is relocatable (as was the short jump) because it is also a relative jump. If the code segment moves to a new location in the memory, the distance between the jump instruction and the operand address remains the same. This allows a code segment to be relocated simply by moving it. This feature, along with the relocatable data segments, makes the Intel family of microprocessors ideal for use in a general-purpose computer system. Software can be written and loaded anywhere in the memory and function without modification because of the relative jumps and relocatable data segments.

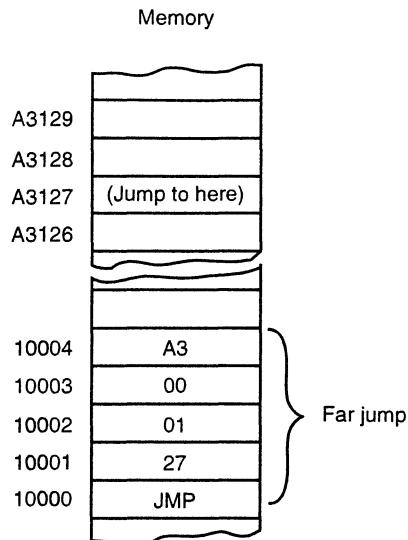
Example 6-2 shows the same basic program that appeared in Example 6-1, except that the jump distance is greater. The first jump (JMP NEXT) passes control to the instruction at offset memory location 0200H within the code segment. Notice that the instruction assembles as an E9 0200 R. The letter R denotes a *relocatable jump* address of 0200H. The relocatable address of 0200H is for the assembler program's internal use only. The actual machine language instruction assembles as an E9 F6 01, which does not appear in the assembler listing. The actual displacement is a 01F6H for this jump instruction. The assembler lists the jump address as 0200 R, so the address is easier to interpret as software is developed. If the linked execution file (.EXE) or command file (.COM) is displayed in hexadecimal code, the jump instruction appears as an E9 F6 01.

EXAMPLE 6-2

0000	33 DB		XOR	BX, BX
0002	B8 0001	START:	MOV	AX, 1
0005	03 C3		ADD	AX, BX
0007	E9 0200 R		JMP	NEXT
0200	8B D8	NEXT:	MOV	BX, AX
0202	E9 0002 R		JMP	START

Far Jump. A far jump instruction (see Figure 6-4) obtains a new segment and offset address to accomplish the jump. Bytes 2 and 3 of this 5-byte instruction contain the new offset address, and bytes 4 and 5 contain the new segment address. If the microprocessor (80286 through the Pentium Pro) is operated in the protected mode, the segment address accesses a descriptor that

FIGURE 6–4 A far jump instruction replaces the contents of both CS and IP with four bytes following the opcode



contains the base address of the far jump segment. The offset address, which is either 16- or 32-bits, contains the offset location within the new code segment.

Example 6–3 lists a short program that uses a far jump instruction. The far jump instruction sometimes appears with the FAR PTR directive, as illustrated. Another way to obtain a far jump is to define a label as a *far label*. A label is far only if it is external to the current code segment or procedure. The JMP UP instruction in the Example 6–3 references a far label. The label UP is defined as a far label by the EXTRN UP:FAR directive. External labels appear in programs that contain more than one program file. Another way of defining a label as global is to use a *double colon* (LABEL::) following the label in place of the single colon. This is required inside procedure blocks that are defined as near if the label is accessed from outside the procedure block.

EXAMPLE 6–3

```

EXTRN    UP:FAR

0000  33 DB          XOR     BX, BX
0002  B8 0001        START:  MOV     AX, 1
0005  03 C3          ADD     AX, BX
. 0007  E9 0200 R    JMP     NEXT
. 0200  8B D8        NEXT:   MOV     BX, AX
0202  EA 0002 ---- R  JMP     FAR PTR START
. 0207  EA 0000 ---- E  JMP     UP

```

When the program files are joined, the linker inserts the address for the UP label into the JMP UP instruction. It also inserts the segment address in the JMP START instruction. The segment address in JMP FAR PTR START is listed as ---- R for relocatable; the segment address in JMP UP is listed as ---- E for external. In both cases, the ---- is filled in by the linker when it links or joins the program files.

Jumps with Register Operands. The jump instruction can also use a 16- or 32-bit register as an operand. This automatically sets up the instruction as an *indirect jump*. The address of the jump is in the register specified by the jump instruction. Unlike the displacement associated with the

near jump, the contents of the register are transferred directly into the instruction pointer. An indirect jump does not add to the instruction pointer, as with short and near jumps. The JMP AX instruction, for example, copies the contents of the AX register into the IP when the jump occurs. This allows a jump to any location within the current code segment. In the 80386 and above, a JMP EAX instruction also jumps to any location within the current code segment; the difference is that in protected mode the code segment can be 4G bytes long so a 32-bit offset address is needed.

Example 6-4 shows how the JMP AX instruction accesses a jump table in the code segment. This program reads a key from the keyboard and then modifies the ASCII code to a 00H in AL for a ‘1’, a 01H for a ‘1’, and a 02H for a ‘3’. If a ‘1’, ‘2’, or ‘3’ is typed, AH is cleared to 00H. Because the jump table contains 16-bit offset addresses, the contents of AX are doubled to 0, 2, or 4, so a 16-bit entry in the table can be accessed. Next, the offset address of the start of the jump table is loaded to SI, and AX is added to form the reference to the jump address. The MOV AX,[SI] instruction then fetches an address from the jump table, so the JMP AX instruction jumps to the addresses (ONE, TWO, or THREE) stored in the jump table.

EXAMPLE 6-4

```

;A program that reads 1, 2, or 3 from the keyboard
;if a 1, 2, or 3 is typed, a 1, 2, or 3 is displayed.
;
        .MODEL SMALL          ;select SMALL model
        .DATA                 ;start of DATA segment
        TABLE DW    ONE         ;define lookup table
        DW    TWO
        DW    THREE
        .CODE                ;start of CODE segment
        .STARTUP             ;start of program
        TOP:                 ;label for main loop
        B4 01    MOV   AH,1      ;read key into AL
        CD 21    INT   21H
        001B 2C 31    SUB   AL,31H   ;convert to binary
        001D 72 F8    JB    TOP      ;if below '1' typed
        001F 3C 02    CMP   AL,2      ;if above '3' typed
        0021 77 F4    JA    TOP
        0023 B4 00    MOV   AH,0      ;double to 0, 2, or 4
        0025 03 C0    ADD   AX,AX
        0027 BE 0000 R   MOV   SI,OFFSET TABLE ;address lookup table
        002A 03 F0    ADD   SI,AX      ;form lookup address
        002C 8B 04    MOV   AX,[SI]    ;get ONE, TWO, or THREE
        002E FF E0    JMP   AX       ;jump address
        ONE:                 ;label for '1' branch
        0030 B2 31    MOV   DL,'1'    ;load '1' for display
        0032 EB 06    JMP   BOT      ;go display '1'
        TWO:                 ;label for '2' branch
        0034 B2 32    MOV   DL,'2'    ;load '2' for display
        0036 EB 02    JMP   BOT      ;go display '2'
        THREE:               ;label for '3' branch
        0038 B2 33    MOV   DL,'3'    ;load '3' for display
        003A B4 02    MOV   AH,2      ;display number
        003C CD 21    INT   21H
        .EXIT              ;exit to DOS
        END                ;end of file

```

Indirect Jumps Using an Index. The jump instruction may also use the [] form of addressing to directly access the jump table. The jump table can contain offset addresses for near indirect jumps or segment and offset addresses for far indirect jumps. (This type of jump is also known as a *double-indirect* jump if the register jump is called an indirect jump.) The assembler assumes

that the jump is near unless the FAR PTR directive indicates a far jump instruction. Here, Example 6–5 repeats Example 6–4 by using the JMP TABLE [SI] instead of JMP AX. This reduces the length of the program.

EXAMPLE 6–5

```

        MODEL SMALL           ;select SMALL model
0000          .DATA          ;start of DATA segment
0000  002D R    TABLE DW ONE   ;lookup table
0002  0031 R    DW TWO
0004  0035 R    DW THREE
0000          .CODE          ;start of CODE segment
0017          .STARTUP        ;start of program
0017          TOP:           ;label
0017  B4 01      MOV  AH,1    ;read key to AL
0019  CD 21      INT  21H

001B  2C 31      SUB  AL,31H  ;test for below '1'
001D  72 F8      JB   TOP    ;if below '1'
001F  3C 02      CMP  AL,2
0021  77 F4      JA   TOP    ;if above '3'
0023  B4 00      MOV  AH,0    ;calculate table address
0025  03 C0      ADD  AX,AX
0027  03 F0      ADD  SI,AX
0029  FF A4 0000 R  JMP  TABLE [SI] ;jump to ONE, TWO, or THREE
002D          ONE:           ;label
002D  B2 31      MOV  DL,'1'  ;load DL with '1'
002F  EB 06      JMP  BOT
0031          TWO:           ;label
0031  B2 32      MOV  DL,'2'  ;load DL with '2'
0033  EB 02      JMP  BOT
0035          THREE:         ;label
0035  B2 33      MOV  DL,'3'  ;load DL with '3'
0037          BOT:           ;label
0037  B4 02      MOV  AH,2    ;display ONE, TWO, or THREE
0039  CD 21      INT  21H
        .EXIT          ;exit to DOS
        END            ;end of file

```

The mechanism used to access the jump table is identical with a normal memory reference. The JMP TABLE [SI] instruction points to a jump address stored at the code segment offset location addressed by SI. It jumps to the address stored in the memory at this location. Both the register and indirect indexed jump instructions usually address a 16-bit offset. This means that both types of jumps are near jumps. If a JMP FAR PTR [SI] or JMP TABLE [SI], with TABLE data defined with the DD directive, appear in a program, the microprocessor assumes that the jump table contains doubleword, 32-bit addresses (IP and CS).

Conditional Jumps and Conditional Sets

Conditional jump instructions are always short jumps in the 8086 through the 80286 microprocessors. This limits the range of the jump to within +127 bytes and –128 bytes from the location following the conditional jump. In the 80386 and above, conditional jumps are either short or near jumps. This allows these microprocessors to use a conditional jump to any location within the current code segment. Table 6–1 lists all the conditional jump instructions with their test conditions. Note that the Microsoft MASM version 6.X assembler automatically adjusts conditional jumps if the distance is too great.

The conditional jump instructions test the following flag bits: sign (S), zero (Z), carry (C), parity (P), and overflow (O). If the condition under test is true, a branch to the label associated with the jump instruction occurs. If the condition is false, the next sequential step in the program executes. For example, a JC will jump if the carry bit is set.

TABLE 6-1 Conditional jump instructions

<i>Assembly Language</i>	<i>Condition Tested</i>	<i>Operation</i>
JA	Z = 0 and C = 0	Jump if above
JAE	C = 0	Jump if above or equal
JB	C = 1	Jump if below
JBE	Z = 1 or C = 1	Jump if below or equal
JC	C = 1	Jump if carry set
JE or JZ	Z = 1	Jump if equal or jump if zero
JG	Z = 0 and S = O	Jump if greater than
JGE	S = O	Jump if greater than or equal
JL	S <> O	Jump if less than
JLE	Z = 1 or S <> O	Jump if less than or equal
JNC	C = 0	Jump if no carry
JNE or JNZ	Z = 0	Jump if not equal or jump if not zero
JNO	O = 0	Jump if no overflow
JNS	S = 0	Jump if no sign
JNP or JPO	P = 0	Jump if no parity or jump if parity odd
JO	O = 1	Jump if overflow set
JP or JPE	P = 1	Jump if parity set or jump if parity even
JS	S = 1	Jump if sign is set
JCXZ	CX = 0	Jump if CX is zero
JECXZ	ECX = 0	Jump if ECX is zero

The operation of most conditional jump instructions is straightforward because they often test just one flag bit, although some test more than one. Relative magnitude comparisons require more complicated conditional jump instructions that test more than one flag bit.

Because both signed and unsigned numbers are used in programming, and because the order of these numbers is different, there are two sets of conditional jump instructions for magnitude comparisons. Figure 6-5 shows the order of both signed and unsigned 8-bit numbers. The 16- and 32-bit numbers follow the same order as the 8-bit numbers except that they are larger. Notice that an FFH (255) is above the 00H in the set of unsigned numbers, but an FFH (-1) is less than 00H for signed numbers. Therefore, an unsigned FFH is above 00H, but a signed FFH is less than 00H.

FIGURE 6-5 Signed and unsigned numbers follow different orders.

Unsigned numbers		Signed numbers	
255	FFH	+127	7FH
254	FEH	+126	7EH
132	84H	+2	02H
131	83H	+1	01H
130	82H	+0	00H
129	81H	-1	FFH
128	80H	-2	FEH
4	04H	-124	84H
3	03H	-125	83H
2	02H	-126	82H
1	01H	-127	81H
0	00H	-128	80H

When signed numbers are compared, use the JG, JL, JGE, JLE, JE, and JNE instructions. The terms *greater than* and *less than* refer to signed numbers. When unsigned numbers are compared, use the JA, JB, JAE, JBE, JE, and JNE instructions. The terms *above* and *below* refer to unsigned numbers.

The remaining conditional jumps test individual flag bits such as overflow and parity. Notice that JE has an alternative opcode JZ. All instructions have alternates, but many aren't used in programming because they don't usually fit the condition under test. (The alternates appear in Appendix B with the instruction set listing.) For example, the JA (jump if above) instruction has the alternative JNBE (jump if not below or equal). A JA functions exactly as a JNBE, but JNBE is awkward in many cases when compared to JA.

The conditional jump instructions all test flag bits, except for JCXZ (jump if CX = 0) and JECXZ (jump if ECX = 0). Instead of testing flag bits, JCXZ directly tests the contents of the CX register without affecting the flag bits, and JECXZ tests the contents of the ECX register. For the JCXZ instruction, if CX = 0, a jump occurs; if CX <> 0, no jump occurs. Likewise for the JECXZ instruction, if ECX = 0, a jump occurs; if ECX <> 0, no jump occurs.

A program that uses JCXZ appears in Example 6–6. Here the SCASB instruction searches a table for a 0AH. Following the search, a JCXZ instruction tests CX to see if the count has reached zero. If the count is zero, the 0AH is not found in the table. The carry flag is used in this example to pass the not found condition back to the calling program. Another method used to test to see if the data are found is the JNE instruction. If JNE replaces JCXZ, it performs the same function. After the SCASB instruction executes, the flags indicate a not-equal condition if the data were not found in the table.

EXAMPLE 6–6

```
;A procedure that searches a table of 100 bytes for 0AH
;The address, TABLE, is transferred to the procedure
;through the SI register.
;
0017      SCAN    PROC    NEAR
0017  B9 0064          MOV     CX,100      ;load count of 100
001A  B0 0A            MOV     AL,0AH      ;load AL with 0AH
001C  FC              CLD                ;select increment
001D  F2/AE           REPNE   SCASB      ;test 100 bytes for 0AH
001F  F9              STC                ;set carry for not found
0020  E3 01            JCXZ   NOT_FOUND  ;if not found
0022  F8              CLC                ;clear carry if found
0023          NOT_FOUND:
0023  C3              RET                 ;return from procedure
0024      SCAN    ENDP
```

The Conditional Set Instructions. In addition to the conditional jump instructions, the 80386 through the Pentium Pro processors also contain conditional set instructions. The conditions tested by conditional jumps are put to work with the conditional set instructions. The conditional set instructions set a byte to either a 01H or clear a byte to 00H, depending on the outcome of the condition under test. Table 6–2 lists the available forms of the conditional set instructions.

These instructions are useful where a condition must be tested at a point much later in the program. For example, a byte can be set to indicate that the carry is cleared at some point in the program by using the SETNC MEM instruction. This instruction places a 01H into memory location MEM if carry is cleared, and a 00H into MEM if carry is set. The contents of MEM can be tested at a later point in the program to determine if carry is cleared at the point where the SETNC MEM instruction executed.

TABLE 6-2 The conditional set instructions

Assembly Language	Condition Tested	Operation
SETB	C = 1	Set if below
SETAE	C = 0	Set if above or equal
SETBE	Z = 1 or C = 1	Set if below or equal
SETA	Z = 0 and C = 0	Set if above
SETE or SETZ	Z = 1	Set if equal or set if zero
SETNE or SETNZ	Z = 0	Set if not equal or set if not zero
SETL	S <> O	Set if less than
SETLE	Z = 1 or S <> O	Set if less than or equal
SETG	Z = 0 and S = O	Set if greater than
SETGE	S = O	Set if greater than or equal
SETS	S = 1	Set if sign (negative)
SETNS	S = 0	Set if no sign (positive)
SETC	C = 1	Set if carry
SETNC	C = 0	Set if no carry
SETO	O = 1	Set if overflow
SETNO	O = 0	Set if no overflow
SETP or SETPE	P = 1	Set if parity or set if parity even
SETNP or SETPO	P = 0	Set if no parity or set if parity odd

LOOP

The LOOP instruction is a combination of a decrement CX and the JNZ conditional jump. In the 8086 through the 80286, LOOP decrements CX and if CX <> 0, it jumps to the address indicated by the label. If CX becomes a 0, the next sequential instruction executes. In the 80386 and above, LOOP decrements either CX or ECX, depending upon the instruction mode. If the 80386 and above operate in the 16-bit instruction mode, LOOP uses CX; if operated in the 32-bit instruction mode, LOOP uses ECX. This default is changed by the LOOPW (using CX) and LOOPD (using ECX) instructions in the 80386 through the Pentium Pro.

Example 6-7 shows how data in one block of memory (BLOCK1) add to data in a second block of memory (BLOCK2) using LOOP to control how many numbers add. The LODSW and STOSW instructions access the data in BLOCK1 and BLOCK2. The ADD AX,ES:[DI] instruction accesses the data in BLOCK2 located in the extra segment. The only reason that BLOCK2 is in the extra segment is that DI addresses extra segment data for the STOSW instruction. The .STARTUP directive only loads DS with the address of the data segment. In this example, the extra segment also addresses data in the data segment, so the contents of DS are copied to ES through the accumulator. Unfortunately, there is no direct move from segment-register-to-segment-register instruction.

EXAMPLE 6-7

```
;A program that sums the contents of BLOCK1 and BLOCK2
;and stores the results over top of the data in BLOCK2.
;
        .MODEL SMALL
        .DATA
        ;select SMALL model
        ;start of DATA segment
        ;100 bytes for BLOCK1
0000 0064 [      BLOCK1 DW    100 DUP (?)      ]
0000
        ]
00C8 0064 [      BLOCK2 DW    100 DUP (?)      ]
0000
        ]
```

```

0000          .CODE
              .STARTUP
0017  8C DS    MOV     AX,DS      ;start of CODE segment
0019  8E C0    MOV     ES,AX      ;start of program
                                ;overlap DS and ES

001B  FC        CLD
001C  B9 0064   MOV     CX,100    ;select increment
001F  BE 0000 R  MOV     SI,OFFSET BLOCK1  ;load count of 100
0022  BF 00C8 R  MOV     DI,OFFSET BLOCK2  ;address BLOCK1
                                ;address BLOCK2

0025          L1:
0025  AD        LODSWW
0026  26:03 05  ADD     AX,ES:[DI]  ;load AX with BLOCK1
0029  AB        STOSWW
002A  E2 F9    LOOP   L1        ;add BLOCK2 data to AX
                                ;store sum in BLOCK2
                                ;repeat 100 times
                                ;exit to DOS
                                ;end of file
              .EXIT
              END

```

Conditional LOOPS. As with REP, the LOOP instruction also has conditional forms: LOOPE and LOOPNE. The LOOPE (**loop while equal**) instruction jumps if CX $\neq 0$ while an equal condition exists. It will exit the loop if the condition is not equal or if the CX register decrements to 0. The LOOPNE (**loop while not equal**) instruction jumps if CX $\neq 0$ while a not-equal condition exists. It will exit the loop if the condition is equal or if the CX register decrements to 0. In the 80386 through the Pentium Pro processors the conditional LOOP instruction can use either CX or ECX as the counter. The LOOPEW/LOOPEC or LOOPNEW/LOOPNED instructions override the instruction mode if needed.

As with the conditional repeat instructions, alternates exist for LOOPE and LOOPNE. The LOOPE instruction is the same as LOOPZ, and the LOOPNE is the same as LOOPNZ. In most programs, only the LOOPE and LOOPNE apply.

6-2 CONTROLLING THE FLOW OF AN ASSEMBLY LANGUAGE PROGRAM

It is much easier to use the assembly language statements .IF, .ELSE, .ELSEIF, and .ENDIF to control the flow of the program than it is to use the correct conditional jump statement. These statements always indicate a special assembly language command to MASM. Note that the control flow assembly language statements beginning with a period are available only to MASM version 6.X and not to earlier versions of the assembler. Other statements developed in this chapter include the DO-WHILE and REPEAT-UNTIL loops.

Example 6-8 shows how these statements are used to control the flow of a program by testing the system for the version of DOS. Notice that in this example DOS INT 21H, function number 30H is used to read the DOS version. The version is tested to determine if it is above or below version 3.3. If it is below version 3.3, the program terminates, using DOS INT 21H function number 4CH.

Example 6-8 (a) shows the source program sequence as it was typed; Example 6-8 (b) shows the fully expanded assembled output generated by the assembler program. Notice that assembler-generated and -inserted statements begin with an asterisk (*) in the listing. The .IF AL<3 && AH<30 statement tests for DOS version 3.30. If the major version number (AL) is less than 3 AND the minor version number (AH) is less than 30, the MOV AH,0 and INT 21H instructions execute. Notice how the && symbol represents the word AND in the IF statement. Refer to Table 6-3 for a complete list of relation operators used with the .IF statement. Note that many of these conditions (such as &&) are also used by many high-level languages such as C/C++.

EXAMPLE 6-8 (a)

```
;source program sequence
;
    MOV AH,30H
    INT 21H           ;get DOS version

    .IF AL<3 && AH<30
        MOV AH,4CH      ;terminate program
        INT 21H

    .ENDIF
```

EXAMPLE 6-8 (b)

```
;assembled listing file of Example 6-8 (a)
;
0000 B4 30          MOV AH,30H
0002 CD 21          INT 21H           ;get DOS version

0004 3C 03          *     .IF AL<3 && AH<30
0006 73 09          *     cmp al,003h
0008 80 FC 1E          jae @C0001
000B 73 04          *     cmp ah,01Eh
                           jae @C0001

000D B4 4C          MOV AH,4CH      ;terminate program
000F CD 21          INT 21H

    .ENDIF
0011             * @C0001:
```

Example 6-9 shows another example of the conditional .IF directive that converts all ASCII-coded letters to uppercase. First, the keyboard is read without echo using the DOS INT 21H function 06H, and then the .IF statement converts the character into uppercase if needed. In this example, the logical AND function (&&) is used to determine if the character is lowercase. This program reads a key from the keyboard and converts it to uppercase before displaying it. Notice also how the program terminates when the control C key (ASCII = 03H) is typed. The .LISTALL directive causes all assembler-generated statements to be listed, including the label @Startup generated by the .STARTUP directive. The .EXIT directive also is expanded by .LISTALL to show the use of the DOS INT 21H function 4CH, which returns control to DOS.

TABLE 6-3 Relational operators used with the .IF statement

<i>Operator</i>	<i>Function</i>
==	Equal or the same as
!=	Not equal
>	Greater than
>=	Greater than or equal
<	Less than
<=	Less than or equal
&	Bit test
!	Logical inversion
&&	Logical AND
	Logical OR

EXAMPLE 6-9

```

;a program that reads the keyboard and converts all
;lowercase data to uppercase before displaying it.
;
;this program uses a control C for termination
;
        .MODEL TINY           ;select TINY model
        .LISTALL              ;list all statements
0000      .CODE               ;start CODE segment
                  .STARTUP          ;start program
0100      * @Startup:
0100      MAIN1:
0100      B4 06             MOV   AH,6           ;read key without echo
0102      B2 FF             MOV   DL,OFFH
0104      CD 21             INT   21H
0106      74 F8             JE    MAIN1          ;if no key typed
0108      3C 03             CMP   AL,3           ;test for control C key
010A      74 10             JE    MAIN2          ;if control C key
010B      .IF    AL>='a' && AL<='z'
010C      3C 61             *     cmp   al, 'a'
010E      72 06             *     jb    @C0001
0110      3C 7A             *     cmp   al, 'z'
0112      77 02             *     ja    @C0001
0114      2C 20             SUB   AL,20H
0115      .ENDIF
0116      * @C0001:
0116      8A D0             MOV   DL,AL          ;echo character to display
0118      CD 21             INT   21H
011A      EB E4             JMP   MAIN1          ;repeat
011C      MAIN2:
011C      .EXIT              EXIT  0             ;exit to DOS on control C
011D      B4 4C             *     mov   ah, 04Ch
011E      CD 21             *     int   021h
011F      END                ;end of file

```

In this program, a lowercase letter is converted to uppercase by the use of the .IF AL >= 'a' && AL <= 'z' statement. If AL contains a value that is greater than or equal to a lowercase a and less than or equal to a lowercase z (a value of a-z), then the statement between the .IF and .ENDIF executes. This statement (SUB AL,20H) subtracts 20H from the lowercase letter to change it to an uppercase letter. Notice how the assembler program implements the .IF statement (see lines that begin with a *). The label @C0001 is an assembler-generated label used by the conditional jump statements placed in the program by the .IF statement.

Another example using the conditional .IF statement appears in Example 6-10. This program reads a key from the keyboard and then converts it to hexadecimal code. This program is not listed in expanded form.

In this example, the .IF AL >= 'a' && AL <= 'f' statement causes the next instruction (SUB AL,57H) to execute if AL contains letters a through f, converting them to hexadecimal. If it is not between letters a through f, the next .ELSEIF statement tests it for the letters A through F. If it is letters A through F, a 37H is subtracted from AL. If neither of these are true, a 30H is subtracted from AL before AL is stored at data segment memory location TEMP.

EXAMPLE 6-10

```

;A program that reads a key and stores its hexadecimal
;value in memory location TEMP.

```

```

        .MODEL SMALL ;select SMALL model
0000          .DATA ;start DATA segment
0000  00      TEMP  DB    ? ;define TEMP
0000          .CODE ;start CODE segment
                      .STARTUP ;start program
0017  B4 01    MOV    AH,1 ;read key
0019  CD 21    INT    21H

0023  2C 57    .IF    AL>='a' && AL<='f' ;if lowercase
                  SUB    AL,57H

002F  2C 37    .ELSEIF AL>='A' && AL<='F' ;if uppercase
                  SUB    AL,37H

0033  2C 30    .ELSE   ;otherwise
                  SUB    AL,30H

                  .ENDIF

0035  A2 0000 R  MOV    TEMP,AL
                  .EXIT  ;exit to DOS
                  END   ;end of file

```

DO-WHILE Loops

As with most higher level languages, the assembler also provides the DO-WHILE loop construct, available to MASM version 6.X. The .WHILE statement is used with a condition to begin the loop, and the .ENDW statement ends the loop.

Example 6-11 shows how the .WHILE statement is used to read data from the keyboard and store it into an array called BUF until the enter key (0DH) is typed. This program assumes that BUF is stored in the extra segment because the STOSB instruction is used to store the keyboard data in memory. Note that the .WHILE loop portion of the program is shown in expanded form so that the statements inserted by the assembler (beginning with a *) can be studied. After the enter key (0DH) is typed, the string is appended with a \$ so it can be displayed with DOS INT 21H function number 9.

EXAMPLE 6-11

```

;A program that reads a character string from the
;keyboard and, after enter is typed, displays it again.
;

0000          .MODEL SMALL           ;select small model
0000  0D 0A      .DATA             ;indicate DATA segment
0002  0100 [      MES   DB     13,10    ;return & line feed
0002  00        BUF   DB     256 DUP (?) ;character string buffer
0002  ]          }

0000          .CODE              ;start of CODE segment
0000          .STARTUP
0017  8C D8      MOV    AX,DS       ;start of program
0019  8E C0      MOV    ES,AX       ;make ES overlap DS

001B  FC          CLD
001C  BF 0002 R    MOV    DI,OFFSET BUF ;select increment
001C                                ;address buffer

001F  EB 05      *          jmp  @C0001
0021          * @C0002:

0021  B4 01      MOV    AH,1         ;read key with echo
0023  CD 21      INT  21H
0025  AA          STOSB          ;store key code

0025          .ENDW             ;end while loop

```

```

0026          * @C0001:
0026 3C 0D      *     cmp    al,00Dh
0028 75 F7      *     jne    @C0002

002A C6 45 FF 24      MOV    BYTE PTR [DI-1],'$' ;make it $ string
002E BA 0000 R       MOV    DX,OFFSET MES      ;address MES
0031 B4 09         MOV    AH,9                  ;display MES
0033 CD 21         INT    21H
                      .EXIT   ;exit to DOS
                      END

```

The program in Example 6-11 functions perfectly as long as we arrive at the .WHILE statement with AL containing some other value except 0DH. This can be corrected by adding a MOV AL,0DH instruction before the .WHILE statement in Example 6-11. A better way of handling this problem is illustrated in Example 6-12. In this example, the .BREAK statement is used to break out of the .WHILE loop. A .WHILE 1 creates an infinite loop, and the .BREAK statement tests for a value of 0DH (enter) in AL. If AL = 0DH, the program breaks out of the infinite loop, correcting the problem exhibited in Example 6-11. Note that the .BREAK statement causes the break to occur at the point where it appears in the program. This is important, because it allows the point of the break to be selected by the programmer.

Not illustrated in this example is the .CONTINUE statement, which can be used to allow the DO-WHILE loop to continue if a certain condition is met. For example, a .CONTINUE .IF AL == 15 allows the loop to continue if AL equals 15. Note that the .BREAK and .CONTINUE commands function in the same manner in a C-language program.

EXAMPLE 6-12

```

0000          .MODEL SMALL
0000 0D 0A      .DATA
0002 0100 [     MES    DB    13,10           ;define string
0000          ]     BUF    DB    256 DUP (?)   ;memory for string
0000          00
0000          ]
0000          .CODE
0000          .STARTUP
0017 8C D8      MOV    AX,DS           ;make ES overlap DS
0019 8E C0      MOV    ES,AX
001B FC          CLD
001C BF 0002 R   MOV    DI,OFFSET BUF ;select increment
001F           * @C0001:    ;address BUF
001F B4 01      MOV    AH,1            ;read key
0021 CD 21      INT    21H
0023 AA          STOSB
0024 3C 0D      *      .BREAK .IF AL == 0DH ;breaks loop for a 0DH
0026 74 02      *      cmp    al,00Dh
0028 EB F5      *      je    @C0002
002A           * @C0002:    .ENDW
0028 EB F5      *      jmp   @C0001
002A           * @C0002:    .ENDW
002A C6 4- FF 24 MOV    BYTE PTR [DI-1],'$' ;make it a $ string
002E BA 0000 R   MOV    DX,OFFSET MES      ;display string
0031 B4 09      MOV    AH,9
0033 CD 21      INT    21H
0034 E8 00       .EXIT
0035 C3          END

```

Example 6-13 lists a practical example using the DO-WHILE construct to display the contents of EAX in decimal on the video display. Note that the EAX register is initialized with a number (123455) to test this program. Two infinite loops are used to convert EAX to decimal. The first divides EAX by 10 until the quotient is zero. After each division, the remainder is saved on the stack as a significant digit in the result. Also located within the first infinite loop is a comma counter stored in CL. Each time that the quotient is not zero, the comma counter increments. If the comma counter reaches a 3, a comma is pushed onto the stack for later display, and the comma count is reset to zero. The final infinite loop displays the result. After each POP DX instruction, the break statement checks DX to find if it contains a 10. The 10 was pushed on to the stack to indicate the end of the number. If it does contain a 10, the loop breaks; if it doesn't, a decimal digit or a comma is displayed. This procedure can be added to any program where a decimal number of up to four billion must be displayed with commas at the correct places.

EXAMPLE 6-13

```

;A program that displays the contents of EAX in decimal.
;This program inserts commas between thousands,
;millions, and billions.
;
        .MODEL TINY
        .386           ;select 80386
0000      .CODE
        .STARTUP

0100  66| B8 0001E23F    MOV  EAX,123455      ;load test data
0106  E8 0004          CALL  DISPE         ;display EAX in decimal
        .EXIT

;
;the DISPE procedure displays EAX in decimal format.
;
010D      DISPE    PROC NEAR

010D  66| BB 0000000A    MOV  EBX,10       ;load 10 for decimal
0113  53              PUSH  BX       ;save end of number
0114  B1 00            MOV   CL,0       ;load comma counter

        .WHILE 1           ;first infinite loop

0116  66| BA 00000000    MOV  EDX,0       ;clear EDX
011C  66| F7 F3          DIV   EBX        ;divide EDX:EAX by 10
011F  80 C2 30            ADD   DL,30H     ;convert to ASCII
0122  52              PUSH  DX       ;save remainder

        .BREAK .IF EAX == 0    ;break if quotient zero

0128  FE C1            INC   CL       ;increment comma counter

        .IF CL == 3           ;if comma count is 3
012F  6A 2C            PUSH  ','       ;save comma
0131  B1 00            MOV   CL,0       ;clear comma counter
        .ENDIF

        .ENDW               ;end first loop

        .WHILE 1           ;second infinite loop

0135  5A              POP   DX       ;get remainder
        .BREAK .IF DL == 10    ;break if remainder is 10

013B  B4 02            MOV   AH,2       ;display decimal digit
013D  CD 21            INT   21H

        .ENDW

```

```

0141 C3           RET
0142             DISPE  ENDP
                  END

```

REPEAT-UNTIL Loops

Also available to the assembler is the REPEAT-UNTIL construct. A series of instructions is repeated until some condition occurs. The .REPEAT statement defines the start of the loop; the end is defined with the .UNTIL statement that contains a condition. Note that .REPEAT and .UNTIL are available to version 6.X of MASM.

If Example 6-11 is once again reworked using the REPEAT-UNTIL construct, this appears to be the best solution. Refer to Example 6-14 for the program that reads keys from the keyboard and stores keyboard data into extra segment array BUF until the enter key is typed. This program also fills the buffer with keyboard data until the enter key (0DH) is typed. Once the enter key is typed, the program displays the character string using DOS INT 21H function number 9, after appending the buffer data with the required dollar sign. Notice how the .UNTIL AL == 0DH statement generates code (statements beginning with a *) to test for the enter key.

EXAMPLE 6-14

```

        .MODEL SMALL
0000          .DATA
0000  0D 0A      MES   DB    13,10          ;define MES
0002  0100 [      BUF    DB    256 DUP (?)    ;reserve memory for BUF
00                ]
0000          .CODE
0000          .STARTUP
0017  8C D8      MOV   AX,DS          ;overlap DS and ES
0019  8E C0      MOV   ES,AX
001B  FC          CLD
001C  BF 0002 R   MOV   DI,OFFSET BUF    ;select increment
                                         ;address BUF

        .REPEAT
001F          * @C0001:
001F  B4 01      MOV   AH,1           ;read key with echo
0021  CD 21      INT   21H
0023  AA          STOSB
                                         ;save key code in BUF

        .UNTIL AL == 0DH
0024  3C 0D      *     cmp   al, 00Dh
0026  75 F7      *     jne   @C0001
0028  C6 45 FF 24  MOV   BYTE PTR [DI-1], '$'  ;make $ string
002C  B4 09      MOV   AH,9           ;display MES and BUF
002E  BA 0000 R   MOV   DX,OFFSET MES
0031  CD 21      INT   21H
                                         .EXIT
                                         END

```

There is also an .UNTILCXZ instruction available that uses the LOOP instruction to check for the until condition. The .UNTILCXZ can have a condition or may just use the CX register as a counter to repeat a loop a fixed number of times. Example 6-15 shows a sequence of instructions that use the .UNTILCXZ instruction used to add the contents of byte-sized array ONE to byte sized array TWO. The sums are stored in array THREE. Note that each array contains 100 bytes of data, so the loop is repeated 100 times. This example assumes that array THREE is in the extra segment and that arrays ONE and TWO are in the data segment.

EXAMPLE 6-15

```

012C B9 0064          MOV CX,100      ;set count
012F BF 00C8 R        MOV DI,OFFSET THREE ;address arrays
0132 BE 0000 R        MOV SI,OFFSET ONE
0135 BB 0064 R        MOV BX,OFFSET TWO

.REPEAT

0138 * @C0001:

0138 AC               LODSB
0139 02 07             ADD AL,[BX]
013B AA               STOSB
013C 43               INC BX

.UNTILCXZ

013D E2 F9 *           loop @C0001

```

6-3**PROCEDURES**

The procedure or subroutine is an important part of any computer system's architecture. A **procedure** is a group of instructions that usually performs one task. A procedure is a reusable section of the software that is stored in memory once, but used as often as necessary. This saves memory space and makes it easier to develop software. The only disadvantage of a procedure is that it takes the computer a small amount of time to link to the procedure and return from it. The CALL instruction links to the procedure and the RET (**return**) instruction returns from the procedure.

The stack stores the return address whenever a procedure is called during the execution of a program. The CALL instruction pushes the address of the instruction following the CALL (**return address**) on the stack. The RET instruction removes an address from the stack so the program returns to the instruction following the CALL.

With the assembler, there are specific rules for the storage of procedures. A procedure begins with the PROC directive and ends with the ENDP directive. Each directive appears with the name of the procedure. This programming structure makes it easy to locate the procedure in a program listing. The PROC directive is followed by the type of procedure: NEAR or FAR. Example 6-16 shows how the assembler uses the definition of both a near (intrasegment) and far (intersegment) procedure. In MASM version 6.X, the NEAR or FAR type can be followed by the USES statement. The USES statement allows any number of registers to be automatically pushed to the stack and popped from the stack within the procedure. The USES statement is also illustrated in Example 6-16.

EXAMPLE 6-16

0000	SUMS	PROC NEAR
0000 03 C3		ADD AX,BX
0002 03 C1		ADD AX,CX
0004 03 C2		ADD AX,DX
0006 C3		RET
0007	SUMS	ENDP
0007	SUMS1	PROC FAR
0007 03 C3		ADD AX,BX
0009 03 C1		ADD AX,CX

```

000B 03 C2          ADD AX,DX
000D CB             RET

000E                 SUMS1  ENDP

000E                 SUMS2  PROC NEAR  USES BX CX DX
0011 03 C3          ADD AX,BX
0013 03 C1          ADD AX,CX
0015 03 C2          MOV AX,DX
                     RET

001B                 SUMS2  ENDP

```

When these two procedures are compared, the only difference is the opcode of the return instruction. The near return instruction uses opcode C3H, and the far return uses opcode CBH. A near return instruction removes a 16-bit number from the stack and places it into the instruction pointer to return from the procedure in the current code segment. A far return removes a 32-bit number from the stack and places it into both IP and CS to return from the procedure to any memory location.

Procedures that are to be used by all software (*global*) should be written as far procedures. Procedures that are used by a given task (*local*) are normally defined as near procedures.

CALL

The CALL instruction transfers the flow of the program to the procedure. The CALL instruction differs from the jump instruction because a CALL saves a return address on the stack. The return address returns control to the instruction that immediately follows the CALL in a program when a RET instruction executes.

Near CALL. The near CALL instruction is three bytes long, with the first byte containing the opcode and the second and third bytes containing the displacement or distance of $\pm 32K$ in the 8086 through the 80286. This is identical to the form of the near jump instruction. The 80386 and above use a 32-bit displacement when operated in the protected mode to allow a distance of $\pm 2G$ bytes. When the near CALL executes, it first pushes the offset address of the next instruction on the stack. The offset address of the next instruction appears in the instruction pointer (IP or EIP). After saving this return address, it then adds the displacement from bytes 2 and 3 to the IP to transfer control to the procedure. There is no short CALL instruction. A variation on the opcode exists as CALLN, but this should be avoided in favor of using the PROC statement to define the CALL as near.

Why save the IP or EIP on the stack? The instruction pointer always points to the next instruction in the program. For the CALL instruction, the contents of IP/EIP are pushed onto the stack, so program control passes to the instruction following the CALL after a procedure ends. Figure 6–6 shows the return address (IP) stored on the stack, and the call to the procedure.

Far CALL. The far CALL instruction is like a far jump because it can call a procedure stored in any memory location in the system. The far CALL is a 5-byte instruction that contains an opcode followed by the next value for the IP and CS registers. Bytes 2 and 3 contain the new contents of the IP, and bytes 4 and 5 contain the new contents for CS.

The far CALL instruction places the contents of both IP and CS on the stack before jumping to the address indicated by bytes 2–5 of the instruction. This allows the far CALL to call a procedure located anywhere in the memory and return from that procedure.

Figure 6–7 shows how the far CALL instruction calls a far procedure. Here the contents of IP and CS are pushed onto the stack. Next, the program branches to the procedure. A variant of the far CALL exists as CALLF, but this should be avoided in favor of defining the type of call instruction with the PROC statement.

FIGURE 6–6 The effect of a near CALL on the stack and the instruction pointer

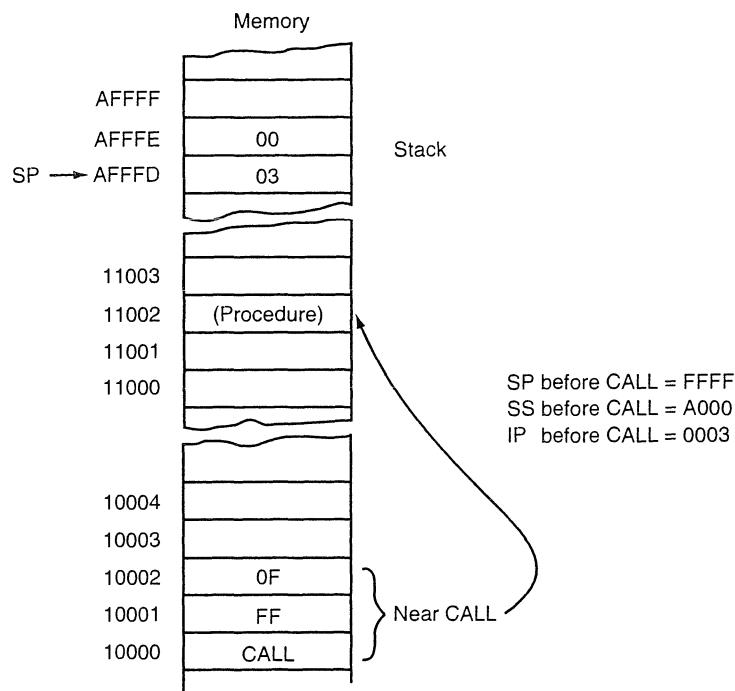
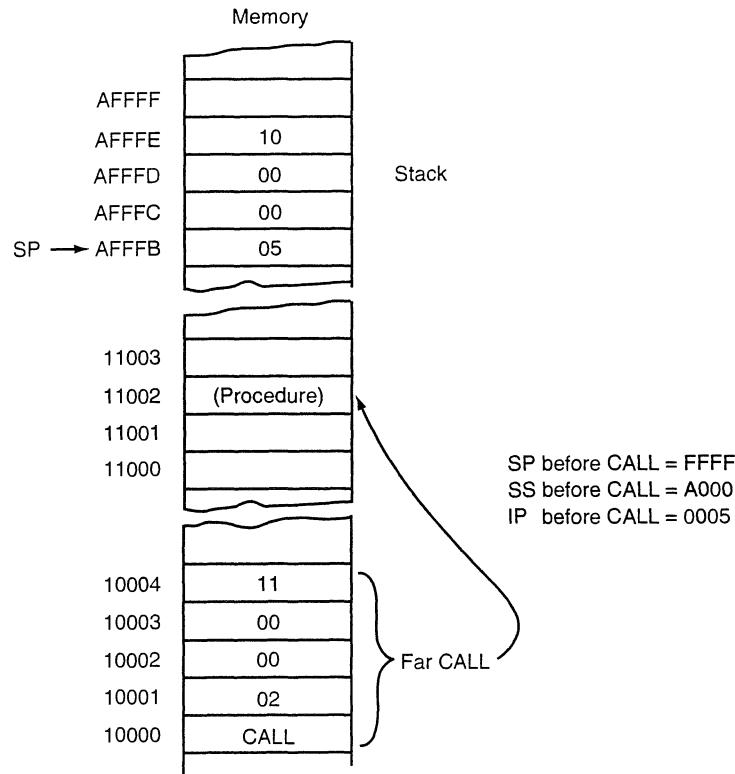


FIGURE 6–7 The effect of a far CALL instruction



CALLs with Register Operands. Like jump instructions, call instructions also may contain a register operand. An example is the CALL BX instruction. This instruction pushes the contents of IP onto the stack. It then jumps to the offset address, located in register BX, in the current code segment. This type of CALL always uses a 16-bit offset address stored in any 16-bit register, except the segment registers.

Example 6–17 illustrates the use of the CALL register instruction to call a procedure that begins at offset address DISP. (This call could also directly call the procedure by using the CALL DISP instruction). The OFFSET address DISP is placed into the BX register, and then the CALL BX instruction calls the procedure beginning at address DISP. This program displays an “OK” on the monitor screen.

EXAMPLE 6–17

```

;A program that displays OK on the monitor screen
;using procedure DISP.
;
0000           .MODEL TINY          ;select TINY model
                      .CODE            ;start of CODE segment
                      .STARTUP         ;start of program

0100  BB 0110 R      MOV   BX,OFFSET DISP    ;address DISP with BX
0103  B2 4F          MOV   DL,'O'           ;display 'O'
0105  FF D3          CALL  BX             ;call procedure
0107  B2 4B          MOV   DL,'K'           ;display 'K'
0109  FF D3          CALL  BX             ;call procedure

                      .EXIT              ;exit to DOS
;a procedure that displays the ASCII contents of DL on
;the monitor screen.
;
0110      DISP     PROC NEAR
0110  B4 02          MOV   AH,2            ;select function 02H
0112  CD 21          INT   21H            ;execute DOS function
0114  C3              RET               ;return from procedure

0115      DISP     ENDP
END                  ;end of file

```

CALLs with Indirect Memory Addresses. A CALL with an indirect memory address is particularly useful whenever different subroutines need to be chosen in a program. This selection process is often keyed with a number that addresses a CALL address in a lookup table.

Example 6–18 shows three separate subroutines referenced by the numbers 1, 2, and 3 as read from the keyboard on the personal computer. The calling sequence adjusts the value of AL and extends it to a 16-bit number before adding it to the location of the lookup table. This references one of the three subroutines using the CALL TABLE [BX] instruction. When this program executes, the letter A is displayed when a 1 is typed, the letter B is displayed when a 2 is typed, and the letter C is displayed when a 3 is typed.

EXAMPLE 6–18

```

;A program that uses a CALL lookup table to access one of
;three different procedures: ONE, TWO, or THREE.
;
0000           .MODEL SMALL         ;select SMALL model
                      .DATA            ;start of DATA segment
                      TABLE           ;define lookup table
0000  0000 R        DW    ONE            ;table entry 1
0002  0007 R        DW    TWO            ;table entry 2
0004  000E R        DW    THREE          ;table entry 3
0000           .CODE            ;start of CODE segment

```

```

0000          ONE      PROC NEAR
0000  B4 02      MOV AH,2           ;display a letter A
0002  B2 41      MOV DL,'A'
0004  CD 21      INT 21H
0006  C3         RET

0007          ONE      ENDP

0007          TWO      PROC NEAR
0007  B4 02      MOV AH,2           ;display letter B
0009  B2 42      MOV DL,'B'
000B  CD 21      INT 21H
000D  C3         RET

000E          TWO      ENDP

000E          THREE     PROC NEAR
000E  B4 02      MOV AH,2           ;display letter C
0010  B2 43      MOV DL,'C'
0012  CD 21      INT 21H
0014  C3         RET

0015          THREE     ENDP

002C          TOP:    .STARTUP        ;indicate start of program
002C  B4 01      MOV AH,1           ;read key into AL
002E  CD 21      INT 21H

0030  2C 31      SUB AL,31H        ;convert to binary
0032  72 F8      JB TOP            ;if below 0
0034  3C 02      CMP AL,2          ;if above 2
0036  77 F4      JA TOP

0038  B4 00      MOV AH,0           ;form lookup address
003A  8B D8      MOV BX,AX
003C  03 DB      ADD BX,BX
003E  FF 97 0000 R   CALL TABLE [BX] ;call procedure

          .EXIT          ;exit to DOS
END          ;end of file

```

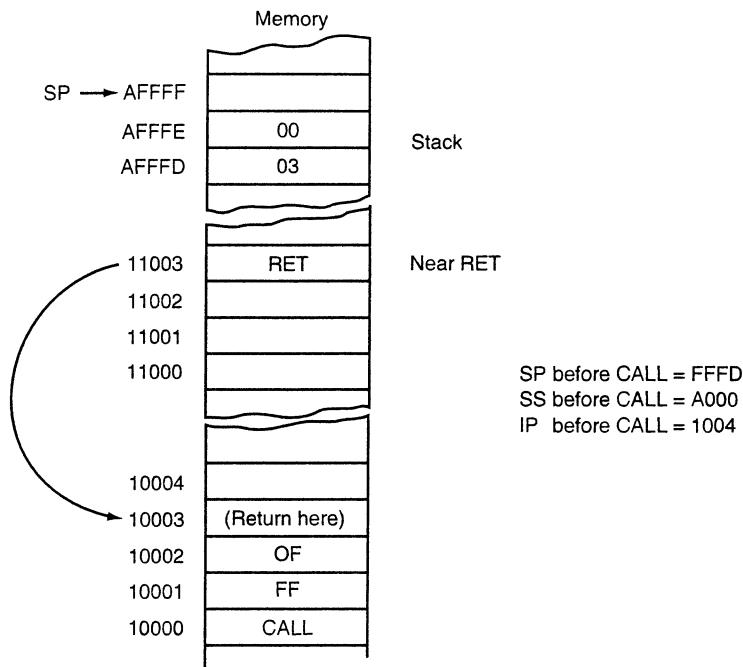
The CALL instruction also can reference far pointers if the instruction appears as a CALL FAR PTR [SI] or as a CALL TABLE [SI], if the data in the table are defined as doubleword data with the DD directive. These instructions retrieve a 32-bit address from the data segment memory location addressed by SI and use it as the address of a far procedure.

RET

The return instruction (RET) removes either a 16-bit number (*near return*) from the stack and places it into IP or a 32-bit number (*far return*) and places it into IP and CS. The near and far return instructions are both defined in the procedure's PROC directive. This automatically selects the proper return instruction. With the 80386 through the Pentium Pro processors operated in the protected mode, the far return removes six bytes from the stack. The first four bytes contain the new value for EIP, and the last two contain the new value for CS. In the 80386 and above, a protected mode near return removes four bytes from the stack and places them into EIP.

When IP/EIP or IP/EIP and CS are changed, the address of the next instruction is at a new memory location. This new location is the address of the instruction that immediately follows the most recent CALL to a procedure. Figure 6-8 shows how the CALL instruction links to a procedure and how the RET instruction returns in the 8086-80286.

FIGURE 6–8 The effect of a near return instruction on the stack and instruction pointer



There is one other form of the return instruction. This form adds a number to the contents of the stack pointer (SP) after the return address is removed from the stack. A return that uses an immediate operand is ideal for use in a system that uses the C or PASCAL calling conventions. (This is true even though the C and PASCAL calling convention require the caller to remove stack data for many functions.) These conventions push parameters on the stack before calling a procedure. If the parameters are to be discarded upon return, the return instruction contains a number that represents the number of bytes pushed to the stack as parameters.

Example 6–19 shows how this type of return erases the data placed on the stack by a few pushes. The RET four adds a 4 to SP after removing the return address from the stack. Since the PUSH AX and PUSH BX together place 4 bytes of data on the stack, this return effectively deletes AX and BX from the stack. This return rarely appears in assembly language programs, but is used in higher-level programs to clear stack data after a procedure. Notice how parameters are addressed on the stack by using the BP register, which by default addresses the stack segment. Parameter stacking is common in procedures written for C or PASCAL using the C or PASCAL calling conventions.

EXAMPLE 6–19

```

0000  B8 001E      MOV  AX,30
0003  BB 0028      MOV  BX,40
0006  50          PUSH AX           ;stack parameter 1
0007  53          PUSH BX           ;stack parameter 2
0008  E8 0C66      CALL ADDM        ;add parameters from stack
                                . .
                                . .
0071          ADDM    PROC NEAR
0071  55          PUSH BP           ;save BP
0072  8B EC          MOV  BP,SP       ;address stack with BP
0074  8B 46 04          MOV  AX,[BP+4]  ;get parameter 1

```

```

0077 03 46 06      ADD  AX, [BP+6]      ;add parameter 2
007A 5D            POP  BP             ;restore BP
007B C2 0004        RET   4             ;return, dump parameters

007E               ADDM  ENDP

```

As with the CALLN and CALLF instructions, there are also variants of the return instruction: RETN and RETF. As with the CALLN and CALLF instructions, these return variants should be avoided in favor of using the PROC statement to define the type of call and return.

6-4

INTRODUCTION TO INTERRUPTS

An interrupt is either a hardware-generated CALL (externally derived from a hardware signal) or a software-generated CALL (internally derived from the execution of an instruction or by some other internal event). An internal interrupt is sometimes called an *exception*. Either type interrupts the program by calling an interrupt service procedure or interrupt handler.

This section explains software interrupts, which are special types of CALL instructions. This section explains the three types of software interrupt instructions (INT, INTO, and INT 3), provides a map of the interrupt vectors, and explains the purpose of the special interrupt return instruction (IRET).

Interrupt Vectors

An **interrupt vector** is a 4-byte number stored in the first 1,024 bytes of the memory (000000H–0003FFH) when the microprocessor operates in the real mode. In the protected-mode, the vector table is replaced by an interrupt descriptor table that uses 8-byte descriptors to describe each of the interrupts. There are 256 different interrupt vectors. Each vector contains the address of an interrupt service procedure. Table 6-4 lists the interrupt vectors with a brief description and the memory location of each vector for the real mode. Each vector contains a value for IP and CS that forms the address of the interrupt service procedure. The first two bytes contain the IP, and the last two bytes contain the CS.

Intel reserves the first 32 interrupt vectors for the present and future microprocessor products. The remaining interrupt vectors (32–255) are available for the user. Some of the reserved vectors are for errors that occur during the execution of software, such as the divide-error-interrupt. Some vectors are reserved for the coprocessor. Still others occur for normal events in the system. In a personal computer, the reserved vectors are used for system functions, as detailed later in this section. Vectors 1–6, 7, 9, 16, and 17 function in the real mode and protected mode; the remaining vectors function only in the protected mode.

Interrupt Instructions

The microprocessor has three different interrupt instructions available to the programmer: INT, INTO, and INT 3. In the real mode, each of these instructions fetches a vector from the vector table and then calls the procedure stored at the location addressed by the vector. In the protected mode, each of these instructions fetches an interrupt descriptor from the interrupt descriptor table. The descriptor specifies the address of the interrupt service procedure. The interrupt call is similar to a far CALL instruction because it places the return address (IP/EIP and CS) on the stack.

INTs. There are 256 different software interrupt instructions (INT) available to the programmer. Each INT instruction has a numeric operand whose range is 0 to 255 (00H–FFH). For example, the INT 100 uses interrupt vector 100, which appears at memory address 190H–193H.

TABLE 6–4 Interrupt vectors

<i>Number</i>	<i>Address</i>	<i>Microprocessor</i>	<i>Function</i>
0	0H–3H	All	Divide error
1	4H–7H	All	A single-step
2	8H–BH	All	NMI pin
3	CH–FH	All	Breakpoint
4	10H–13H	All	Interrupt on overflow
5	14H–17H	80186–Pentium Pro	Bound instruction
6	18H–1BH	80186–Pentium Pro	Invalid opcode
7	1CH–1FH	80186–Pentium Pro	Coprocessor emulation
8	20H–23H	80386–Pentium Pro	Double fault
9	24H–27H	80386	Coprocessor segment overrun
A	28H–2BH	80386–Pentium Pro	Invalid task state segment
B	2CH–2FH	80386–Pentium Pro	Segment not present
C	30H–33H	80386–Pentium Pro	Stack fault
D	34H–37H	80386–Pentium Pro	General protection fault (GPF)
E	38H–3BH	80386–Pentium Pro	Page fault
F	3CH–3FH	—	Reserved
10	40H–43H	80286–Pentium Pro	Floating-point error
11	44H–47H	80486SX	Alignment check interrupt
12	48H–4FH	Pentium/Pentium Pro	Machine check exception
13–1F	50H–7FH	—	Reserved
20–FF	80H–3FFH	—	User interrupts

The address of the interrupt vector is determined by multiplying the interrupt type number times four. For example, the INT 10H instruction calls the interrupt service procedure whose address is stored beginning at memory location 40H (10H × 4) in the real mode. In protected mode, the interrupt descriptor is located by multiplying the type number by 8 instead of 4 because each descriptor is eight bytes long.

Each INT instruction is two bytes long. The first byte contains the opcode, and the second byte contains the vector type number. The only exception to this is INT 3, a 1-byte special software interrupt used for breakpoints.

Whenever a software interrupt instruction executes, it (1) pushes the flags onto the stack, (2) clears the T and I flag bits, (3) pushes CS onto the stack, (4) fetches the new value for CS from the vector, (5) pushes IP/EIP onto the stack, (6) fetches the new value for IP/EIP from the vector, and (7) jumps to the new location addressed by CS and IP/EIP. The INT instruction performs as a far CALL, except that it not only pushes CS and IP onto the stack, but it also pushes the flags onto the stack. The INT instruction performs the operation of a PUSHF, followed by a far CALL instruction.

Notice that when the INT instruction executes, it clears the interrupt flag (I), which controls the external hardware interrupt input pin INTR (interrupt request). When I = 0, the microprocessor disables the INTR pin; when I = 1, the microprocessor enables the INTR pin.

Software interrupts are most commonly used to call system procedures because the address of the system function need not be known. The system procedures are common to all system and application software. The interrupts often control printers, video displays, and disk drives. Besides relieving the program from remembering the address of the system call, the INT instruction replaces a far CALL that would otherwise be used to call a system function. The INT instruction is two bytes long whereas the far CALL is five bytes long. Each time that the INT instruction replaces a far CALL, it saves three bytes of memory in a program. This can amount to a sizable savings if the INT instruction appears often in a program, as it does for system calls.

IRET/IROTD. The interrupt return instruction (IRET) is used only with software or hardware interrupt service procedures. Unlike a simple return instruction (RET), the IRET instruction will (1) pop stack data back into the IP, (2) pop stack data back into CS, and (3) pop stack data back into the flag register. The IRET instruction accomplishes the same tasks as the POPF, followed by a far RET instruction.

Whenever an IRET instruction executes, it restores the contents of I and T from the stack. This is important, because it preserves the state of these flag bits. If interrupts were enabled before an interrupt service procedure, they are automatically reenabled by the IRET instruction, because it restores the flag register.

In the 80386 through the Pentium Pro processors, the IROTD instruction is used to return from an interrupt service procedure that is called in the protected mode. It differs from the IRET because it pops a 32-bit instruction pointer (EIP) from the stack. The IRET is used in the real mode, and the IROTD is used in the protected mode.

INT 3. An INT 3 instruction is a special software interrupt designed to be used as a breakpoint. The difference between it and the other software interrupts is that INT 3 is a 1-byte instruction, while the others are 2-byte instructions.

It is common to insert an INT 3 instruction in software to interrupt or break the flow of the software. This function is called a *breakpoint*. A breakpoint occurs for any software interrupt, but because INT 3 is a 1-byte instruction long, it is easier to use for this function. Breakpoints help to debug faulty software.

INTO. Interrupt on overflow (INTO) is a conditional software interrupt that tests the overflow flag (O). If O = 0, the INTO instruction performs no operation; if O = 1 and an INTO instruction executes, an interrupt occurs via vector type number 4.

The INTO instruction appears in software that adds or subtracts signed binary numbers. With these operations it is possible to have an overflow. Either the JO instruction or INTO instruction detect the overflow condition.

An Interrupt Service Procedure. Suppose that, in a particular system, a procedure is required to add the contents of DI, SI, BP, and BX and save the sum in AX. Because this is a common task in this system, it may occasionally be worthwhile to develop the task as a software interrupt. Realize that interrupts are usually reserved for system events, and this is merely an example showing how an interrupt service procedure appears. Example 6-20 shows this software interrupt. The main difference between this procedure and a normal far procedure is that it ends with the IRET instruction instead of the RET instruction, and the contents of the flag register are saved on the stack during its execution.

EXAMPLE 6-20

0000	INTS	PROC FAR
0000 03 C3		ADD AX, BX
0002 03 C5		ADD AX, BP
0004 03 C7		ADD AX, DI
0006 03 C6		ADD AX, SI
0008 CF		IRET
0009	INTS	ENDP

Interrupt Control

Although this section does not explain hardware interrupts, two instructions are introduced that control the INTR pin. The set interrupt flag instruction (STI) places a 1 into the I flag bit, which enables the INTR pin. The clear interrupt flag instruction (CLI) places a 0 into the I flag bit, which disables the INTR pin. The STI instruction enables INTR, and the CLI instruction disables INTR.

In a software interrupt service procedure, hardware interrupts are enabled as one of the first steps. This is accomplished by the STI instruction. The reason interrupts are enabled early in an interrupt service procedure is that just about all of the I/O devices in the personal computer are interrupt processed. If the interrupts are disabled too long, severe system problems result.

Interrupts in the Personal Computer

The interrupts found in the personal computer differ somewhat from those presented in Table 6-4. The reason that they differ is that the original personal computers are 8086/8088 based systems. This means that they only contained Intel specified interrupts 0–4. This design is carried forward so that newer systems are compatible with the early personal computers.

Because the personal computer is operated in the real mode, the interrupt vector table is located at addresses 00000H–003FFH. The assignments used by computer system are listed in Table 6-5. Notice that these differ somewhat from the assignments shown in Table 6-3. Some of the interrupts shown in this table are used in example programs in later chapters. An example is the clock tick, which is extremely useful for timing events because it occurs a constant 18.2 times per second in all personal computers.

Interrupts 00H–1FH and 70H–77H are present in the computer no matter what operating system is installed. If DOS is installed, interrupts 20H–2FH are also present. The BIOS uses interrupts 11H–1FH, the video BIOS uses INT 10H, and the hardware in the system uses interrupts 00H–0FH and 70H–77H.

The last category of real mode instructions found in the microprocessor are the machine control and miscellaneous group. These instructions provide control of the carry bit, sample the BUSY/TEST pin, and perform various other functions. Because many of these instructions are used in hardware control, they need only be explained briefly at this point.

Controlling The Carry Flag Bit

The carry flag (C) propagates the carry or borrow in multiple-word/doubleword addition and subtraction. It also indicates errors in procedures. There are three instructions that control the contents of the carry flag: STC (set carry), CLC (clear carry), and CMC (complement carry).

Because the carry flag is seldom used, except with multiple-word addition and subtraction, it is available for other uses. The most common task for the carry flag is to indicate an error upon return from a procedure. Suppose that a procedure reads data from a disk memory file. This operation can be successful or an error such as file-not-found can occur. Upon return from this procedure, if C = 1, an error has occurred; if C = 0, no error occurred. Most of the DOS and BIOS procedures use the carry flag to indicate error conditions.

WAIT

The WAIT instruction monitors the hardware BUSY pin on the 80286 and 80386 and the TEST pin on the 8086/8088. The name of this pin was changed in the 80286 microprocessor from TEST to BUSY. If the WAIT instruction executes while the BUSY pin = 1, nothing happens and the next instruction executes. If the BUSY pin = 0 when the WAIT instruction executes, the microprocessor waits for the BUSY pin to return to a logic 1. This pin indicates a busy condition when at a logic 0 level.

TABLE 6-5 The hexadecimal interrupt assignments for the personal computer

Number	Function
0	Divide error
1	Single-step
2	NMI pin (often parity error checks)
3	Breakpoint
4	Overflows
5	Print screen key and BOUND instruction
6	Illegal instruction
7	Coprocessor emulation
8	Clock tick (18.2 Hz)
9	Keyboard
A	IRQ2 (cascade in AT system)
B–F	IRQ3–IRQ7
10	Video BIOS
11	Equipment environment
12	Conventional memory size
13	Direct disk services
14	Serial COM port service
15	Miscellaneous
16	Keyboard service
17	Parallel port (LPT) service
18	ROM BASIC
19	Reboot
1A	Clock service
1B	Control-break handler
1C	User timer service
1D	Pointer for video parameter table
1E	Pointer for disk parameter table
1F	Pointer for graphic character pattern table
20	Terminate program (DOS 1.0)
21	DOS services
22	Program termination handler
23	Control-C handler
24	Critical error handler
25	Read disk
26	Write disk
27	Terminate and stay resident (TSR)
28	DOS idle
2F	Multiplex handler
31	DPMI (DOS protected mode interface) provided by Windows
33	Mouse driver
67	VCPI (virtual control program interface) provided by HIMEM.SYS
70–77	IRQ8–IRQ15

The **BUSY/TEST** pin of the microprocessor is usually connected to the **BUSY** pin of the 8087 through the 80387 numeric coprocessors. This connection allows the microprocessor to wait until the coprocessor finishes a task. Because the coprocessor is inside the 80486 through the Pentium Pro, the **BUSY** pin is not present in these microprocessors.

HLT

The halt instruction (HLT) stops the execution of software. There are three ways to exit a halt: by an interrupt, by a hardware reset, or during a DMA operation. This instruction normally appears

in a program to wait for an interrupt. It often synchronizes external hardware interrupts with the software system.

NOP

When the microprocessor encounters a no operation instruction (NOP), it takes a short time to execute. In early years, before software development tools were available, a NOP, which performs absolutely no operation, was often used to pad software with space for future machine language instructions. If you are developing machine language programs, which is extremely rare, it is recommended that you place approximately 10 or so NOPs in your program at 50-byte intervals. This is done in case you need to add instructions at some future point. A NOP may also find application in time delays to waste short periods of time. Realize that a NOP used for timing is not very accurate because of the cache and pipelines in modern microprocessors.

LOCK Prefix

The LOCK prefix appends an instruction and causes the $\overline{\text{LOCK}}$ pin to become a logic 0. The $\overline{\text{LOCK}}$ pin often disables external bus masters or other system components. The LOCK prefix causes the lock pin to activate for the duration of a locked instruction. If more than one sequential instruction is locked, the $\overline{\text{LOCK}}$ pin remains a logic 0 for the duration of the sequence of locked instructions. The LOCK:MOV AL,[SI] instruction is an example of a locked instruction.

ESC

The escape (ESC) instruction passes information to the 8087–Pentium Pro numeric coprocessors. Whenever an ESC instruction executes, the microprocessor provides the memory address, if required, but otherwise performs a NOP. Six bits of the ESC instruction provide the opcode to the coprocessor and begin executing an instruction.

The ESC opcode never appears in a program as ESC and in itself is considered obsolete as an opcode. In its place are a set of coprocessor instructions (FLD, FST, FMUL, etc.) that assemble as ESC instructions for the coprocessor. More detail is provided in Chapter 8, which details the 8087–Pentium Pro numeric coprocessors.

BOUND

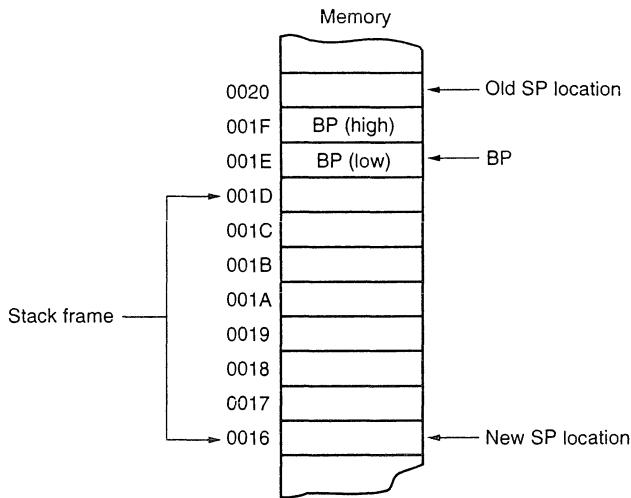
The BOUND instruction, first made available in the 80186 microprocessor, is a comparison instruction that may cause an interrupt (vector type number 5). This instruction compares the contents of any 16- or 32-bit register against the contents of two words or doublewords of memory: an upper and a lower boundary. If the value in the register compared with memory is not within the upper and lower boundary, a type 5 interrupt ensues. If it is within the boundary, the next instruction in the program executes.

For example, if the BOUND SI,DATA instruction executes, word-sized location DATA contains the lower boundary and word-sized location DATA + 2 bytes contains the upper boundary. If the number contained in SI is less than memory location DATA or greater than memory location DATA + 2 bytes, a type 5 interrupt occurs. Note that when this interrupt occurs the return address points to the BOUND instruction, not the instruction following BOUND. This differs from a normal interrupt, where the return address points to the next instruction in the program.

ENTER and LEAVE

The ENTER and LEAVE instructions, first made available to the 80186 microprocessor, are used with stack frames. A stack frame is a mechanism used to pass parameters to a procedure through the stack memory. The stack frame also holds local memory variables for the procedure. Stack frames provide dynamic areas of memory for procedures in multi-user environments.

FIGURE 6-9 The stack frame created by the ENTER 8,0 instruction. Notice that BP is stored beginning at the top of the stack frame. This is followed by an 8-byte area called a stack frame.



The ENTER instruction creates a stack frame by pushing BP onto the stack and then loading BP with the uppermost address of the stack frame. This allows stack frame variables to be accessed through the BP register. The ENTER instruction contains two operands; the first operand specifies the number of bytes to reserve for variables on the stack frame, and the second specifies the level of the procedure.

Suppose that an ENTER 8,0 instruction executes. This instruction reserves eight bytes of memory for the stack frame and the zero specifies level 0. Figure 6-9 shows the stack frame set up by this instruction. Note that this instruction stores BP onto the top of the stack. It then subtracts 8 from the stack pointer, leaving eight bytes of memory space for temporary data storage. The uppermost location of this 8-byte temporary storage area is addressed by BP. The LEAVE instruction reverses this process by reloading both SP and BP with their prior values.

Example 6-21 shows how the ENTER instruction creates a stack frame so that two 16-bit parameters are passed to a system level procedure. Notice how the ENTER and LEAVE instructions appear in this program, and how the parameters pass through the stack frame to and from the procedure. This procedure uses two parameters that pass to it and returns two results through the stack frame.

EXAMPLE 6-21

```

;A sequence used to call system software that
;uses parameters stored in a stack frame.
;
0000 C8 0004 00      ENTER 4,0          ;create 4 byte frame
0004 A1 00C8 R       MOV AX,DATA1
0007 89 46 FC         MOV [BP-4],AX      ;save para 1
000A A1 00CA R       MOV AX,DATA2
000D 89 46 FE         MOV [BP-2],AX      ;save para 2
0010E8 0100 R         CALL SYS           ;call subroutine
00138B 46 FC          MOV AX,[BP-4]        ;get result 1
0016A3 00C8 R          MOV DATA1,AX        ;save result 1
00198B 46 FE          MOV AX,[BP-2]        ;get result 2
001CA3 00CA R          MOV DATA2,AX        ;save result 2
001F C9               LEAVE
.
.
```

```

        (other software continues here)
        .
        ;system subroutine that uses the stack frame parameters
        ;
0100      SYS      PROC NEAR
0100  60          PUSHA
0101  8B 46 FC    MOV     AX,[BP-4]      ;get para 1
0104  8B 5E FE    MOV     BX,[BP-2]      ;get para 2
        .
        (software that uses the parameters)
        .
0130  89 46 FC    MOV     [BP-4],AX      ;save result 1
0133  89 5E FE    MOV     [BP-2],BX      ;save result 2
0136  61          POPA
0137  C3          RET
0138      SYS      ENDP

```

6-6

SUMMARY

1. There are three types of unconditional jump instructions: short, near, and far. The short jump allows a branch to within +127 and -128 bytes. The near jump (using a displacement of $\pm 32K$) allows a jump to anywhere in the current code segment (intrasegment). The far jump allows a jump to any location in the memory system (intersegment). The near jump in the 80386 through the Pentium Pro is within $\pm 2G$ bytes because these microprocessors can use a 32-bit signed displacement.
2. Whenever a label appears with a JMP instruction or conditional jump, the label, located in the label field, must be followed by a colon (LABEL:). The JMP DOGGY instruction jumps to memory location DOGGY:.
3. The displacement that follows a short or near jump is the distance from the next instruction to the jump location.
4. Indirect jumps are available in two forms: (1) jump to the location stored in a register and (2) jump to the location stored in a memory word (near indirect) or doubleword (far indirect).
5. Conditional jumps are all short jumps that test one or more of the flag bits: C, Z, O, P, or S. If the condition is true, a jump occurs; if the condition is false, the next sequential instruction executes. Note that the 80386 and above also allow a 16-bit signed displacement for the conditional jump instructions.
6. A special conditional jump instruction (LOOP) decrements CX and jumps to the label when CX is not 0. Other forms of loop include LOOPE, LOOPNE, LOOPZ, and LOOPNZ. The LOOPE instruction jumps if CX is not 0, and if an equal condition exists. In the 80386 through the Pentium Pro, the LOOPD, LOOPED, and LOOPNED instructions also use the ECX register as a counter.
7. The 80386 through the Pentium Pro contain conditional set instructions that either set a byte to 01H or clear it to 00H. If the condition under test is true, the operand byte is set to a 01H; if the condition under test is false, the operand byte is cleared to 00H.
8. The .IF and .ENDIF statements are useful in assembly language for making decisions. The instructions cause the assembler to generate conditional jump statements that modify the flow of the program.

9. The .WHILE and .ENDW statements allow an assembly language program to use the DO-WHILE construction, and the .REPEAT and .UNTIL statements allow an assembly language program to use the REPEAT-UNTIL construct.
10. Procedures are groups of instructions that perform one task and are used from any point in a program. The CALL instruction links to a procedure; and the RET instruction returns from a procedure. In assembly language, the PROC directive defines the name and type of procedure. The ENDP directive declares the end of the procedure.
11. The CALL instruction is a combination of a PUSH and a JMP instruction. When CALL executes, it pushes the return address on the stack and then jumps to the procedure. A near CALL places the contents of IP on the stack, and a far CALL places both IP and CS on the stack.
12. The RET instruction returns from a procedure by removing the return address from the stack and placing it into IP (near return) or IP and CS (far return).
13. Interrupts are either software instructions similar to CALL or hardware signals used to call procedures. This process interrupts the current program and calls a procedure. After the procedure, a special IRET instruction returns control to the interrupted software.
14. Real mode interrupt vectors are four bytes long and contain the address (IP and CS) of the interrupt service procedure. The microprocessor contains 256 interrupt vectors in the first 1K bytes of memory. The first 32 are defined by Intel; the remaining 224 are user interrupts. In protected mode operation, the interrupt vector is eight bytes long and the interrupt vector table may be relocated to any section of the memory system.
15. Whenever an interrupt is accepted by the microprocessor, the flags IP and CS are pushed on the stack. Besides pushing the flags, the T and I flag bits are cleared to disable both the trace function and the INTR pin. The final event that occurs for the interrupt is that the interrupt vector is fetched from the vector table and a jump to the interrupt service procedure occurs.
16. Software interrupt instructions (INT) often replace system calls. Software interrupts save three bytes of memory each time they replace CALL instructions.
17. A special return instruction (IRET) must be used to return from an interrupt service procedure. The IRET instruction not only removes IP and CS from the stack, it also removes the flags from the stack.
18. Interrupt on an overflow (INTO) is a conditional interrupt that calls an interrupt service procedure if the overflow flag (O) = 1.
19. The interrupt enable flag (I) controls the INTR pin connection on the microprocessor. If the STI instruction executes, it sets I to enable the INTR pin. If the CLI instruction executes, it clears I to disable the INTR pin.
20. The carry flag bit (C) is cleared, set, and complemented by the CLC, STC, and CMC instructions.
21. The WAIT instruction tests the condition of the BUSY or TEST pin on the microprocessor. If BUSY or TEST = 1, WAIT does not wait; if BUSY or TEST = 0, WAIT continues testing the BUSY or TEST pin until it becomes a logic 1. Note that the 8086/8088 contain the TEST pin, while the 80286–80386 contain the BUSY pin. The 80486 through the Pentium Pro do not contain a BUSY or TEST pin.
22. The LOCK prefix causes the LOCK pin to become a logic 0 for the duration of the locked instruction. The ESC instruction passes instruction to the numeric coprocessor.
23. The BOUND instruction compares the contents of any 16-bit register against the contents of two words of memory: an upper and a lower boundary. If the value in the register compared with memory is not within the upper and lower boundary, a type 5 interrupt ensues.
24. The ENTER and LEAVE instructions are used with stack frames. A stack frame is a mechanism used to pass parameters to a procedure through the stack memory. The stack frame also holds local memory variables for the procedure. The ENTER instruction creates the stack frame, and the LEAVE instruction removes the stack frame from the stack. The BP register addresses stack frame data.

25. Example 6–22 lists a program that uses some of the instructions presented in this chapter as well as those presented in prior chapters. This example contains a procedure that displays a character string on the monitor. As a test of the program, a few sample lines are displayed. Note that the character string is called a *null string* because it ends with a null (00H).

EXAMPLE 6–22

```

;A program that displays a string of characters
;using the procedure STRING.
;
0000          .MODEL SMALL           ;select SMALL model
0000          .DATA               ;start of DATA segment
;
0000  0D 0A 0A 00    MES1   DB   13,10,10,0
0004  54 68 69 73 20  MES2   DB   'This is a sample line.',0
      69 73 20 61 20
      73 61 6D 70 6C
      65 20 6C 69 6E
      65 2E 00
0000          .CODE               ;start of CODE segment
;
;A procedure that displays the character string
;addressed by SI in the data segment. The character
;string must end with a null.
;
;This procedure changes AX, DX, and SI.
;
0000          STRING PROC NEAR
;
0000  AC          LODSB             ;get string character
0001  3C 00        CMP AL,0          ;test for null
0003  74 08        JE STRING1       ;if null
0005  8A D0        MOV DL,AL         ;move ASCII code to DL
0007  B4 02        MOV AH,2          ;select function 02H
0009  CD 21        INT 21H           ;access DOS
000B  EB F3        JMP STRING       ;repeat until null
000D
STRING1:
000D  C3          RET               ;return from procedure
;
000E          STRING ENDP
;
0025  FC          .STARTUP          ;start of program
0026  BE 0000 R    CLD               ;select increment
0029  E8 FFD4      MOV SI,OFFSET MES1 ;address MES1
002C  BE 0004 R    CALL STRING       ;display MES1
002F  E8 FFCE      MOV SI,OFFSET MES2 ;address MES2
                                CALL STRING       ;display MES2
                                .EXIT            ;exit to DOS
                                END               ;end of file

```

1. What is a short JMP?
2. Which type of JMP is used when jumping to any location within the current code segment?
3. Which JMP instruction allows the program to continue execution at any memory location in the system?
4. Which JMP instruction is five bytes long?
5. What is the range of a near jump in the 80386–Pentium Pro microprocessors?
6. Which type of JMP instruction (short, near, or far) assembles for the following:
 - (a) if the distance is 0210H bytes

- (b) if the distance is 0020H bytes
(c) if the distance is 10000H bytes
7. What can be said about a label that is followed by a colon?
8. The near jump modifies the program address by changing which register or registers?
9. The far jump modifies the program address by changing which register or registers?
10. Explain what the JMP AX instruction accomplishes. Also identify it as a near or a far jump instruction.
11. Contrast the operation of a JMP DI with a JMP [DI].
12. Contrast the operation of a JMP [DI] with a JMP FAR PTR [DI].
13. List the five flag bits tested by the conditional jump instructions.
14. Describe how the JA instruction operates.
15. When will the JO instruction jump?
16. Which conditional jump instructions follow the comparison of signed numbers?
17. Which conditional jump instructions follow the comparison of unsigned numbers?
18. Which conditional jump instructions test both the Z and C flag bits?
19. When does the JCXZ instruction jump?
20. Which SET instruction is used to set AL if the flag bits indicate a zero condition?
21. The 8086 LOOP instruction decrements register _____ and tests it for a 0 to decide if a jump occurs.
22. The 80486 LOOPD instruction decrements register _____ and tests it for a 0 to decide if a jump occurs.
23. Explain how the LOOPE instruction operates.
24. Develop a short sequence of instructions that stores a 00H into 150H bytes of memory beginning at extra segment memory location DATA. You must use the LOOP instruction to help perform this task.
25. Develop a sequence of instructions that searches through a block of 100H bytes of memory. This program must count all the unsigned numbers that are above 42H and all that are below 42H. Byte-sized data segment memory location UP must contain the count of numbers above 42H, and data segment location DOWN must contain the count of numbers below 42H.
26. Show what assembly language instructions are generated by the following sequence:
- ```
.IF AL==3
 ADD AL,2
.ENDIF
```
27. What happens if the .WHILE 1 instruction is placed in a program?
28. Develop a short sequence of instructions that uses the REPEAT-UNTIL construct to copy the contents of byte-sized memory BLOCKA into byte-sized memory BLOCKB until a 00H is moved.
29. What is the purpose of the .BREAK directive?
30. Using the DO-WHILE construct, develop a sequence of instructions that add the byte-sized contents of BLOCK A to BLOCKB while the sum is not a 12H.
31. What is a procedure?
32. Explain how the near and far CALL instructions function.
33. How does the near RET instruction function?
34. The last executable instruction in a procedure must be a \_\_\_\_\_.
35. Which directive identifies the start of a procedure?
36. How is a procedure identified as near or far?
37. Explain what the RET 6 instruction accomplishes.
38. Write a near procedure that cubes the contents of the CX register. This procedure may not affect any register except CX.
39. Write a procedure that multiplies DI by SI and then divides the result by 100H. Make sure that the result is left in AX upon returning from the procedure. This procedure may not change any register except AX.

40. Write a procedure that sums EAX, EBX, ECX, and EDX. If a carry occurs, place a logic 1 in EDI. If no carry occurs, place a logic 0 in EDI. The sum should be found in EAX after the execution of your procedure.
41. What is an interrupt?
42. Which software instructions call an interrupt service procedure?
43. How many different interrupt types are available in the microprocessor?
44. What is the purpose of interrupt vector type number 0?
45. Illustrate the contents of an interrupt vector and explain the purpose of each part.
46. How does the IRET instruction differ from the RET instruction?
47. What is the IRETD instruction?
48. The INTO instruction only interrupts the program for what condition?
49. The interrupt vector for an INT 40H instruction is stored at what memory locations?
50. What instructions control the function of the INTR pin?
51. Which personal computer interrupt services the parallel LPT port?
52. Which personal computer interrupt services the keyboard?
53. What instruction tests the BUSY pin?
54. When will the BOUND instruction interrupt a program?
55. An ENTER 16,0 instruction creates a stack frame that contains \_\_\_\_\_ bytes.
56. Which register moves to the stack when an ENTER instruction executes?
57. Which instruction passes opcodes to the numeric coprocessor?
58. What is a null string?
59. Explain how the STRING procedure operates in Example 6–22.
60. Rewrite Example 6–22 so it displays your name.

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# CHAPTER 7

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## Programming the Microprocessor

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### INTRODUCTION

This chapter develops programs and programming techniques using the MASM macro assembler program, the DOS function calls, and the BIOS function calls. Many of the DOS function calls and BIOS function calls are used in this chapter, but all are explained in complete detail in Appendix A. Please scan the function calls listed in Appendix A as you read this chapter. The MASM assembler has already been explained and demonstrated in prior chapters, but there are still more features to learn at this point.

Some programming techniques explained in this chapter include macro sequences, keyboard and display manipulation, program modules, library files, using the mouse, and interrupt hooks. This chapter is meant as an introduction to programming, yet it provides valuable programming techniques that provide a wealth of background so that programs can be easily developed for the personal computer using either PCDOS or MSDOS as a springboard.

### CHAPTER OBJECTIVES

Upon completion of this chapter you will be able to:

1. Use the MASM assembler and linker program to create programs that contain more than one module.
2. Explain the use of EXTRN and PUBLIC as they apply to modular programming.
3. Set up a library file that contains commonly used subroutines.
4. Write and use MACRO and ENDM to develop macro sequences as used with linear programming.
5. Show how both sequential and random access files are developed for use in a system.
6. Develop programs using DOS function calls.
7. Differentiate a DOS function call from a BIOS function call.
8. Show how to hook into interrupts using DOS function calls.
9. Use conditional assembly language statements in programs.
10. Use the mouse in program examples.

## 7-1

## MODULAR PROGRAMMING

Many programs are too large to be developed by one person. This means that programs are routinely developed by teams of programmers. The linker program is provided with MSDOS or PCDOS so that programming modules can be linked together into a complete program. Linking is also an internal function of the Programmer's WorkBench program that is bundled with MASM version 6.11. This section of the text describes the linker, the linking task, library files, EXTRN, and PUBLIC as they apply to program modules and modular programming, and introduces Programmer's WorkBench, which is also used to manage programs generated by teams.

### The Assembler and Linker

The **assembler program** converts a symbolic **source module** (file) into a hexadecimal **object file**. We have seen many examples of symbolic source files, written in assembly language, in prior chapters. Example 7-1 shows how the assembler dialog that appears as a source module named NEW.ASM is assembled. Note that this dialog is used with version 6.11 at the DOS command line. This assembler also uses the Programmer's WorkBench program for development without resorting to the DOS command line. Whenever you create a source file, it should have an extension of ASM. Source files are created using WorkBench, an editor that comes with the assembler, or by almost any other word processor or editor capable of generating an ASCII file.

#### EXAMPLE 7-1

```
C:\MASM611\FILES>ml /Flnew.lst new.asm
Microsoft (R) Macro Assembler Version 6.11
Copyright (C) Microsoft Corp 1981-1993. All rights reserved.

Assembling: new.asm

Microsoft (R) Segmented Executable Linker Version 5.31.009 Jul 13 1992
Copyright (C) Microsoft Corp 1984-1992. All rights reserved.

Object Modules [.obj]: new.obj
Run File [new.exe]: "new.exe"
List File [nul.map]: NUL
Libraries [.lib]:
Definitions File [nul.def]:

C:\MASM611\FILES>
```

The assembler program (ML) requires the source file name following ML. In the example, the /Fl switch is used to create a listing file named NEW.LST. This is optional, but recommended so the output of the assembler can be viewed for troubleshooting problems. The source listing file (.LST) contains the assembled version of the source file and its hexadecimal machine language equivalent. The cross-reference file (.CRF), which is not generated in this example, lists all labels and pertinent information required for cross-referencing.

The **linker program**, which executes as the second part of ML, reads the object files, created by the assembler program, and links them into a single execution file. An **execution file** is created with the file name extension EXE. Execution files are selected by typing the file name at the DOS prompt (A:!). An example execution file is FROG.EXE, which is executed by typing FROG at the DOS command prompt.

If a file is short enough, less than 64K bytes long, it can be converted from an execution file to a **command file** (.COM). The command file is slightly different from an execution file in that the program must be originated at location 100H before it can execute. This means that the program must be no larger than 64K–100H in length. The ML program generates a command file if the tiny model is used with a starting address of 100H. Note that Programmer's WorkBench can

also be configured to generate a command file. The main advantage of a command file is that it loads off the disk into the computer much more quickly than an execution file. It also requires less disk storage space than the equivalent execution file.

Example 7-2 shows the protocol involved with the linker program when it is used to link the files NEW, WHAT, and DONUT. The linker also links library files (LIBS) so procedures, located within LIBS, can be used with the linked execution file. To invoke the linker, type LINK at the DOS command prompt as illustrated in Example 7-2. Note that before files are linked, they must first be assembled and they must be *error-free*.

### EXAMPLE 7-2

```
C:\MASM611\FILES>ml new.asm what.asm donut.asm
Microsoft (R) Macro Assembler Version 6.11
Copyright (C) Microsoft Corp 1981-1993. All rights reserved.

Assembling: new.asm
Assembling: what.asm
Assembling: donut.asm

Microsoft (R) Segmented Executable Linker Version 5.31.009 Jul 13 1992
Copyright (C) Microsoft Corp 1984-1992. All rights reserved.

Object Modules [.obj]: new.obj+
Object Modules [.obj]: "what.obj"+
Object Modules [.obj]: "donut.obj"
Run File [new.exe]: "new.exe"
List File [nul.map]: NUL
Libraries [.lib]:
Definitions File [nul.def]:

C:\MASM611\FILES>
```

In this example, after LINK is typed, the linker program asks for the “Object Modules,” which are created by the assembler. In this example, we have three object modules: NEW, WHAT, and DONUT. If more than one object file exists, the main program file (NEW in this example) is typed first, followed by any other supporting modules.

Library files are entered after the file name and after the switch /LINK. In this example, we did not enter a library file name. To use a library called NUMB.LIB while assembling a program called NEW.ASM, type ML NEW.ASM /LINK NUMB.LIB

### PUBLIC and EXTRN

The PUBLIC and EXTRN directives are very important to modular programming. We use PUBLIC to declare that labels of code, data, or entire segments are available to other program modules. We use EXTRN (external) to declare that labels are external to a module. Without these statements, we could not link modules together to create a program using modular programming techniques.

The PUBLIC directive is normally placed in the opcode field of an assembly language statement to define a label as public so that it can be used by other modules. This label can be a jump address, a data address, or an entire segment. Example 7-3 shows the PUBLIC statement used to define some labels public to other modules. When segments are made public, they are combined with other public segments that contain data with the same segment name.

### EXAMPLE 7-3

```
.MODEL SMALL
.DATA
 PUBLIC DATA1 ;declare DATA1 and DATA2 public
 PUBLIC DATA2
```

```

0000 0064[DATA1 DB 100 DUP (?)
 00
]
0064 0064[DATA2 DB 100 DUP (?)
 00
]
.CODE
.STARTUP
 PUBLIC READ READ ;declare READ public
 PROC FAR
READ
MOV AH, 6 ;read keyboard
MOV DL, OFFH
INT 21H
JE READ ;if no key typed
RET
READ
ENDP
END

```

The EXTRN statement appears in both data and code segments to define labels as external to the segment. If data are defined as external, their size must be represented as BYTE, WORD, or DWORD. If a jump or call address is external, it must be represented as NEAR or FAR. Example 7-4 shows how the external statement is used to indicate that several labels are external to the program listed. Notice in this example that any external address or data are defined with the letter E in the hexadecimal assembled listing.

#### EXAMPLE 7-4

```

.MODEL SMALL
.DATA
 EXTRN DATA1:BYTE
 EXTRN DATA2:BYTE
 EXTRN DATA3:WORD
 EXTRN DATA4:DWORD
.CODE
 EXTRN READ:FAR
.STARTUP
0005 BF 0000 E MOV DX,OFFSET DATA1
0008 B9 000A MOV CX,10
000B START:
000B 9A 0000 ---- E CALL READ
0010 AA STOSB
0011 E2 F8 LOOP START
.EXIT
END

```

#### Libraries

Library files are collections of procedures that can be used by many different programs. These procedures are assembled and compiled into a library file by the LIB program that accompanies the MASM assembler program. Libraries allow common procedures to be collected into one place so that they can be used by many different applications. The library file (FILENAME.LIB) is invoked when a program is linked with the linker program.

Why bother with library files? A library file is a good place to store a collection of related procedures. When the library file is linked with a program, only the procedures required by the program are removed from the library file and added to the program. If any amount of assembly language programming is to be accomplished efficiently, a good set of library files is essential.

*Creating a Library File.* A library file is created with the LIB command typed at the DOS prompt. A library file is a collection of assembled .OBJ files that each perform one procedure or task. Example 7-5 shows two separate files (READ\_KEY and ECHO) that will be used to structure a library file. Please notice that the name of the procedure must be declared PUBLIC in a library file and does not necessarily need to match the file name, although it does in this example.

### EXAMPLE 7-5

```

;The first library module is called READ_KEY. This
;procedure reads a key from the keyboard and returns with
;its ASCII code in AL.
.MODEL TINY
 PUBLIC READ_KEY

READ_KEY PROC FAR

0000 52 PUSH DX
READ_KEY1:
0001 B4 06 MOV AH,6
0003 B2 FF MOV DH,0FFH
0005 CD 21 INT 21H
0007 74 F8 JE READ_KEY1
0009 5A POP DX
000A CB RET

READ_KEY ENDP
END
;

;The second library module is called ECHO. This
;procedure displays the ASCII character in AL on the
;video screen.
.MODEL TINY
 PUBLIC ECHO

ECHO PROC FAR

0000 52 PUSH DX
0001 B4 06 MOV AH,6
0003 8A D0 MOV DL,AL
0005 CD 21 INT 21H
0007 5A POP DX
0008 CB RET

ECHO ENDP
END

```

After each file is assembled (note that there are two complete example programs in Example 7-5), the LIB program is used to combine them into a library file. The LIB program prompts for information, as illustrated in Example 7-6, where these files are combined to form the library IO.

### EXAMPLE 7-6

```
C:\MASM611\FILES\LIB
```

```

Microsoft (R) Library Manager Version 3.20.010
Copyright (C) Microsoft Corp. 1983-1992. All rights reserved.

Library name: IO
Library file does not exist. Create? Y
Operations: READ_KEY+ECHO
List file: IO

```

The LIB program begins with the copyright message from Microsoft, followed by the prompt *Library name*. The library name chosen is IO for the IO.LIB file. Because this is a new file, the library program asks if we wish to create the library file. The *Operations:* prompt is where the library module names are typed. In this case we create a library using two procedure files (READ\_KEY and ECHO). Note that these files were created and assembled as READ\_KEY.ASM and ECHO.ASM from Example 7–5. The list file shows the contents of the library and is illustrated for this library in Example 7–7. The list file shows the size and names of the files used to create the library and also the public label (procedure name) that is used in the library file.

If you must add additional library modules at a later time, type the name of the library file after invoking LIB. At the *Operations:* type the new module name preceded with a *plus sign* to add a new procedure. If you must delete a library module, use a *minus sign* before the operation file name.

### EXAMPLE 7–7

```
ECHO.....ECHO READ_KEY.....READ_KEY
READ_KEY Offset: 00000010H Code and data size: BH
READ_KEY
ECHO Offset: 00000070H Code and data size: 9H
```

Once the library file is linked to your program file, only the library procedures actually used by your program are placed in the execution file. Don't forget to use the label EXTRN when specifying library calls from your program module.

### Macros

A **macro** is a group of instructions that perform one task, just as a procedure performs one task. The difference is that a procedure is accessed via a CALL instruction, while a macro is inserted in the program at the point of usage as a new sequence of instructions. Creating a macro is very similar to creating a new opcode that can be used in the program. Macro sequences execute faster than procedures because there are no CALL and RET instructions to execute. The macros instructions are placed in your program by the assembler at the point they are invoked.

The MACRO and ENDM directives are used to delineate a macro sequence. The first statement of a macro is the MACRO instruction, which contains the name of the macro and any parameters associated with it. An example is MOVE MACRO A,B, which defines the macro as MOVE. This new pseudo opcode uses two parameters: A and B. The last statement of a macro is the ENDM instruction, which is placed on a line by itself. Never place a label in front of the ENDM statement, or the macro will not assemble.

Example 7–8 shows how a macro is created and used in a program. This macro moves the word-sized contents of memory location B into word-sized memory location A. After the macro is defined in the example, it is used twice. The macro is *expanded* by the assembler in this example so that you can see how it assembles to generate the moves. Any hexadecimal machine language statement followed by a number (a 1 in this example) is a macro expansion statement. The expansion statements are not typed in the source program; they are generated by the assembler to show that the assembler has inserted them into the program. Notice that the comment in the macro is preceded with a ;; instead of a ; as is customary.

### EXAMPLE 7–8

```
MOVE MACRO A,B
PUSH AX
MOV AX,B
```

```

 MOV A,AX
 POP AX

 ENDM

 MOVE VAR1,VAR2 ;use the MOVE macro

0000 50 1 PUSH AX
0001 A1 0002 R 1 M AX,VAR2
0004 A3 0000 R 1 MOV VAR1,AX
0007 58 1 POP AX

 MOVE VAR3,VAR4 ;use the MOVE macro

0008 50 1 PUSH AX
0009 A1 0006 R 1 MOV AX,VAR4
000C A3 0004 R 1 MOV VAR3,AX
000F 58 1 POP AX

```

*Local Variables in a Macro.* Sometimes macros contain local variables. A **local variable** is one that appears in the macro, but is not available outside the macro. To define a local variable, we use the LOCAL directive. Example 7-9 shows how a local variable, used as a jump address, appears in a macro definition. If this jump address is not defined as local, the assembler will flag it with errors on the second and subsequent attempts to use the macro.

### EXAMPLE 7-9

```

READ MACRO A ;;reads keyboard
 LOCAL READ1 ;;define READ1 as local

 PUSH DX
 READ1:
 MOV AH,6
 MOV DL,0FFH
 INT 21H
 JE READ1
 MOV A,AL
 POP DX
 ENDM

 READ VAR5 ;read key into VAR5

0000 52 1 PUSH DX
0001 1 ??0000:
0001 B4 06 1 MOV AH,6
0003 B2 FF 1 MOV DL,0FFH
0005 CD 21 1 INT 21H
0007 74 F8 1 JE ??0000
0009 A2 0008 R 1 MOV VAR5,AL
000C 5A 1 POP DX

 READ VAR6 ;read key into VAR6

000D 52 1 PUSH DX
000E 1 ??0001:
000E B4 06 1 MOV AH,6
0010 B2 FF 1 MOV DL,0FFH
0012 CD 21 1 INT 21H
0014 74 F8 1 JE ??0001
0016 A2 0009 R 1 MOV VAR6,AL
0019 5A 1 POP DX

```

This example reads a character from the keyboard and stores it into the byte-sized memory location indicated as a parameter with the macro. Notice how the local label READ1 is treated in the expanded macros.

The LOCAL directive must always immediately follow the MACRO directive without any intervening spaces or comments. If a comment or space appear between MACRO and LOCAL, the assembler indicates an error and will not accept the variable as local.

*Placing Macro Definitions in Their Own Module.* Macro definitions can be placed in the program file as shown, or can be placed in their own macro module. A file can be created that contains only macros that are to be included with other program files. We use the INCLUDE directive to indicate that a program file will include a module that contains external macro definitions. Although this is not a library file, for all practical purposes it functions as a library of macro sequences.

When macro sequences are placed in a file (often with the extension INC or MAC), they do not contain PUBLIC statements. If a file called MACRO.MAC contains macro sequences, the INCLUDE statement is placed in the program file as INCLUDE C:\ASSM\MACRO.MAC. Notice that the macro file is on drive C, subdirectory ASSM in this example. The INCLUDE statement includes these macros just as if you had typed them into the file. No EXTRN statement is needed to access the macro statements that have been included.

## Conditional Statements in Macro Sequences

Conditional assembly language statements are available to the assembler for use in the assembly process and also in macro sequences. The conditional statements for assembly flow control create instructions that control the flow of the program and are variations of IF-THEN, IF-THEN-ELSE, DO-WHILE, and REPEAT-UNTIL constructs used in high-level programming languages, which were presented in the last chapter. The conditional statements for macro sequence control—presented here—are also available, but function to create instructions only at assembly time within macro sequences.

## Conditional Assembly Statements

As mentioned, conditional assembly is implemented with the IF-THEN or IF-THEN-ELSE construct found in higher-level languages. Table 7-1 shows the forms used for the IF statement in the conditional assembly process.

The IF and ENDIF statements allow portions of the program to assemble if some condition is met. Otherwise, the statements between IF and ENDIF do not assemble.

Example 7-10 shows how the IF, ELSE, and ENDIF statement are used to conditionally assemble values for the width and length of paper in a program. Note that TRUE and FALSE are defined as 1 and 0. This is important because these values are not predefined by the assembler. Next, the width and length of the paper are adjusted by using TRUE and FALSE statements. This can be expanded to ask an entire series of questions about a program so custom versions can be created. Example 7-10 (a) is the original source code, and Example 7-10 (b) shows how the program

**TABLE 7-1** Conditional assembly language IF statements

| Statement | Function                                |
|-----------|-----------------------------------------|
| IF        | If the expression is true               |
| IFB       | If argument is blank                    |
| IFE       | If the expression is not true           |
| IFDEF     | If the label has been defined           |
| IFNB      | If argument is not blank                |
| IFNDEF    | If the label has not been defined       |
| IFIDN     | If argument 1 equals argument 2         |
| IFDIF     | If argument 1 does not equal argument 2 |

assembles for TRUE answers for both the width and length. Example 7-10 (c) shows the assembled output for a false width and a true length.

When Example 7-10 (a) is assembled, TRUE and FALSE are equated to WIDT and LENGT to modify the way that the assembler forms the program. In Example 7-10 (b), both WIDT and LENGT are defined as TRUE, which causes the assembler to modify the way the program is assembled so that a page is 72 columns wide and the length is continuous. Example 7-10 (c) is another example where the WIDT is FALSE and LENGT is TRUE, causing the assembler to form the instructions that make the page 80 columns wide and the length continuous. The only form not shown is where the page length is 66 lines.

Examples of some of the other forms listed in Table 7-1 appear later in the text. When one of these new conditional statement appears, it is explained and shown with an example.

#### EXAMPLE 7-10 (a)

```
;source program
;
TRUE EQU 1 ;define true
FALSE EQU 0 ;define false

WIDT EQU FALSE ;set to true if 72 columns
;and false if 80 columns
LENGT EQU TRUE ;set to true if continuous
;and false if 66 lines

;
WIDE IF WIDT ;72 columns
DB 72
ELSE
WIDE DB 80 ;80 columns
ENDIF

;
LONG IF LENGT ;if continuous
DB -1
ELSE
LONG DB 66 ;if 66 lines
ENDIF
```

#### EXAMPLE 7-10 (b)

```
;assembled portion with WIDT = TRUE and LENGT = TRUE
;
0000 48 WIDE IF WIDT ;72 columns
 DB 72
 ELSE
 ENDIF

;
0001 FF LONG IF LENGT ;if continuous
 DB -1
 ELSE
 ENDIF
```

#### EXAMPLE 7-10 (c)

```
;assembled portion with WIDT = FALSE and LENGT = TRUE
;
0000 50 WIDE IF WIDT ;72 columns
 ELSE
 DB 80 ;80 columns
 ENDIF
 IF LENGT ;if continuous

;
0001 FF LONG DB -1
 ELSE
 ENDIF
```

## Using Conditional Statements in Macros

Macro sequences have their own set of conditional instructions that differ somewhat from the ones used with the assembler as presented in Chapter 6. For example, macros can use REPEAT and WHILE, but they do so without the period in front of the keywords REPEAT and WHILE. The REPEAT has no corresponding UNTIL, and the WHILE statement has no corresponding ENDW when used in a macro. These statements are available to all versions of the assembler.

The macro statement WHILE and REPEAT commands are not preceded with a period and use a different set of relational operators. Table 7–2 lists the relational operators used with WHILE and REPEAT. These operators can also be used with any of the statements listed in Table 7–1. Note that these are different than the operator specified in Table 6–3 for the .WHILE and .REPEAT statements.

**REPEAT Statement in a Macro.** The REPEAT statement has a parameter associated with it to repeat the macro sequence a fixed number of times. As with any other macro sequence, the repeat sequence must end with the ENDM statement. The repeat sequence inserts the instruction that appears between the REPEAT statement and the ENDM statement into the program the number of times indicated with the REPEAT statement.

Example 7–11 shows a macro called TESTS and its calling program, which sends the 10 ASCII characters from zero through 9 to the video screen. Notice how this macro is formed using the MACRO statement to name the macro TESTS, and also how the REPEAT statement appears within macro TESTS with its own ENDM statement. Notice that the macro starts by placing a 6 into AH and the ASCII code for a 0 in DL. This sets up the DOS INT 21H function call, so a 0 is displayed on the video screen. Next, the REPEAT statement appears (note that it does not contain a period as in .REPEAT). This is a different REPEAT statement used only in macro sequences and available to all versions of MASM.

The repeated statements in this example are INT 21H which displays the ASCII contents of DL, and INC DL, which modifies the ASCII code displayed. In this case, the REPEAT 10 causes the statements between REPEAT 10 and the first ENDM to be repeated 10 times as illustrated. Note that the 1 and 2 to the left of the instructions are listed to show that these statements are assembler generated and not entered as part of the source program.

### EXAMPLE 7–11

```

TESTS MACRO
 MOV AH, 6
 MOV DL, '0'

 REPEAT 10
 INT 21H
 INC DL
 ENDM
 ENDM

0000 MAIN PROC FAR
 TESTS ;display 0 through 9

 0000 B4 06 1 MOV AH, 6
 0002 B2 30 1 MOV DL, '0'
 0004 CD 21 2 INT 21H
 0006 FE C2 2 INC DL
 0008 CD 21 2 INT 21H
 000A FE C2 2 INC DL
 000C CD 21 2 INT 21H
 000E FE C2 2 INC DL
 0010 CD 21 2 INT 21H
 0012 FE C2 2 INC DL

```

**TABLE 7-2** Relational operators used with WHILE and REPEAT in macro sequences

| Operator | Function              |
|----------|-----------------------|
| EQ       | Equal                 |
| NE       | Not equal             |
| LE       | Less than or equal    |
| LT       | Less than             |
| GE       | Greater than or equal |
| GT       | Greater than          |
| NOT      | Logical inversion     |
| AND      | Logical AND           |
| OR       | Logical OR            |
| XOR      | Logical exclusive-OR  |

```

0014 CD 21 2 INT 21H
0016 FE C2 2 INC DL
0018 CD 21 2 INT 21H
001A FE C2 2 INC DL
001C CD 21 2 INT 21H
001E FE C2 2 INC DL
0020 CD 21 2 INT 21H
0022 FE C2 2 INC DL
0024 CD 21 2 INT 21H
0026 FE C2 2 INC DL
0028 CD 21 2 INT 21H
002A FE C2 2 INC DL

.EXIT

0031 MAIN ENDP

```

*WHILE Statement in a Macro.* The WHILE statement appears in macro sequences in much the same way as REPEAT appears. That is, the while loop is terminated with the ENDM statement. The expression associated with WHILE determines how many times the loop is repeated. Again, note that the WHILE statement in the macro is different from the .WHILE statement described in Chapter 6. The WHILE statement is available to all versions of MASM.

Example 7-12 shows how the WHILE statement is used to generate a table of squares from 2 squared to whatever value fits into an array of byte-sized memory called SQUARE. The first statement of the sequence defines the label SQUARE for the first byte of data generated. The WHILE RES LT 255 repeats the calculation (SEED\*SEED) while the result is less than or equal to 255. Notice that the table generated contains the square of the numbers from 2 to 15 or 225 (E1H). If you look closely at Example 7-12, the value of the SEED + 1 and SEED \* SEED shows the number and its square.

### EXAMPLE 7-12

```

;table of byte-sized squares
;
0000 SQUARE LABEL BYTE ;;define label
= 0001 SEED = 1
= 0001 RES = SEED*SEED ;;compute square
 WHILE RES LT 255
 DB RES
 SEED = SEED+1
 RES = SEED*SEED
 ENDM
0000 01 1 DB RES
= 0002 1 SEED = SEED+1
= 0004 1 RES = SEED*SEED

```

```

0001 04 1 DB RES
= 0003 1 SEED = SEED+1
= 0009 1 RES = SEED*SEED
0002 09 1 DB RES
= 0004 1 SEED = SEED+1
= 0010 1 RES = SEED*SEED
0003 10 1 DB RES
= 0005 1 SEED = SEED+1
= 0019 1 RES = SEED*SEED
0004 19 1 DB RES
= 0006 1 SEED = SEED+1
= 0024 1 RES = SEED*SEED
0005 24 1 DB RES
= 0007 1 SEED = SEED+1
= 0031 1 RES = SEED*SEED
0006 31 1 DB RES
= 0008 1 SEED = SEED+1
= 0040 1 RES = SEED*SEED
0007 40 1 DB RES
= 0009 1 SEED = SEED+1
= 0051 1 RES = SEED*SEED
0008 51 1 DB RES
= 000A 1 SEED = SEED+1
= 0064 1 RES = SEED*SEED
0009 64 1 DB RES
= 000B 1 SEED = SEED+1
= 0079 1 RES = SEED*SEED
000A 79 1 DB RES
= 000C 1 SEED = SEED+1
= 0090 1 RES = SEED*SEED
000B 90 1 DB RES
= 000D 1 SEED = SEED+1
= 00A9 1 RES = SEED*SEED
000C A9 1 DB RES
= 000E 1 SEED = SEED+1
= 00C4 1 RES = SEED*SEED
000D C4 1 DB RES
= 000F 1 SEED = SEED+1
= 00E1 1 RES = SEED*SEED

```

**FOR Statement in a Macro.** The FOR statement iterates a list of data. If you are familiar with BASIC, the FOR statement functions like the READ statement and the list of data associated with it functions like the DATA statement. Example 7-13 shows how the FOR statement is used to display a series of characters on the video display. Notice that the CHR:VARARG indicates the variable name CHR that is of variable size (VARARG). The first use of the DISP macro generates the code required to display BARRY. The second use of DISP generates the code required to display BREY. The FOR statement counts the variable used after display and repeats the commands between FOR and ENDM for each variable, in this case each ASCII character.

### EXAMPLE 7-13

```

DISP MACRO CHR:VARARG
 MOV AH,2
 FOR ARG,<CHR>
 MOV DL,ARG
 INT 21H
 ENDM
 ENDM

DISP 'B','A','R','R','Y',' '
0000 B4 02 1 MOV AH,2
0002 B2 42 2 MOV DL,'B'

```

```

0004 CD 21 2 INT 21H
0006 B2 41 2 MOV DL,'A'
0008 CD 21 2 INT 21H
000A B2 52 2 MOV DL,'R'
000C CD 21 2 INT 21H
000E B2 52 2 MOV DL,'R'
0010 CD 21 2 INT 21H
0012 B2 59 2 MOV DL,'Y'
0014 CD 21 2 INT 21H
0016 B2 20 2 MOV DL,' '
0018 CD 21 2 INT 21H

DISP 'B','R','E','Y'

001A B4 02 1 MOV AH,2
001C B2 42 2 MOV DL,'B'
001E CD 21 2 INT 21H
0020 B2 52 2 MOV DL,'R'
0022 CD 21 2 INT 21H
0024 B2 45 2 MOV DL,'E'
0026 CD 21 2 INT 21H
0028 B2 59 2 MOV DL,'Y'
002A CD 21 2 INT 21H

```

*IF, ELSE, and ENDIF Statements in a Macro.* The IF statement is used in a macro to make decisions based on the parameters sent to the macro. As before, note that IF is used in a macro and .IF is used in a program. Only the IF statement is available to all versions of the assembler, whereas .IF is available only to version 6.X.

In Example 7-14, a macro is developed that uses a number of conditional assembly statements to read a key, display a character, or display a carriage return and line feed combination. This example illustrates the use of IF, IFB, INB, ENDIF, and ELSE. The macro is called IO. If IO is used on a line by itself, the assembler generates the code to read a key. If IO -1 appears as a statement, the assembler generates the code required to display a carriage return and line feed. If IO 'B' appears as a statement, the assembler generates the code required to display the letter B. This example is listed in expanded form so that the code generated by the assembler can be viewed and studied. As before, the lines that contain a number between the hexadecimal code and the statement in the program are assembler generated and are not included in the original source program.

#### EXAMPLE 7-14

```

 .MODEL TINY
0000 .CODE
;the IO macro functions in 3 ways
;
; (1) IO read a key with echo
; (2) IO -1 display a carriage return & line feed
; (3) IO 'B' display the letter 'B'
;or IO AL display contents of AL
;
IO MACRO CHAR
 IFB <CHAR> ;;if CHAR is blank
 MOV AH,1 ;;read key function
 ENDIF
;
 IFNB <CHAR> ;;if CHAR not blank
 MOV AH,2 ;;display character
;
 IF CHAR EQ -1 ;;if CHAR equals -1
 MOV DL,13 ;;display return
 INT 21H

```

```

MOV DL,10 ;;display line feed
ELSE ;;if CHAR not -1
 MOV DL,CHAR ;;load CHAR to DL
ENDIF
ENDIF

INT 21H
ENDM
.STARTUP
;
;This program does a carriage return, line feed then
;displays the letters BE on the video screen. Next it
;waits for a key to be typed. Following the key, a
;carriage return/line feed is displayed.
;

IO -1 ;return & line feed

0100 B4 02 1 MOV AH,2
0102 B2 0D 1 MOV DL,13
0104 CD 21 1 INT 21H
0106 B2 0A 1 MOV DL,10
0108 CD 21 1 INT 21H

IO 'B' ;display 'B'

010A B4 02 1 MOV AH,2
010C B2 42 1 MOV DL,'B'
010E CD 21 1 INT 21H

IO 'E' ;display 'E'

0110 B4 02 1 MOV AH,2
0112 B2 45 1 MOV DL,'E'
0114 CD 21 1 INT 21H

IO ;read key

0116 B4 01 1 MOV AH,1
0118 CD 21 1 INT 21H

IO -1 ;return & line feed

011A B4 02 1 MOV AH,2
011C B2 0D 1 MOV DL,13
011E CD 21 1 INT 21H
0120 B2 0A 1 MOV DL,10
0122 CD 21 1 INT 21H

.EXIT
END

```

The first part of the macro uses the IFB <CHAR> statement to test CHAR for a blank condition. If CHAR is blank, the assembler generates the MOV AH,1 instruction followed by the very last instruction in the macro, INT 21H, to read a key with echo. This is used in the program with the IO statement.

The second part of the macro contains the IFNB <CHAR> statement to test if CHAR is not blank. If CHAR is not blank, another IF-ELSE-ENDIF sequence appears to test the contents of CHAR. If CHAR is a -1, the assembler generates the code required to display a carriage return and line feed combination. If CHAR is not a -1, the ELSE statement places CHAR into DL for

display. This is a very powerful macro that can handle most keyboard and single-character display functions. It also illustrates the power of the conditional assembly statements when used within a macro.

## The Modular Programming Approach

The modular programming approach often involves a team of people assigned different programming tasks. This allows the team manager to assign portions of the program to different team members. Often, the team manager develops the system flowchart or shell and then divides it into modules for team members.

A team member might be assigned the task of developing a macro definition file. This file might contain macro definitions that handle the I/O operations for the system. Another team member might be assigned the task of developing the procedures used for the system. In most cases, the procedures are organized as a library file that is linked to the program modules. Finally, several program files or modules might be used for the final system, each developed by different team members.

This approach requires a high level of communication between team members and good documentation. Documentation is the key so that modules interface correctly. Communication among members also plays a key role in this approach.

---

## 7-2

## USING THE KEYBOARD AND VIDEO DISPLAY

Today there are few programs that don't use the keyboard and video display. This section of the text explains how to use the keyboard and video display connected to the IBM PC or compatible computer running under either MSDOS or PCDOS.

### Reading the Keyboard with DOS Functions

The keyboard of the personal computer is read via a DOS function call. A complete listing of the DOS function calls appears in Appendix A. This section uses INT 21H with various DOS function calls to read the keyboard. Data read from the keyboard are either in ASCII-coded form or in extended ASCII-coded form.

The ASCII-coded data appears as outlined in Table 1-7. The extended character set of Table 1-8 applies to printed or displayed data only and not to keyboard data. Notice that the ASCII codes in Table 1-7 correspond to most of the keys on the keyboard. Also available through the keyboard are extended ASCII-coded keyboard data. Table 7-3 lists most of the extended ASCII codes obtained with various keys and key combinations. Notice that most keys on the keyboard have alternative key codes. Each function key has four sets of codes selected by the function key alone, the shift-function key combination, the alternate-function key combination, and the control-function key combination.

There are three ways to read the keyboard. The first method reads a key and echoes (or displays) the key on the video screen. The second way simply tests to see if a key is pressed—if it is, the function reads the key; otherwise, it returns without any key. The third way allows an entire character line to be read from the keyboard.

*Reading a Key with an Echo.* Example 7-15 shows how a key is read from the keyboard and echoed (sent) back out to the video display using a procedure called KEY. Although this is the easiest way to read a key, it is also the most limited because this method always echoes the

**TABLE 7-3** The keyboard scanning and extended ASCII codes as returned from the keyboard

| Key   | Scan Code | Extended ASCII code with.... |       |         |           |
|-------|-----------|------------------------------|-------|---------|-----------|
|       |           | Nothing                      | Shift | Control | Alternate |
| Esc   | 01        |                              |       |         | 01        |
| 1     | 02        |                              |       |         | 78        |
| 2     | 03        |                              |       | 03      | 79        |
| 3     | 04        |                              |       |         | 7A        |
| 4     | 05        |                              |       |         | 7B        |
| 5     | 06        |                              |       |         | 7C        |
| 6     | 07        |                              |       |         | 7D        |
| 7     | 08        |                              |       |         | 7E        |
| 8     | 09        |                              |       |         | 7F        |
| 9     | 0A        |                              |       |         | 80        |
| 0     | 0B        |                              |       |         | 81        |
| -     | 0C        |                              |       |         | 82        |
| +     | 0D        |                              |       |         | 83        |
| Bksp  | 0E        |                              |       |         | 0E        |
| Tab   | 0F        |                              | 0F    | 94      | A5        |
| Q     | 10        |                              |       |         | 10        |
| W     | 11        |                              |       |         | 11        |
| E     | 12        |                              |       |         | 12        |
| R     | 13        |                              |       |         | 13        |
| T     | 14        |                              |       |         | 14        |
| Y     | 15        |                              |       |         | 15        |
| U     | 16        |                              |       |         | 16        |
| I     | 17        |                              |       |         | 17        |
| O     | 18        |                              |       |         | 18        |
| P     | 19        |                              |       |         | 19        |
| [     | 1A        |                              |       |         | 1A        |
| ]     | 1B        |                              |       |         | 1B        |
| Enter | 1C        |                              |       |         | 1C        |
| Enter | 1C        |                              |       |         | A6        |
| Lctrl | 1D        |                              |       |         |           |
| Rctrl | 1D        |                              |       |         |           |
| A     | 1E        |                              |       |         | 1E        |
| S     | 1F        |                              |       |         | 1F        |
| D     | 20        |                              |       |         | 20        |
| F     | 21        |                              |       |         | 21        |
| G     | 22        |                              |       |         | 22        |
| H     | 23        |                              |       |         | 23        |
| J     | 24        |                              |       |         | 24        |
| K     | 25        |                              |       |         | 25        |
| L     | 26        |                              |       |         | 26        |
| :     | 27        |                              |       |         | 27        |
| '     | 28        |                              |       |         | 28        |
| `     | 29        |                              |       |         | 29        |
| Lshft | 2A        |                              |       |         |           |
| \     | 2B        |                              |       |         |           |

TABLE 7-3 (continued)

| Key    | Scan Code   | Extended ASCII code with.... |       |         |           |
|--------|-------------|------------------------------|-------|---------|-----------|
|        |             | Nothing                      | Shift | Control | Alternate |
| Z      | 2C          |                              |       |         | 2C        |
| X      | 2D          |                              |       |         | 2D        |
| C      | 2E          |                              |       |         | 2E        |
| V      | 2F          |                              |       |         | 2F        |
| B      | 30          |                              |       |         | 30        |
| N      | 31          |                              |       |         | 31        |
| M      | 32          |                              |       |         | 32        |
| ,      | 33          |                              |       |         | 33        |
| .      | 34          |                              |       |         | 34        |
| /      | 35          |                              |       |         | 35        |
| Gray / | 35          |                              |       | 95      | A4        |
| Rshft  | 36          |                              |       |         |           |
| PrtSc  | E0 2A E0 37 |                              |       |         |           |
| L alt  | 38          |                              |       |         |           |
| R alt  | 38          |                              |       |         |           |
| Space  | 39          |                              |       |         |           |
| Caps   | 3A          |                              |       |         |           |
| F1     | 3B          | 3B                           | 54    | 5E      | 68        |
| F2     | 3C          | 3C                           | 55    | 5F      | 69        |
| F3     | 3D          | 3D                           | 56    | 60      | 6A        |
| F4     | 3E          | 3E                           | 57    | 61      | 6B        |
| F5     | 3F          | 3F                           | 58    | 62      | 6C        |
| F6     | 40          | 40                           | 59    | 63      | 6D        |
| F7     | 41          | 41                           | 5A    | 64      | 6E        |
| F8     | 42          | 42                           | 5B    | 65      | 6F        |
| F9     | 43          | 43                           | 5C    | 66      | 70        |
| F10    | 44          | 44                           | 5D    | 67      | 71        |
| F11    | 57          | 85                           | 87    | 89      | 8B        |
| F12    | 58          | 86                           | 88    | 8A      | 8C        |
| Num    | 45          |                              |       |         |           |
| Scroll | 46          |                              |       |         |           |
| Home   | E0 47       | 47                           | 47    | 77      | 97        |
| Up     | 48          | 48                           | 48    | 8D      | 98        |
| Pgup   | E0 49       | 49                           | 49    | 84      | 99        |
| Gray - | 4A          |                              |       |         |           |
| Left   | 4B          | 4B                           | 4B    | 73      | 9B        |
| Center | 4C          |                              |       |         |           |
| Right  | 4D          | 4D                           | 4D    | 74      | 9D        |
| Gray + | 4E          |                              |       |         |           |
| End    | E0 4F       | 4F                           | 4F    | 75      | 9F        |
| Down   | E0 50       | 50                           | 50    | 91      | A0        |
| Pgdn   | E0 51       | 51                           | 51    | 76      | A1        |
| Ins    | E0 52       | 52                           | 52    | 92      | A2        |
| Del    | E0 53       | 53                           | 53    | 93      | A3        |
| Pause  | E0 10 45    |                              |       |         |           |

character to the screen even if it is an unwanted character. The DOS function number 01H also responds to the control-C key combination and exits to DOS if it is typed.

### EXAMPLE 7-15

|      |       | KEY   | PROC | FAR                               |
|------|-------|-------|------|-----------------------------------|
| 0000 |       |       |      |                                   |
| 0000 | B4 01 |       | MOV  | AH, 1 ;function 01H               |
| 0002 | CD 21 |       | INT  | 21H ;read key                     |
| 0004 | 0A C0 |       | OR   | AL, AL ;test for 00H, clear carry |
| 0006 | 75 03 |       | JNZ  | KEY1                              |
| 0008 | CD 21 |       | INT  | 21H ;get extended                 |
| 000A | F9    |       | STC  | ;indicate extended                |
| 000B |       | KEY1: |      |                                   |
| 000B | CB    |       | RET  |                                   |
| 000C |       | KEY   |      | ENDP                              |

To read and echo a character, the AH register is loaded with DOS function number 01H. This is followed by the INT 21H instruction. Upon return from the INT 21H, the AL register contains the ASCII character typed; the video display also shows the typed character. If AL = 0 after the return, the INT 21H instruction must again be executed to obtain the extended ASCII-coded character (see Table 7-3). The procedure of Example 7-15 returns with carry set (1) to indicate an extended ASCII character and carry cleared (0) to indicate a normal ASCII character.

*Reading a Key without an Echo.* The best single character key-reading function is function number 06H. This function reads a key without an echo to the screen. It also allows extended ASCII characters and *does not* respond to the control-C key combination. This function uses AH for the function number (06H) and DL = 0FFH to indicate that the function call (INT 21H) will read the keyboard without an echo.

### EXAMPLE 7-16

|      |       | KEYS   | PROC | FAR                               |
|------|-------|--------|------|-----------------------------------|
| 000  |       |        |      |                                   |
| 0000 | B4 06 |        | MOV  | AH, 6 ;function 06H               |
| 0002 | B2 FF |        | MOV  | DL, OFFH                          |
| 0004 | CD 21 |        | INT  | 21H ;read key                     |
| 0006 | 74 F8 |        | JE   | KEYS ;if no key                   |
| 0008 | 0A C0 |        | OR   | AL, AL ;test for 00H, clear carry |
| 000A | 75 03 |        | JNE  | KEYS1                             |
| 000C | CD 21 |        | INT  | 21H ;get extended                 |
| 000E | F9    |        | STC  | ;indicate extended                |
| 000F |       | KEYS1: |      |                                   |
| 000F | CB    |        | RET  |                                   |
| 0010 |       | KEYS   |      | ENDP                              |

Example 7-16 shows a procedure that uses function number 06H to read the keyboard. This performs as shown in Example 7-15 except that no character is echoed to the video display.

If you examine the procedure, there is one other difference. Function call number 06H returns from the INT 21H instruction even if no key is typed, while function call 01H waits for a key to be typed. This is an important difference that should be noted. This feature allows software to perform other tasks between checking the keyboard for a character.

*Read an Entire Line with an Echo.* Sometimes it is advantageous to read an entire line of data with one function call. Function call number 0AH reads an entire line of information—up to 255 characters—from the keyboard. It continues to acquire keyboard data until either the enter key (0DH) is typed or the character count expires. This function requires that AH = 0AH and DS:DX

addresses the keyboard buffer (a memory area where the ASCII data are stored). The first byte of the buffer area must contain the maximum number of keyboard characters read by this function. If the number typed exceeds this maximum number, the function returns just as if the enter key were typed. The second byte of the buffer contains the count of the actual number of characters typed, and the remaining locations in the buffer contain the ASCII keyboard data.

Example 7-17 shows how this function reads two lines of information into two memory buffers (BUF1 and BUF2). Before the call to the DOS function through the LINE procedure, the first byte of the buffer is loaded with a 255, so up to 255 characters can be typed. If you assemble and execute this program, the first and second lines are accepted. The only problem is that the second line appears on top of the first line. The next section of the text explains how to output characters to the video display to solve this problem.

### EXAMPLE 7-17

```

;A program that reads two lines of data from the keyboard
;using DOS INT 21H function number 0AH.
;***uses***
;LINE procedure to read a line.
;
0000 .MODEL SMALL ;select SMALL model
0000 0101 [.DATA ;start DATA segment
0000 00 ;define BUF1
0101 0101 [BUF1 DB 257 DUP (?) ;define BUF2
0000 00
0000]
0000 .CODE ;start CODE segment
0000 .STARTUP ;start program
0017 C6 06 0000 R FF MOV BUF1,255 ;character count of 255
001C BA 0000 R MOV DX,OFFSET BUF1 ;address BUF1
001F E8 000F CALL LINE ;read a line
;
0022 C6 06 0101 R FF MOV BUF2,255 ;character count of 255
0027 BA 0101 R MOV DX,OFFSET BUF2 ;address BUF2
002A E8 0004 CALL LINE ;read a line
0000 .EXIT ;exit to DOS
;
;The LINE procedure uses DOS INT 21H function 0AH to
;read and echo an entire line from the keyboard.
;***parameters***
;DX must contain the data segment offset address of the
;buffer. The first location in the buffer contains the
;number of characters to be read for the line.
;Upon return the second location in the buffer contains
;the line length.
;
0031 LINE PROC NEAR
0031 B4 0A MOV AH,0AH ;select function 0AH
0033 CD 21 INT 21H ;access DOS
0035 C3 RET ;return from procedure
;
0036 LINE ENDP
0000 END ;end of file

```

### Writing to the Video Display with DOS Functions

With almost any program, data must be displayed on the video display. Video data is displayed in a number of different ways with DOS function calls. We use functions 02H or 06H for displaying one character at a time or function 09H for displaying an entire string of characters. Because functions 02H and 06H are identical, we tend to use function 06H because it is also used to read a key.

*Displaying One ASCII Character.* Both DOS functions 02H and 06H are explained together because they are identical for displaying ASCII data. Example 7–18 shows how this function is used to display a carriage return (0DH) and a line feed (0AH). Here a macro, called DISP (display), is used to display the carriage return and line feed. The combination of a carriage return and a line feed moves the cursor to the next line at the left margin of the video screen. This two-step process is used to correct the problem that occurred between the lines typed through the keyboard in Example 7–17.

### EXAMPLE 7–18

```

;A program that displays a carriage return and a line
;feed using the DISP macro.
;
.MODEL TINY ;select TINY model
.CODE ;start CODE segment
DISP MACRO A ;display A macro
;
 MOV AH,06H ;;DOS function 06H
 MOV DL,A ;;place parameter A in DL
 INT 21H ;;display parameter A
;
 ENDM
;
.STARTUP ;start program
;
 DISP 0DH ;display carriage return
;
0100 B4 06 1 MOV AH,06H
0102 B2 0D 1 MOV DL,0DH
0104 CD 21 1 INT 21H
;
 DISP 0AH ;display line feed
;
0106 B4 06 1 MOV AH,06H
0108 B2 0A 1 MOV DL,0AH
010A CD 21 1 INT 21H
;
.EXIT ;exit to DOS
 END ;end of file

```

*Displaying a Character String.* A character string is a series of ASCII-coded characters that end with a \$ (24H) when used with DOS function call number 09H. Example 7–19 shows how a message is displayed at the current cursor position on the video display. Function call number 09H requires that DS:DX address the character string before executing the INT 21H instruction.

### EXAMPLE 7–19

```

0000 .MODEL SMALL ;select SMALL model
 .DATA ;start DATA segment
;
0000 0D 0A 0A 54 MES DB 13,10,10,'This is a test line.$'
 68 69 73 20
 69 73 20 61
 20 74 65 73
 74 20 6C 69
 6E 65 2E 24
;
0000 .CODE ;start CODE segment
 .STARTUP ;start program
;
0017 B4 09 MOV AH,9 ;select function 09H
0019 BA 0000 R MOV DX,OFFSET MES ;address character string
001C CD 21 INT 21H ;access DOS
;
.EXIT ;exit to DOS
 END ;end of file

```

This example program can be entered into the assembler, linked, and executed to produce “*This is a test line*” on the video display.

The .EXIT directive embodies the DOS function 4CH. As shown in Appendix A, DOS function 4CH terminates a program. The .EXIT directive inserts a series of two instructions in the program, MOV AH,4CH, followed by an INT 21H instruction.

## Using BIOS Video Function Calls

In addition to the DOS function call INT 21H, we also have video BIOS (basic I/O system) function calls at INT 10H. The DOS function calls allow a key to be read and a character to be displayed with ease, but the cursor is difficult to position at the desired screen location. The video BIOS function calls allow more control over the video display than do the DOS function calls. The video BIOS function calls also require less time to execute than the DOS function calls. The DOS function calls do not allow cursor placement, while the video BIOS function calls do.

**Cursor Position.** Before any information is placed on the video screen, the position of the cursor should be known. This allows the screen to be cleared and started at any desired location. Video BIOS function number 03H allows the cursor position to be read from the video interface. Video BIOS function number 02H allows the cursor to be placed at any screen position. Table 7-4 shows the contents of various registers for both functions 02H and 03H.

The page number, in register BH, should be 0 before setting the cursor position. Most modern software does not normally access the other pages (1–7) of the video display. The page number is often ignored after a cursor read. The 0 page is available in the CGA (color graphics adapter), EGA (enhanced graphics adapter), and VGA (variable graphics array) text modes of operation.

The cursor position assumes that the left-hand page column is column 0 progressing across a line to column 79. The row number corresponds to the character line number on the screen. Row 0 is the uppermost line while row 24 is the last line on the screen. This assumes that the text mode selected for the video adapter is 80 characters per line by 25 lines. Other text modes, such as 40 × 25 and 96 × 43, are also available.

Example 7-20 shows how the video BIOS function call INT 10H is used to clear the video screen. This is just one method of clearing the screen. Notice that the first function call positions the cursor to row 0 and column 0, which is called the **home position**. Next, we use the DOS function call to write 2,000 (80 characters per line × 25 lines) blank spaces (20H) on the video display. Finally, the cursor is again moved back to the home position.

### EXAMPLE 7-20

```
;A program that clears the screen and homes the
;cursor to the upper left-hand corner of the screen.
;
0000 .MODEL TINY ;select TINY model
 .CODE ;start CODE segment
HOME MACRO ;;home cursor macro
 MOV AH, 2 ;;function 02H
 MOV BH, 0 ;;page 0
 MOV DX, 0 ;;row 0, line 0
 INT 10H ;;home cursor
```

TABLE 7-4 Video BIOS function INT 10H

| AH  | Description           | Parameters                                  |
|-----|-----------------------|---------------------------------------------|
| 02H | Sets cursor position  | DH = row, DL = column, and BH = page number |
| 03H | Reads cursor position | DH = row, DL = column, and BH = page number |

```

 ENDM

 .STARTUP ;start program
 HOME ;home cursor
0100 B4 02 1 MOV AH,2
0102 B7 00 1 MOV BH,0
0104 BA 0000 1 MOV DX,0
0107 CD 10 1 INT 10H
0109 B9 07D0
010C B4 06 1 MOV AH,6
010E B2 20 1 MOV DL,' '
0110 MAIN1:
0110 CD 21 1 INT 21H ;display a space
0112 E2 FC 1 LOOP MAIN1 ;repeat 2000 times
 HOME ;home cursor
0114 B4 02 1 MOV AH,2
0116 B7 00 1 MOV BH,0
0118 BA 0000 1 MOV DX,0
011B CD 10 1 INT 10H
 .EXIT ;exit to DOS
 END ;end of file

```

If this example is assembled, linked, and executed, a problem surfaces. This program is too slow to be useful in most cases. To correct this situation, another video BIOS function call is used. We can use the scroll function (06H) to clear the screen at a much higher speed.

Function 06H is used with a 00H in AL to blank the entire screen. This allows Example 7-20 to be rewritten so that the screen clears at a much higher speed. See Example 7-21 for a faster clear and home cursor program. Here function call number 08H reads the character attributes for blanking the screen. Next, they are positioned in the correct registers and DX is loaded with the screen size, 4FH (79) and 19H (25). If this program is assembled, linked, executed, and compared with Example 7-20, there is a big difference in the speed at which the screen is cleared. (Make sure that the lines in the program that are macro expansion ending in a 1 are not typed into the program.) Please refer to Appendix A for other video BIOS INT 10H function calls that may prove useful in your applications. Also listed in Appendix A is a complete listing of all of the INT functions available in most computers.

### EXAMPLE 7-21

```

;A program that clears the screen and homes the cursor.
;

0000 .MODEL TINY ;select TINY model
 .CODE ;start code segment
 HOME MACRO ;;home cursor
 MOV AH,2
 MOV BH,0
 MOV DX,0
 INT 10H
 ENDM

 .STARTUP ;start program

0100 B7 00 MOV BH,0
0102 B4 08 MOV AH,8
0104 CD 10 INT 10H ;read video attribute

0106 8A DF MOV BL,BH ;load page number
0108 8A FC MOV BH,AH
010A B9 0000 MOV CX,0 ;load attributes
010D BA 194F MOV DX,194FH ;line 25, column 79
0110 B8 0600 MOV AX,600H ;select scroll function
0113 CD 10 INT 10H ;scroll screen
 HOME ;home cursor
0115 B4 02 1 MOV AH,2

```

```

0117 B7 00 1 MOV BH,0
0119 BA 0000 1 MOV DX,0
011C CD 10 1 INT 10H

.EXIT ;exit to DOS
END ;end program

```

## Display Macro

One of the more usable macro sequences is the one illustrated in Example 7-22. Although it is simple and has been presented before, it saves much typing when creating programs that must display many individual characters. What makes this macro so useful is that a register can be specified as the argument, an ASCII character in quotes, or the numeric value for an ASCII character.

### EXAMPLE 7-22

```

;A program that displays AB followed by a carriage
;return and line feed combination using the DISP macro.
;

 .MODEL TINY ;select TINY model
 .CODE ;start CODE segment
DISP MACRO VAR ;display VAR macro
 MOV DL,VAR
 MOV AH,6
 INT 21H
 ENDM
 .STARTUP ;start program
DISP 'A' ;display 'A'
0100 B2 41 1 MOV DL,'A'
0102 B4 06 1 MOV AH,6
0104 CD 21 1 INT 21H

0106 B0 42 1 MOV AL,'B' ;load AL with 'B'
DISP AL ;display 'B'
0008 8A D0 1 MOV DL,AL
000A B4 06 1 MOV AH,6
000C CD 21 1 INT 21H

DISP 13 ;display carriage return
000E B2 0D 1 MOV DL,13
0010 B4 06 1 MOV AH,6
0012 CD 21 1 INT 21H

DISP 10 ;display line feed
0014 B2 0A 1 MOV DL,10
0016 B4 06 1 MOV AH,6
0018 CD 21 1 INT 21H

.EXIT ;exit to DOS
END ;end of file

```

## The Mouse

The mouse pointing device is controlled with INT 33H. Refer to Appendix A for a list of the Microsoft-compatible mouse functions associated with INT 33H. Unlike with DOS INT 21H, the function number is selected through the AL register and AH is usually set to 00H before the INT 33H is executed. There are a total of 50 mouse functions available, of which only the main functions are described in this section of the text.

## Testing for a Mouse

To determine if a mouse driver is installed in the system, test the contents of interrupt vector 33H. If interrupt vector 33H contains a 0000:0000, the mouse driver is not installed in the

system. In some systems, a vector exists even though no mouse driver is present. In this instance, the INT 33H vector address points to an IRET instruction (CFH). The interrupt vector address is retrieved by using the DOS INT 21H function 35H. The address is then tested for 0000:0000; if it contains another value, the contents of the address pointed to by interrupt vector 33H are tested for CFH. Refer to Example 7–23 for a procedure that tests for the existence of the mouse driver.

Once it is determined that a possible mouse driver exists, the mouse is reset to make certain it is connected to the system and functioning. The mouse reset is accomplished by using mouse function 00H. The return from function 00H is AX = 0000H if no mouse is present. The CHKM procedure returns if the mouse exists with carry cleared and if no mouse exists with carry set.

### EXAMPLE 7–23

```
;A procedure that tests for the presence of a mouse driver.
;***Output parameters***
;Carry = 1, if no mouse present
;Carry = 0, if mouse is present
;
0000 CHKM PROC NEAR
;
0000 B8 3533 MOV AX,3533H ;get INT 33H vector
0003 CD 21 INT 21H ;returns vector in ES:BX
;
0005 8C C0 MOV AX,ES
0007 0B C3 OR AX,BX ;test for 0000:0000
0009 F9 STC
000A 74 13 JZ CHKM1 ;indicate no mouse
;
000C 26: 80 3F CF CMP BYTE PTR ES:[BX],0CFH
0010 F9 STC
0011 74 0C JE CHKM1 ;if no mouse driver
;
0013 B8 0000 MOV AX,0
0016 CD 33 INT 33H ;reset mouse
0018 83 F8 00 CMP AX,0
001B F9 STC
001C 74 01 JZ CHKM1 ;if no mouse
001E F8 CLC
001F CHKM1: RET
001F C3 RET
;
0020 CHKM ENDP
```

### Which Mouse and Driver?

The mouse function interrupt determines both the type of mouse connected to the system and the driver version number. Example 7–24 lists a program that displays the mouse type and driver version number after a test is made to determine if the mouse is present using the procedure of Example 7–23. Here mouse INT 33H, function 24H locates the mouse driver version number and mouse driver type. The return from function 24H leaves the mouse driver number in BX (BH = major and BL = minor) and the mouse type in CH. If the mouse driver version is 8.00, then BH = 08H and BL = 00H. The mouse types that are returned in register CH are currently bus = 1, serial = 2, InPort = 3, PS/2 = 4, and Hewlett-Packard = 5. As time passes, this list of mouse types may grow.

### EXAMPLE 7–24

```
;A program that displays the mouse driver version
;number and the type of mouse installed.
;
0000 .MODEL SMALL
 .DATA
```

```

0000 0D 0A 4E 6F 20 4D MES1 DB 13,10,'No MOUSE/MOUSE DRIVER found.$'
 4F 55 53 45 2F 4D
 4F 55 53 45 20 44
 52 49 56 45 52 20
 66 6F 75 6E 64 2E
 24
001F 0D 0A 4D 6F 75 73 MES2 DB 13,10,'Mouse driver version '
 65 20 64 72 69 76
 65 72 20 76 65 72
 73 69 6F 6E 20
0036 20 20 20 20 20 20 M1 DB ' ',13,10,'$'
 20 0D 0A 24
0040 004D R 0051 R TYPES DW T1,T2,T3,T4,T5
 0058 R 005F R
 0064 R
004A 42 75 73 24 T1 DB 'Bus$'
004E 53 65 72 69 61 6C T2 DB 'Serial$'
 24
0055 49 6E 50 6F 72 74 T3 DB 'InPort$'
 24
005C 50 53 2F 32 24 T4 DB 'PS/2$'
0061 48 50 24 T5 DB 'HP$'
0064 20 6D 6F 75 73 65 MES3 DB ' mouse installed.',13,10,'$'
 20 69 6E 73 74 61
 6C 6C 65 64 2E 0D
 0A 24
0000
 .CODE
 .STARTUP
0017 E8 0041 CALL CHKM ;test for mouse
001A 73 05 JNC MAIN1 ;if mouse present
001C BA 0000 R MOV DX,OFFSET MES1
001F EB 32 JMP MAIN2 ;if no mouse
0021
 MAIN1:
0021 B8 0024 MOV AX,24H
0024 CD 33 INT 33H ;get driver version
0026 BF 0039 R MOV DI,OFFSET M1
0029 8A C7 MOV AL,BH ;save major version
002B E8 004D CALL DISP
002E C6 05 2E MOV BYTE PTR [DI],.' ;save period
0031 47 INC DI
0032 8A C3 MOV AL,BL ;save minor version
0034 E8 0044 CALL DISP
0037 BA 0022 R MOV DX,OFFSET MES2 ;display version
003A B4 09 MOV AH,9
003C CD 21 INT 21H
003E BE 0043 R MOV SI,OFFSET TYPES ;index type
0041 B4 00 MOV AH,0
0043 8A C5 MOV AL,CH
0045 48 DEC AX
0046 03 F0 ADD SI,AX
0048 03 F0 ADD SI,AX
004A 8B 14 MOV DX,[SI] ;display type
004C B4 09 MOV AH,9
004E CD 21 INT 21H
0050 BA 0067 R MOV DX,OFFSET MES3
0053
 MAIN2:
0053 B4 09 MOV AH,9
0055 CD 21 INT 21H
 .EXIT
 ;A procedure that tests for the presence of a mouse.
 ;***Output parameters***
 ;Carry = 1, if no mouse present
 ;Carry = 0, if mouse is present
 ;
005B CHKM PROC NEAR

```

```

005B B8 3533 MOV AX,3533H ;get INT 33H vector
005E CD 21 INT 21H ;vector in ES:BX

0060 8C C0 MOV AX,ES
0062 0B C3 OR AX,BX ;test for 0000:0000
0064 F9
0065 74 13 STC
0067 26: 80 3F CF CMP BYTE PTR ES:[BX],0CFH
006B F9
006C 74 0C STC
006E B8 0000 JE CHKM1 ;if no mouse driver
0071 CD 33 MOV AX,0
0073 83 F8 00 INT 33H ;reset mouse
0076 F9
0077 74 01 CMP AX,0
0079 F8 STC
007A C3 JZ CHKM1 ;if no mouse
007A C3 CLC
007A C3 RET
007A C3 CHKM1:
007A C3 RET

007B CHKM ENDP
;
;save the ASCII coded version number
;***input parameters***
;AL = version
;DS:DI = address where stored
;***output parameters***
;ASCII version number stored at DS:DI
;
007B DISP PROC NEAR
007B B4 00 MOV AH,0
007D D4 0A AAM ;convert to BCD
007F 05 3030 ADD AX,3030H
0082 80 FC 30 CMP AH,30H ;save ASCII version
0085 74 03 JE DISP1 ;suppress zero
0087 88 25 MOV [DI],AH
0089 47 INC DI
008A DISP1:
008A 88 05 MOV [DI],AL
008C 47 INC DI
008D C3 RET
008E DISP ENDP
END

```

## Using the Mouse

The mouse functions in either text mode or graphics mode. This section illustrates how to enable the mouse for use with a text mode program. The mouse also functions in graphics mode, but instead of being displayed as a block, the cursor or mouse pointer is displayed as an arrow. As with the prior examples, the first step is to check for the presence of a mouse driver. Example 7-25 uses the CHKM procedure to test for the presence of the mouse. If no mouse is present, a return from TM\_ON occurs with the carry flag set. If the mouse is present, the cursor is displayed and a return the carry flag cleared is made.

### EXAMPLE 7-25

```

;The TM_ON procedure tests for the presence of a mouse
;and enables mouse pointer.
;uses the CHKM (check for mouse) procedure
;
;***output parameters***
;Carry = 0, if mouse is present pointer enabled
;Carry = 1, if no mouse present
;

```

```

0000 TM_ON PROC NEAR
0000 E8 FFDD CALL CHKM ;test for mouse
0003 72 06 JC TM_ON1 ;if no mouse
0005 B8 0001 MOV AX,1 ;show mouse pointer
0008 CD 33 INT 33H
000A F8 CLC
000B TM_ON1: RET
000B C3 RET
000C TM_ON ENDP

```

The procedure of Example 7-25 only enables the mouse and displays the mouse cursor. To use the mouse, a program must be written that tracks the mouse and its position. Such a program appears in Example 7-26.

### EXAMPLE 7-26

```

; a program that displays the mouse pointer and its
; X and Y position.
;
; .MODEL SMALL
0000 .DATA
0000 0D 58 20 50 6F 73 MES DB 13,'X Position= '
0000 69 74 69 6F 6E 3D
0000 20
000D 20 20 20 20 20 20 MX DB ' '
0013 59 20 50 6F 73 69
0013 74 69 6F 6E 3D 20
001F 20 20 20 20 20 20 MY DB ' '$'
001F 24
0026 0000 X DW ? ;X position
0028 0000 Y DW ? ;Y position
0000 .CODE
0017 E8 006D CALL TM_ON ;enable mouse
001A 72 47 JC MAIN4 ;if no mouse
001C MAIN1: MOV AX,3 ;get mouse status
001C B8 0003 INT 33H
001F CD 33 CMP BX,1
0021 83 FB 01
0024 74 38 JE MAIN3 ;if left button

0026 3B 0E 0026 R CMP CX,X
002A 75 06 JNE MAIN2 ;if X changed
002C 3B 16 0028 R CMP DX,Y
0030 74 EA JE MAIN1 ;if Y did not change
0032 MAIN2: MOV X,CX
0032 89 0E 0026 R MOV Y,DX
0036 89 16 0028 R MOV DI,OFFSET MX
003A BF 000D R MOV AX,CX
003D 8B C1 CALL PLACE ;store ASCII X
003F E8 0051 MOV DI,OFFSET MY
0042 BF 001F R MOV AX,Y
0045 A1 0028 R CALL PLACE ;store ASCII Y
0048 E8 0048 MOV AX,2
004B B8 0002 INT 33H ;hide mouse pointer

0050 B4 09 MOV AH,9
0052 BA 0000 R MOV DX,OFFSET MES
0055 CD 21 INT 21H ;display position

0057 B8 0001 MOV AX,1
005A CD 33 INT 33H ;show mouse pointer

```

```

005C EB BE JMP MAIN1 ;do again
005E MAIN3: MOV AX,0
005E B8 0000 INT 33H ;reset mouse
0061 CD 33

0063 MAIN4: .EXIT
;
;A procedure that tests for the presence of a mouse
;***Output parameters***
;Carry = 1, if no mouse present
;Carry = 0, if mouse is present
;
0067 CHKM PROC NEAR
;
0067 B8 3533 MOV AX,3533H ;get INT 33H vector
006A CD 21 INT 21H ;vector in ES:BX
;
006C 8C C0 MOV AX,ES
006E 0B C3 OR AX,BX ;test for 0000:0000
0070 F9
0071 74 13 STC
0073 26: 80 3F CF JZ CHKM1 ;if no mouse driver
0077 F9 CMP BYTE PTR ES:[BX],0CFH
;
0078 74 0C STC
007A B8 0000 JE CHKM1 ;if no mouse driver
007D CD 33 MOV AX,0
007F 83 F8 00 INT 33H ;reset mouse
0082 F9
0083 74 01 CMP AX,0
0085 F8 STC
0086 C3 JZ CHKM1 ;if no mouse
0086 C3 CLC
;
0087 CHKM ENDP
;
;The TM_ON procedure tests for the presence of a
;mouse and enables mouse pointer.
;uses the CHKM (check for mouse) procedure
;
;***output parameters***
;Carry = 0, if mouse is present pointer enabled
;Carry = 1, if no mouse present
;
0087 TM_ON PROC NEAR
;
0087 E8 FFDD CALL CHKM ;test for mouse
008A 72 06 JC TM_ON1 MOV AX,1
008C B8 0001 INT 33H ;show mouse pointer
008F CD 33 CLC
0091 F8
0092 TM_ON1: RET
0092 C3 RET

0093 TM_ON ENDP
;
;The PLACE procedure converts the contents of AX
;into a decimal ASCII-coded number stored at the
;memory location addressed by DS:DI.
;***input parameters***
;AX = number to be converted to decimal ASCII code
;DS:DI = address where number is stored
;
0093 PLACE PROC NEAR
;
0093 B9 0000 MOV CX,0
0096 BB 000A MOV BX,10
0099 PLACE1: ;clear count
;
;set divisor

```

```

0099 BA 0000 MOV DX,0 ;clear DX
009C F7 F3 DIV BX ;divide by 10
009E 52 PUSH DX
009F 41 INC CX
00A0 83 F8 00 CMP AX,0
00A3 75 F4 JNE PLACE1 ;if quotient != 0
00A5
PLACE2:
00A5 BB 0005 MOV BX,5
00A8 2B D9 SUB BX,CX
00AA
PLACE3:
00AA 5A POP DX
00AB 80 C2 30 ADD DL,30H ;convert to ASCII
00AE 88 15 MOV [DI],DL ;store digit
00B0 47 INC DI
00B1 E2 F7 LOOP PLACE3
00B3 83 FB 00 CMP BX,0
00B6 74 08 JE PLACE5
00B8 8B CB MOV CX,BX
00BA
PLACE4:
00BA C6 05 20 MOV BYTE PTR [DI],20H
00BD 47 INC DI
00BE E2 FA LOOP PLACE4
00C0
PLACE5:
00C0 C3 RET
00C1
PLACE ENDP
END

```

The program in Example 7-26 displays the mouse cursor by placing a 0001H into AX, followed by the INT 33H instruction. Next, the status of the mouse is read with function AX = 0003H. The status function returns with the status of the mouse buttons in BX, the X coordinate of the mouse pointer in CX, and the Y coordinate in DX. (Refer to Appendix A for more complete information on the status for the mouse.) In this example program terminates if the left mouse button is pressed; otherwise, the coordinates are compared with the prior values saved in X and Y. If a change has occurred in these coordinates, the new coordinates are calculated and displayed. Notice that before the video display is accessed, the mouse pointer is hidden using INT 33H with AX = 0002H. This is very important. If you don't hide the mouse pointer, the display will become unstable and the computer may even re-boot. In most cases, a copy of the mouse pointer remains on the screen if data are displayed without turning off the mouse pointer.

**7-3****DATA CONVERSIONS**

In computer systems, data is seldom in the correct form. One main task of the system is to convert data from one form to another. This section of the chapter describes conversions between binary and ASCII. Binary data are removed from a register or memory and converted to ASCII for the video display. In many cases, ASCII data are converted to binary as they are typed on the keyboard. We also explain converting between ASCII and hexadecimal data.

### Converting from Binary to ASCII

Conversion from binary to ASCII is accomplished in two ways: (1) by the AAM instruction if the number is less than 100 or (2) by a series of decimal divisions (divide by 10). Both techniques are presented in this section.

The AAM instruction converts the value in AX into a two-digit unpacked BCD number in AX. If the number in AX is 0062H (98 decimal) before AAM executes, AX contains a 0908H after AAM executes. This is not ASCII code, but it is converted to ASCII code by adding a

3030H to AX. Example 7-27 illustrates a program that uses the procedure DISP that processes the binary value in AL (0–99) and displays it on the video screen as decimal. The DISP procedure blanks a leading zero, which occurs for the numbers 0–9, with an ASCII space code. This example program displays the number 74 (test data) on the video screen.

### EXAMPLE 7-27

```
;A program that uses the DISP procedure to display 74
;decimal on the video display.
;
0000 .MODEL TINY ;select TINY mode
 .CODE ;start code segment
 .STARTUP ;start program
0100 B0 4A MOV AL,4AH ;load test data to AL
0102 E8 0004 CALL DISP ;display AL in decimal
 .EXIT ;exit to DOS
;
;The DISP procedure displays AL (0 to 99) as a decimal
;number. AX is destroyed by this procedure.
;
0109 DISP PROC NEAR
;
0109 52 PUSH DX ;save DX
010A B4 00 MOV AH,0 ;clear AH
010C D4 0A AAM ;convert to BCD
010E 80 C4 20 ADD AH,20H ;add 20H to AH
0111 80 FC 20 CMP AH,20H ;test for leading zero
0114 74 03 JE DISP1 ;if leading zero
0116 80 C4 10 ADD AH,10H ;convert to ASCII
0119 DISP1: ;beginning of DISP1
0119 8A D4 MOV DL,AH ;display first digit
011B B4 06 MOV AH,6
011D 50 PUSH AX
011E CD 21 INT 21H
0120 58 POP AX
0121 8A D0 MOV DL,AL
0123 80 C2 30 ADD DL,30H ;convert second digit to ASCII
0126 CD 21 INT 21H ;display second digit
0128 5A POP DX
0129 C3 RET
;
012A DISP ENDP
012B END ;end of file
```

The reason that AAM converts any number between 0 and 99 to a two-digit unpacked BCD number is because it divides AX by 10. The result is left in AX, so AH contains the quotient and AL the remainder. This same scheme of dividing by 10 can be expanded to convert any whole number of any number system from binary to an ASCII coded-character string that can be displayed on the video screen. For example, if AX is divided by 8 instead of 10, the number is displayed in octal.

The algorithm for converting from binary to ASCII code is:

1. Divide by the 10 and save the remainder on the stack as a significant BCD digit.
2. Repeat step 1 until the quotient is a 0.
3. Retrieve each remainder and add a 30H to convert to ASCII before displaying or printing.

Example 7-28 shows how the unsigned 16-bit contents of AX are converted to ASCII and displayed on the video screen. Here we divide AX by 10 and save the remainder on the stack after each division for later conversion to ASCII. After all the digits have been converted, the result is displayed on the video screen by removing the remainders from the stack and converting them to ASCII code. This procedure (DISPX) also blanks any leading zeros that occur.

**EXAMPLE 7-28**

```

;A program that uses DISPX to display AX in decimal.
;
0000 .MODEL TINY ;select TINY model
 .CODE
 .STARTUP
0100 B8 04A3 MOV AX,4A3H ;start program
0103 E8 0004 CALL DISPX ;load AX with test data
 .EXIT
 ;display AX in decimal
 ;exit to DOS

;
;The DISPX procedure displays AX in decimal.
;AX is destroyed.
;

010A DISPX PROC NEAR
;
010A 52 PUSH DX ;save DX, CX, and BX
010B 51 PUSH CX
010C 53 PUSH BX
010D B9 0000 MOV CX,0 ;clear digit counter
0110 BB 000A MOV BX,10 ;set for decimal
0113 DISPX1: ;clear DX
0113 BA 0000 MOV DX,0 ;divide DX:AX by 10
0116 F7 F3 DIV BX
0118 52 PUSH DX ;save remainder
0119 41 INC CX ;count remainder
011A 0B C0 OR AX,AX ;test for quotient of zero
011C 75 F5 JNZ DISPX1 ;if quotient is not zero
011E DISPX2: ;get remainder
011E 5A POP DX
011F B4 06 MOV AH,6 ;select function 06H
0121 80 C2 30 ADD DL,30H ;convert to ASCII
0124 CD 21 INT 21H ;display digit
0126 E2 F6 LOOP DISPX2 ;repeat for all digits

0128 5B POP BX ;restore BX, CX, and DX
0129 59 POP CX
012A 5A POP DX
012B C3 RET
;
012C DISPX ENDP
END ;end of file

```

**Converting from ASCII to Binary**

Conversions from ASCII to binary usually start with keyboard entry. If a single key is typed, the conversion occurs when a 30H is subtracted from the number. If more than one key is typed, conversion from ASCII to binary still requires 30H to be subtracted, but there is one additional step. After subtracting 30H, the number is added to the result after the prior result is first multiplied by 10.

The algorithm for converting from ASCII to binary is:

1. Begin with a binary result of 0.
2. Subtract 30H from the character typed on the keyboard to convert it to BCD.
3. Multiply the result by 10 and add the new BCD digit.
4. Repeat steps 2 and 3 until the character typed is not an ASCII-coded number.

Example 7-29 illustrates a procedure (READN) used in a program that implements this algorithm. Here the binary number returns in the AX register as a 16-bit result, which is then stored in memory location TEMP. If a larger result is required, the procedure must be reworked for 32-bit addition. Each time this procedure is called, it reads a number from the keyboard until any key other than 0 through 9 is typed.

## EXAMPLE 7-29

```

;A program that reads one decimal number from the
;keyboard and stores the binary value at TEMP.
;
 .MODEL SMALL ;select TINY model
 .DATA ;start DATA segment
 TEMP DW ? ;define TEMP
 .CODE ;start CODE segment
 .STARTUP ;start program
 CALL READN ;read a number
 MOV TEMP,AX ;save it in TEMP
 .EXIT ;exit to DOS
;
;The READN procedure reads a decimal number from the
;keyboard and returns its binary value in AX.
;
0021 READN PROC NEAR
;
0021 53 PUSH BX ;save BX and CX
0022 51 PUSH CX
0023 B9 000A MOV CX,10 ;load 10 for decimal
0026 BB 0000 MOV BX,0 ;clear result
0029 READN1: MOV AH,1 ;read key with echo
0029 B4 01
002B CD 21 INT 21H
;
002D 3C 30 CMP AL,'0'
002F 72 14 JB READN2 ;if below '0'
0031 3C 39 CMP AL,'9'
0033 77 10 JA READN2 ;if above '9'
;
0035 2C 30 SUB AL,'0' ;convert to ASCII
;
0037 50 PUSH AX ;save digit
0038 8B C3 MOV AX,BX ;multiply result by 10
003A F7 E1 MUL CX
003C 8B D8 MOV BX,AX
003E 58 POP AX
003F B4 00 MOV AH,0
0041 03 D8 ADD BX,AX ;add digit value to result
0043 EB E4 JMP READN1 ;repeat
;
0045 READN2: MOV AX,BX ;get binary result into AX
0045 8B C3
0047 59 POP CX
0048 5B POP BX
0049 C3 RET
;
004A READN ENDP
 END ;end of file

```

## Displaying and Reading Hexadecimal Data

Hexadecimal data are easier to read from the keyboard and display than decimal data. This type of data are not used at the applications level, but at the system level. System level data is often hexadecimal and must either be displayed in hexadecimal form or read from the keyboard as hexadecimal data.

*Reading Hexadecimal Data.* Hexadecimal data appear as 0 to 9 and A to F. The ASCII codes obtained from the keyboard for hexadecimal data are 30H to 39H for the numbers 0 through 9 and 41H to 46H (A-F) or 61H to 66H (a-f) for the letters. To be useful, a procedure that reads hexadecimal data must be able to accept both lowercase and uppercase letters.

Example 7-30 shows two procedures: one (CONV) converts the contents of the data in AL from ASCII code to a single hexadecimal digit, while the other (READH) reads a 4-digit

hexadecimal number from the keyboard and returns with it in register AX. This procedure can be modified to read any size hexadecimal number from the keyboard.

### EXAMPLE 7-30

```

;A program that reads a 4-digit hexadecimal number from
;the keyboard and stores the result in word-sized
; memory location TEMP.
;
0000 .MODEL SMALL ;select SMALL model
0000 0000 TEMP DW ? ;start DATA segment
0000 .CODE ;define TEMP
0017 E8 0007 .STARTUP ;start CODE segment
001A A3 0000 R CALL READH ;start program
 MOV TEMP,AX ;read hexadecimal number
 .EXIT ;save it at TEMP
 ;exit to DOS
;
;The READH procedure that reads a 4-digit hexadecimal
;number from the keyboard and returns it in AX.
;This procedure does next check for errors and uses CONV.
;
0021 READH PROC NEAR
;
0021 51 PUSH CX ;save BX and CX
0022 53 PUSH BX
0023 B9 0004 MOV CX,4 ;load CX and SI with 4
0026 8B F1 MOV SI,CX
0028 BB 0000 MOV BX,0 ;clear result
002B READH1: MOV AH,1 ;read a key with echo
002D CD 21 INT 21H
002F E8 000A CALL CONV ;convert to binary
0032 D3 E3 SHL BX,CL
0034 02 D8 ADD BL,AL ;form result in BX
0036 4E DEC SI
0037 75 F2 JNZ READH1 ;repeat 4 times
0039 8B C3 MOV AX,BX ;move result to AX
003B 5B POP BX ;restore BX and CX
003C 59 POP CX
003D C3 RET
003E READH ENDP
;
;The CONV procedure converts AL into hexadecimal.
;
003E CONV PROC NEAR
;
003E 3C 39 CMP AL,'9'
0040 76 08 JBE CONV2 ;if 0 through 9
0042 3C 61 CMP AL,'a'
0044 72 02 JB CONV1 ;if uppercase A through F
0046 2C 20 SUB AL,20H ;convert to uppercase
0048 CONV1: SUB AL,7
0048 2C 07 CONV2: SUB AL,30H
004A 2C 30 RET
004C C3 CONV ENDP
004D END ;end of file

```

**Displaying Hexadecimal Data.** To display hexadecimal data, a number must be divided into 4-bit segments that are converted into hexadecimal digits. Conversion is accomplished by adding a 30H to the numbers 0 to 9 and a 37H to the letters A to F.

A procedure (DSIPH) that displays the contents of the AX register on the video display appears in the program of Example 7-31. Here the number is rotated left so that the leftmost digit

is displayed first. Because AX contains a 4-digit hexadecimal number, the procedure displays four hexadecimal digits.

### EXAMPLE 7-31

```

;A program that displays the hexadecimal value in AX.
;This program uses DISP8 to display a 4-digit value.
;
0000 .MODEL TINY ;select TINY model
 .CODE ;start CODE segment
 .STARTUP ;start program
0100 B8 0ABC MOV AX,0ABCH ;load AX with test data
0103 E8 0004 CALL DISP8 ;display AX in hexadecimal
 .EXIT ;exit to DOS
;
;The DISP8 procedure displays AX as a 4-digit hex number.
;
010A DISP8 PROC NEAR
;
010A 53 PUSH BX ;save BX and CX
010B 51 PUSH CX
010C B1 04 MOV CL,4 ;load rotate count
010E B5 04 MOV CH,4 ;load digit count
0110 DISP81: -
0110 D3 C0 ROL AX,CL ;position digit
0112 50 PUSH AX
0113 24 0F AND AL,0FH ;convert it to ASCII
0115 04 30 ADD AL,30H
0117 3C 39 CMP AL,'9'
0119 76 02 JBE DISP82
011B 04 07 ADD AL,7
011D DISP82: -
011D B4 02 MOV AH,2 ;display hexadecimal digit
011F 8A D0 MOV DL,AL
0121 CD 21 INT 21H
0123 58 POP AX
0124 FE CD DEC CH
0126 75 E8 JNZ DISP81 ;repeat for 4 digits
0128 59 POP CX
0129 5B POP BX
012A C3 RET
;
012B DISP8 ENDP
 END ;end of file

```

### Using Lookup Tables for Data Conversions

Lookup tables are often used to convert from one data form to another. A lookup table is formed in the memory as a list of data that is referenced by a procedure to perform conversions. In the case of many lookup tables, the XLAT instruction can often be used to look up data in a table provided that the table contains 8-bit wide data and its length is less than or equal to 256 bytes.

*Converting from BCD to 7-segment Code.* One simple application that uses a lookup table is BCD to 7-segment code conversion. Example 7-32 illustrates a lookup table that contains the 7-segment codes for the numbers 0 to 9. These codes are used with the 7-segment display pictured in Figure 7-1. This 7-segment display uses active high (logic 1) inputs to light a segment. The code is arranged so that the segment is in bit position 0 and the g segment is in bit position 6. Bit position 7 is zero in this example, but can be used for displaying a decimal point.

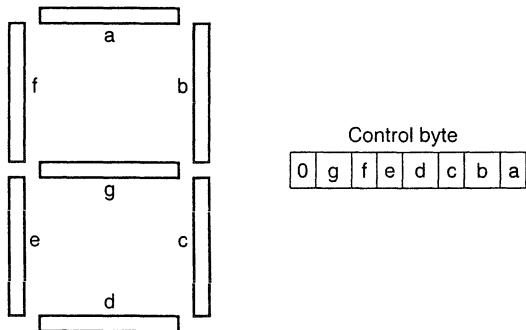
### EXAMPLE 7-32

```

0000 SEG7 PROC FAR
;
0000 53 PUSH BX
0001 BB 0008 R MOV BX,OFFSET TABLE

```

**FIGURE 7-1** The 7-segment display



```

0004 2E: D7 XLAT CS:TABLE ;see text
0006 5B POP BX
0007 CB RET

0008 3F TABLE DB 3FH ;0
0009 06 DB 6 ;1
000A 5B DB 5BH ;2
000B 4F DB 4FH ;3
000C 66 DB 66H ;4
000D 6D DB 6DH ;5
000E 7D DB 7DH ;6
000F 07 DB 7 ;7
0010 7F DB 7FH ;8
0011 6F DB 6FH ;9

0012 SEG7 ENDP

```

The procedure that performs the conversion contains only two instructions and assumes that AL contains the BCD digit to be converted to 7-segment code. One of the instructions addresses the lookup table by loading its address into BX, and the other performs the conversion and returns the 7-segment code in AL.

Because the lookup table is located in the code segment, and the XLAT instruction accesses the data segment by default, the XLAT instruction includes a segment override. Notice that a dummy operand (TABLE) is added to the XLAT instruction so the (CS:) code segment override prefix can be added to the instruction. Normally, XLAT does not contain an operand unless its default segment must be overridden. The LODS and MOVS instructions are also overridden in the same manner as XLAT by using a dummy operand.

**Using a Lookup Table to Access ASCII Data.** Some programming techniques require that numeric codes be converted to ASCII character strings. For example, suppose that you need to display the days of the week for a calendar program. Because the number of ASCII characters in each day is different, some type of lookup table must be used to reference the ASCII-coded days of the week.

The program in Example 7-33 shows a table that references ASCII-coded character strings located in the code segment. Each character string contains an ASCII-coded day of the week. The table references each day of the week. The procedure that accesses the day of the week uses the AL register and the numbers 0 to 6 to refer to Sunday through Saturday. If AL contains a 2 when this procedure is called, the word *Tuesday* is displayed on the video screen.

### EXAMPLE 7-33

```

;A program that displays the current day of the
;week by using the system clock/calendar.
;
 .MODEL SMALL ;select SMALL model

```

```

0000 .DATA ;start DATA segment
0000 000E R 0015 R DTAB DW SUN,MON,TUE,WED,THU,FRI,SAT
 001C R 0024 R
 002E R 0037 R
 003E R
000E 53 75 6E 64 61 79 SUN DB 'Sunday$'
 24
0015 4D 6F 6E 64 61 79 MON DB 'Monday$'
 24
001C 54 75 65 73 64 61 TUE DB 'Tuesday$'
 79 24
0024 57 65 64 6E 65 73 WED DB 'Wednesday$'
 64 61 79 24
002E 54 68 75 72 73 64 THU DB 'Thursday$'
 61 79 24
0037 46 72 69 64 61 79 FRI DB 'Friday$'
 24
003E 53 61 74 75 72 64 SAT DB 'Saturday$'
 61 79 24
0000 .CODE ;start CODE segment
 .STARTUP ;start program
0017 B4 2A MOV AH,2AH ;get day of week
0019 CD 21 INT 21H ;access DOS
001B E8 0004 CALL DAYS ;display day of week
 .EXIT ;exit to DOS

0022 DAYS PROC NEAR
0022 52 PUSH DX ;save DX and SI
0023 56 PUSH SI
0024 BE 0000 R MOV SI,OFFSET DTAB ;address table
0027 B4 00 MOV AH,0 ;find day of week
0029 03 C0 ADD AX,AX
002B 03 F0 ADD SI,AX
002D 8B 14 MOV DX,[SI] ;get day of week
002F B4 09 MOV AH,9 ;display string
0031 CD 21 INT 21H
0033 5E POP SI ;restore registers
0034 5A POP DX
0035 C3 RET

0036 DAYS ENDP
 END ;end of file

```

This procedure first addresses the table by loading its address into the SI register. Next, the number in AL is converted into a 16-bit number and doubled because the table contains two bytes for each entry. This index is then added to SI to address the correct entry in the lookup table. The address of the ASCII character string is now loaded into DX by the MOV DX,CS:[SI] instruction.

Before the INT 21H DOS function is called, the DS register is placed on the stack and loaded with the segment address of CS. This allows DOS function number 09H (display a string) to be used to display the day of the week. This procedure converts the numbers 0 to 6 to the days of the week.

## An Example Program Using Data Conversions

A program example is required to combine some of the data conversion DOS functions. Suppose that you must display the time and date on the video screen. This example program (see Example 7-34) displays the time as 10:45 P.M. and the date as Tuesday, May 14, 1999. The program is short because it calls a procedure that displays the time and a second that displays the date.

The time is available from DOS using an INT 21H function call number 2CH. This returns with the hours in CH and minutes in CL. Also available are seconds in DH and hundredths of

seconds in DL. The date is available using an INT 21H function call number 2AH. This leaves the day of the week in AL, the year in CX, the day of the month in DH, and the month in DL.

### EXAMPLE 7-34

```

;A program that displays the time and date in the
;form: 10:34 A.M., Tuesday July 4, 1999.
;
 .MODEL SMALL ;select SMALL model
 .NOLISTMACRO ;don't expand macros
 .DATA ;start CODE segment
0000
0000 0026 R 002F R DTAB DW SUN,MON,TUE,WED,THU,FRI,SAT
0038 R 0042 R
004E R 0059 R
0062 R
000E 006D R 0076 R MTAB DW JAN,FEB,MAR,APR,MAY,JUN
0080 R 0087 R
008E R 0093 R
001A 0099 R 009F R DW JUL,AUG,SEP,OCT,NOV,DCE
00A7 R 00B2 R
00BB R 00C5 R
0026 53 75 6E 64 61 79 SUN DB 'Sunday, $'
2C 20 24
002F 4D 6F 6E 64 61 79 MON DB 'Monday, $'
2C 20 24
0038 54 75 65 73 64 61 TUE DB 'Tuesday, $'
79 2C 20 24
0042 57 65 64 6E 65 73 WED DB 'Wednesday, $'
64 61 79 2C 20 24
004E 54 68 75 72 73 64 THU DB 'Thursday, $'
61 79 2C 20 24
0059 46 72 69 64 61 79 FRI DB 'Friday, $'
2C 20 24
0062 53 61 74 75 72 64 SAT DB 'Saturday, $'
61 79 2C 20 24
006D 4A 61 6E 75 61 72 JAN DB 'January $'
79 20 24
0076 46 65 62 72 75 61 FEB DB 'February $'
72 79 20 24
0080 4D 61 72 63 68 20 MAR DB 'March $'
24
0087 41 70 72 69 6C 20 APR DB 'April $'
24
008E 4D 61 79 20 24 MAY DB 'May $'
0093 4A 75 6E 65 20 24 JUN DB 'June $'
0099 4A 75 6C 79 20 24 JUL DB 'July $'
009F 41 75 67 75 73 74 AUG DB 'August $'
20 24
00A7 53 65 70 74 65 6D SEP DB 'September $'
62 65 72 20 24
00B2 4F 63 74 6F 62 65 OCT DB 'October $'
72 20 24
00BB 4E 6F 76 65 6D 62 NOV DB 'November $'
65 72 20 24
00C5 44 65 63 65 6D 62 DCE DB 'December $'
65 72 20 24
0000
DISP
 .CODE ;start CODE segment
 MACRO CHAR
 PUSH AX ;;save AX and DX
 PUSH DX
 MOV DL,CHAR ;;display character
 MOV AH,2
 INT 21H
 POP DX ;;restore AX and DX
 POP AX
 ENDM
 .STARTUP ;start program

```

```

0017 E8 0007 CALL TIMES ;display time
001A E8 00A3 CALL DATES ;display date
 .EXIT ;exit to DOS

0021 TIMES PROC NEAR
0021 B4 2C MOV AH,2CH ;get time from DOS
0023 CD 21 INT 21H
0025 B7 41 MOV BH,'A' ;set 'A' for AM
0027 80 FD 0C CMP CH,12
002A 72 05 JB TIMES1 ;if below 12:00 noon
002C B7 50 MOV BH,'P' ;set 'P' for PM
002E 80 ED 0C SUB CH,12 ;adjust to 12 hours
0031
0031 0A ED TIMES1: OR CH,CH ;test for 0 hour
0033 75 02 JNE TIMES2 ;if not 0 hour
0035 B5 0C MOV CH,12 ;change 0 hour to 12
0037
0037 8A C5 TIMES2: MOV AL,CH ;convert hours
0039 B4 00 MOV AH,0
003B D4 0A AAM
003D 0A E4 OR AH,AH
003F 74 0D JZ TIMES3 ;if no tens of hours
0041 80 C4 30 ADD AH,'0' ;convert tens
004E
004E 04 30 TIMES3: DISP AH ;display tens
004E 04 30 ADD AL,'0' ;convert units
004E 04 30 DISP AL ;display units
004E 04 30 DISP ':'
0064 8A C1 MOV AL,CL ;display colon
0066 B4 00 MOV AH,0
0068 D4 0A AAM
006A 05 3030 ADD AX,3030H ;convert minutes
006D 50
0078 58
00BF C3
00C0 TIMES ENDP
00C0 DATES PROC NEAR
` 00C0 B4 2A MOV AH,2AH ;get date from DOS
00C2 CD 21 INT 21H
00C4 52
00C5 B4 00 PUSH DX
00C7 03 C0 MOV AH,0 ;get day of week
00C9 BE 0000 R ADD AX,AX
00CC 03 F0 MOV SI,OFFSET DTAB ;address day table
00CE 8B 14 ADD SI,AX
00DO B4 09 MOV DX,[SI] ;address day of week
00D2 CD 21 MOV AH,9 ;display day of week
00D4 5A
00D5 52
00D6 8A C6 POP DX
00D8 FE C8 PUSH DX
00DA B4 00 MOV AH,0
00DC 03 C0 ADD AX,AX
00DE BE 000E R MOV SI,OFFSET MTAB ;address month table
00E1 03 F0 ADD SI,AX

```

```

00E3 8B 14 MOV DX, [SI] ;address month
00E5 B4 09 MOV AH, 9 ;display month
00E7 CD 21 INT 21H
00E9 5A POP DX
00EA 8A C2 MOV AL, DL ;get day of month
00EC B4 00 MOV AH, 0
00EE D4 0A AAI1
00F0 0A E4 OR AH, AH
00F2 74 0D JZ DATES1
00F4 80 C4 30 ADD AH, 30H
 DISP AH ;display tens
0101 DATES1:
0101 04 30 ADD AL, 30H
 DISP AL ;convert units
 DISP ',' ;display units
 DISP ''
 DISP '' ;display comma
0121 81 F9 07D0 CMP CX, 2000
0125 72 19 JB DATES2
0127 83 E9 64 SUB CX, 100
 DISP '2'
 DISP '0'
 JMP DATES3
013E EB 14 JMP DATES2
0140 DATES2:
 DISP '1'
 DISP '9' ;display 1
 ;display 9
0154 DATES3:
0154 81 E9 076C SUB CX, 1900
0158 8B C1 MOV AX, CX
015A D4 0A AAM
015C 05 3030 ADD AX, 3030H
 DISP AH ;convert to BCD
 DISP AL ;convert to ASCII
 DISP AL ;display tens
0173 C3 RET
0174 DATES ENDP
 END ;end of file

```

This procedure uses two ASCII lookup tables that convert the day and month to ASCII character strings. It also uses the AAM instruction to convert from binary to BCD for the time and date. The displaying of data is handled in two ways: by character string (function 09H) and by single character (function 06H).

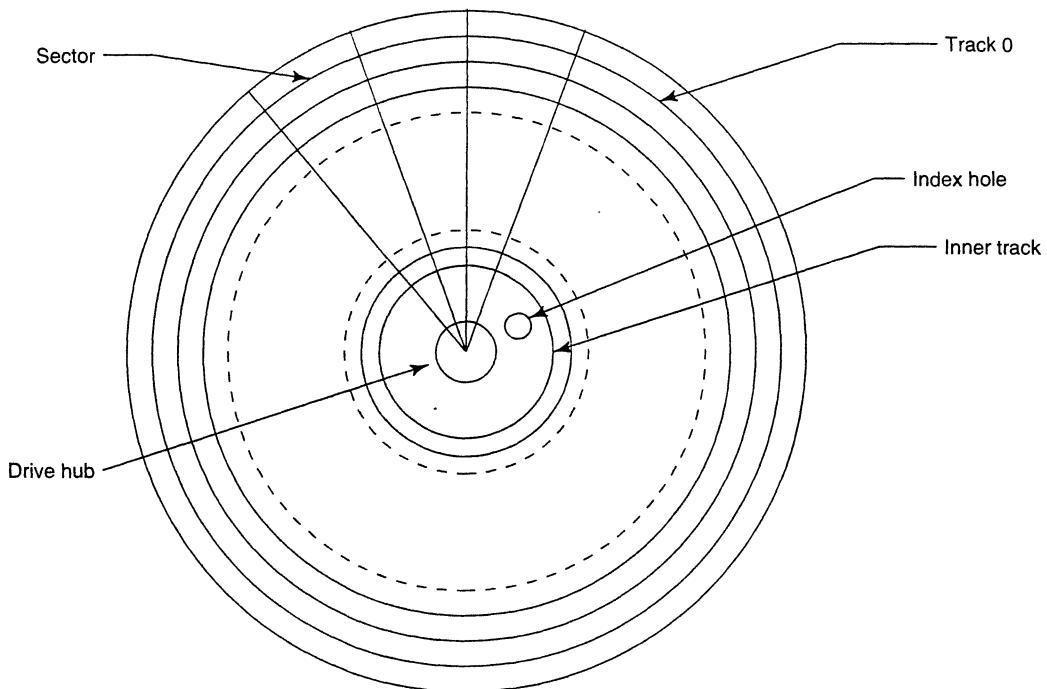
The memory model (SMALL) consists of two segments: .DATA and .CODE. The data segment contains the character strings used with the procedures that display time and date. The code segment contains TIMES and DATES procedures and a macro (DISP) that displays an ASCII character. The main program is very short and consists of two CALL instructions.

## 7-4

## DISK FILES

Data are found stored on the disk in the form of files. The disk itself is organized in four main parts: the boot sector, the file allocation table (FAT), the root directory, and the data storage areas. The first sector on the disk is the boot sector. The boot sector is used to load the disk operating system (DOS) from the disk into the memory when power is applied to the computer.

The FAT is where the names of files/subdirectories and their locations on the disk are stored by DOS. All references to any disk file are handled through the FAT. All other subdirectories and files are referenced through the root directory. The disk files are all considered sequential access files, meaning that they are accessed a byte at a time from the beginning of the file toward the end.



**FIGURE 7–2** Structure of the 5 1/4" floppy disk

### Disk Organization

Figure 7–2 illustrates the organization of sectors and tracks on the surface of the disk. This organization applies to both floppy and hard disk memory systems. The outer track is always track 0 and the inner track is 39 (double-density) or 79 (high-density) on floppy disks. The inner track on a hard disk is determined by the disk size and could be 10000 or higher for very large hard disks.

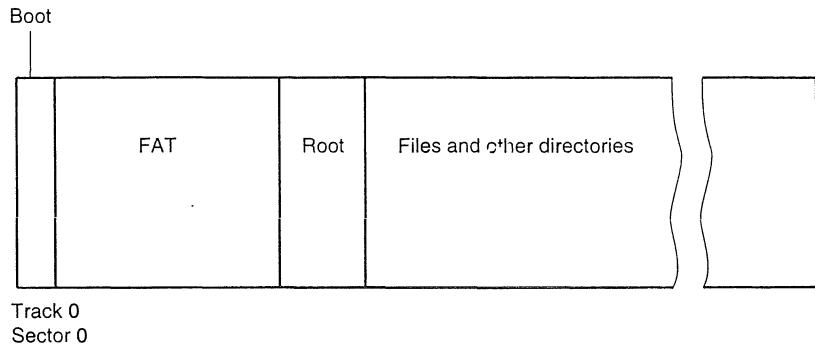
Figure 7–3 shows the organization of data on a disk. The length of the FAT is determined by the size of the disk. Likewise, the length of the root directory is determined by the number of files and subdirectories located within it. The boot sector is always a single 512-byte-long sector located in the outer track at sector 0, the first sector.

The boot sector contains a **bootstrap loader** program that is read into RAM when the system is powered. The bootstrap loader then executes and loads the IO.SYS and MSDOS.SYS programs into RAM. Next, the bootstrap loader passes control to the MSDOS control program, allowing the computer to be under the control of the DOS command processor called COMMAND.COM.

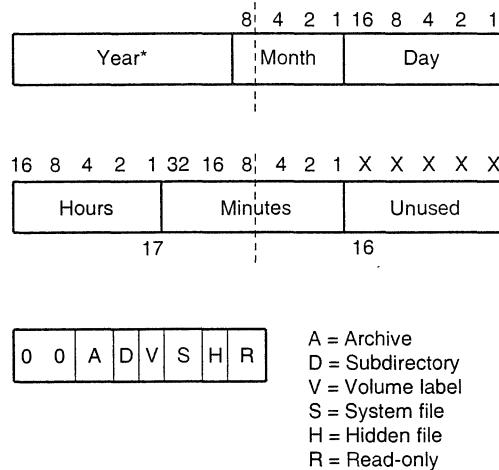
The FAT indicates which sectors are free, which are corrupted (unusable), and which contain data. The FAT table is referenced each time that DOS writes data to the disk so that it can find a free sector. Each free cluster is indicated by a 0000H in the FAT and each occupied sector is indicated by the cluster number. A **cluster** can be anything from one sector to any number of sectors long. Many hard disk memory systems use four sectors per cluster, which means that the smallest file is  $512 \times 4$  or 2,048 bytes long.

Figure 7–4 shows the format of each directory entry in the root or any other directory or subdirectory. Each entry contains the name, extension, attribute, time, date, location, and length. The length of the file is stored as a 32-bit number. This means that a file can have a maximum length of 4G bytes. The location is the starting cluster number.

**FIGURE 7-3** Main data storage areas on a disk



**FIGURE 7-4** Format to any directory or subdirectory entry  
\*Note: year 8 = 1988, year 9 = 1989, year 10 = 1990, etc.



Example 7-35 shows how part of the root directory appears in a hexadecimal dump. Try to identify the date, time, location, and length of each entry. Also identify the attribute for each entry. The listing shows both hexadecimal and ASCII data, as is customary for most computer dumps.

#### EXAMPLE 7-35

|                                                      |         |      |
|------------------------------------------------------|---------|------|
| 0000 49 4F 20 20 20 20 20 20 53 59 53 07 00 00 00 00 | IO      | SYS  |
| 0010 00 00 00 00 00 00 00 00 93 11 02 00 39 82 00 00 |         |      |
| 0020 4D 53 44 4F 53 20 20 20 53 59 53 07 00 00 00 00 | MSDOS   | SYS  |
| 0030 00 00 00 00 00 00 C0 44 93 12 13 00 92 00 00 00 |         |      |
| 0040 43 4F 4D 4D 41 4E 44 20 43 4F 4D 00 00 00 00 00 | COMMAND | COM  |
| 0050 00 00 00 00 00 00 00 00 93 11 26 00 B5 92 00 00 |         |      |
| 0060 42 41 52 52 59 20 42 52 45 59 20 28 00 00 00 00 | BARRY   | BREY |
| 0070 00 00 00 00 00 00 E0 AD 6A 13 00 00 00 00 00 00 |         |      |
| 0080 50 43 54 4F 4F 4C 53 20 20 20 20 10 00 00 00 00 | PCTOOLS |      |
| 0090 00 00 00 00 00 00 80 AE 6A 13 5C 00 00 00 00 00 |         |      |
| 00A0 44 4F 53 20 20 20 20 20 20 20 10 00 00 00 00 00 | DOS     |      |
| 00B0 00 00 00 00 00 00 E0 B0 6A 13 4E 00 00 00 00 00 |         |      |
| 00C0 52 55 4E 5F 46 57 20 20 42 41 54 00 00 00 00 00 | FUN_FW  | BAT  |

```

00D0 00 00 00 00 00 00 40 BD 6A 13 97 0F 4A 00 00 00
00E0 46 4F 4E 54 57 41 52 45 20 20 20 10 00 00 00 00 FONTWARE
00F0 00 00 00 00 00 00 60 BD 6A 13 6E 00 00 00 00 00

```

Files are usually accessed through DOS INT 21H function calls. There are two ways to access a file using INT 21H. One way uses a file control block, and the other uses a file handle. Today, all software accesses files via a file handle, so this text also uses file handles for file access. File control blocks are a carryover from an earlier operating system called CPM (control program micro), which was used with 8-bit computer systems based on the Z80 or 8080 microprocessor.

### Sequential File Access

All DOS files are sequential files. A sequential file is stored and accessed from the beginning of the file toward the end, with the first byte and all bytes between it and the last accessed to read the last byte. Fortunately, files are read and written with the DOS INT 21H function calls (refer to Appendix A), which makes their access and manipulation easy. This section of the text describes how to create, read, write, delete, and rename a sequential access file.

*File Creation.* Before a file can be used, it must exist on the disk. A file is created by the INT 21H function call number 3CH. The file name must be stored at a location addressed by DS:DX before calling the function, and CX must contain the attribute of the file (or subdirectory) created.

A file name is always stored as an ASCII-Z string and may contain the drive and directory path(s) if needed. Example 7–36 shows several ASCII-Z string file names stored in a data segment for access by the file utilities. An **ASCII-Z string** is a character string that ends with a 00H or null character.

#### EXAMPLE 7–36

```

0000 44 4F 47 2E 54 58 FILE1 DB 'DOG.TXT',0
 54 00
0008 43 3A 44 41 54 41 FILE2 DB 'C:DATA.DOC',0
 2E 44 4F 43 00
0013 43 3A 5C 44 52 45 FILE3 DB 'C:\DREAD\ERROR.FIL',0
 41 44 5C 45 52 52
 4F 52 2E 46 49 4C
 00

```

Suppose that you have filled a 256 memory buffer area with data that must be stored in a new file called DATA.NEW on the default disk drive. Before data can be written to this new file,

**TABLE 7–5** File attribute definitions

| Bit Position | Value | Attribute     | Function                                                             |
|--------------|-------|---------------|----------------------------------------------------------------------|
| 0            | 01H   | Read-only     | A read-only file or directory                                        |
| 1            | 02H   | Hidden        | Prevents the file or directory from appearing in a directory listing |
| 2            | 04H   | System        | Specifies a system file                                              |
| 3            | 08H   | Volume        | Specifies the name of the disk volume                                |
| 4            | 10H   | Sub-directory | Specifies a subdirectory name                                        |
| 5            | 20H   | Archive       | Indicates that a file has changed since the last backup              |

the file must first be created. Example 7-37 lists a short procedure that creates this new file on the disk.

### EXAMPLE 7-37

```

;A program that creates file DATA.NEW.
;DO NOT RUN this program because the file is not closed.
;
 .MODEL SMALL
0000 .DATA
0000 44 41 54 41 FILEN DB 'DATA.NEW',0 ;file name
0000 2E 4E 45 57
0000 00
0000 .CODE
0017 .STARTUP
0017 B4 3C MOV AH,3CH ;create file function
0019 B9 0000 MOV CX,0 ;normal file attribute
001C BA 0000 R MOV DX,OFFSET FILEN ;address file name
001F CD 21 INT 21H ;access DOS
 .EXIT
 END

```

Whenever a file is created, the CX register must contain the attributes or characteristics of the file. Table 7-5 lists and defines the attribute bit positions. A logic 1 in a bit selects the attribute, while a logic 0 does not.

After returning from the INT 21H, the carry flag indicates whether or not an error occurred (CF = 1) during the creation of the file. Some errors that can occur are path not found, no file handles available, or media error; they are obtained if needed by INT 21H function call number 59H. If carry is cleared, no error has occurred and the AX register contains a file handle. The **file handle** is a number that is used to refer to the file after it is created or opened. The file handle allows a file to be accessed without using the ASCII-Z string name of the file, speeding the operation.

**Writing to a File.** Now that we have created a new file, called FILE.NEW, data can be written to it. Before writing to a file, the file must have been created or opened. When a file is created or opened, the file handle returns in the AX register. The file handle is used to refer to the file whenever data are written. Function number 40H is used to write data to an opened or newly created file. In addition to loading a 40H into AH, we must also load BX = the file handle, CX = the number of bytes to be written, and DS:DX = the address of the area to be written to the disk.

Suppose that we must write all 256 bytes of BUFFER to the file. This is accomplished as illustrated in Example 7-38 using function 40H. If an error occurs during a write operation, the carry flag is set. If no error occurs, the carry flag is cleared and the number of bytes written to the file is returned in the AX register. Errors that occur for writes usually indicate that the disk is full or that there is some type of media error.

### EXAMPLE 7-38

```

 .
 .
0010 8B D8 MOV BX,AX ;move handle to BX
0012 B4 40 MOV AH,40H ;load write function
0014 B9 0100 MOV CX,256 ;load count
0017 BA 0009 R MOV DX,OFFSET BUFFER ;address BUFFER
001A CD 21 INT 21H ;write 256 bytes from BUFFER
001C 72 32 JC ERROR1 ;on write error
 .
 .

```

*Opening, Reading, and Closing a File.* To read a file, it must first be opened. When a file is opened, DOS checks the directory to determine if the file exists and returns the DOS file handle in register AX. The DOS file handle must be used for reading, writing, and closing a file.

Example 7-39 shows a sequence of instructions that open a file, read 256 bytes from the file into memory area BUFFER, and then close the file. When a file is opened (AH = 3DH), the AL register specifies the type of operation allowed for the opened file. If AL = 00H, the file is opened for a read; if AL = 01H, the file is opened for a write; and if AL = 02H, the file is opened for a read or a write.

### EXAMPLE 7-39

```

;A program that opens the file TEMP.ASM and reads the
;first 256 bytes into an area of memory called BUF.
;
 .MODEL SMALL
0000 .DATA
0000 54 45 4D 50 FILEN DB 'TEMP.ASM', 0 ;file name
2E 41 53 4D
00
0009 0100 [BUF DB 256 DUP (?) ;buffer area
 00
]
0000 .CODE
 .STARTUP
0017 B8 3D02 MOV AX,3D02H ;open file function
001A BA 0000 R MOV DX,OFFSET FILEN ;address file name
001D CD 21 INT 21H ;access DOS
001F 8B D8 MOV BX,AX ;file handle to BX
 .
0021 B4 3F MOV AH,3FH ;read file function
0023 B9 0100 MOV CX,256 ;read 256 bytes
0026 BA 0009 R MOV DX,OFFSET BUF ;store data at BUF
0029 CD 21 INT 21H ;access DOS
 .
002B B4 3E MOV AH,3EH ;close file function
002D CD 21 INT 21H ;access DOS
 .EXIT
 END

```

Function number 3FH causes a file to be read. As with the write function, BX contains the file handle, CX contains the number of bytes to be read, and DS:DX contains the location of a memory area where the data are stored. As with all disk functions, the carry flag indicates an error with a logic 1. If a logic 0 is indicated, the AX register indicates the number of bytes read from the file.

Closing a file is very important. If a file is left open, some serious problems can occur that can actually destroy the disk and all of its data. If a file is written and not closed, the FAT can become corrupted, making it difficult or impossible to retrieve data from the disk. Always be certain to close a file after it is read or written.

*The File Pointer.* When a file is opened, written, or read, the file pointer addresses the current location in the sequential file. When a file is opened, the file pointer always addresses the first byte of the file. If a file is 1,024 bytes long, and a read function reads 1,023 bytes, the file pointer addresses the last byte of the file, but not the end of the file.

The **file pointer** is a 32-bit number that addresses any byte in a file. Once a file is opened, the file pointer can be changed with the move file pointer function number 42H. A file pointer can be moved from the start of the file (AL = 00H), from the current location (AL = 01H), or from the end of the file (AL = 02H). In practice, all three directions of the move are used to access different parts of the file. The distance moved by the file pointer is specified by registers CX and DX. The DX register holds the least-significant part of the distance, and CX the most significant part. Register BX must contain the file handle before using function 42H to move the file pointer.

Suppose that a file exists on the disk and that you must append the file with 256 bytes of new information. When the file is opened, the file pointer addresses the first byte of the file. If you attempt to write without moving the file pointer to the end of the file, the new data will overwrite the first 256 bytes of the file. Example 7-40 shows a procedure that opens a file, moves the file pointer to the end of the file, writes 256 bytes of data, and then closes the file. This **appends** the file with 256 new bytes of data.

#### EXAMPLE 7-40

```
;A program that opens FILE.NEW and appends it with 256
;bytes of data from BUF.
;
0000 .MODEL SMALL
 .DATA
0000 46 49 4C 45 FILEN DB 'FILE.NEW',0 ;file name
 2E 4E 45 57
 00
0009 0100 [BUF DB 256 DUP (?) ;buffer
 00
]
0000
 .CODE
 .STARTUP
0017 B8 3D02 MOV AX,3D02H ;open FILE.NEW
001A BA 0000 R MOV DX,OFFSET FILEN
001D CD 21 INT 21H
001F 8B D8 MOV BX,AX
 .
0021 B8 4202 MOV AX,4202H ;move file pointer to end
0024 BA 0000 MOV DX,0
0027 B9 0000 MOV CX,0
002A CD 21 INT 21H
 .
002C B4 40 MOV AH,40H ;write BUF to end of file
002E B9 0100 MOV CX,256
0031 BA 0009 R MOV DX,OFFSET BUF
0034 CD 21 INT 21H
 .
0036 B4 3E MOV AH,3EH ;close file
0038 CD 21 INT 21H
 .
.EXIT
END
```

One of the more difficult file maneuvers is inserting new data into the middle of the file. Figure 7-5 shows how this is accomplished by creating a second file. Notice that the part of the file before the insertion point is copied into the new file. This is followed by the new information before the remainder of the file is appended after the insertion into the new file. Once the new file is complete, the old file is deleted and the new file is renamed to the old file name.

Example 7-41 shows a program that inserts new data into an old file. This program copies the DATA.NEW file into the DATA.OLD file at a point after the first 256 bytes of the DATA.OLD file.

#### EXAMPLE 7-41

```
;A program that adds the 256 byte contents of the file
;DATA.NEW to DATA.OLD at a point between the first 256
;bytes of DATA.OLD and the remainder of the file.
;
0000 .MODEL SMALL
 .DATA
0000 0000 HAN1 DW ? ;file handle for DATA.TMP
0002 0000 HAN2 DW ? ;file handle for DATA.OLD
0004 44 41 54 41 FILE1 DB 'DATA.TMP',0
 2E 54 4D 50
 00
```

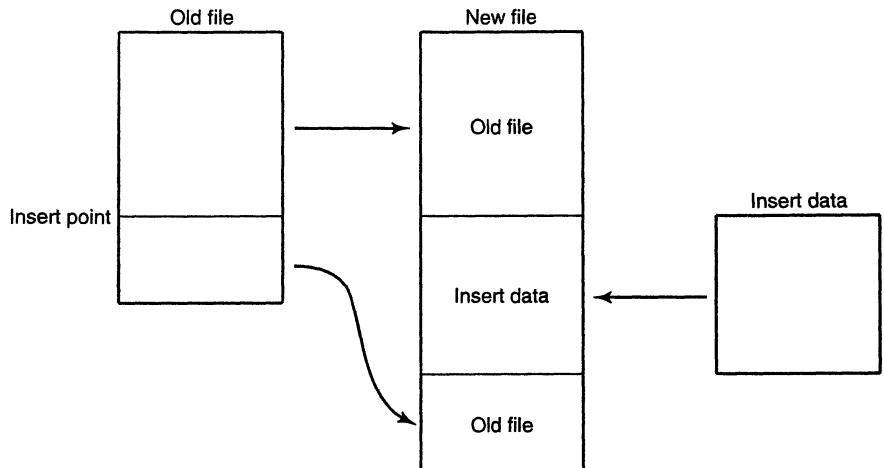


FIGURE 7-5 Inserting new data within an old file

```

000D 44 41 54 4 FILE2 DB 'DATA.OLD',0
 2E 4F 4C 44
 00
0016 44 41 54 41 FILE3 DB 'DATA.NEW',0
 2E 4E 45 57
 00
001F 0100 [BUF DB 256 DUP (?) ;data buffer area
 00
]
0000 .CODE
 .STARTUP
0017 B4 3C MOV AH,3CH ;create DATA.TMP
0019 B9 0000 MOV CX,0
001C BA 0004 R MOV DX,OFFSET FILE1
001F CD 21 INT 21H
0021 A3 0000 R MOV HAN1,AX ;save handle at HAN1

0024 B8 3D02 MOV AX,3D02H ;open DATA.OLD
0027 BA 000D R MOV DX,OFFSET FILE2
002A CD 21 INT 21H
002C 8B D8 MOV BX,AX
002E A3 0002 R MOV HAN2,AX ;save handle at HAN2

0031 B4 3F MOV AH,3FH ;read 256 bytes of DATA.OLD into BUF
0033 B9 0100 MOV CX,256
0036 BA 001F R MOV DX,OFFSET BUF
0039 CD 21 INT 21H

003B B4 40 MOV AH,40H ;write BUF to DATA.TMP
003D 8B 1E 0000 R MOV BX,HAN1 ;get handle
0041 B9 0100 MOV CX,256
0044 BA 001F R MOV DX,OFFSET BUF
0047 CD 21 INT 21H

0049 B8 3D02 MOV AX,3D02H ;open DATA.NEW
004C BA 0016 R MOV DX,OFFSET FILE3
004F CD 21 INT 21H
0051 8B D8 MOV BX,AX

0053 B4 3F MOV AH,3FH ;read 256 bytes from DATA.NEW to BUF
0055 B9 0100 MOV CX,256
0058 BA 001F R MOV DX,OFFSET BUF
005B CD 21 INT 21H

```

```

005D B4 3E MOV AH,3EH ;close DATA.NEW
005F CD 21 INT 21H

0061 B4 40 MOV AH,40H ;write BUF to DATA.TMP
0063 8B 1E 0000 R MOV BX,HAN1 ;get handle
0067 B9 0100 MOV CX,256
006A BA 001F R MOV DX,OFFSET BUF
006D CD 21 INT 21H

006F MAIN1:
006F B4 3F MOV AH,3FH ;read 256 bytes from DATA.OLD to BUF
0071 8B 1E 0002 R MOV BX,HAN2 ;get handle
0075 B9 0100 MOV CX,256
0078 BA 001F R MOV DX,OFFSET BUF
007B CD 21 INT 21H
007D 0B C0 OR AX,AX ;test for zero byte read
007F 74 10 JZ MAIN2 ;if file empty
0081 B4 40 MOV AH,40H ;write BUF to DATA.TMP
0083 8B 1E 0000 R MOV BX,HAN1 ;get handle
0087 B9 0100 MOV CX,256
008A BA 001F R MOV DX,OFFSET BUF
008D CD 21 INT 21H
008F EB DE JMP MAIN1 ;loop back to read loop

0091 MAIN2:
0091 B4 3E MOV AH,3EH ;close DATA.OLD
0093 CD 21 INT 21H

0095 B4 41 MOV AH,41H ;delete DATA.OLD
0097 BA 000D R MOV DX,OFFSET FILE2
009A CD 21 INT 21H

009C B4 3E MOV AH,3EH ;close DATA.TMP
009E 8B 1E 0000 R MOV BX,HAN1 ;get handle
00A2 CD 21 INT 21H

00A4 8C D8 MOV AX,DS
00A6 8E C0 MOV ES,AX ;overlap DS and ES

00A8 B4 56 MOV AH,56H ;rename DATA.TMP to DATA.OLD
00AA BA 0004 R MOV DX,OFFSET FILE1 ;old name
00AD BF 000D R MOV DI,OFFSET FILE2 ;new name
00B0 CD 21 INT 21H
.EXIT
END

```

This program uses two new INT 21H function calls. The delete and rename function calls are used to delete the old file before the temporary file is renamed to the old file name. Note that the rename function uses both the DS and ES segment registers to address the two file names.

## Random Access Files

Random access files are developed through software using sequential access files. A random access file is addressed by a record number rather than by going through the file searching for data. The move pointer function call becomes very important when random access files are created. Random access files are much easier to use for large volumes of data.

*Creating a Random Access File.* Planning ahead is paramount to creating a random access file system. Suppose that a random access file is required for storing the names of customers. Each customer record requires 16 bytes for the last name, 16 bytes for the first name, and 1 byte for the middle initial. Each customer record contains two street address lines of 32 bytes each, a city line of 16 bytes, 2 bytes for the state code, and 9 bytes for the ZIP Code. The basic customer information requires 105 bytes. Additional information expands the record to 256 bytes in length. Because the business is growing, provisions are made for 5,000 customers. This means that the total random access file is 1,280,000 bytes long.

Example 7-42 illustrates a short program that creates a file called CUST.FIL and inserts 5,000 blank records of 256 bytes each. A blank record contains 00H in each byte. This appears to be a large file, but it fits on a single high-density 5<sup>1</sup>/<sub>4</sub>" or 3<sup>1</sup>/<sub>2</sub>" floppy disk drive; in fact, this program assumes that the disk is in drive A.

### EXAMPLE 7-42

```
;A program that creates CUST.FIL and then fills 5,000
;records of 256 bytes each with zeros.
;
0000 .MODEL SMALL
0000 .DATA
0000 43 55 53 54 FILE1 DB 'CUST.FIL',0 ;file name
0000 2E 46 49 4C
0000 00
0009 0100 [BUF DB 256 DUP (0) ;buffer
0009 00
0009]
0000 .
0000 .CODE
0000 .STARTUP
0017 B4 3C MOV AH,3CH ;create CUST.FIL
0019 B9 0000 MOV CX,0
001C BA 0000 R MOV DX,OFFSET FILE1
001F CD 21 INT 21H
0021 8B D8 MOV BX,AX ;handle to BX
0023 BD 1388 .
0026 MAIN1: MOV BP,5000 ;record counter
0026 B4 40 MOV AH,40H ;write record
0028 B9 0100 MOV CX,256
002B BA 0009 R MOV DX,OFFSET BUF
002E CD 21 INT 21H
0030 4D DEC BP ;decrement record count
0031 75 F3 JNZ MAIN1 ;for 5000 records
0033 B4 3E MOV AH,3EH ;close file
0035 CD 21 INT 21H
0036 .
0036 EXIT
0036 END
```

*Reading and Writing a Record.* Whenever a record must be read, the record number is loaded into the BP register and the procedure listed in Example 7-43 is called. This procedure assumes that FIL contains the handle number and that the CUST.FIL remains open at all times.

Notice how the record number is multiplied by 256 to obtain a count for the move pointer function. In each case, the file pointer is moved from the start of the file to the desired record before it is read into memory area BUFFER. Although not shown, writing a record is performed in the same manner as reading.

### EXAMPLE 7-43

```
;The READ procedure reads one record from CUST.FIL.
;Input parameters are:
;FIL (word) = CUST.FIL handle
;BP = record number
;Output parameters are:
;BUFFER (256 bytes) = customer record
;
0000 READ PROC FAR
0000 .
0000 8B 1E 0100 R MOV BX,FIL ;get handle
0004 B8 0100 MOV AX,256 ;multiply by 256
0007 F7 E5 MUL BP
0009 8B CA MOV CX,DX
000B 8B D0 MOV DX,AX
```

```

000D B8 4200 MOV AX,4200H ;move pointer
0010 CD 21 INT 21H

0012 B4 3F MOV AH,3FH ;read record
0014 B9 0100 MOV CX,256
0017 BA 0000 R MOV DX,OFFSET BUFFER
001A CD 21 INT 21H
001C CB RET

001D READ ENDP

```

## 7-5

## EXAMPLE PROGRAMS

Now that many of the basic programming building blocks have been discussed, we present some example application programs. Although these example programs may seem trivial, they present some additional programming techniques and illustrate programming styles for the microprocessor.

## Calculator Program

This program demonstrates how data conversion plays an important part in many application programs. Example 7-44 illustrates a program that accepts two numbers and adds, subtracts, multiplies, or divides them. To limit the complexity of the program, the numbers are limited to two-digit numbers. For example, if you type a 12 + 24 followed by =, the program will calculate the result and display a 36 as an answer. To further simplify the program, the numbers 0–9 must be entered as two-digit numbers 0–9.

## EXAMPLE 7-44

```

;calculator program
;
.MODEL TINY
0000 .CODE
DISP MACRO PARA
 PUSH AX
 MOV AH,6
 MOV DL, PARA
 INT 21H
 POP AX
ENDM

GET MACRO
.repeat
 MOV AH,6
 MOV DL,-1
 INT 21H
.UNTIL AL>='0' && AL <= '9'
DISP AL
SUB AL,'0'
ENDM

.STARTUP

0100 E8 001E CALL READN ;get first number
0103 8A D8 MOV BL,AL
DISP '+' ;display +
010D E8 0011 CALL READN ;get second number
0110 02 D8 ADD BL,AL
DISP '=' ;display =
011A E8 003F CALL DISPA ;display sum

```

```

.EXIT

0121 READN PROC NEAR USES BX
 GET ;get first digit
013A B3 0A MOV BL,10
013C F6 E3 MUL BL
013E 8A D8 MOV BL,AL
 GET ;get second digit
0158 02 C3 ADD AL,BL
 RET ;form number

015C READN ENDP

015C DISPA PROC NEAR
 MOV AL,BL ;get answer
015C 8A C3 MOV BX,10
015E BB 000A PUSH BX
0161 53 MOV AH,0
0162 B4 00 .REPEAT
 MOV DX,0
0164 BA 0000 DIV BX
0167 F7 F3 PUSH DX
0169 52 .UNTIL AX == 0
 .WHILE 1
016E 58 POP AX
 .BREAK .IF AL == 10
0173 04 30 ADD AL,'0' ;make ASCII
 DISP AL
 .ENDW
017F C3 RET

0180 DISPA ENDP
 END

```

Note that this program uses many of the techniques presented thus far in this chapter, including conditional assembly directives such as .REPEAT, .IF, .BREAK, and .WHILE. Also included are procedures and macros. This program does not support a backspace to correct an erroneous entry. To reduce the length of the program, no attempt has been made to recover from any errors.

### Numeric Sort Program

At times, numbers must be sorted into numeric order. This is often accomplished with a bubble sort. Figure 7–6 shows five numbers that are sorted with a bubble sort. Notice that the set of five numbers may require four passes.

**FIGURE 7–6** A bubble sort showing data as they are sorted. Note: Sorting five numbers may require four passes.

|   |   |   |   |
|---|---|---|---|
| 6 | 6 | 6 | 6 |
| 9 | 9 | 1 | 1 |
| 1 | 1 | 9 | 3 |
| 3 | 3 | 3 | 9 |
| 2 | 2 | 2 | 2 |

Pass 1

|   |   |   |   |
|---|---|---|---|
| 6 | 1 | 1 | 1 |
| 1 | 6 | 3 | 3 |
| 3 | 3 | 6 | 2 |
| 2 | 2 | 2 | 6 |
| 9 | 9 | 9 | 9 |

Pass 2

|   |   |   |
|---|---|---|
| 1 | 1 | 1 |
| 3 | 3 | 2 |
| 2 | 2 | 3 |
| 6 | 6 | 6 |
| 9 | 9 | 9 |

Pass 3

numbers is tested four times with four passes. For each pass, two consecutive numbers are compared and sometimes exchanged. Also notice that during the first pass, there are four comparisons, during the second three, etc.

Example 7-45 illustrates a program that accepts 10 numbers from the keyboard (0-65535). After these 16-bit numbers are accepted and stored in memory section ARRAY, they are sorted using the bubble sorting technique. This bubble sort uses a flag to determine if any numbers were exchanged in a pass. If no numbers were exchanged, the numbers are in order and the sort terminates.

### EXAMPLE 7-45

```

0000 .MODEL SMALL
0000 000A [.DATA
0000] ARRAY DW 10 DUP (?) ;array
0000
0014 0D 0A 45 6E 74 65 MES1 DB 13,10,'Enter 10 numbers:',13,10,10,'$'
72 20 31 30 20 6E
75 6D 62 65 72 73
3A 0D 0A 0A 24
002B 0D 0A 0A 53 6F 72 MES2 DB 13,10,10,'Sorted Data:',13,10,10,'$'
74 65 64 20 44 61
74 61 3A 0D 0A 0A
24
0000 .CODE

DISP MACRO PARA
 PUSH AX
 MOV AH,6
 MOV DL, PARA
 INT 21H
 POP AX

ENDM
GET MACRO

.REPEAT
 MOV AH,6
 MOV DL,-1
 INT 21H
UNTIL (AL>='0' && AL <='9') || AL==13 || AL==''
DISP AL
.IF AL==13
 DISP 10
.ENDIF
.IF AL>='0' && AL<='9'
 SUB AL, '0'
.ENDIF

ENDM

STRING MACRO WHERE
 MOV DX,OFFSET WHERE
 MOV AH,9
 INT 21H

ENDM
.STARTUP

001E FC
001F B9 000A
0022 BF 0000 R
0025 8C D8 STRING MES1
 CLD
 MOV CX,10
 MOV DI,OFFSET ARRAY
 MOV AX,DS

```

```

0027 8E C0 MOV ES,AX
0029 E8 0026 .REPEAT
 CALL GETN ;get 10 numbers
 .UNTILCXZ
 STRING MES2
0035 E8 008B CALL SORT ;sort 10 numbers
0038 B9 0009 MOV CX,9
003B BE 0000 R MOV SI,OFFSET ARRAY
 .REPEAT ;display 10 numbers
003E E8 0061 CALL DISPNS
 DISP ','
 .UNTILCXZ
004B E8 0054 CALL DISPNS
 .EXIT

0052 GETN PROC NEAR
0052 BD 000A MOV BP,10
0055 BB 0000 MOV BX,0
 .WHILE 1
 GET
 .BREAK .IF AL==13 || AL==''
 XCHG AX,BX
0094 93 MUL BP
0095 F7 E5 XCHG AX,BX
0097 93 MOV AH,0
0098 B4 00 ADD BX,AX
009A 03 D8 .ENDW
009E 8B C3 MOV AX,BX
00A0 AB STOSW
00A1 C3 RET

00A2 GETN ENDP

00A2 DISPNS PROC NEAR
00A2 BB 000A MOV BX,10
00A5 53 PUSH BX
00A6 AD LODSW
 .REPEAT
00A7 BA 0000 MOV DX,0
00AA F7 F3 DIV BX
00AC 52 PUSH DX
 .UNTIL AX==0
 .WHILE 1
 POP AX
 .BREAK .IF AL==10
00B6 04 30 ADD AL,'0'
 DISP AL
 .ENDW
00C2 C3 RET

00C3 DISPNS ENDP

00C3 SORT PROC NEAR
00C3 BB 0009 MOV BX,9
 .REPEAT
00C6 8B CB MOV CX,BX
00C8 BE 0000 R MOV SI,OFFSET ARRAY
00CB B2 00 MOV DL,0
 .REPEAT
00CD AD LODSW
00CE 3B 04 CMP AX,[SI]
 .IF !CARRY?
00D2 8B 2C MOV BP,[SI]
00D4 89 6C FE MOV [SI-2],BP
00D7 89 04 MOV [SI],AX

```

```

00D9 FE C2 INC DL
 .ENDIF
 .UNTILCXZ
00DD 4B DEC BX
 .UNTIL BX==0 || DL==0
00E6 C3 RET
00E7 SORT ENDP
 END

```

Once the numbers are sorted, they are displayed on the video screen in ascending numeric order. No provision is made for errors as each number is typed. The program terminates after sorting one set of 10 numbers and must be invoked again to sort 10 new numbers.

### Hexadecimal File Dump

An example program that displays a file in hexadecimal format allows us to practice disk memory access. It also gives us the opportunity to read a parameter (the file name) from the DOS command line.

Whenever a command (program name) is typed at the DOS command line, any parameters that follow are placed in a **program segment prefix**. The program segment prefix (PSP) is listed in Appendix A, Figure A-6. Notice that the length of the command line and the command line parameters appear in the PSP along with other information. Upon execution of a program, the DS segment register addresses the PSP, so an offset address of 80H is used to access the length (byte-sized) of the command line. After obtaining the length, the command line and its parameters can be accessed.

Example 7-46 lists a program that obtains a file name from the command line and then displays the file in a hexadecimal listing. This program is useful for debugging faulty programs and also as practice with disk file access and conversions. The parameter following the command always starts with a space (20H) at offset address 81H and always ends with a carriage return (0DH). The length of the parameter is always one greater. For example, if DUMPS FROG is typed at the command line and DUMPS is the name of the program, the parameter FROG is stored beginning with a 20H at offset 81H, and the length is 5.

### EXAMPLE 7-46

```

0000 .MODEL SMALL
0000 0000 .DATA
0002 0100 [SECT DW ?
 00 BUFFER DB 256 DUP (?)
]
0102 0100 [FILE DB 256 DUP (?)
 00]
0202 0D 0A 59 6F 75 20 MES1 DB 13,10,'You must enter a file '
 6D 75 73 74 20 65
 6E 74 65 72 20 61
 20 66 69 6C 65 20
 DB 'name',13,10,'$'
021A 6E 61 6D 65 0D 0A
 24
0221 0D 0A 46 69 6C 65 MES2 DB 13,10,'File not found',13,10,'$'
 20 6E 6F 74 20 66
 6F 75 6E 64 0D 0A
 24
0234 0D 0A 46 69 6C 65 MESS3 DB 13,10,'File corrupt',13,10,'$'
 20 63 6F 72 72 75
 70 74 0D 0A 24
0245 0D 0A 32 35 36 20 MES4 DB 13,10,'256 byte Section: $'

```

```

62 79 74 65 20 53
65 63 74 69 6F 6E
3A 20 24
025A 0D 0A 24 MESS5 DB 13,10,'$'
025D 0D 0A 54 79 70 65 MESS6 DB 13,10,'Type a space to continue:$'
20 61 20 73 70 61
63 65 20 74 6F 20
63 6F 6E 74 69 6E
75 65 3A 20 24

0000 .CODE
 STRING MACRO WHERE
 MOV AH, 9
 MOV DX,OFFSET WHERE
 INT 21H
 ENDM

 OPEN MACRO WHERE
 MOV AX,3D02H
 MOV CX,0
 MOV DX,OFFSET WHERE
 INT 21H
 MOV BX,AX ;save handle in BX
 MOV SECT,-1 ;indicate first sector
 ENDM

 READ MACRO BUF,COUNT
 MOV AH,3FH
 MOV CX,COUNT
 MOV DX,OFFSET BUF
 INT 21H
 ENDM

 CLOSE MACRO
 MOV AH,3EH
 INT 21H
 ENDM

 DISP MACRO NUM
 MOV AH,6
 MOV DL,NUM
 INT 21H
 ENDM

 ASCII MACRO
 AND AL,15
 ADD AL,'0'
 .IF AL>'9'
 ADD AL,7
 .ENDIF
 DISP AL
 ENDM

 .STARTUP
0017 1E PUSH DS ;swap segments
0018 06 PUSH ES
0019 1F POP DS
001A 07 POP ES
001B BE 0082 MOV SI,82H ;address command line
001E 8A 4C FE MOV CL,[SI-2] ;get length
0021 B5 00 MOV CH,0
0023 80 F9 00 CMP CL,0
0026 75 10 JNE MAIN1 ;if file name present
0028 B8 ---- R MOV AX,DGROUP
002B 8E D8 MOV DS,AX
 STRING MES1 ;display MES1
 .EXIT
MAIN1: DEC CX
 MOV DI,OFFSET FILE
0038 49
0039 BF 0102 R

```

```

003C F3/ A4 REP MOVSB ;save file name
003E 88 2D MOV [DI],CH ;make it ASCII-Z
0040 8C C0 MOV AX,ES
0042 8E D8 MOV DS,AX ;segment DGROUP
0057 73 0B OPEN FILE
 JNC MAIN2
 STRING MES2
 ;if file found
 ;display MES2
 ;exit to DOS
0064 .EXIT
MAIN2:
 .WHILE 1
0064 FF 06 0000 R INC SECT ;increment sector
 READ BUFFER,256
0072 73 0B JNC MAIN3
 STRING MES3
 ;if file read
 ;display MES3
 .EXIT
 ;exit to DOS
007F MAIN3:
 .IF AX==0 ;end of file
 CLOSE
 .EXIT
 ;close file
 ;exit to DOS
 .ENDIF
008B E8 000D CALL DUMP ;display sector
 STRING MES6
0095 B4 01 MOV AH,1 ;wait for key
0097 CD 21 INT 21H
 .ENDW

009B DUMP PROC NEAR
009B 8B C8 MOV CX,AX ;save count
 STRING MES4
 ;display sector
00A4 8B 2E 0000 R MOV BP,SECT
00A8 E8 0028 CALL DISPA ;display 16-bit hex
 STRING MES5
 ;display CR & LF
00B2 BE 0002 R MOV SI,OFFSET BUFFER
 .REPEAT
00B5 8B C6 MOV AX,SI
00B7 2D 0002 R SUB AX,OFFSET BUFFER
00BA 8B E8 MOV BP,AX
00BC 83 E0 0F AND AX,15
 .IF AX==0
 STRING MES5
 CALL DISPA
 .ENDIF
00CA E8 0006 CALL DISPN
 .UNTILCXZ
00CD E8 002B RET
00D3 DUMP ENDP

00D3 DISPA PROC NEAR USES CX
00D4 B9 0004 MOV CX,4
 .REPEAT
00D7 D1 C5 ROL BP,1
00D9 D1 C5 ROL BP,1
00DB D1 C5 ROL BP,1
00DD D1 C5 ROL BP,1
00DF 8B C5 MOV AX,BP
 ASCII
 .UNTILCXZ
 DISP '
 RET
00FB DISPA ENDP

00FB DISPN PROC NEAR
00FB AC LODSB
00FC D0 C8 ROR AL,1
00FE D0 C8 ROR AL,1
0100 D0 C8 ROR AL,1
0102 D0 C8 ROR AL,1
 ASCII

```

```

0114 8A 44 FF MOV AL, [SI-1]
 ASCII
 DISP
012D C3 RET
012E DISPN ENDP
 END

```

## 7-6

## INTERRUPT HOOKS

Hooks are used to tap into or intercept the interrupt structure of the microprocessor. For example, we might hook into the keyboard interrupt so that we can detect a special keystroke called a *hot-key*. Whenever the hot-key is typed, we can access a terminate and stay resident (TSR) program that performs a special task. Some examples of hot-key software include pop-up calculators and pop-up clocks.

### Intercepting an Interrupt

In order to intercept an interrupt, we must use a DOS function call that reads the current address from the interrupt vector. The DOS function call number 35H is used to read the current interrupt vector, and DOS function call number 25H is used to change the address of the current vector. In both DOS function calls, AL indicates the vector type number (00H–FFH) and AH indicates the DOS function call number.

When the vector is read using function 35H, the offset address is returned in register BX and the segment address is in register ES. These two registers are saved so that they can be restored when the interrupt hook is removed from memory. When the vector is set, it is set to the address stored at the memory location addressed by DS:DX.

The process of installing an interrupt handler through a hook is illustrated in the program of Example 7-47. This program intercepts the divide error interrupt by first reading the current interrupt vector address and storing it into a double-word memory location for access by the new interrupt service procedure. Next, the address of the new interrupt service procedure, stored in DS:DX, is placed into the vector using DOS function call number 25H.

### EXAMPLE 7-47

```

; A sequence of instructions that show the installation
; or a new interrupt for vector 0 (divide error).
; Note this is not a complete program.
;
0000 .MODEL TINY
 .CODE
 .STARTUP
0100 EB 05 JMP MAIN ;skip
;
0102 00000000 ADDR DD ? ;old interrupt vector
0106 NEW PROC FAR ;new interrupt procedure
0106 CF IRET ;do nothing interrupt
0107 NEW ENDP
0107 MAIN:
0107 8C C8 MOV AX,CS ;address CS with DS
0109 8E D8 MOV DS,AX

```

```

;get vector 0 address

010B B8 3500 MOV AX,3500H
010E CD 21 INT 21H

;save vector address at ADDR

0110 89 1E 0102 R MOV WORD PTR ADDRESS,BX
0114 8C 06 0104 R MOV WORD PTR ADDRESS+2,ES

;install new interrupt vector 0 address

0118 B8 2500 MOV AX,2500H
011B BA 0106 R MOV DX,OFFSET NEW
011E CD 21 INT 21H

;other installation software continues here

```

### Example TSR Alarm

A fairly simple example showing an interrupt hook and TSR causes a beep on the speaker after one hour or one-half hour. We all seem to get lost in computer processing, and this program makes it easy to keep track of time because of the audible beep.

The beep is caused by using timer 2 of the timer found inside the PC in order to generate an audio tone at the speaker. (Refer to Section 10-5 in Chapter 10 for a discussion of the timer, and see Figure 7-7 for its connection in the computer.) Programming timer 2 with a particular beep frequency or tone is accomplished by programming timer 2 with 1,193,180 divided by the desired tone. For example, if we divide 1,193,180 by 800, the speaker generates an 800 Hz audio tone. Refer to the BEEP procedure (see Example 7-48) for programming the timer and turning the speaker on and off after a short wait determined by the number of clock ticks. This procedure uses six clock ticks to produce a beep lasting about  $\frac{1}{3}$  of a second. Note that each clock tick occurs about 18.2 times per second (the actual time is closer to 18.206). This is accomplished by using the user wait timer locations in the first segment of the memory. The user wait timer is updated 18.2 times per second by the computer so that it can be used to time events. The program that uses the BEEP procedure causes an audio tone of 1000 Hz, 1200 Hz, and 1400 Hz (each with a  $\frac{1}{3}$ -second duration) to repeat four times.

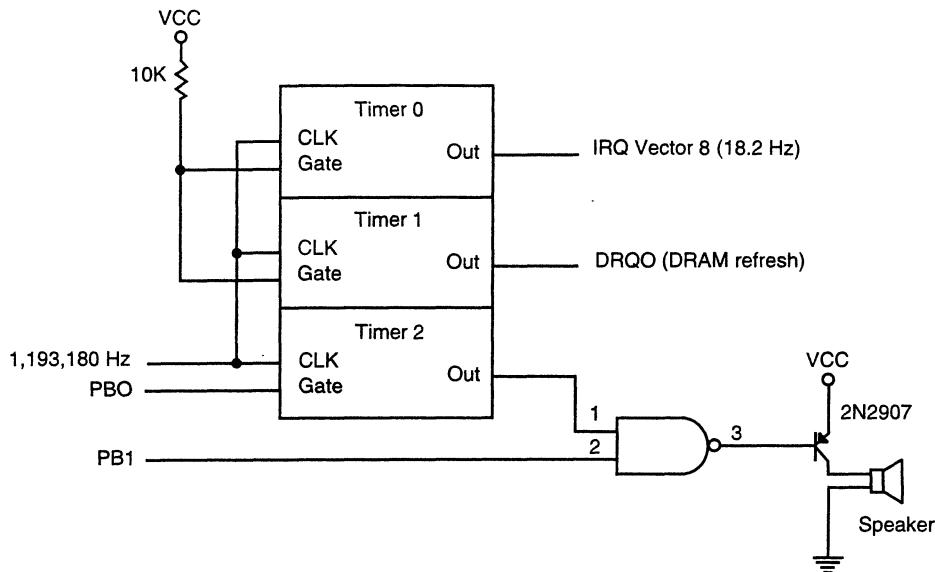
### EXAMPLE 7-48

```

;A program that beeps the speaker with some sample audio
;tones that each have a duration of 1/3 second.
;

0000
 .MODEL TINY
 .CODE
 .STARTUP
0100 B8 0000 MOV AX,0
0103 8E D8 MOV DS,AX ;address segment 0000H
0105 B9 0004 MOV CX,4 ;set count to 4
0108 E4 61 IN AL,61H ;enable timer and speaker
010A OC 03 OR AL,3 ;set PB0 and PB1
010C E6 61 OUT 61H,AL
010E
 MAIN1:
010E BB 03E8 MOV BX,1000 ;select 1000 Hz tone
0111 E8 0018 CALL BEEP
0114 BB 04B0 MOV BX,1200 ;select 1200 Hz tone
0117 E8 0012 CALL BEEP
011A BB 0578 MOV BX,1400 ;select 1400 Hz tone
011D E8 000C CALL BEEP
0120 E2 EC LOOP MAIN1 ;repeat 4 times
0122 E4 61 IN AL,61H ;turn speaker off

```



**FIGURE 7–7** The speaker and timer circuit in the personal computer (I/O ports 40–43H program the timer, and I/O port 61H programs PB0 and PB1)

```

0124 34 03 XOR AL,3 ;clear PB0 and PB1
0126 E6 61 OUT 61H,AL
. EXIT
;
;The BEEP procedure programs timer 2 to beep the speaker
;for 1/3 of a second with the frequency BX.
;***input parameters***
;BX = desired audio tone
;***uses***
;WAITS procedure to wait for 1/3 second
;
012C BEEP PROC NEAR ;beep speaker 1/3 second
;
012C B8 34DC MOV AX,34DCH ;load AX with 1,193,180
012F BA 0012 MOV DX,12H
0132 F7 F3 DIV BX ;find count
0134 E6 42 OUT 42H,AL ;program timer 2
0136 8A C4 MOV AL,AH
0138 E6 42 OUT 42H,AL
013A E8 0001 CALL WAITS ;wait 1/3 second
013D C3 RET
;
013E BEEP ENDP
;
;the WAITS procedure waits 1/3 of a second
;***uses***
;memory doubleword location 0000:46CH to time the wait
;
013E WAITS PROC NEAR
;
013E BA 0006 MOV DX,6 ;number of clock ticks
0141 BB 0000 MOV BX,0
0144 03 16 046C ADD DX,DS:[46CH] ;get tick count plus time
0148 13 1E 046E ADC BX,DS:[46EH]
014C WAIT1: MOV BP,DS:[46CH] ;test for elapsed time
014C 8B 2E 046C MOV AX,DS:[46EH]
0150 A1 046E

```

```

0153 2B EA SUB BP,DX
0155 1B C3 SBB AX,BX
0157 72 F3 JC WAIT1 ;keep testing

0159 C3 RET

015A WAITS ENDP
 END

```

The CHIME program (see Example 7-49) hooks into interrupt vector 8 and beeps the speaker once each half-hour and twice on the hour. This program is a TSR and remains active until the computer is turned off. Note how the TSR is installed and how the interrupt vector is hooked. Also notice that the normal interrupt vector 8 procedure continues to execute even as the beeper is activated.

#### EXAMPLE 7-49

```

;A terminate and stay resident program that hooks into
;interrupt vector 8 to beep the speaker one time per
;half-hour and two times per hour.
;***must be assembled as a .COM file*** for use with
;version 5.10 of MASM
 .MODEL TINY
0000 .CODE
 .STARTUP
0100 E9 00CE JMP INSTALL ;install interrupt
= 03E8 TONE EQU 1000 ;set tone at 1000 Hz
0103 00 COUNT DB 0 ;elapsed time counter
0104 00000000 ADD8 DD ? ;old vector address
0108 00 PASS DB 0 ;1 or 2 beeps
0109 00 BEEP DB 0 ;beep or silent
010A 00 FLAG DB 0 ;busy flag

010B VEC8 PROC FAR ;interrupt procedure

010B 2E: 80 3E 010A R CMP CS:FLAG,0 ;test busy flag
00
0111 74 05 JE VEC81 ;if not busy
0113 2E: FF 2E 0104 R JMP CS:ADD8 ;if busy do normal INT 8
0118 VEC81: PUSHF
0118 9C CALL CS:ADD8 ;do normal INT 8
0119 2E: FF 1E 0104 R MOV CS:FLAG,1 ;show busy
011E 2E: C6 06 010A R 01
0124 FB STI
0125 2E: 80 3E 0108 R CMP CS:PASS,0 ;allow other interrupts
00
012B 75 2C JNE VEC83 ;if beep counter active
012D 50 PUSH AX ;save registers
012E 51 PUSH CX
012F 52 PUSH DX
0130 B4 02 MOV AH,2 ;get time from BIOS
0132 CD 1A INT 1AH
0134 80 FE 00 CMP DH,0 ;is it 00 seconds
0137 75 68 JNE VEC86 ;not time yet, so return
0139 80 F9 00 CMP CL,0 ;test for hour
013C 74 10 JE VEC82 ;if hour beep 2 times
013E 80 F9 30 CMP CL,30H ;test for half-hour
0141 75 5E JNE VEC86 ;if not half-hour
0143 E8 0065 CALL BEEPS ;start speaker beep
0146 2E: C6 06 0108 R MOV CS:PASS,1 ;set number of beeps to 1
01
014C EB 53 JMP VEC86 ;end it
014E VEC82: CALL BEEPS ;start speaker beep
014E E8 005A MOV CS:PASS,2 ;set number of beeps to 2
0151 2E: C6 06 0108 R

```

```

 02
0157 EB 48 JMP VEC86 ;end it
0159 VEC83: CMP CS:COUNT,0
0159 2E: 80 3E 0103 R
00
015F 74 07 JE VEC84 ;if time delay has elapsed
0161 2E: FE 0E 0103 R
0166 EB 3C DEC CS:COUNT
0168 VEC84: JMP VEC88
0168 2E: 80 3E 0109 R
00
016E 75 1C JNE VEC85 ;if beep is on
0170 2E: FE 0E 0108 R
0175 74 2D JZ VEC88 ;if second beep not needed
0177 2E: C6 06 0103 R
09
017D 2E: C6 06 0109 R
01
0183 50 PUSH AX ;enable speaker for beep
0184 E4 61 IN AL,61H
0186 0C 03 OR AL,3
0188 E6 61 OUT 61H,AL
018A EB 17 JMP VEC87
018C VEC85: MOV CS:COUNT,9
018C 2E: C6 06 0103 R
09
0192 2E: C6 06 0109 R
00
0198 50 PUSH AX ;disable speaker
0199 E4 61 IN AL,61H
019B 34 03 XOR AL,3
019D E6 61 OUT 61H,AL
019F EB 02 JMP VEC87
01A1 VEC86: ;end it
01A1 5A POP DX ;restore registers
01A2 59 POP CX
01A3 VEC87: POP AX
01A3 58 VEC88: POP AX
01A4 VEC88: MOV CS:FLAG,0
01A4 2E: C6 06 010A
00
01AA CF IRET ;interrupt return

01AB VEC8 ENDP
;
;The BEEPS procedure programs the speaker for the
;frequency stored as TONE using an equate at assembly
;time. The duration of the beep is 1/2 second.
;***uses registers AX, CX, and DX***

01AB BEEPS PROC NEAR ;beep speaker
01AB 2E: 8B 0E 03E8
01B0 B8 34DC
01B3 BA 0012
01B6 F7 F1
01B8 E6 42
01BA 8A C4
01BC E6 42
01BE E4 61
01C0 0C 03
01C2 E6 61
01C4 2E: C6 06 0103 R
09
01CA 2E: C6 06 0109 R
01
01D0 C3 RET

```

```

01D1 BEEPS ENDP

01D1 INSTALL: ;install interrupt VEC8
01D1 8C C8 MOV AX,CS ;overlap CS and DS
01D3 8E D8 MOV DS,AX

01D5 B8 3508 MOV AX,3508H ;get current vector 8
01D8 CD 21 INT 21H ;and save it
01DA 89 1E 0104 R MOV WORD PTR ADD8,BX
01DE 8C 06 0106 R MOV WORD PTR ADD8+2,ES

01E2 B8 2508 MOV AX,2508H ;address interrupt VEC8
01E5 BA 010B R MOV DX,OFFSET VEC8
01E8 CD 21 INT 21H ;install vector 8

01EA BA 01D1 R MOV DX,OFFSET INSTALL ;find paragraphs
01ED B1 04 MOV CL,4
01EF D3 EA SHR DX,CL
01F1 42 INC DX

01F2 B8 3100 MOV AX,3100H ;exit to DOS as TSR
01F5 CD 21 INT 21H
END

```

The CHIME program uses several memory locations as flags to signal the operation of the interrupt service procedure. The first flag tested by CHIME is the busy flag (FLAG), which indicates that a part of the interrupt service procedure is active. If FLAG = 1 (busy condition), the procedure jumps to the normal vector 8 interrupt (JMP CS:ADD8), which ends VEC8's execution. If FLAG = 0 (not busy), the interrupt service procedure continues at VEC81. The default address for all direct memory data is the data segment. In the TSR software used in this example and others, it is important to use the segment override prefix (CS:) to ensure that the program addresses data in the code segment, where it appears.

At VEC81, the normal vector 8 interrupt is executed with a forced interrupt call (PUSHF followed by a CALL CS:ADD8). Upon return from the normal vector 8 interrupt (required to keep accurate time), the busy flag is set to show a busy condition (FLAG = 1), and other interrupts are enabled with the STI instruction.

The pass flag is now tested to see if the VEC8 procedure is currently beeping the speaker. If PASS = 0 (not beeping speaker), the time of day is retrieved from BIOS using the INT 1AH instruction. It is important not to access DOS from within a TSR or interrupt service procedure. If DOS is accessed at this time, it may be in the process of executing an operation that affects the interrupt. This would cause the program to crash. The INT 1AH instruction returns the number of seconds (DH), minutes (CL), and hours (CH) in BCD form. After obtaining the current time, the number of seconds is tested for zero. If it is not zero seconds, the interrupt procedure ends. If it is zero seconds, then CL is tested for 00 minute (hour) and 30 minutes. If either case is true, the speaker is enabled and TONE is programmed in the timer by a call to BEEPS. If neither case is true, the interrupt ends. Notice that the BEEPS procedure programs timer 2, enables the speaker, and sets the count to 9.

The time delay counter (COUNT) is decremented each time the interrupt occurs. If the count reaches zero, the procedure tests BEEP to control the speaker. If the speaker is beeping, the procedure turns it off and resets the time delay count to 9. If the speaker is not beeping, the procedure tests PASS to determine if another beep is required on the hour. The time delay is  $\frac{1}{2}$  second (COUNT = 9) in this program and cannot be less. If a delay of less than  $\frac{1}{2}$  second is chosen, the speaker will beep twice for both the hour and half hour. The reason is that the clock (INT 1AH) is checked for the zero second. If a time delay of less than  $\frac{1}{2}$  second is used, the half-hour will be picked up twice.

The TSR program is loaded into memory at the DOS command line by typing the name of the program; in this case, the program is called CHIME. If DOS version 5.0 or 6.X is in use, you

can load CHIME into the upper memory or high memory area by typing LOADHIGH CHIME. Once this program loads into memory, it remains in the background beeping off the time until the power to the computer is disconnected or until it is rebooted. This is an excellent, and not too annoying, addition to the system to keep track of time. If desired, a hot-key could be used to enable and disable CHIME. The next section of the text describes hot-keys.

### Example Hot-Key Program

Hot-keys are keystrokes that invoke programs that are terminate and stay resident. For example, an ALT + C key could be defined as a hot-key that calls a program that displays the time. Note that the hot-key is detected inside most applications, but not at the DOS command line, where it may lock up the system if used. To detect a hot-key, we usually hook into interrupt vector 9, which is the keyboard interrupt that occurs if any key is typed. This allows us to test the keyboard and detect a hot-key before the normal interrupt processes the keystroke.

A hot-key is installed with a TSR program and interrupt hooks. To illustrate a hot-key program that can be useful, a program is developed that counts keystrokes. The keystroke counter program (see Example 7-50) is useful in a business environment that uses computers for data entry or other tasks. With this type of program, productivity can be assessed. The keystroke counter program counts each keystroke and displays the count only when the ALT + K key is pressed. (It is important to note that businesses sometimes use this program to monitor workers. It is the duty of any company using this program to notify workers of its use. It may even be the responsibility of the company to obtain permission from workers before a program such as this is placed into service.)

This program can be modified to keep track of keystrokes by the hour or any other time unit. In this example, the keystroke count (up to 4 billion) accumulates keystrokes for as long as power is applied to the computer. The program also stores the installation time for security purposes. This is important because if a machine is reset, the start time for this TSR will be reset.

This program hooks into interrupt 8 and 9 to count keys. The interrupt 9 hook detects the hot-key (ALT + K) and counts keystrokes. When the hot-key is detected, the 18.2 Hz interrupt 8 activates the hot-key program that displays the keystroke count and time of installation. This type of TSR is often called a *pop-up program*, because it pops up when the hot-key is typed. Notice that this program uses INT 16H to test the keyboard. Never use a DOS INT 21H function call within a TSR or interrupt hook because serious problems can arise. This program also uses direct manipulation of the video text memory that begins at location B8000H. This memory is organized with two bytes per ASCII character. The first byte contains the ASCII code, and the following byte contains the background and character color.

#### EXAMPLE 7-50

```
;A TSR program that counts keystrokes and reports the
;time of installation and number of accumulated
;keystrokes when the ALT-K key combination is activated.
;***requires an 80386 or newer microprocessor***
;
 .MODEL TINY
 .386
0000 .CODE
 .STARTUP
0100 E9 0241 JMP INSTALL ;install VEC8 and VEC9
;
0103 00 HFLAG DB 0 ;Hot-key detected
0104 00000000 ADD8 DD ? ;old vector 8 address
0108 00000000 ADD9 DD ? ;old vector 9 address
```

```

010C 00000000 COUNT DD 0 ;Keystroke counter
0110 00 HOUR DB ? ;start-up time
0111 00 MIN DB ?
0112 0 0 SFLAG DB 0 ;start-up flag
0113 00 FLAG8 DB 0 ;interrupt 8 busy
0114 25 KEY DB 25H ;scan code for K
0115 08 HMASK DB 8 ;alternate key mask
0116 08 MKEY DB 8 ;alternate key
0117 00A0 [SCRN DB 160 DUP (?) ;screen buffer
00
]
01B7 54 69 6D 65 MES1 DB 'Time = '
20 3D 20
01BE 20 20 20 4B MES2 DB ' KeyStrokes = '
65 79 53 74
72 6F 6B 65
73 20 3D 20

01CE VEC9 PROC FAR ;keyboard intercept
01CE FB STI ;enable interrupts
01CF 66| 50 PUSH EAX ;save EAX
01D1 E4 60 IN AL,60H ;get scan code
01D3 2E: 3A 06 0114 R CMP AL,CS:KEY ;test for K
01D8 75 16 JNE VEC91 ;no hot-key
01DA B8 0000 MOV AX,0 ;address segment 0000
01DD 1E PUSH DS ;save DS
01DE 8E D8 MOV DS,AX
01E0 A0 0417 MOV AL,DS:[417H] ;get shift/alternate data
01E3 1F POP DS
01E4 2E: 22 06 0115 R AND AL,CS:HMASK ;isolate alternate key
01E9 2E: 3A 06 0116 R CMP AL,CS:MKEY ;test for alternate key
01EE 74 2A JE VEC93 ;if hot-key found
01F0 VEC91:
01F0 51 PUSH CX ;add one to BCD COUNT
01F1 B9 0003 MOV CX,3
01F4 66| 2E: A1 010C R MOV EAX,CS:COUNT
01F9 66| 83 C0 01 ADD EAX,1
01FD 27 DAA ;make result BCD
01FE VEC92:
01FE 9C PUSHF
01FF 66| C1 C8 08 ROR EAX,8
0203 9D POPF
0204 14 00 ADC AL,0 ;propagate carry
0206 27 DAA
0207 E2 F5 LOOP VEC92
0209 66| C1 C8 08 ROR EAX,8
020D 66| 2E: A3 010C R MOV CS:COUNT,EAX
0212 59 POP CX
0213 66| 58 POP EAX
0215 2E: FF 2E 0108 R JMP CS:ADD9 ;do normal interrupt
021A VEC93:
021A FA CLI ;if hot-key pressed
021B E4 61 IN AL,61H ;interrupts off
021D 0C 80 OR AL,80H ;clear keyboard and
021F E6 61 OUT 61H,AL ;throw away hot key
0221 24 7F AND AL,7FH
0223 E6 61 OUT 61H,AL
0225 B0 20 MOV AL,20H ;reset keyboard interrupt
0227 E6 20 OUT 20H,AL
0229 FB STI ;enable interrupts
022A 2E: C6 06 0103 R MOV CS:HFLAG,1 ;indicate hot-key pressed
01
0230 66| 58 POP EAX
0232 CF IRET

0233 VEC9 ENDP

```

```

0233 VEC8 PROC FAR ;clock tick interrupt
0233 2E: 80 3E 0113 R CMP CS:FLAG8,0
0239 00
0239 74 05 JZ VEC81 ;if not busy
023B 2E: FF 2E 0104 R JMP CS:ADD8 ;if busy
0240 VEC81:
0240 2E: 80 3E 0103 R CMP CS:HFLAG,0
0246 00
0246 75 37 JNZ VEC83 ;if hot-key detected
0248 2E: 80 3E 0112 R CMP CS:SFLAG,0
0248 00
024E 74 05 JZ VEC82 ;if start-up
0250 2E: FF 2E 0104 R JMP CS:ADD8 ;if not hot-key or start
0255 VEC82:
0255 9C PUSHF ;do old interrupt 8
0256 2E: FF 1E 0104 R CALL CS:ADD8
025B 2E: C6 06 0113 R MOV CS:FLAG8,1
025B 01
0261 FB STI ;enable interrupts
0262 50 PUSH AX
0263 51 PUSH CX
0264 52 PUSH DX
0265 B4 02 MOV AH,2 ;get start-up time
0267 CD 1A INT 1AH
0269 2E: 88 2E 0110 R MOV CS:HOUR,CH ;save hour
026E 2E: 88 0E 0111 R MOV CS:MIN,CL ;save minute
0273 5A POP DX ;restore registers
0274 59 POP CX
0275 58 POP AX
0276 2E: C6 06 0112 R MOV CS:SFLAG,1
0276 01
027C E9 00A5 JMP VEC89 ;end it
027F VEC83:
027F 9C PUSHF ;do hot-key display
0280 2E: FF 1E 0104 R CALL CS:ADD8 ;do old interrupt 8
0285 2E: C6 06 0113 R MOV CS:FLAG8,1
0285 01
028B FB STI ;enable interrupts
028C 50 PUSH AX
028D 53 PUSH BX
028E B4 0F MOV AH,0FH ;get video mode
0290 CD 10 INT 10H
0292 3C 03 CMP AL,3 ;if DOS text mode
0294 76 05 JBE VEC84
0296 5B POP BX ;ignore if graphics mode
0297 58 POP AX
0298 E9 0083 JMP VEC88 ;for text mode
029B VEC84:
029B 51 PUSH CX
029C 66| 52 PUSH EDX
029E 57 PUSH DI
029F 56 PUSH SI
02A0 1E PUSH DS
02A1 06 PUSH ES
02A2 FC CLD
02A3 8C C8 MOV AX,CS ;address this segment
02A5 8E C0 MOV ES,AX
02A7 B8 B800 MOV AX,0B800H ;address text memory
02AA 8E D8 MOV DS,AX
02AC B9 00A0 MOV CX,160 ;save top screen line
02AF BF 0117 R MOV DI,OFFSET SCRN
02B2 BE 0000 MOV SI,0
02B5 F3/ A4 REP MOVSB
02B7 1E PUSH DS ;swap segments
02B8 06 PUSH ES
02B9 1F POP DS

```

```

02BA 07 POP ES
02BB BF 0050 MOV DI,80 ;start display at center
02BE BE 01B7 R MOV SI,OFFSET MES1
02C1 B4 0F MOV AH,0FH ;load white on black
02C3 B9 0007 MOV CX,7
02C6 VEC85:
02C6 AC LODSB ;display "Time = "
02C7 AB STOSW
02C8 E2 FC LOOP VEC85
02CA 2E: 8A 16 0111 R MOV DL,CS:MIN
02CF 2E: 8A 36 0110 R MOV DH,CS:HOUR
02D4 66| C1 E2 10 SHL EDX,16
02D8 B9 0002 MOV CX,2
02DB B3 30 MOV BL,30H
02DD E8 004B CALL DISP ;display hours
02E0 B0 3A MOV AL,':'
02E2 AB STOSW ;display colon
02E3 B9 0002 MOV CX,2
02E6 B3 80 MOV BL,80H
02E8 E8 0040 CALL DISP ;display minutes
02EB BE 01BE R MOV SI,OFFSET MES2 ;display KeyStrokes =
02EE B9 0010 MOV CX,16

02F1 VEC86:
02F1 AC LODSB
02F2 AB STOSW
02F3 E2 FC LOOP VEC86
02F5 66| 2E: 8B 16 010C R MOV EDX,CS:COUNT ;get count
02FB B9 0008 MOV CX,8
02FE B3 30 MOV BL,30H
0300 E8 0028 CALL DISP ;display count
0303 VEC87:
0303 B4 01 MOV AH,1 ;wait for any key (BIOS)
0305 CD 16 INT 16H
0307 74 FA JZ VEC87
0309 FC CLD
030A BE 0117 R MOV SI,OFFSET SCRN ;restore text
030D BF 0000 MOV DI,0
0310 B9 00A0 MOV CX,160
0313 F3/ A4 REP MOVS
0315 07 POP ES
0316 1F POP DS
0317 5E POP SI
0318 5F POP DI
0319 66| 5A POP EDX
031B 59 POP CX
031C 5B POP BX
031D 58 POP AX

031E VEC88:
031E 2E: C6 06 0103 R MOV CS:HFLAG,0 ;kill hot_key
00
0324 VEC89:
0324 2E: C6 06 0113 R MOV CS:FLAG8,0 ;indicate not busy
00
032A CF IRET

032B VEC8 ENDP
;
;The DISP procedure displays the BCD contents of EDX.
;***input parameters***
;CX = number of digits
;BL = 30H for blank leading zeros or 80H for no blanking
;ES = segment address of text mode display
;DI = offset address of text mode display
;
032B DISP PROC NEAR ;display
032B 66| C1 C2 04 ROL EDX,4 ;position number

```

```

032F 8A C2 MOV AL,DL
0331 24 0F AND AL,0FH
0333 04 30 ADD AL,30H ;convert to ASCII
0335 AB STOSW ;store in text display
0336 3A C3 CMP AL,BL ;test for blanking
0338 74 04 JE DISP1 ;if blanking needed
033A B3 80 MOV BL,80H ;turn off blanking
033C EB 03 JMP DISP2 ;continue
033E DISP1: SUB DI,2 ;blank digit
033E 83 EF 02 DISP2: LOOP DISP
0341 E2 E8 RET
0343 C3
0344 DISP ENDP
0344 INSTALL: ;install VEC8 and VEC9
0344 8C C8 MOV AX,CS ;load DS
0346 8E D8 MOV DS,AX
0348 B8 3508 MOV AX,3508H ;get current vector 8
034B CD 21 INT 21H ;and save it
034D 89 1E 0104 R MOV WORD PTR ADD8,BX
0351 8C 06 0106 R MOV WORD PTR ADD8+2,ES
0355 B8 3509 MOV AX,3509H ;get current vector 9
0358 CD 21 INT 21H ;and save it
035A 89 1E 0108 R MOV WORD PTR ADD9,BX
035E 8C 06 010A R MOV WORD PTR ADD9+2,ES
0362 B8 2508 MOV AX,2508H ;address interrupt procedure
0365 BA 0233 R MOV DX,OFFSET VEC8
0368 CD 21 INT 21H ;install vector 8
036A B8 2509 MOV AX,2509H ;address interrupt procedure
036D BA 01CE R MOV DX,OFFSET VEC9
0370 CD 21 INT 21H ;install vector 9
0372 BA 0344 R MOV DX,OFFSET INSTALL ;find paragraphs
0375 C1 EA 04 SHR DX,4
0378 42 INC DX
0379 B8 3100 MOV AX,3100H ;set as a TSR
037C CD 21 INT 21H
END

```

Note that the pop-up portion of this program only functions in the text mode and will count any unseen keystrokes that DOS generates. It also counts shift, alternate, and other keys as they are pressed and released. For example, the capital A will be counted as two or three keystrokes. This means that the keystroke count will be inflated. Even so, this program is useful for counting keystrokes by a given operator. If the operator reboots the system, the new reboot time is displayed and the count is cleared to zero.

The VEC9 interrupt service procedure intercepts all keystrokes. The IN AL,60H instruction reads the scan code from the keyboard interface within the personal computer. This is then tested for the K scan code. (See Table 7-3 for the key scan codes). If the K scan code is not four, the procedure increments the BCD count stored at location COUNT and returns to the normal keyboard interrupt handler. If the K scan code is detected, the contents of memory location 0000:0417 are tested for the alternate key. If an alternate key is detected, the program sets the HFLAG to 1, tosses away the hot-key, and returns. Notice how the hot-key is discarded by strobing I/O port number 61H. The keyboard is cleared by sending a logic 1 in bit position 7 of

port 61H, followed by sending a logic 0 in bit position 7. The interrupt controller in the computer must also be cleared by sending a 20H out to I/O port number 20H.

The VEC8 interrupt service procedure tests the HFLAG for the hot-key and the SFLAG for system startup. If the SFLAG = 0, the system has just been installed and the time is stored in HOUR and MIN. If the HFLAG = 1, a hot-key was detected by VEC9. The VEC8 procedure responds to the hot-key by storing the contents of the top line of the text display at memory array SCRN. Once the top is stored, the message "Time = " is displayed, followed by the installation time. Next, the message "Keystrokes = " is displayed, followed by the BCD number stored in COUNT. Recall that count is incremented each time VEC9 detects that a key is typed on the keyboard.

---

## 7-7

## SUMMARY

1. The assembler program assembles modules that contain PUBLIC variables and segments plus EXTRN (external) variables. The linker program links modules and library files to create a run-time program executed from the DOS command line. The run-time program usually has the extension EXE.
2. The MACRO and ENDM directives create a new opcode for use in programs. These macros are similar to procedures except that there is no call or return. In place of them, the assembler inserts the code of the macro sequence into a program each time it is invoked. Macros can include variables that pass information and data to the macro sequence.
3. The DOS INT 21H function call provides a method of using the keyboard and video display. Function number 06H, placed into register AH, provides an interface to the keyboard and display. If DL = OFFH, this function tests the keyboard for a keystroke. If no keystroke is detected, it returns equal. If a keystroke is detected, the standard ASCII character returns in AL. If an extended ASCII character is typed, it returns with AL = 00H, where the function must again be called to return with the extended ASCII character in AL. To display a character, DL is loaded with the character and AH with 06H before the INT 21H is used in a program.
4. Character strings are displayed using function number 09H. The DS:DX register combination addresses the character string, which must end with a \$.
5. The INT 10H instruction accesses video BIOS (basic I/O system) procedures that control the video display and keyboard. The video BIOS functions are independent of DOS and function with any operating system.
6. The mouse driver is installed at interrupt vector 33H.
7. Data conversion from binary to BCD is accomplished with the AAM instruction for numbers that are less than 100 or by repeated division by 10 for larger numbers. Once converted to BCD, a 30H is added to convert each digit to ASCII code for the video display.
8. When converting from an ASCII number to BCD, a 30H is subtracted from each digit. To obtain the binary equivalent, we multiply by 10.
9. Lookup tables are used for code conversion with the XLAT instruction if the code is an 8-bit code. If the code is wider than 8-bits, then a short procedure that accesses a lookup table provides the conversion. Lookup tables are also used to hold addresses so that different parts of a program or different procedures can be selected.
10. Conditional assembly language statements allow portions of a program to be assembled if a condition is met. These are useful for tailoring software to an application
11. The disk memory system contains tracks that hold information stored in sectors. Many disk systems store 512 bytes of information per sector. Data on the disk are organized in a boot

sector, file allocation table, root directory, and a data storage area. The boot sector loads the DOS system from the disk into the computer memory system. The FAT indicates which sectors are present and whether they contain data. The root directory contains file names and subdirectories, through which all disk files are accessed. The data storage area contains all subdirectories and data files.

12. Files are manipulated with the DOS INT 21H function call. To read a disk file, the file must be opened, read, and then closed. To write to a disk file, the file must be opened, written, and then closed. When a file is opened, the file pointer addresses the first byte of the file. To access data at other locations, the file pointer is moved before data are read or written.
13. A sequential access file is a file that is accessed sequentially from the beginning to the end. A random access file is a file that is accessed at any point. Although all disk files are sequential, they can be treated as random access files by using software procedures.
14. The program segment prefix (PSP) contains information about a program. One important part of the PSP is the command line parameters.
15. Interrupt hooks allow application software to gain access to or intercept an interrupt. We often hook into the timer click interrupt (vector 8) or the keyboard interrupt (vector 9).
16. A terminate and stay resident (TSR) program is a program that remains in the memory and is often accessed through a hooked interrupt using either the timer click or a hot-key.
17. A hot-key is a key that activates a terminate and stay resident program through the keyboard interrupt hook.

---

## 7-8

## QUESTIONS AND PROBLEMS

1. The assembler converts a source file to a(n) \_\_\_\_\_ file.
2. What files are generated from the source file TEST.ASM if it is processed by MASM?
3. The linker program links object files and \_\_\_\_\_ files to create an execution file.
4. What does the PUBLIC directive indicate when placed in a program module?
5. What does the EXTRN directive indicate when placed in a program module?
6. What directives appear with labels defined external?
7. Describe how a library file works when it is linked to other object files by the linker program.
8. What assembler language directives delineate a macro sequence?
9. What is a macro sequence?
10. How are parameters transferred to a macro sequence?
11. Develop a macro called ADD32 that adds the 32-bit contents of DX-CX to the 32-bit contents of BX-AX.
12. How is the LOCAL directive used within a macro sequence?
13. Develop a macro called ADDLIST PARA1,PARA2 that adds the contents of PARA1 to PARA2. Each of these parameters represents an area of memory. The number of bytes added is indicated by register CX before the macro is invoked.
14. Develop a macro that sums a list of byte-sized data invoked by the macro ADDM LIST,LENGTH. The label LIST is the starting address of the data block, and length is the number of data added. The result must be a 16-bit sum found in AX at the end of the macro sequence.
15. What is the purpose of the INCLUDE directive?
16. Develop a procedure called RANDOM. This procedure must return an 8-bit random number in register CL at the end of the subroutine. (One way to generate a random number is to increment CL each time the DOS function 06H tests the keyboard and finds no keystroke. In this way, a random number is generated.)

17. Develop a macro that uses the REPEAT statement to insert 10 NOP instructions in a program.
18. Develop a macro that uses the IFB/IFNB statements to test the parameter PARA in the macro DISP MACRO PARA. If PARA is blank, display a carriage return/line feed combination; if PARA is not blank, display PARA as an ASCII-coded character.
19. Develop a procedure that displays a character string that ends with a 00H. Your procedure must use the DS:DX register to address the start of the character string.
20. Develop a procedure that reads a key and displays the hexadecimal value of an extended ASCII-coded keyboard character if it is typed. If a normal character is typed, ignore it.
21. Use BIOS INT 10H to develop a procedure that positions the cursor at line 3, column 6.
22. What INT instruction is used to access the mouse?
23. Describe how to test for the existence of the mouse in a computer system.
24. How is it determined if the mouse is a serial or a bus mouse?
25. How is it determined if the right mouse button is pressed?
26. Why must the mouse be disabled when data are displayed in the video display?
27. When a number is converted from binary to BCD, the \_\_\_\_\_ instruction accomplishes the conversion, provided the number is less than 100 decimal.
28. How is a large number (over 100 decimal) converted from binary to BCD?
29. A BCD digit is converted to ASCII code by adding a \_\_\_\_\_.
30. An ASCII-coded number is converted to BCD by subtracting \_\_\_\_\_.
31. Develop a procedure that reads an ASCII number from the keyboard and stores it as a BCD number into memory array DATA. The number ends when anything other than a number is typed.
32. Explain how a three-digit ASCII-coded number is converted to binary.
33. Develop a procedure that converts all lowercase ASCII-coded letters into uppercase ASCII-coded letters. Your procedure may not change any other character except the letters a-z.
34. Develop a lookup table that converts hexadecimal data 00H–0FH into the ASCII coded characters that represent the hexadecimal digits. Make sure to show the lookup table and any software required for the conversion.
35. Develop a program sequence that jumps to memory location ONE if AL = 6, TWO if AL = 7, and THREE if AL = 8.
36. Show how to use the XLAT instruction to access a lookup table called LOOK that is located in the stack segment.
37. Develop a short sequence of instructions that place the line MOV AL,6 into a program if the contents memory location BED are true. You must use the IF statement.
38. Explain the purpose of a boot sector, FAT, and root directory.
39. The surface of a disk is divided into tracks that are further subdivided into \_\_\_\_\_.
40. What is a bootstrap loader and where is it found?
41. What is a cluster?
42. A directory entry contains an attribute byte. What information does this byte indicate about the entry?
43. A directory entry contains the length of the disk file or subdirectory stored in \_\_\_\_\_ bytes of memory.
44. What is the maximum length of a file?
45. Develop a procedure that opens a file called TEST.LST, reads 512 bytes from the file into data segment memory area ARRAY, and closes the file.
46. Develop a procedure that renames file TEST.LST to TEST.LIS.
47. Write a program that reads any decimal number between 0 and 65,535 and displays the 16-bit binary version on the video display.
48. Write a program that displays the binary powers of 2 (in decimal) on the video screen for the powers 0 through 7. Your display shows  $2^n = \text{value}$  for each power of 2.

49. Using the technique learned in question 16, develop a program that displays random numbers between 1 and 47 (or whatever) for your state's lottery.
50. Develop a program that displays the hexadecimal contents of a block of 256 bytes of memory. Your software must be able to accept the starting address as a hexadecimal number between 00000H and FFF00H.
51. Develop a program that hooks into interrupt vector 0 to display the following message on a divide error: "Oops, you have attempted to divide by 0".

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# CHAPTER 8

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## 8086/8088 Hardware Specifications

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### INTRODUCTION

In this chapter, we describe the pin functions of both the 8086 and 8088 microprocessors and provide details on the following hardware topics: clock generation, bus buffering, bus latching, timing, wait states, and minimum mode operation versus maximum mode operation. These simple microprocessors are explained first, because of their simple structure, as an introduction to the Intel family of microprocessors.

Before it is possible to connect or interface anything to the microprocessor, it is necessary to understand the pin functions and timing. Thus, the information in this chapter is essential to a complete understanding of memory and I/O interfacing, which we cover in the later chapters of the text.

### CHAPTER OBJECTIVES

Upon completion of this chapter, you will be able to:

1. Describe the function of each 8086 and 8088 pin.
2. Understand the microprocessor's DC characteristics and indicate its fan-out to common logic families.
3. Use the clock generator chip (8284A) to provide the clock for the microprocessor.
4. Connect buffers and latches to the buses.
5. Interpret the timing diagrams.
6. Describe wait states and connect the circuitry required to cause various numbers waits.
7. Explain the difference between minimum and maximum mode operation.

In this section we explain the function, and in some cases the multiple functions, of each of the microprocessor's pins. In addition, we discuss the DC characteristics to provide a basis for understanding the later sections on buffering and latching.

## The Pin-Out

Figure 8–1 illustrates the pin-outs of the 8086 and 8088 microprocessors. As a close comparison reveals, there is virtually no difference between these two microprocessors—both are packaged in 40-pin dual in-line packages (DIPs).

As mentioned in Chapter 1, the 8086 is a 16-bit microprocessor with a 16-bit data bus, and the 8088 is a 16-bit microprocessor with an 8-bit data bus. (As the pin-outs show, the 8086 has pin connections AD<sub>0</sub>–AD<sub>15</sub>, and the 8088 has pin connections AD<sub>0</sub>–AD<sub>7</sub>.) Data bus width is therefore the only major difference between these microprocessors.

There is, however, a minor difference in one of the control signals. The 8086 has an M/I/O pin, and the 8088 has an IO/M pin. The only other hardware difference appears on Pin 34 of both chips: on the 8088, it is an SSO pin, while on the 8086, it is a BHE/S<sub>7</sub> pin.

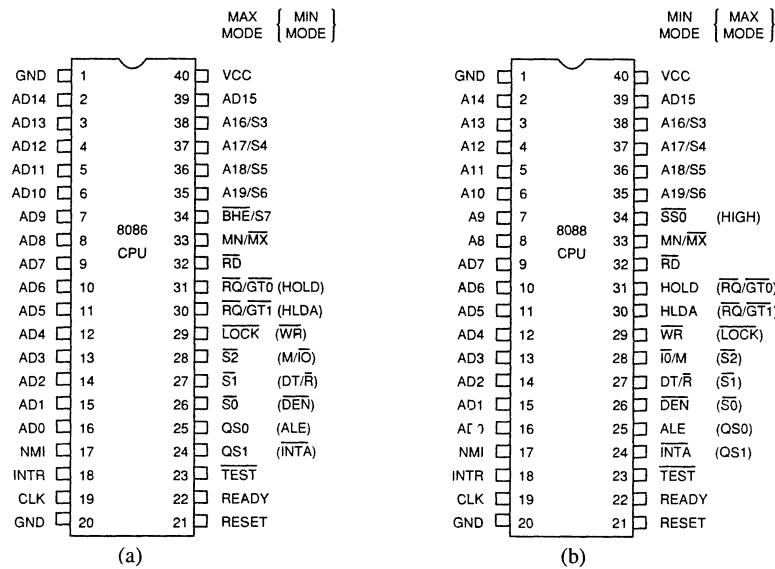
## Power Supply Requirements

Both the 8086 and 8088 microprocessors require +5.0 V with a supply voltage tolerance of  $\pm 10$  percent. The 8086 draws a maximum supply current of 360 mA, and the 8088 draws a maximum of 340 mA. Both microprocessors operate in ambient temperatures of between 32° F and about 180° F. This range is not wide enough to be used outdoors in the winter or even in the summer, but extended temperature-range versions of the 8086 and 8088 microprocessors are available. There is also a CMOS version, which requires a very low supply current and also has an extended temperature range. The 80C88 and 80C86 are CMOS versions that require only 10 mA of power supply current and function in temperature extremes of –40° F through +225° F.

## DC Characteristics

It is impossible to connect anything to the pins of the microprocessor without knowing the input current requirement for an input pin and the output current drive capability for an output pin. This knowledge allows the hardware designer to select the proper interface components for use with the microprocessor without the fear of damaging anything.

**FIGURE 8–1** (a) The pin-out of the 8086 microprocessor; (b) the pin-out of the 8088 microprocessor.



**TABLE 8-1** Input characteristics of the 8086 and 8088 microprocessors

| <i>Logic Level</i> | <i>Voltage</i> | <i>Current</i>               |
|--------------------|----------------|------------------------------|
| 0                  | 0.8 V maximum  | $\pm 10 \mu\text{A}$ maximum |
| 1                  | 2.0 V minimum  | $\pm 10 \mu\text{A}$ maximum |

*Input Characteristics.* The input characteristics of these microprocessors are compatible with all the standard logic components available today. Table 8-1 depicts the input voltage levels and the input current requirements for any input pin on either microprocessor. The input current levels are very small because the inputs are the gates connections of MOSFETs and represent only leakage currents.

*Output Characteristics.* Table 8-2 illustrates the output characteristics of all the output pins of these microprocessors. The logic 1 voltage level of the 8086/8088 is compatible with that of most standard logic families, but the logic 0 level is not. Standard logic circuits have a maximum logic 0 voltage of 0.4 V, and the 8086/8088 microprocessor have a maximum of 0.45 V. Thus there is a difference of 0.05 V.

This difference reduces the noise immunity from a standard level of 400 mV (0.8 V – 0.45 V) to 350 mV. (The **noise immunity** is the difference between the logic 0 output voltage and the logic 0 input voltage levels.) This reduced noise immunity may result in problems with long wire connections or too many loads. It is therefore recommended that no more than 10 loads of any type or combination be connected to an output pin without buffers. If this loading is exceeded, noise will begin to take its toll in timing problems.

Table 8-3 lists some of the more common logic families and the recommended fan-out from the 8086/8088. The best choice of component types for the connection to an 8086/8088 output pin is an LS, 74ALS, or 74HC logic component. Note that even though some of the current calculates to more than 10 loads, it is recommended that if a fan-out of more than 10 loads is required, the system should be buffered.

## Pin Connections

|                                       |                                                                                                                                                                                                                                                                                                                          |
|---------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>AD<sub>7</sub>–AD<sub>0</sub></b>  | The 8088 <b>address/data bus</b> lines compose the multiplexed address data bus of the 8088 and contain the rightmost 8-bits of the memory address or I/O port number whenever ALE is active (logic 1) or data whenever ALE is active (logic 0). These pins are at their high-impedance state during a hold acknowledge. |
| <b>A<sub>15</sub>–A<sub>8</sub></b>   | The 8088 <b>address bus</b> provides the upper-half memory address bits that are present throughout a bus cycle. These address connections go to their high-impedance state during a hold acknowledge.                                                                                                                   |
| <b>AD<sub>15</sub>–AD<sub>8</sub></b> | The 8086 <b>address/data bus</b> lines compose the upper multiplexed address/data bus on the 8086. These lines contain address bits A <sub>15</sub> –A <sub>8</sub> .                                                                                                                                                    |

**TABLE 8-2** Output characteristics of the 8086 and 8088 microprocessors

| <i>Logic Level</i> | <i>Voltage</i> | <i>Current</i>             |
|--------------------|----------------|----------------------------|
| 0                  | 0.45 V maximum | 2.0 mA maximum             |
| 1                  | 2.4 V minimum  | -400 $\mu\text{A}$ maximum |

**TABLE 8-3** Recommended fan-out from any 8086/8088 pin connection

| <i>Family</i> | <i>Sink Current</i> | <i>Source Current</i> | <i>Fan-out</i> |
|---------------|---------------------|-----------------------|----------------|
| TTL (74)      | -1.6 mA             | 40 $\mu$ A            | 1              |
| TTL (74LS)    | -0.4 mA             | 20 $\mu$ A            | 5              |
| TTL (74S)     | -2.0 mA             | 50 $\mu$ A            | 1              |
| TTL (74ALS)   | -0.1 mA             | 20 $\mu$ A            | 10             |
| TTL (74AS)    | -0.5 mA             | 25 $\mu$ A            | 10             |
| TTL (74F)     | -0.5 mA             | 25 $\mu$ A            | 10             |
| CMOS (74HC)   | -10 $\mu$ A         | 10 $\mu$ A            | 10             |
| CMOS (CD4)    | -10 $\mu$ A         | 10 $\mu$ A            | 10             |
| NMOS          | -10 $\mu$ A         | 10 $\mu$ A            | 10             |

whenever ALE is a logic 1, and data bus connections  $D_{15}$ - $D_8$ . These pins enter a high-impedance state whenever a hold acknowledge occurs.

 **$A_{19}/S_6-A_{16}/S_3$** 

The **address/status bus** bits are multiplexed to provide address signals  $A_{19}-A_{16}$  and also status bits  $S_6-S_3$ . These pins also attain a high-impedance state during the hold acknowledge.

Status bit  $S_6$  always remains a logic 0, bit  $S_5$  indicates the condition of the IF flag bits, and  $S_4$  and  $S_3$  show which segment is accessed during the current bus cycle. Refer to Table 8-4 for the truth table of  $S_4$  and  $S_3$ . These two status bits could be used to address four separate 1M byte memory banks by decoding them as  $A_{21}$  and  $A_{20}$ .

 **$\overline{RD}$** 

Whenever the **read signal** is a logic 0, the data bus is receptive to data from the memory or I/O devices connected to the system. This pin floats to its high-impedance state during a hold acknowledge.

**READY**

This input is controlled to insert wait states into the timing of the microprocessor. If the READY pin is placed at a logic 0 level, the microprocessor enters into wait states and remains idle. If the READY pin is placed at a logic 1 level, it has no effect on the operation of the microprocessor.

**INTR**

**Interrupt request** is used to request a hardware interrupt. If INTR is held high when IF = 1, the 8086/8088 enters an interrupt acknowledge cycle (INTA becomes active) after the current instruction has completed execution.

 **$\overline{TEST}$** 

The **Test** pin is an input that is tested by the WAIT instruction. If  $\overline{TEST}$  is a logic 0, the WAIT instruction functions as a NOP. If  $\overline{TEST}$  is a logic 1, then the WAIT instruction waits for  $\overline{TEST}$  to become a logic 0. This pin is most often connected to the 8087 numeric coprocessor.

**TABLE 8-4** Function of status bits  $S_3$  and  $S_4$ 

| $S_4$ | $S_3$ | <i>Function</i>    |
|-------|-------|--------------------|
| 0     | 0     | Extra segment      |
| 0     | 1     | Stack segment      |
| 1     | 0     | Code or no segment |
| 1     | 1     | Data segment       |

|                          |                                                                                                                                                                                                                                                                                       |
|--------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>NMI</b>               | The <b>non-maskable interrupt</b> input is similar to INTR except that the NMI interrupt does not check to see if the IF flag bit is a logic 1. If NMI is activated, this interrupt input uses interrupt vector 2.                                                                    |
| <b>RESET</b>             | The reset input causes the microprocessor to reset itself if this pin is held high for a minimum of four clocking periods. Whenever the 8086 or 8088 is reset, it begins executing instructions at memory location FFFF0H and disables future interrupts by clearing the IF flag bit. |
| <b>CLK</b>               | The <b>clock pin</b> provides the basic timing signal to the microprocessor. The clock signal must have a duty cycle of 33% (high for one-third of the clocking period and low for two-thirds) to provide proper internal timing for the 8086/8088.                                   |
| <b>V<sub>cc</sub></b>    | This <b>power supply</b> input provides a +5.0 V, ±10 % signal to the microprocessor.                                                                                                                                                                                                 |
| <b>GND</b>               | The <b>ground</b> connection is the return for the power supply. Note that the 8086/8088 microprocessors have two pins labeled GND—both must be connected to ground for proper operation.                                                                                             |
| <b>MN/MX</b>             | The <b>minimum/maximum mode</b> pin selects either minimum mode or maximum mode operation for the microprocessor. If minimum mode is selected, the MN/MX pin must be connected directly to +5.0 V.                                                                                    |
| <b>BHE/S<sub>7</sub></b> | The <b>bus high enable</b> pin is used in the 8086 to enable the most-significant data bus bits (D <sub>15</sub> –D <sub>8</sub> ) during a read or a write operation. The state of S <sub>7</sub> is always a logic 1.                                                               |

**Minimum Mode Pins.** Minimum mode operation of the 8086/8088 is obtained by connecting the MN/MX pin directly to +5.0 V. Do not connect this pin to +5.0 V through a pull-up resistor or it will not function correctly.

|                     |                                                                                                                                                                                                                                                                                |
|---------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>IO/M or M/IO</b> | The IO/M (8088) or the M/IO (8086) pin selects memory or I/O. This pin indicates that the microprocessor address bus contains either a memory address or an I/O port address. This pin is at its high-impedance state during a hold acknowledge.                               |
| <b>WR</b>           | The <b>write line</b> is a strobe that indicates that the 8086/8088 is outputting data to a memory or I/O device. During the time that the WR is a logic 0, the data bus contains valid data for memory or I/O. This pin floats to a high-impedance during a hold acknowledge. |
| <b>INTA</b>         | The <b>interrupt acknowledge</b> signal is a response to the INTR input pin. The INTA pin is normally used to gate the interrupt vector number onto the data bus in response to an interrupt request.                                                                          |
| <b>ALE</b>          | <b>Address latch enable</b> shows that the 8086/8088 address/data bus contains address information. This address can be a memory address or an I/O port number. Note that the ALE signal does not float during a hold acknowledge.                                             |
| <b>DT/R</b>         | The <b>data transmit/receive</b> signal shows that the microprocessor data bus is transmitting (DT/R = 1) or receiving (DT/R = 0) data. This signal is used to enable external data bus buffers.                                                                               |
| <b>DEN</b>          | <b>Data bus enable</b> activates external data bus buffers.                                                                                                                                                                                                                    |

**TABLE 8–5** Bus cycle status (8088) using  $\overline{SSO}$ 

| $IO/M$ | $DT/R$ | $\overline{SSO}$ | Function              |
|--------|--------|------------------|-----------------------|
| 0      | 0      | 0                | Interrupt acknowledge |
| 0      | 0      | 1                | Memory read           |
| 0      | 1      | 0                | Memory write          |
| 0      | 1      | 1                | Halt                  |
| 1      | 0      | 0                | Opcode fetch          |
| 1      | 0      | 1                | I/O read              |
| 1      | 1      | 0                | I/O write             |
| 1      | 1      | 1                | Passive               |

**HOLD**

The **hold** input requests a direct memory access (DMA). If the HOLD signal is a logic 1, the microprocessor stops executing software and places its address, data, and control bus at the high-impedance state. If the HOLD pin is a logic 0, the microprocessor executes software normally.

**HLDA**

**Hold acknowledge** indicates that the 8086/8088 microprocessors have entered the hold state.

 **$\overline{SSO}$** 

The  $\overline{SSO}$  status line is equivalent to the  $S_0$  pin in maximum mode operation of the microprocessor. This signal is combined with IO/R and DT/R to decode the function of the current bus cycle (refer to Table 8–5).

**Maximum Mode Pins.** In order to achieve maximum mode for use with external coprocessors, connect the  $MN/\overline{MX}$  pin to ground.

 **$\overline{S2}$ ,  $\overline{S1}$ , and  $\overline{SO}$** 

The **status bits** indicate the function of the current bus cycle. These signals are normally decoded by the 8288 bus controller described later in this chapter. Table 8–6 shows the function of these three status bits in the maximum mode.

 **$\overline{RO/GT1}$  and  $\overline{RO/GT0}$** 

The **request/grant** pins request direct memory accesses (DMA) during maximum mode operation. These lines are both bi-directional and are used to request and grant a DMA operation.

**LOCK**

The **lock output** is used to lock peripherals off the system. This pin is activated by using the LOCK: prefix on any instruction.

 **$QS_1$  and  $QS_0$** 

The **queue status** bits show the status of the internal instruction queue. These pins are provided for access by the numeric coprocessor (8087). Refer to Table 8–7 for the operation of the queue status bits.

**TABLE 8–6** Bus control functions generated by the bus controller (8288) using  $\overline{S2}$ ,  $\overline{S1}$ , and  $\overline{SO}$ 

| $\overline{S2}$ | $\overline{S1}$ | $\overline{SO}$ | Function              |
|-----------------|-----------------|-----------------|-----------------------|
| 0               | 0               | 0               | Interrupt acknowledge |
| 0               | 0               | 1               | I/O read              |
| 0               | 1               | 0               | I/O write             |
| 0               | 1               | 1               | Halt                  |
| 1               | 0               | 0               | Opcode fetch          |
| 1               | 0               | 1               | Memory read           |
| 1               | 1               | 0               | Memory write          |
| 1               | 1               | 1               | Passive               |

**TABLE 8-7** Queue status bits

| $QS_1$ | $QS_0$ | Function                  |
|--------|--------|---------------------------|
| 0      | 0      | Queue is idle             |
| 0      | 1      | First byte of opcode      |
| 1      | 0      | Queue is empty            |
| 1      | 1      | Subsequent byte of opcode |

## 8-2

**CLOCK GENERATOR (8284A)**

This section describes the clock generator (8284A), the RESET signal, and introduces the READY signal for the 8086/8088 microprocessors. The READY signal and its associated circuitry are treated in detail in Section 8-5.

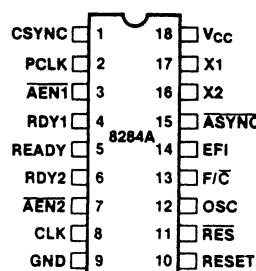
**The 8284A Clock Generator**

The 8284A is an ancillary component to the 8086/8088 microprocessors. Without the clock generator, many additional circuits are required to generate the clock (CLK) in an 8086/8088-based system. The 8284A provides the following basic functions or signals: clock generation, RESET synchronization, READY synchronization, and a TTL level peripheral clock signal. Figure 8-2 illustrates the pin-out of the 8284A clock generator.

**Pin Functions.** The 8284A is an 18-pin integrated circuit designed specifically for use with the 8086/8088 microprocessors. The following is a list of each pin and its function:

|                                                |                                                                                                                                                                                                                                                                                                                                                                                                                |
|------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>AEN<sub>1</sub> and<br/>AEN<sub>2</sub></b> | The <b>address enable</b> pins are provided to qualify the bus ready signals, RDY <sub>1</sub> and RDY <sub>2</sub> , respectively. Section 8-5 illustrates the use of these two pins, which are used to cause wait states, along with the RDY <sub>1</sub> and RDY <sub>2</sub> inputs. Wait states are generated by the READY pin of the 8086/8088 microprocessors, which is controlled by these two inputs. |
| <b>RDY<sub>1</sub> and<br/>RDY<sub>2</sub></b> | The <b>bus ready</b> inputs are provided in conjunction with the AEN <sub>1</sub> and AEN <sub>2</sub> pins to cause wait states in an 8086/8088-based system.                                                                                                                                                                                                                                                 |
| <b>ASYNC</b>                                   | The <b>ready synchronization</b> selection input selects either one or two stages of synchronization for the RDY <sub>1</sub> and RDY <sub>2</sub> inputs.                                                                                                                                                                                                                                                     |
| <b>READY</b>                                   | <b>Ready</b> is an output pin that connects to the 8086/8088 READY input. This signal is synchronized with the RDY <sub>1</sub> and RDY <sub>2</sub> inputs.                                                                                                                                                                                                                                                   |
| <b>X1 and X2</b>                               | The <b>crystal oscillator</b> pins connect to an external crystal used as the timing source for the clock generator and all its functions.                                                                                                                                                                                                                                                                     |

**FIGURE 8-2** The pinout of the 8284A clock generator

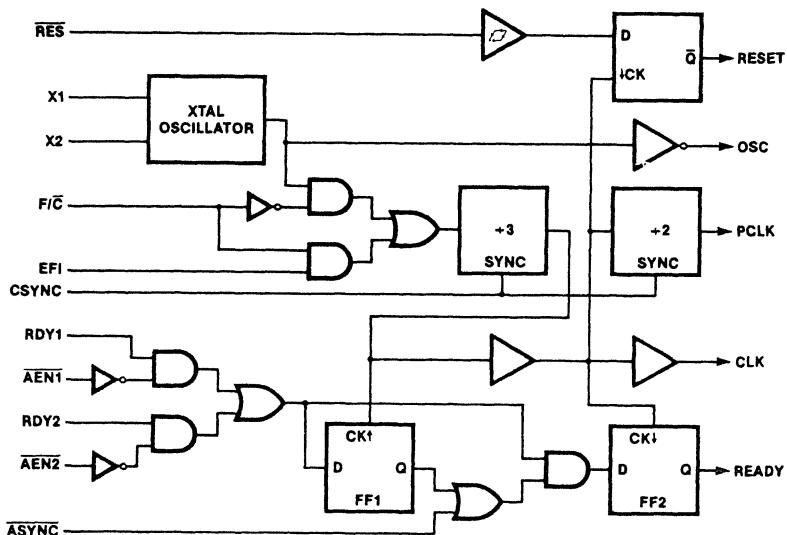


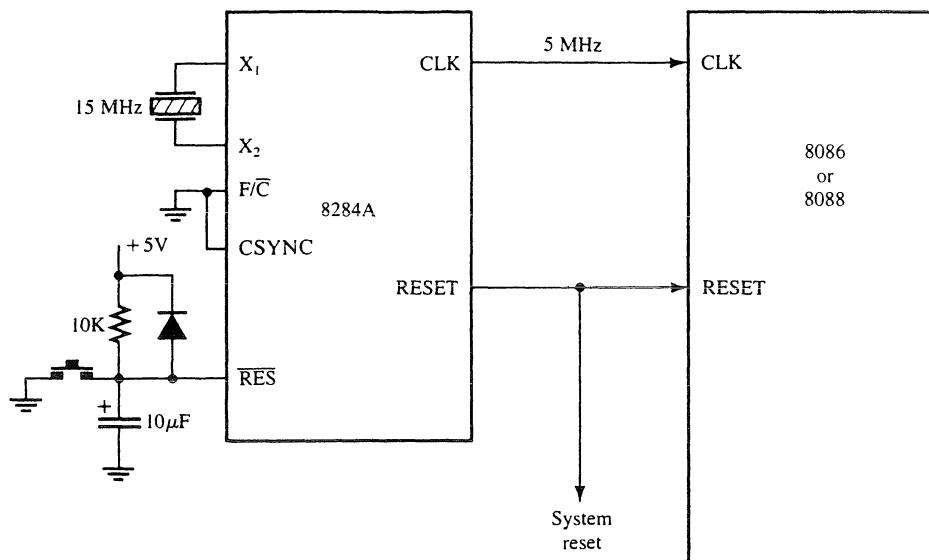
|                       |                                                                                                                                                                                                                                                                                              |
|-----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>F/C</b>            | The <b>frequency/crystal select</b> input chooses the clocking source for the 8284A. If this pin is held high, an external clock is provided to the EFI input pin; if it is held low, the internal crystal oscillator provides the timing signal.                                            |
| <b>EFI</b>            | The <b>external frequency</b> input is used when the F/C pin is pulled high. EFI supplies the timing whenever the F/C pin is high.                                                                                                                                                           |
| <b>CLK</b>            | The <b>clock</b> output pin provides the CLK input signal to the 8086/8088 microprocessors and other components in the system. The CLK pin has an output signal that is one-third of the crystal or EFI input frequency and has a 33 percent duty cycle, which is required by the 8086/8088. |
| <b>PCLK</b>           | The <b>peripheral clock</b> signal is one-sixth the crystal or EFI input frequency and has a 50 percent duty cycle. The PCLK output provides a clock signal to the peripheral equipment in the system.                                                                                       |
| <b>OSC</b>            | The <b>oscillator</b> output is a TTL level signal that is at the same frequency as the crystal or EFI input. The OSC output provides an EFI input to other 8284A clock generators in some multiple-processor systems.                                                                       |
| <b>RES</b>            | The <b>reset</b> input is an active-low input to the 8284A. The RES pin is often connected to an RC network that provides power-on resetting.                                                                                                                                                |
| <b>RESET</b>          | The <b>reset</b> output is connected to the 8086/8088 RESET input pin.                                                                                                                                                                                                                       |
| <b>CSYNC</b>          | The <b>clock synchronization</b> pin is used whenever the EFI input provides synchronization in systems with multiple processors. If the internal crystal oscillator is used, this pin must be grounded.                                                                                     |
| <b>GND</b>            | The <b>ground</b> pin connects to ground.                                                                                                                                                                                                                                                    |
| <b>V<sub>CC</sub></b> | This <b>power supply</b> pin connects to +5.0 V with a tolerance of $\pm 10$ percent.                                                                                                                                                                                                        |

### Operation of the 8284A

The 8284A is a relatively easy component to understand. Figure 8–3 illustrates the internal logic diagram of the 8284A clock generator.

**FIGURE 8–3** The internal block diagram of the 8284A clock generator





**FIGURE 8-4** The clock generator (8284A) and the 8086 and 8088 microprocessor illustrating the connection for the clock and reset signals. A 15 MHz crystal provides the 5 MHz clock for the microprocessor.

**Operation of the Clock Section.** The top half of the logic diagram represents the clock and reset synchronization section of the 8284A clock generator. As the diagram shows, the crystal oscillator has two inputs: X<sub>1</sub> and X<sub>2</sub>. If a crystal is attached to X<sub>1</sub> and X<sub>2</sub>, the oscillator generates a square-wave signal at the same frequency as the crystal. The square-wave signal is fed to an AND gate and also to an inverting buffer that provides the OSC output signal. The OSC signal is sometimes used as an EFI input to other 8284A circuits in a system.

An inspection of the AND gate reveals that when F/C is a logic 0, the oscillator output is steered through to the divide-by-3 counter. If F/C is a logic 1, then EFI is steered through to the counter.

The output of the divide-by-3 counter generates the timing for ready synchronization, a signal for another counter (divide-by-2), and the CLK signal to the 8086/8088 microprocessors. The CLK signal is also buffered before it leaves the clock generator. Notice that the output of the first counter feeds the second. These two cascaded counters provide the divide-by-6 output at PCLK, the peripheral clock output.

Figure 8-4 shows how an 8284A is connected to the 8086/8088. Notice (1) that F/C and CSYNC are grounded to select the crystal oscillator and (2) that a 15 MHz crystal provides the normal 5 MHz clock signal to the 8086/8088 as well as a 2.5 MHz peripheral clock signal.

**Operation of the Reset Section.** The reset section of the 8284A is very simple. It consists of a Schmitt trigger buffer and a single D-type flip-flop circuit. The D-type flip-flop ensures that the timing requirements of the 8086/8088 RESET input are met. This circuit applies the RESET signal to the microprocessor on the negative edge (1-to-0 transition) of each clock. The 8086/8088 microprocessors sample RESET at the positive edge (0-to-1 transition) of the clocks; therefore, this circuit meets the timing requirements of the 8086/8088.

Refer again to Figure 8-4. Notice that an RC circuit provides a logic 0 to the RES input pin when power is first applied to the system. After a short time, the RES input becomes a logic 1 because the capacitor charges toward +5.0 V through the resistor. A push-button switch allows the microprocessor to be reset by the operator. Correct reset timing requires the RESET input to

become a logic 1 no later than four clocks after system power is applied and to be held high for at least 50  $\mu$ s. The flip-flop makes certain that RESET goes high in four clocks, and the RC time constant ensures that it stays high for at least 50  $\mu$ s.

## 8-3

**BUS BUFFERING AND LATCHING**

Before the 8086/8088 microprocessors can be used with memory or I/O interfaces, their multiplexed buses must be demultiplexed. This section provides the detail required to demultiplex the buses and illustrates how the buses are buffered for very large systems. (Because the maximum fan-out is 10, the system must be buffered if it contains more than 10 other components.)

**Demultiplexing the Buses**

The address/data bus on the 8086/8088 is multiplexed (shared) to reduce the number of pins required for the 8086/8088 integrated circuit. Unfortunately, this burdens the hardware designer with the task of extracting or demultiplexing information from these multiplexed pins.

Why not leave the buses multiplexed? Memory and I/O require that the address remains valid and stable throughout a read or write cycle. If the buses are multiplexed, the address changes at the memory and I/O, which causes them to read or write data in the wrong locations.

All computer systems have three buses: (1) an address bus that provides the memory and I/O with the memory address or the I/O port number, (2) a data bus that transfers data between the microprocessor and the memory and I/O in the system, and (3) a control bus that provides control signals to the memory and I/O. These buses must be present in order to interface to memory and I/O.

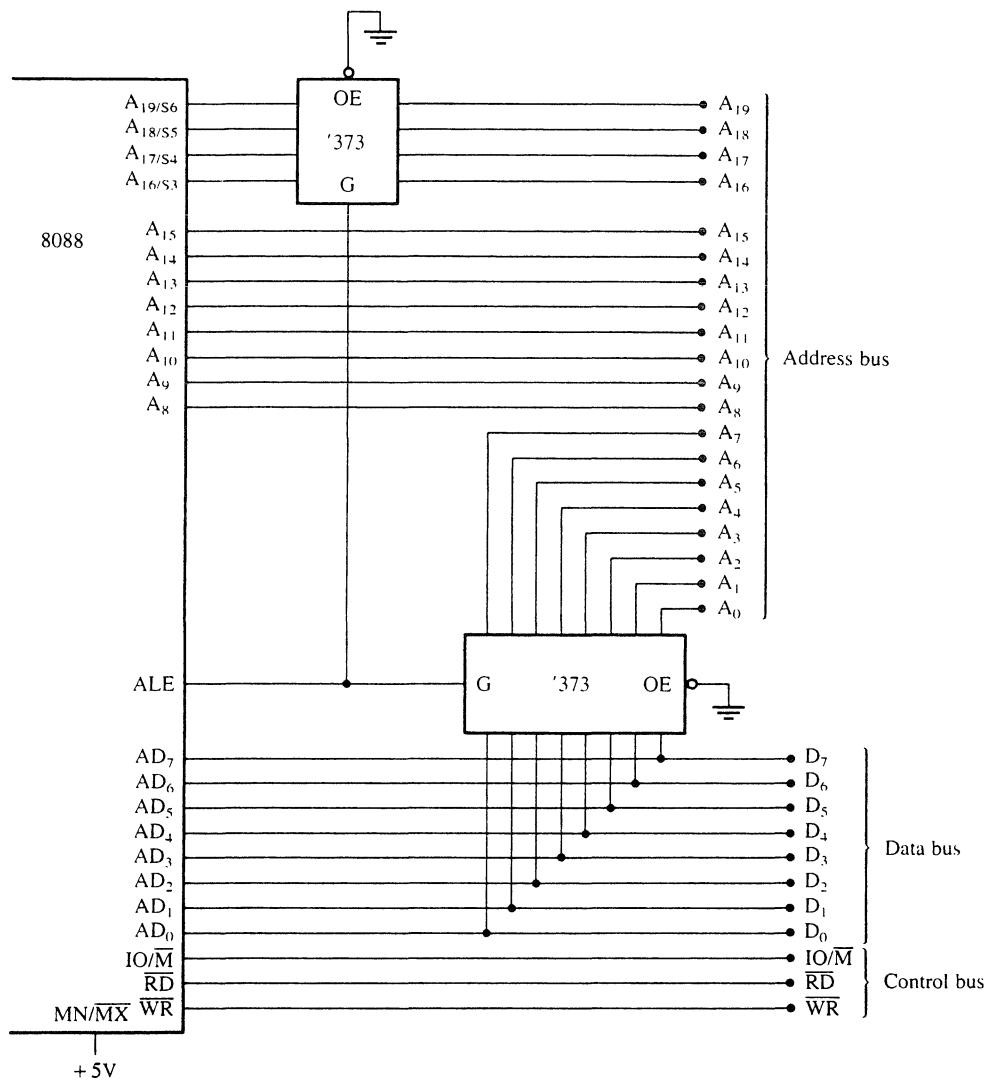
*Demultiplexing the 8088.* Figure 8-5 illustrates the 8088 microprocessor and the components required to demultiplex its buses. In this case, two 74LS373 transparent latches are used to demultiplex the address/data bus connections  $AD_7-AD_0$  and the multiplexed address/status connections  $A_{19}/S_6-A_{16}/S_3$ .

These transparent latches, which are like wires whenever the address latch enable pin (ALE) becomes a logic 1, pass the inputs to the outputs. After a short time, ALE returns to its logic 0 condition, which causes the latches to remember the inputs at the time of the change to a logic 0. In this case,  $A_7-A_0$  are stored in the bottom latch and  $A_{19}-A_{16}$  in the top latch. This yields a separate address bus with connections  $A_{19}-A_0$ . These address connections allow the 8088 to address 1M byte of memory space. The fact that the data bus is separate allows it to be connected to any 8-bit peripheral device or memory component.

*Demultiplexing the 8086.* Like the 8088, the 8086 system requires separate address, data, and control buses. It differs primarily in the number of multiplexed pins. In the 8088, only  $AD_7-AD_0$  and  $A_{19}/S_6-A_{16}/S_3$  are multiplexed. In the 8086, the multiplexed pins include  $AD_{15}-AD_0$ ,  $A_{19}/S_6-A_{16}/S_3$ , and  $\overline{BHE}/S_7$ . All of these signals must be demultiplexed.

Figure 8-6 illustrates a demultiplexed 8086 with all three buses: address ( $A_{19}-A_0$  and  $\overline{BHE}$ ), data ( $D_{15}-D_0$ ), and control ( $M/\overline{IO}$ ,  $\overline{RD}$ , and  $\overline{WR}$ ).

The circuit shown in Figure 8-6 is almost identical to the one pictured in Figure 8-5, except that an additional 74LS373 latch has been added to demultiplex the address/data bus pins  $AD_{15}-AD_8$  and a  $\overline{BHE}/S_7$  input has been added to the top 74LS373 to select the high-order memory bank in the 16-bit memory system of the 8086. Here the memory and I/O system see the 8086 as a device with a 20-bit address bus ( $A_{19}-A_0$ ), a 16-bit data bus ( $D_{15}-D_0$ ), and a 3-line control bus ( $M/\overline{IO}$ ,  $\overline{RD}$ , and  $\overline{WR}$ ).

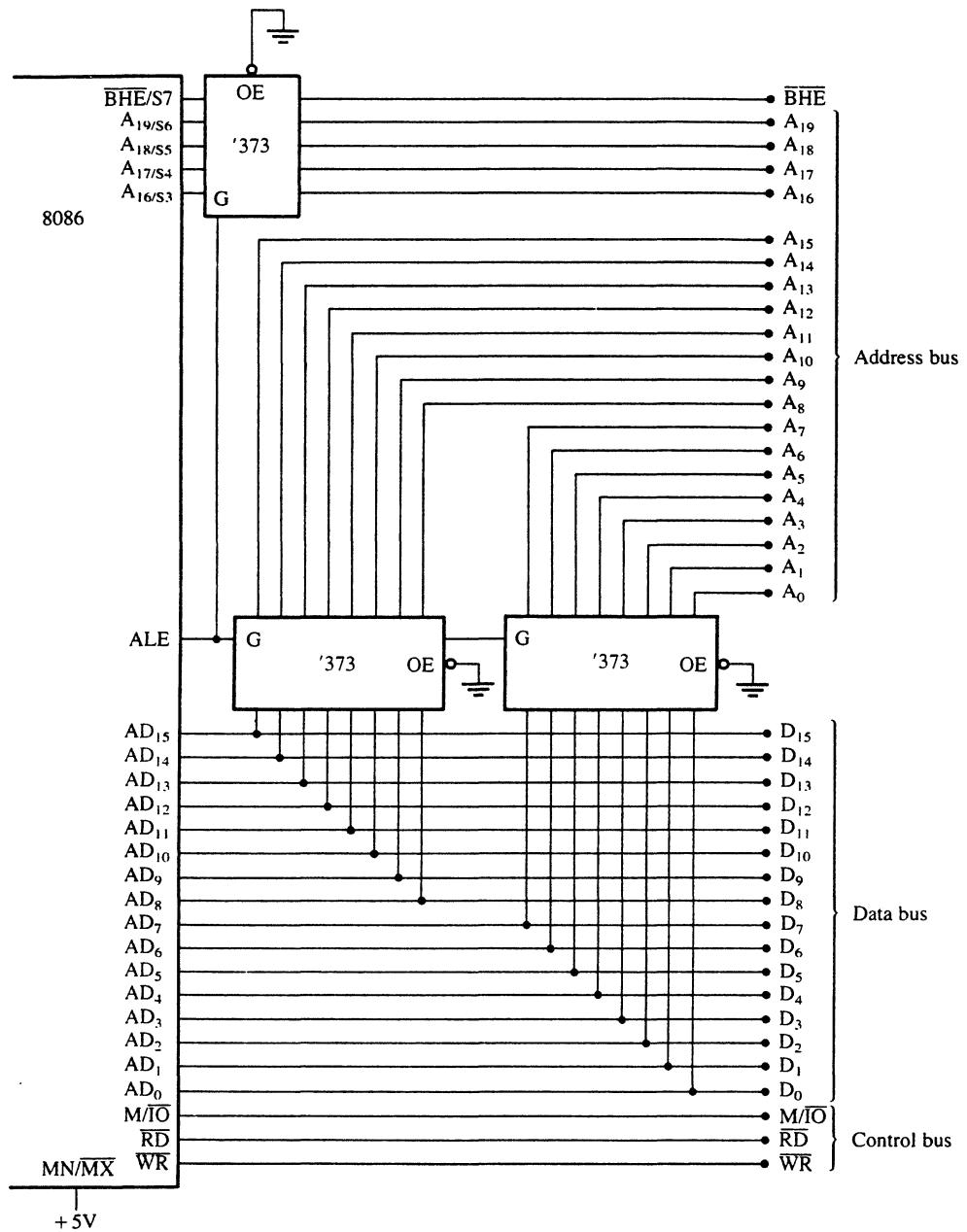


**FIGURE 8-5** The 8088 microprocessor shown with a demultiplexed address bus. This is the model used to build many 8088-based systems.

### The Buffered System

If more than 10 unit loads are attached to any bus pin, the entire 8086 or 8088 system must be buffered. The demultiplexed pins are already buffered by the 74LS373 latches, which have been designed to drive the high-capacitance buses encountered in microcomputer systems. The buffer's output currents have been increased so that more TTL unit loads may be driven: a logic 0 output provides up to 32 mA of sink current, and a logic 1 output provides up to 5.2 mA of source current.

A fully buffered signal will introduce a timing delay to the system. This causes no difficulty unless memory or I/O devices are used, which function at near the maximum speed of the bus. Section 8-4 treats this problem and the time delays involved in more detail.



**FIGURE 8–6** The 8086 microprocessor shown with a demultiplexed address bus. This is the model used to build many 8086-based systems.

**The Fully Buffered 8088.** Figure 8–7 depicts a fully buffered 8088 microprocessor. Notice that the remaining eight address pins, A<sub>15</sub>–A<sub>8</sub>, use a 74LS244 octal buffer; the eight data bus pins, D<sub>7</sub>–D<sub>0</sub>, use a 74LS245 octal bi-directional bus buffer; and the control bus signals, IO/M, RD, and WR, use a 74LS244 buffer. A fully buffered 8088 system requires two 74LS244s, one

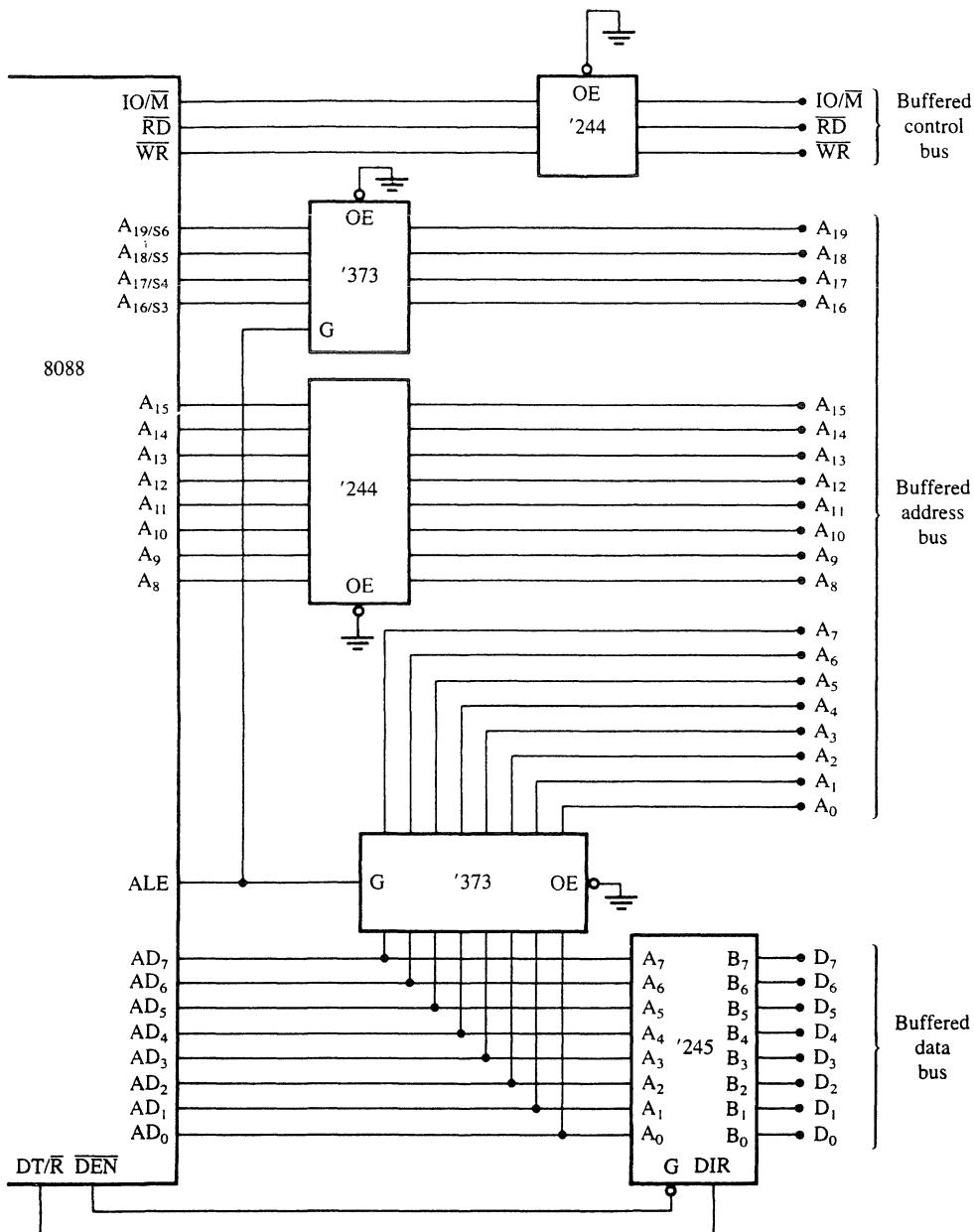


FIGURE 8-7 A fully buffered 8088 microprocessor

74LS245, and two 74LS373s. The direction of the 74LS245 is controlled by the DT/R signal, and is enabled and disabled by the DEN signal.

**The Fully Buffered 8086.** Figure 8-8 illustrates a fully buffered 8086 microprocessor. Its address pins are already buffered by the 74LS373 address latches; its data bus employs two 74LS245 octal bi-directional bus buffers; and the control bus signals, IO/M̄, M̄/IO, RD̄, and WR̄

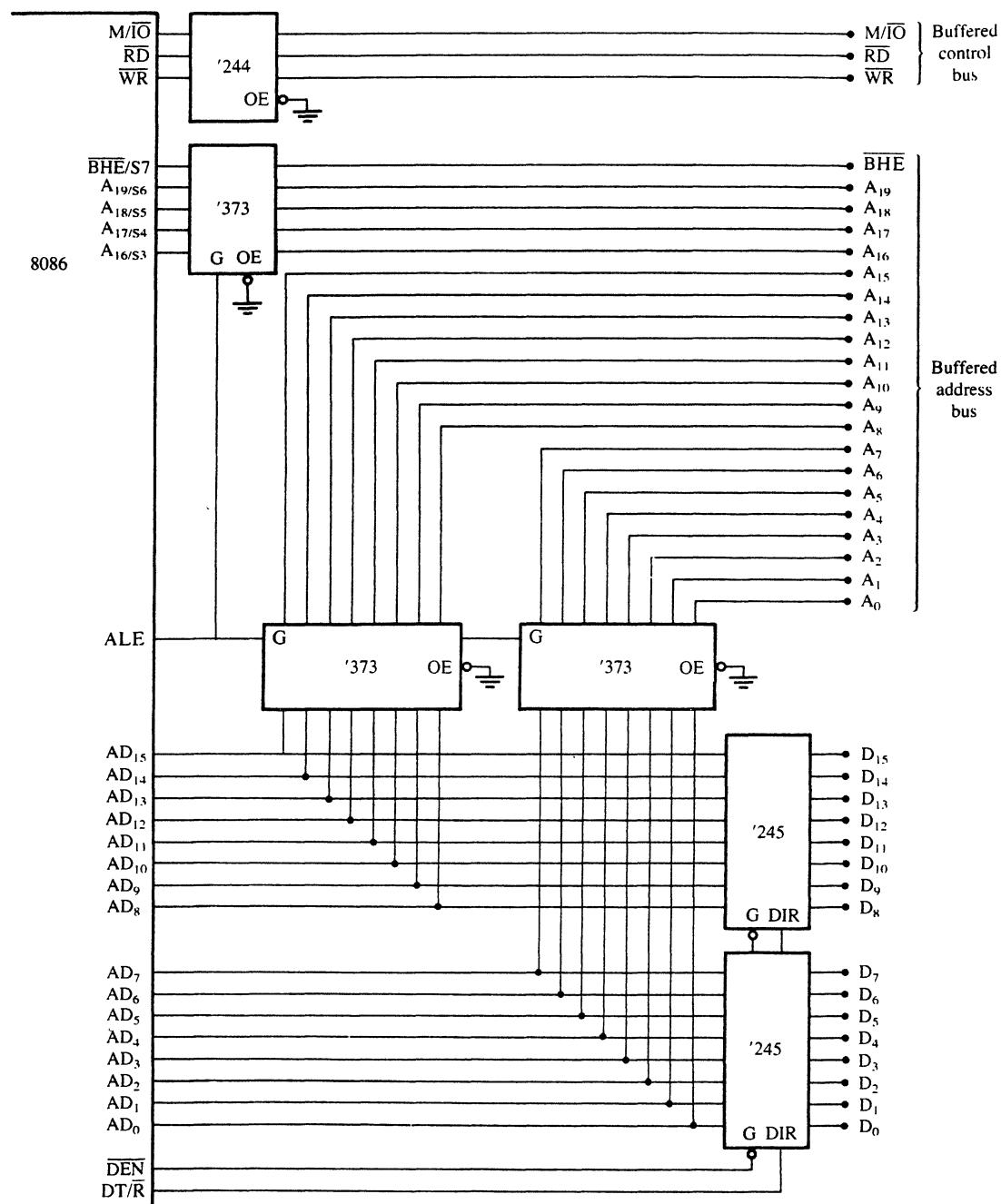


FIGURE 8–8 A fully buffered 8086 microprocessor

use a 74LS244 buffer. A fully buffered 8086 system requires one 74LS244, two 74LS245s, and three 74LS373s. The 8086 requires one more buffer than the 8088 because of the extra eight data bus connections, D<sub>15</sub>–D<sub>8</sub>. It also has a  $\overline{BHE}$  signal that is buffered for memory-ban selection.

It is essential to understand system bus timing before choosing a memory or I/O device for interfacing to the 8086 or 8088 microprocessors. This section provides insight into the operation of the bus signals and the basic read and write timing of the 8086/8088. It is important to note that we discuss only the times that affect memory and I/O interfacing in this section.

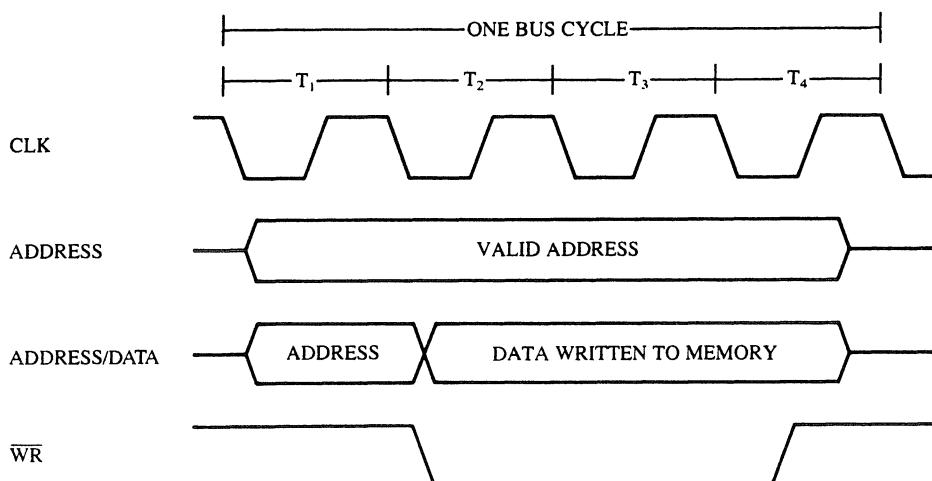
### Basic Bus Operation

The three buses of the 8086 and 8088—address, data, and control—function in exactly the same manner as those of any other microprocessor. If data are written to the memory (see the simplified timing for write in Figure 8–9), the microprocessor outputs the memory address on the address bus, outputs the data to be written into memory on the data bus, and issues a write ( $\overline{WR}$ ) to memory and  $IO/M = 0$  for the 8088 and  $M/\overline{IO} = 1$  for the 8086. If data are read from the memory (see the simplified timing for read in Figure 8–10), the microprocessor outputs the memory address on the address bus, issues a read ( $\overline{RD}$ ) memory signal, and accepts the data via the data bus.

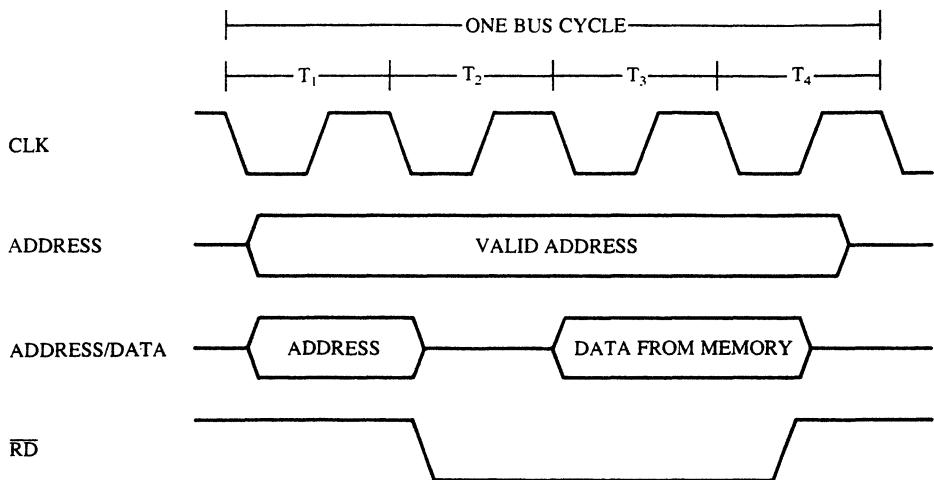
#### Timing in General

The 8086/8088 microprocessors use the memory and I/O in periods of time called **bus cycles**. Each bus cycle equals four system-clocking periods ( $T$  states). Some new microprocessors divide the bus cycle into as few as two clocking periods. If the clock is operated at 5 MHz (the basic operating frequency for these two microprocessors), then one 8086/8088 a bus cycle is complete in 800 ns. This means that the microprocessor reads or writes data between itself and memory or I/O at a maximum rate of 1.25 million times per second. (Because of the internal queue, the 8086/8088 can execute 2.5 million instructions per second (MIPS) in bursts.) Other available versions of these microprocessors operate at much higher transfer rates due to higher clock frequencies.

During the first clocking period in a bus cycle, which is called  $T_1$ , many things happen. The address of the memory or I/O location is sent out via the address bus and the address/data bus connections. (The address/data bus is multiplexed and sometimes contains memory-addressing information, sometimes data.) Also output during  $T_1$  are the control signals ALE,



**FIGURE 8–9** Simplified 8086/8088 write bus cycle



**FIGURE 8–10** Simplified 8086/8088 read bus cycle

DT/R, and IO/M (8088) or M/O (8086). The IO/M or M/O signal indicates whether the address bus contains a memory address or an I/O device (port) number.

During T<sub>2</sub>, the 8086/8088 microprocessors issue the RD or WR signal, DEN, and, in the case of a write, the data to be written appears on the data bus. These events cause the memory or I/O device to begin to perform a read or a write. The DEN signal turns on the data bus buffers, if they are present in the system, so the memory or I/O can receive data to be written or so the microprocessor can accept the data read from the memory or I/O for a read operation. If this happens to be a write bus cycle, then the data are sent out to the memory or I/O through the data bus.

READY is sampled at the end of T<sub>2</sub>, as illustrated in Figure 8–11. If READY is low at this time, T<sub>3</sub> becomes a wait state ( $T_w$ ). More detail is provided in Section 8–5. This clocking period is provided to allow the memory time to access data. If the bus cycle happens to be a read bus cycle, the data bus is sampled at the end of T<sub>3</sub>.

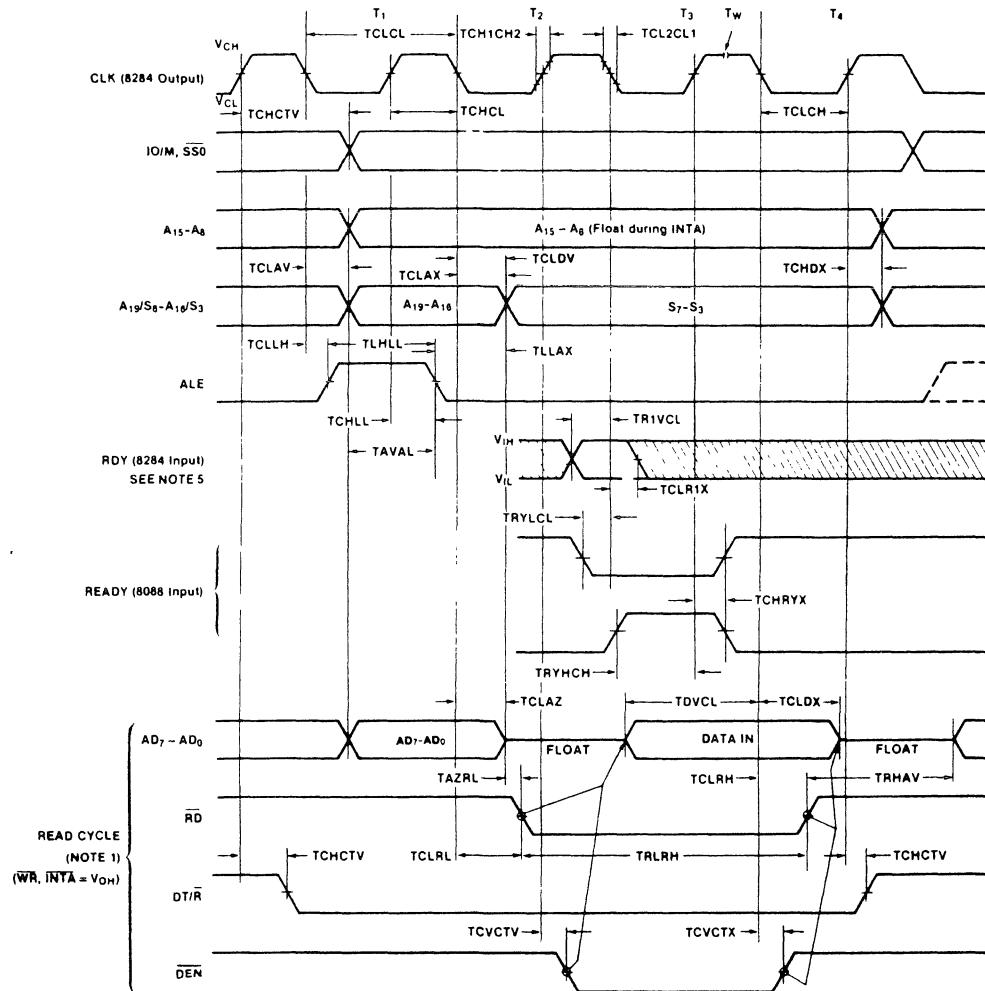
In T<sub>4</sub>, all bus signals are deactivated in preparation for the next bus cycle. This is also the time when the 8086/8088 microprocessors sample the data bus connections for data that are read from memory or I/O. In addition, at this point, the trailing edge of the WR signal transfers data to the memory or I/O, which activate and write when the WR signal returns to a logic 1 level.

### Read Timing

Figure 8–11 also depicts the read timing for the 8088 microprocessor. The 8086 read timing is identical except that the 8086 has 16 rather than 8 data bus bits. A close look at this timing diagram should allow you to identify all the main events described for each T state.

The most important item contained in the read timing diagram is the amount of time allowed the memory or I/O to read the data. Memory is chosen by its access time, which is the fixed amount of time the microprocessor allows it to access data for the read operation. It is therefore extremely important that the memory you choose comply with the limitations of the system.

The microprocessor timing diagram does not, however, provide a straightforward memory access time. Instead, it is necessary to combine several times to arrive at the access time. To find memory access time in this diagram, we must first locate the point in T<sub>3</sub> when data are sampled. If you examine the timing diagram closely, you will notice a line that extends from the end of T<sub>3</sub> down to the data bus. The end of T<sub>3</sub> is where the microprocessor samples the data bus.



**FIGURE 8-11** Minimum mode 8088 bus timing for a read operation

Memory access time starts when the address appears on the memory address bus and continues until the microprocessor samples the memory data at T3. Approximately three T states elapse between these times. (Refer to Figure 8-12 for the following times.) The address does not appear until  $T_{CLAV}$  time (110 ns if the clock is 5 MHz) after the start of T1. This means that  $T_{CLAV}$  time must be subtracted from the three clocking states (600 ns) that separate the appearance of the address (T1) and the sampling of the data (T3). One other time must also be subtracted: the data setup time ( $T_{DVCL}$ ), which occurs before T3. Memory access time is thus three clocking states minus the sum of  $T_{CLAV}$  and  $T_{DVCL}$ . Because  $T_{DVCL}$  is 30 ns with a 5 MHz clock, the allowed memory access time is only 460 ns (access time = 600 ns - 110 ns - 30 ns).

Actually, the memory devices chosen for connection to the 8086/8088 operated at 5 MHz must be able to access data in *less than* 460 ns because of the time delay introduced by the address decoders and buffers in the system. At least a 30 or 40 ns margin should exist for the operation of these circuits. Therefore, the memory speed should be no slower than about 420 ns to operate correctly with the 8086/8088 microprocessors.

**FIGURE 8–12** 8088 AC characteristics

**A.C. CHARACTERISTICS** (8088:  $T_A = 0^\circ\text{C}$  to  $70^\circ\text{C}$ ,  $V_{CC} = 5\text{V} \pm 10\%$ )\*  
 (8088-2:  $T_A = 0^\circ\text{C}$  to  $70^\circ\text{C}$ ,  $V_{CC} = 5\text{V} \pm 5\%$ )

**MINIMUM COMPLEXITY SYSTEM TIMING REQUIREMENTS**

| Symbol  | Parameter                                 | 8088 |      | 8088-2 |      | Units | Test Conditions   |
|---------|-------------------------------------------|------|------|--------|------|-------|-------------------|
|         |                                           | Min. | Max. | Min.   | Max. |       |                   |
| TCLCL   | CLK Cycle Period                          | 200  | 500  | 125    | 500  | ns    |                   |
| TCLCH   | CLK Low Time                              | 118  |      | 68     |      | ns    |                   |
| TCHCL   | CLK High Time                             | 69   |      | 44     |      | ns    |                   |
| TCH1CH2 | CLK Rise Time                             |      | 10   |        | 10   | ns    | From 1.0V to 3.5V |
| TCL2CL1 | CLK Fall Time                             |      | 10   |        | 10   | ns    | From 3.5V to 1.0V |
| TDVCL   | Data in Setup Time                        | 30   |      | 20     |      | ns    |                   |
| TCLDX   | Data in Hold Time                         | 10   |      | 10     |      | ns    |                   |
| TR1VCL  | RDY Setup Time into 8284 (See Notes 1, 2) | 35   |      | 35     |      | ns    |                   |
| TCLR1X  | RDY Hold Time into 8284 (See Notes 1, 2)  | 0    |      | 0      |      | ns    |                   |
| TRYHCH  | READY Setup Time into 8088                | 118  |      | 68     |      | ns    |                   |
| TCHRYX  | READY Hold Time into 8088                 | 30   |      | 20     |      | ns    |                   |
| TRYLCL  | READY Inactive to CLK (See Note 3)        | -8   |      | -8     |      | ns    |                   |
| THVCH   | HOLD Setup Time                           | 35   |      | 20     |      | ns    |                   |
| TINVCH  | INTR, NMI, TEST Setup Time (See Note 2)   | 30   |      | 15     |      | ns    |                   |
| TILIH   | Input Rise Time (Except CLK)              |      | 20   |        | 20   | ns    | From 0.8V to 2.0V |
| TIHIL   | Input Fall Time (Except CLK)              |      | 12   |        | 12   | ns    | From 2.0V to 0.8V |

**A.C. CHARACTERISTICS (Continued)****TIMING RESPONSES**

| Symbol | Parameter                          | 8088      |      | 8088-2    |      | Units | Test Conditions   |
|--------|------------------------------------|-----------|------|-----------|------|-------|-------------------|
|        |                                    | Min.      | Max. | Min.      | Max. |       |                   |
| TCLAV  | Address Valid Delay                | 10        | 110  | 10        | 60   | ns    |                   |
| TCLAX  | Address Hold Time                  | 10        |      | 10        |      | ns    |                   |
| TCLAZ  | Address Float Delay                | TCLAX-20  |      | TCLCH-10  |      | ns    |                   |
| TLHLL  | ALE Width                          | TCLCH-20  |      |           |      |       |                   |
| TCLLH  | ALE Active Delay                   |           | 80   |           | 50   | ns    |                   |
| TCHLL  | ALE Inactive Delay                 |           | 85   |           | 55   | ns    |                   |
| TLLAX  | Address Hold Time to ALE Inactive  | TCHCL-10  |      | TCHCL-10  |      | ns    |                   |
| TCLDV  | Data Valid Delay                   | 10        | 110  | 10        | 60   | ns    |                   |
| TCHDX  | Data Hold Time                     | 10        |      | 10        |      | ns    |                   |
| TWHDX  | Data Hold Time After WR            | TCLCH-30  |      | TCLCH-30  |      | ns    |                   |
| TCVCTV | Control Active Delay 1             | 10        | 110  | 10        | 70   | ns    |                   |
| TCHCTV | Control Active Delay 2             | 10        | 110  | 10        | 60   | ns    |                   |
| TCVCTX | Control Inactive Delay             | 10        | 110  | 10        | 70   | ns    |                   |
| TAZRL  | Address Float to READ Active       | 0         |      | 0         |      | ns    |                   |
| TCLRL  | RD Active Delay                    | 10        | 165  | 10        | 100  | ns    |                   |
| TCLRH  | RD Inactive Delay                  | 10        | 150  | 10        | 80   | ns    |                   |
| TRHAV  | RD Inactive to Next Address Active | TCLCL-45  |      | TCLCL-40  |      | ns    |                   |
| TCLHAV | HLD Valid Delay                    | 10        | 160  | 10        | 100  | ns    |                   |
| TRLRH  | RD Width                           | 2TCLCL-75 |      | 2TCLCL-50 |      | ns    |                   |
| TWLWH  | WR Width                           | 2TCLCL-60 |      | 2TCLCL-40 |      | ns    |                   |
| TAVAL  | Address Valid to ALE Low           | TCLCH-60  |      | TCLCH-40  |      | ns    |                   |
| TOLOH  | Output Rise Time                   |           | 20   |           | 20   | ns    | From 0.8V to 2.0V |
| TOHOL  | Output Fall Time                   |           | 12   |           | 12   | ns    | From 2.0V to 0.8V |

$C_L = 20-100 \text{ pF}$  for all 8088 Outputs in addition to internal loads

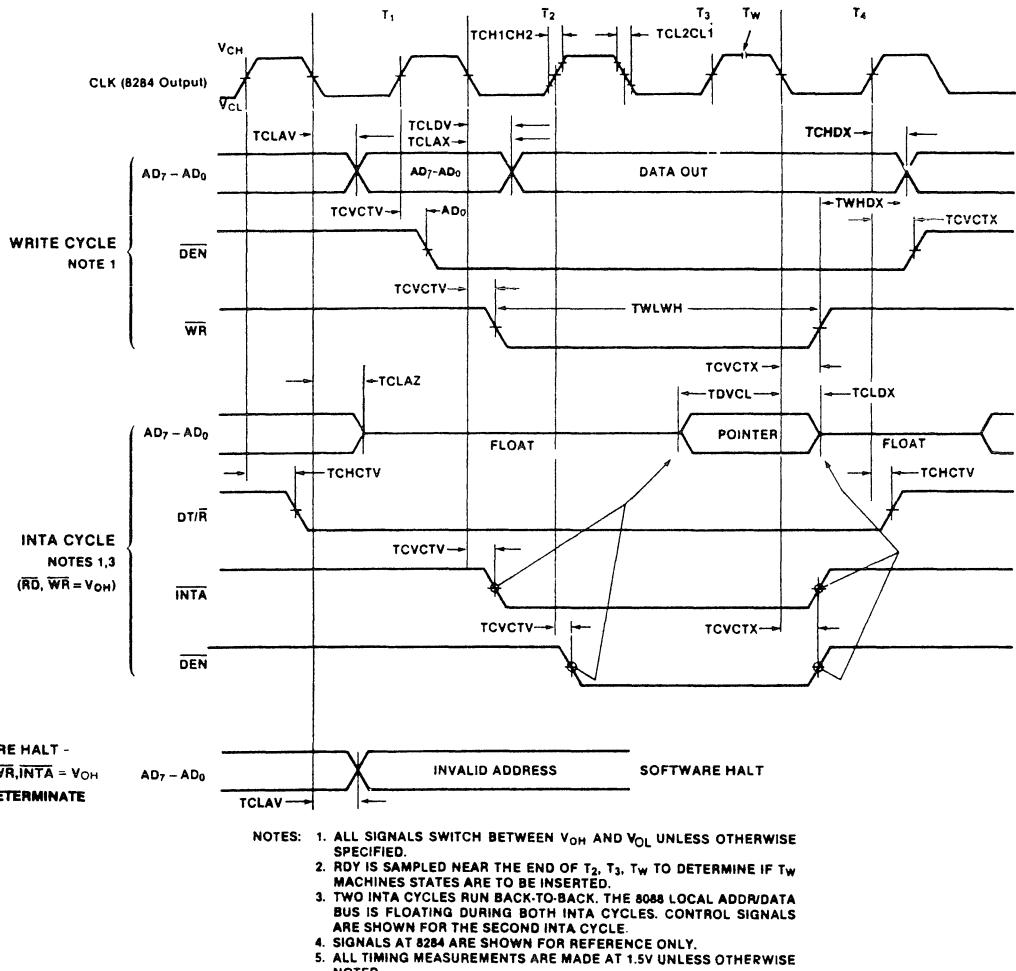


FIGURE 8-13 Minimum mode 8088 write bus timing

The only other timing factor that may affect memory operation is the width of the  $\overline{RD}$  strobe. On the timing diagram, the read strobe width is given as  $T_{RLRH}$ . The time for this strobe is 325 ns (5 MHz clock rate), which is wide enough for almost all memory devices manufactured with an access time of 400 ns or less.

### Write Timing

Figure 8-13 illustrates the write timing diagram for the 8088 microprocessor. Again, the 8086 is so nearly identical that it need not be presented here in a separate timing diagram.

The main differences between read and write timing are minimal. The RD strobe is replaced by the  $\overline{WR}$  strobe, the data bus contains information for the memory rather than information from the memory, and  $DT/R$  remains a logic 1 instead of a logic 0 throughout the bus cycle.

When interfacing some memory devices, timing may be especially critical between the point at which  $\overline{WR}$  becomes a logic 1 and the time when the data are removed from the data bus. This is the case because, as you will recall, memory data are written at the trailing edge of the  $\overline{WR}$  strobe. According to the timing diagram, this critical period is  $T_{WHDX}$  or 88 ns when the

8088 is operated with a 5 MHz clock. Hold time is often much less than this, and is in fact often 0 ns for memory devices. The width of the  $\overline{WR}$  strobe is  $T_{WLWH}$  or 340 ns at a 5 MHz clock rate. This rate, too, is compatible with most memory devices that have an access time of 400 ns or less.

## 8-5

## READY AND THE WAIT STATE

As we mentioned earlier in this chapter, the READY input causes wait states for slower memory and I/O components. A **wait state** ( $T_w$ ) is an extra clocking period, inserted between  $T_2$  and  $T_3$ , that lengthens the bus cycle. If one wait state is inserted, then the memory access time, normally 460 ns with a 5 MHz clock, is lengthened by one clocking period (200 ns) to 660 ns.

In this section, we discuss the READY synchronization circuitry inside the 8284A clock generator, show how to insert one or more wait states selectively into the bus cycle, and examine the READY input and the synchronization times it requires.

## The READY Input

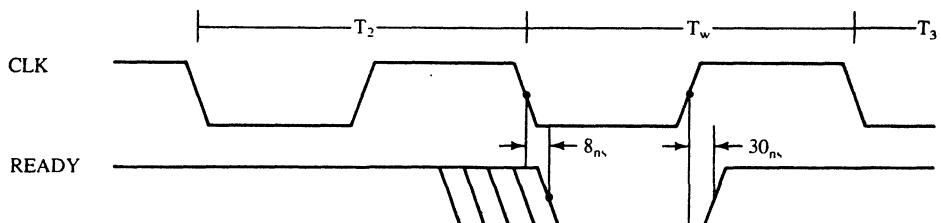
The READY input is sampled at the end of  $T_2$  and again, if applicable, in the middle of  $T_w$ . If READY is a logic 0 at the end of  $T_2$ , then  $T_3$  is delayed and  $T_w$  is inserted between  $T_2$  and  $T_3$ . READY is next sampled at the middle of  $T_w$  to determine if the next state is  $T_w$  or  $T_3$ . It is tested for a logic 0 on the 1-to-0 transition of the clock at the end of  $T_2$  and for a 1 on the 0-to-1 transition of the clock in the middle of  $T_w$ .

The READY input to the 8086/8088 has some stringent timing requirements. The timing diagram in Figure 8-14 shows READY causing one wait state ( $T_w$ ) along with the required setup and hold times from the system clock. The timing requirement for this operation is met by the internal READY synchronization circuitry of the 8284A clock generator. When the 8284A is used for READY, the RDY (ready input to the 8284A) input occurs at the end of each T state.

## RDY and the 8284A

RDY is the synchronized ready input to the 8284A clock generator. The timing diagram for this input is provided in Figure 8-15. Although it differs from the timing for the READY input to the 8086/8088, the internal 8284A circuitry guarantees the accuracy of the READY synchronization provided to the 8086/8088.

Figure 8-16 again depicts the internal structure of the 8284A. The bottom half of this diagram is the READY synchronization circuitry. At the leftmost side, the RDY1 and  $\overline{AEN1}$  inputs are ANDed, as are the RDY2 and  $\overline{AEN2}$  inputs. The outputs of the AND gates are then ORed to generate the input to the one or two stages of synchronization. In order to obtain a logic 1 at the inputs to the flip-flops, RDY1 ANDed with  $\overline{AEN1}$  must be active or RDY2 ANDed with  $\overline{AEN2}$  must be active.



**FIGURE 8-14** 8086/8088 READY input timing

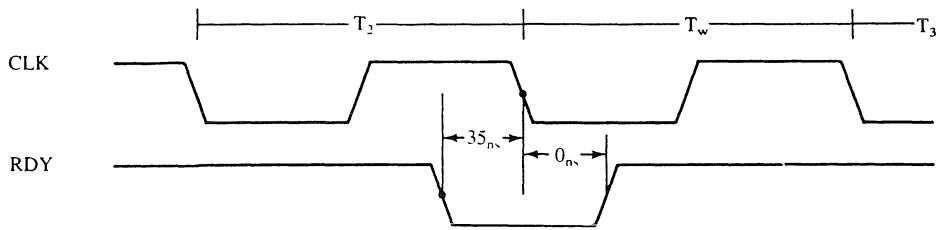


FIGURE 8-15 8284A RDY input timing

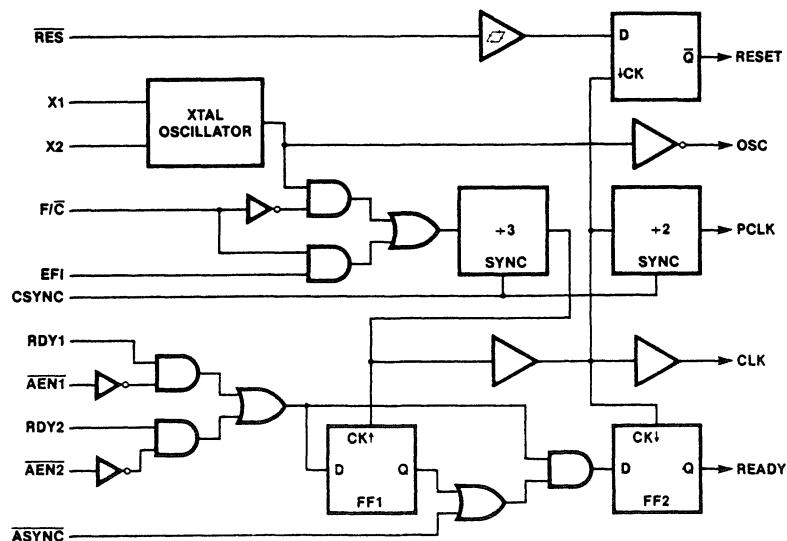
The ASYNC input selects one stage of synchronization when it is a logic 1 and two stages when a logic 0. If one stage is selected, then the RDY signal is kept from reaching the 8086/8088 READY pin until the next negative edge of the clock. If two stages are selected, the first positive edge of the clock captures RDY in the first flip-flop. The output of this flip-flop is fed to the second flip-flop so that the second flip-flop captures RDY on the next negative edge of the clock.

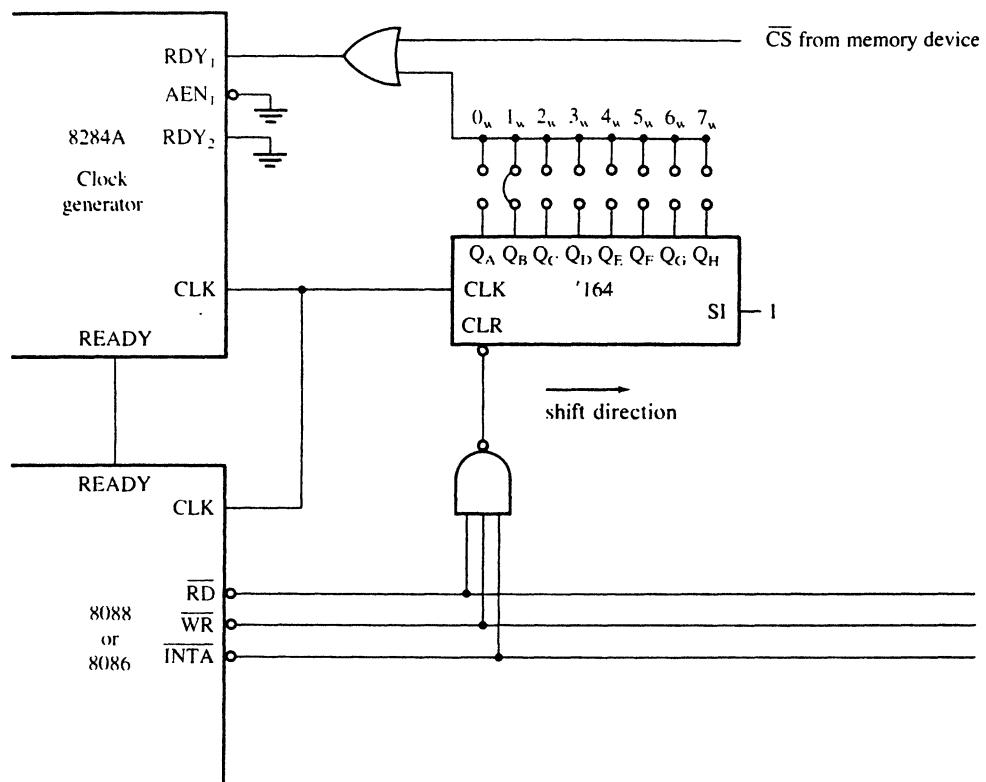
Figure 8-17 illustrates a circuit used to introduce almost any number of wait states for the 8086/8088 microprocessors. Here, an 8-bit serial shift register (74LS164) shifts a logic 0 for one or more clock periods from one of its Q outputs through to the RDY1 input of the 8284A. With appropriate strapping, this circuit can provide various numbers of wait states. Notice also how the shift register is cleared back to its starting point. The output of the register is forced high when the second flip-flop captures RDY, WR, and INTA pins are all logic 1's. These three signals are high until state T<sub>2</sub>, so the shift register shifts for the first time when the positive edge of the T<sub>2</sub> arrives. If one wait is desired, then output Q<sub>B</sub> is connected to the OR gate. If two waits are desired, output Q<sub>C</sub> is connected, and so forth.

Also notice in Figure 8-17 that this circuit does not always generate wait states. It is enabled from the memory only for memory devices that require the insertion of waits. If the selection signal from a memory device is a logic 0, the device is selected; then this circuit will generate a wait state.

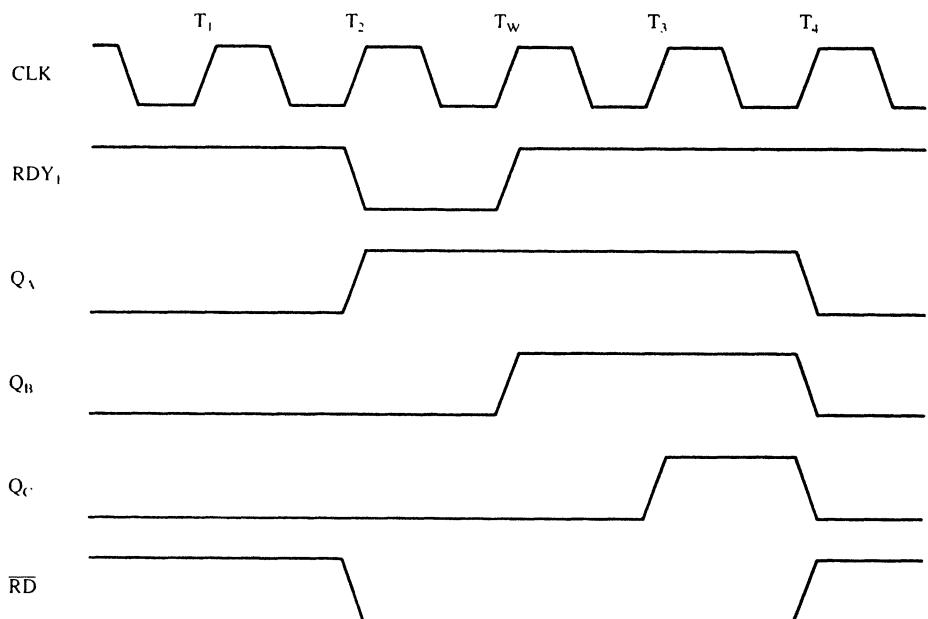
Figure 8-18 illustrates the timing diagram for this shift register wait state generator when it is wired to insert one wait state. The timing diagram also illustrates the internal contents of the shift register's flip-flops to present a more detailed view of its operation. In this example, one wait state is generated.

**FIGURE 8-16** The internal block diagram of the 8284A clock generator (Courtesy of Intel Corporation)





**FIGURE 8–17** A circuit that will cause between 0 and 7 wait states



**FIGURE 8–18** Wait state generation timing of the circuit of Figure 8–17

## 8-6

## MINIMUM MODE VERSUS MAXIMUM MODE

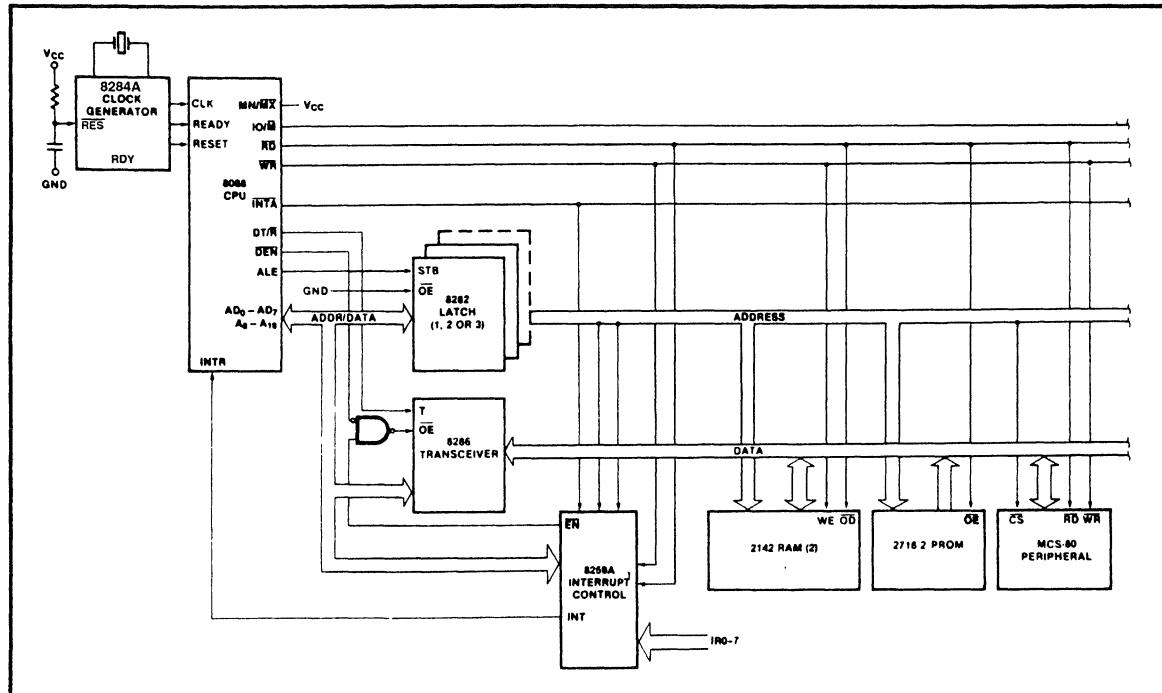
There are two available modes of operation for the 8086/8088 microprocessors: minimum mode and maximum mode. Minimum mode operation is obtained by connecting the mode selection pin **MN/MX** to +5.0 V, and maximum mode is selected by grounding this pin. Both modes enable different control structures for the 8086/8088 microprocessors. The mode of operation provided by minimum mode is similar to that of the 8085A, the most recent Intel 8-bit microprocessor, whereas maximum mode is new and unique and designed to be used whenever a coprocessor exists in a system. Note that the maximum mode was dropped from the Intel family beginning with the 80286 microprocessor.

### Minimum Mode Operation

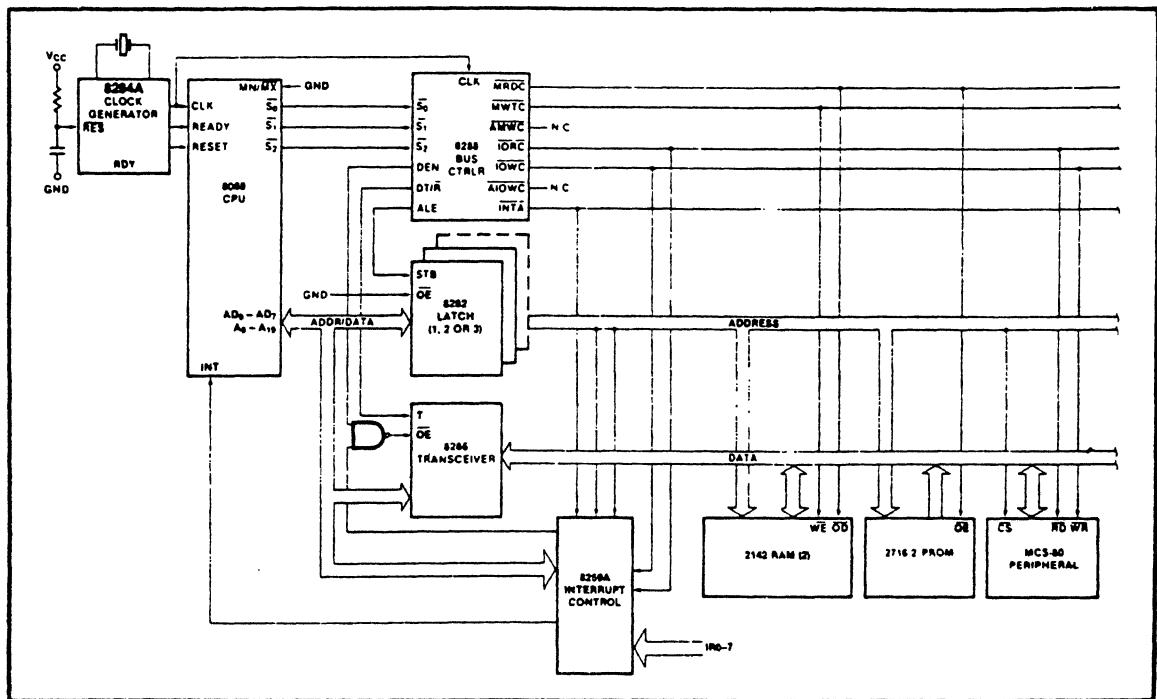
Minimum mode operation is the least-expensive way to operate the 8086/8088 microprocessors (see Figure 8-19 for the minimum mode 8088 system). It costs less because all the control signals for the memory and I/O are generated by the microprocessor. These control signals are identical to those of the Intel 8085A, an earlier 8-bit microprocessor. The minimum mode allows the 8085A, 8-bit peripherals to be used with the 8086/8088 without any special considerations.

### Maximum Mode Operation

Maximum mode operation differs from minimum mode in that some of the control signals must be externally generated. This requires the addition of an external bus controller—the 8288 bus controller (see Figure 8-20 for the maximum mode 8088 system). There are not enough pins on



**FIGURE 8-19** Minimum mode 8088 system



**FIGURE 8–20** Maximum mode 8088 system

the 8086/8088 for bus control during maximum mode because new pins and new features have replaced some of them. Maximum mode is used only when the system contains external co-processors such as the 8087 arithmetic coprocessor.

### The 8288 Bus Controller

An 8086/8088 system that is operated in maximum mode must have an 8288 bus controller to provide the signals that are eliminated from the 8086/8088 by the maximum mode operation. Figure 8–21 illustrates the block diagram and pin-out of the 8288 bus controller circuit.

Notice that the control bus developed by the 8288 bus controller contains separate signals for I/O ( $\overline{IORC}$  and  $\overline{IOWC}$ ) and memory ( $\overline{MRDC}$  and  $\overline{MWTC}$ ). It also contains advanced memory ( $\overline{AMWC}$ ) and I/O ( $\overline{AIOWC}$ ) write strobes and the  $\overline{INTA}$  signal. These signals replace the minimum mode  $\overline{ALE}$ ,  $\overline{WR}$ ,  $\overline{IO/M}$ ,  $\overline{DT/R}$ ,  $\overline{DEN}$ , and  $\overline{INTA}$ , which are lost when the 8086/8088 is operated in the maximum mode.

**Pin Functions.** The following list provides a description of each pin of the 8288 bus controller.

- |                       |                                                                                                                                                                                                                                                                      |
|-----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>S2, S1, and S0</b> | <i>Status</i> inputs are connected to the status output pins on the 8086/8088 microprocessors. These three signals are decoded to generate the timing signals for the system.                                                                                        |
| <b>CLK</b>            | The <b>clock</b> input provides internal timing and must be connected to the CLK output pin of the 8284A clock generator.                                                                                                                                            |
| <b>ALE</b>            | The <b>address latch enable</b> output is used to demultiplex the address/data bus.                                                                                                                                                                                  |
| <b>DEN</b>            | The <b>data bus enable</b> pin controls the bi-directional data bus buffers in the system. Note that this is an active high-output pin that is the opposite polarity from the $\overline{DEN}$ signal found on the microprocessor when operated in the minimum mode. |

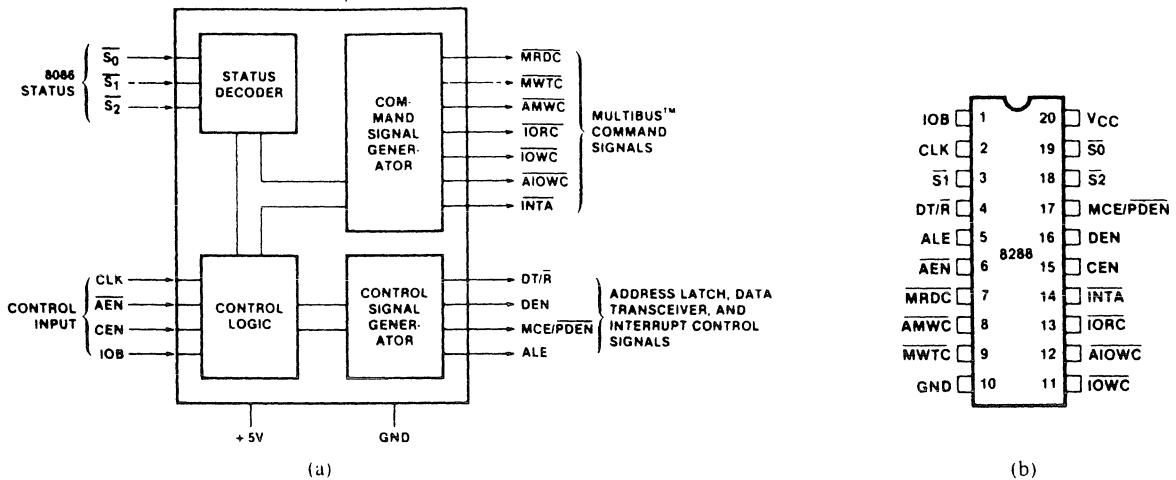


FIGURE 8-21 The 8288 bus controller. (a) block diagram (b) pinout

|                 |                                                                                                                                                                                     |
|-----------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>DT/R</b>     | The <b>data transmit/receive</b> signal is output by the 8288 to control the direction of the bi-directional data bus buffers.                                                      |
| <b>AEN</b>      | The <b>address enable</b> input causes the 8288 to enable the memory control signals.                                                                                               |
| <b>CEN</b>      | The <b>control enable</b> input enables the command output pins on the 8288.                                                                                                        |
| <b>IOB</b>      | The <b>I/O bus mode</b> input selects either the I/O bus mode or system bus mode operation.                                                                                         |
| <b>AIOWC</b>    | The <b>advanced I/O write</b> command output provides I/O with an advanced I/O write control signal.                                                                                |
| <b>IOWC</b>     | The <b>I/O write</b> command output provides I/O with its main write signal.                                                                                                        |
| <b>IORC</b>     | The <b>I/O read</b> command output provides I/O with its read control signal.                                                                                                       |
| <b>AMWC</b>     | The <b>advanced memory write</b> control pin provides memory with an early or advanced write signal.                                                                                |
| <b>MWTC</b>     | The <b>memory write</b> control pin provides memory with its normal write control signal.                                                                                           |
| <b>MRDC</b>     | The <b>memory read</b> control pin provides memory with a read control signal.                                                                                                      |
| <b>INTA</b>     | The <b>interrupt acknowledge</b> output acknowledges an interrupt request input applied to the INTR pin.                                                                            |
| <b>MCE/PDEN</b> | The <b>master cascade/peripheral data</b> output selects cascade operation for an interrupt controller if IOB is grounded and enables the I/O bus transceivers if IOB is tied high. |

1. The main differences between the 8086 and 8088 are (a) an 8-bit data bus on the 8088 and a 16-bit data bus on the 8086, (b) an **SSO** pin on the 8088 in place of **BHE/S<sub>7</sub>** on the 8086, and (c) an **IO/M** pin on the 8088 instead of an **M/I<sub>O</sub>** on the 8086.

2. Both the 8086 and 8088 require a single +5.0 V power supply with a tolerance of  $\pm 10\%$ .
3. The 8086/8088 microprocessors are TTL compatible if the noise immunity figure is de-rated to 350 mV from the customary 400 mV.
4. The 8086/8088 microprocessors can drive one 74XX, five 74LSXX, one 74SXX, ten 74ALSXX, and ten 74HCXX unit loads.
5. The 8284A clock generator provides the system clock (CLK), READY synchronization, and RESET synchronization.
6. The standard 5 MHz 8086/8088 operating frequency is obtained by attaching a 15 MHz crystal to the 8284A clock generator. The PCLK output contains a TTL-compatible signal at one-half of the CLK frequency.
7. Whenever the 8086/8088 microprocessors are reset, they begin executing software at memory location FFFF0H (FFFF:0000) with the interrupt request pin disabled.
8. Because the 8086/8088 buses are multiplexed and most memory and I/O devices aren't, the system must be demultiplexed before interfacing with memory or I/O. Demultiplexing is accomplished by an 8-bit latch whose clock pulse is obtained from the ALE signal.
9. In a large system, the buses must be buffered because the 8086/8088 microprocessors are capable of driving only ten unit loads and large systems often have many more.
10. Bus timing is very important in the remaining chapters of the text. A bus cycle that consists of four clocking periods acts as the basic system timing. Each bus cycle is able to read or write data between the microprocessor and the memory or I/O system.
11. A bus cycle is broken into four states or T periods. T1 is used by the microprocessor to send the address to the memory or I/O and the ALE signal to the demultiplexers. T2 is used to send data to memory for a write and to test the READY pin and activate control signals  $\overline{RD}$  or  $\overline{WR}$ . T3 allows the memory time to access data and allows data to be transferred between the microprocessor and the memory or I/O. T4 is where data are written.
12. The 8086/8088 microprocessors allow the memory and I/O 460 ns to access data when they are operated with a 5 MHz clock.
13. Wait states ( $T_w$ ) stretch the bus cycle by one or more clocking periods to allow the memory and I/O additional access time. Wait states are inserted by controlling the READY input to the 8086/8088. READY is sampled at the end of T2 and during  $T_w$ .
14. Minimum mode operation is similar to that of the Intel 8085A microprocessor, while maximum mode operation is new and specifically designed for the operation of the 8087 arithmetic coprocessor.
15. The 8288 bus controller must be used in the maximum mode to provide the control bus signals to the memory and I/O. This is because the maximum mode operation of the 8086/8088 removes some of the system's control signal lines in favor of control signals for the co-processors. The 8288 reconstructs these removed control signals.

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**8-8****QUESTIONS AND PROBLEMS**

1. List the differences between 8086 and 8088 microprocessors.
2. Is the 8086/8088 TTL compatible? Explain your answer.
3. What is the fan-cut from the 8086/8088 to the following devices:
  - (a) 74XXX TTL
  - (b) 74ALSXXX TTL
  - (c) 74HCXXX CMOS
4. What information appears on the address/data bus of the 8088 while ALE is active?
5. What is the purpose of status bits S3 and S4?

6. What condition does a logic 0 on the 8086/8088  $\overline{RD}$  pin indicate?
7. Explain the operation of the  $\overline{TEST}$  pin and the WAIT instruction.
8. Describe the signal that is applied to the CLK input pin of the 8086/8088 microprocessors.
9. What mode of operation is selected when  $MN/\overline{MX}$  is grounded?
10. What does the  $\overline{WR}$  strobe signal from the 8086/8088 indicate about the operation of the 8086/8088?
11. When does ALE float to its high-impedance state?
12. When  $DT/R$  is a logic 1, what condition does it indicate about the operation of the 8086/8088?
13. What happens when the HOLD input to the 8086/8088 is placed at its logic 1 level?
14. What three minimum mode 8086/8088 pins are decoded to discover if the processor is halted?
15. Explain the operation of the  $\overline{LOCK}$  pin.
16. What conditions do the  $QS_1$  and  $QS_0$  pins indicate about the 8086/8088?
17. What three housekeeping chores are provided by the 8284A clock generator?
18. By what factor does the 8284A clock generator divide the crystal oscillator's output frequency?
19. If the  $F/\overline{C}$  pin is placed at a logic 1 level, the crystal oscillator is disabled. Where is the timing input signal attached to the 8284A under this condition?
20. The PCLK output of the 8284A is \_\_\_\_\_ MHz if the crystal oscillator is operating at 14 MHz.
21. The  $\overline{RES}$  input to the 8284A is placed at a logic \_\_\_\_\_ level in order to reset the 8086/8088.
22. Which bus connections on the 8086 microprocessor are typically demultiplexed?
23. Which bus connections on the 8088 microprocessor are typically demultiplexed?
24. Which TTL integrated circuit is often used to demultiplex the buses on the 8086/8088?
25. What is the purpose of the demultiplexed  $\overline{BHE}$  signal on the 8086 microprocessor?
26. Why are buffers often required in an 8086/8088-based system?
27. What 8086/8088 signal is used to select the direction of the data flows through the 74LS245 bi-directional bus buffer?
28. A bus cycle is equal to clocking \_\_\_\_\_ periods.
29. If the CLK input to the 8086/8088 is 4 MHz, how long is one bus cycle?
30. What two 8086/8088 operations occur during a bus cycle?
31. How many MIPS is the 8086/8088 capable of obtaining when operated with a 10 MHz clock?
32. Briefly describe the purpose of each T state listed:
  - (a) T1
  - (b) T2
  - (c) T3
  - (d) T4
33. How much time is allowed for memory access when the 8086/8088 microprocessors are operated with a 5 MHz clock?
34. How wide is  $\overline{DEN}$  if the 8088 is operated with a 5 MHz clock?
35. If the READY pin is grounded, it will introduce \_\_\_\_\_ states into the bus cycle of the 8086/8088.
36. What does the  $\overline{ASYNC}$  input to the 8284A accomplish?
37. What logic levels must be applied to  $\overline{AEN_1}$  and RDY1 to obtain a logic 1 at the READY pin? (Assume that  $\overline{AEN_2}$  is at a logic 1 level.)
38. Contrast minimum and maximum mode 8086/8088 operation.
39. What main function is provided by the 8288 bus controller when used with 8086/8088 maximum mode operation?

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# CHAPTER 9

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## Memory Interface

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### INTRODUCTION

Whether simple or complex, every microprocessor-based system has a memory system. The Intel family of microprocessors is no different from any other in this respect.

Almost all systems contain two main types of memory: read-only memory (ROM) and random access memory (RAM) or read/write memory. Read-only memory contains system software and permanent system data, while RAM contains temporary data and application software. This chapter explains how to interface both memory types to the Intel family of microprocessors. We demonstrate memory interface to an 8-, 16-, 32-, and 64-bit data bus using various memory address sizes. This allows virtually any microprocessor to be interfaced to any memory system.

### CHAPTER OBJECTIVES

Upon completion of this chapter, you will be able to:

1. Decode the memory address and use the outputs of the decoder to select various memory components.
2. Use programmable logic devices (PLDs) to decode memory addresses.
3. Explain how to interface both RAM and ROM to a microprocessor.
4. Explain how parity can detect memory errors.
5. Interface memory to an 8-, 16-, 32-, and 64-bit data bus.
6. Explain the operation of a dynamic RAM controller.
7. Interface dynamic RAM to the microprocessor.

Before attempting to interface memory to the microprocessor, it is essential to completely understand the operation of memory components. In this section, we explain the function of the four common types of memory: **read-only memory (ROM)**, **flash memory (EEPROM)**, **static random access memory (SRAM)**, and **dynamic random access memory (DRAM)**.

## Memory Pin Connections

Pin connections common to all memory devices are the address inputs, data outputs or input/outputs, some type of selection input, and at least one control input used to select a read or write operation. See Figure 9-1 for ROM and RAM generic-memory devices.

**Address Connections.** All memory devices have address inputs that select a memory location within the memory device. Address inputs are almost always labeled from  $A_0$ , the least significant address input, to  $A_n$ , where subscript  $n$  can be any value but is always labeled as one less than the total number of address pins. For example, a memory device that has 10 address pins has its address pins labeled from  $A_0$  to  $A_9$ . The number of address pins found on a memory device is determined by the number of memory locations found within it.

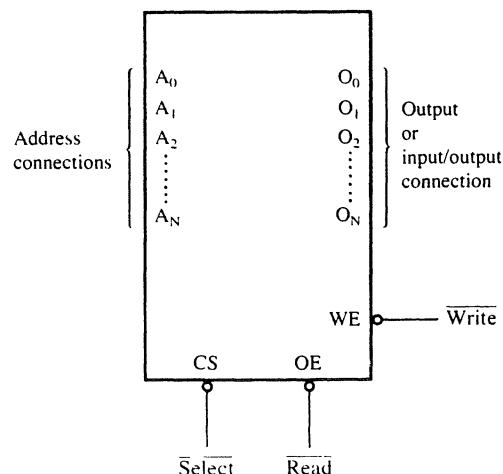
Today, the more common memory devices have between 1K (1,024) to 16M (16,777,216) memory locations, with 256M memory location devices on the horizon. A 1K memory device has 10 address pins ( $A_0$ - $A_9$ ); therefore, 10 address inputs are required to select any of its 1,024 memory locations. It takes a 10-bit binary number (1,024 different combinations) to select any single location on a 1,024-location device. If a memory device has 11 address connections ( $A_0$ - $A_{10}$ ), it has 2,048 (2K) internal memory locations. The number of memory locations can thus be extrapolated from the number of address pins. For example, a 4K memory device has 12 address connections, an 8K device has 13, and so forth. A device that contains 1M locations requires a 20-bit address ( $A_0$ - $A_{19}$ ).

A 400H represents a 1K-byte section of the memory system. If a memory device is decoded to begin at memory address 10000H, and it is a 1K device, its last location is at address 103FFH—one location less than 400H. Another important hexadecimal number to remember is a 1000H, because 1000H is 4K. A memory device containing a starting address of 14000H that is 4K bytes in size ends at location 14FFFFH—one location less than 1000H. A third number is 64K or 10000H. A memory that starts at location 30000H and ends at location 3FFFFH is a 64K byte memory. Finally, because 1M of memory is not uncommon, a 1M memory contains 100000H memory locations.

**Data Connections.** All memory devices have a set of data outputs or input/outputs. The device illustrated in Figure 9-1 has a common set of input/output (I/O) connections. Today, many memory devices have bi-directional common I/O pins.

The data connections are the points at which data are entered for storage or extracted for reading. Data pins on memory devices are almost always labeled  $D_0$  through  $D_7$  for an 8-bit-wide

**FIGURE 9-1** A pseudo-memory component illustrating the address, data, and control connections



memory device. In this sample memory device, there are eight I/O connections, which means that the memory device stores 8-bits of data in each of its memory locations. An 8-bit-wide memory device is often called a **byte-wide** memory. Although most devices are currently 8-bits wide, not all memory devices are 8-bits wide. Some devices are 16-bits, 4-bits, or just 1-bit wide.

Catalog listings of memory devices often refer to memory locations times bits per location. For example, a memory device with 1K memory locations and 8-bits in each location is often listed as a  $1K \times 8$  by the manufacturer. A  $16K \times 1$  is a memory device containing 16K 1-bit memory locations. Memory devices are also often classified according to total bit capacity. For example, a  $1K \times 8$  bit memory device is sometimes listed as an 8K memory device, or a  $64K \times 4$  memory device is listed as a 256K device. These variations occur from one manufacturer to another.

**Selection Connections.** Each memory device has an input—sometimes more than one—that selects or enables the memory device. This kind of input is most often called a **chip select** ( $\overline{CS}$ ), **chip enable** ( $\overline{CE}$ ), or simply **select** ( $\overline{S}$ ) input. RAM memory generally has at least one  $\overline{CS}$  or  $\overline{S}$  input, and ROM at least one  $\overline{CE}$ . If the  $\overline{CE}$ ,  $\overline{CS}$ , or  $\overline{S}$  input is active (a logic 0 in this case, because of the over-bar), the memory device performs a read or a write; if it is inactive (a logic 1 in this case), the memory device cannot do a read or a write because it is turned off or disabled. If more than one  $\overline{CS}$  connection is present, all must be activated to read or write data.

**Control Connections.** All memory devices have some form of control input or inputs. A ROM usually has only one control input, while a RAM often has one or two control inputs.

The control input most often found on a ROM is the **output enable** ( $\overline{OE}$ ) or **gate** ( $\overline{G}$ ) connection, which allows data to flow out of the output data pins of the ROM. If  $\overline{OE}$  and the selection input are both active, then the output is enabled; if  $\overline{OE}$  is inactive, the output is disabled at its high-impedance state. The  $\overline{OE}$  connection enables and disables a set of three-state buffers located within the memory device and must be active to read data.

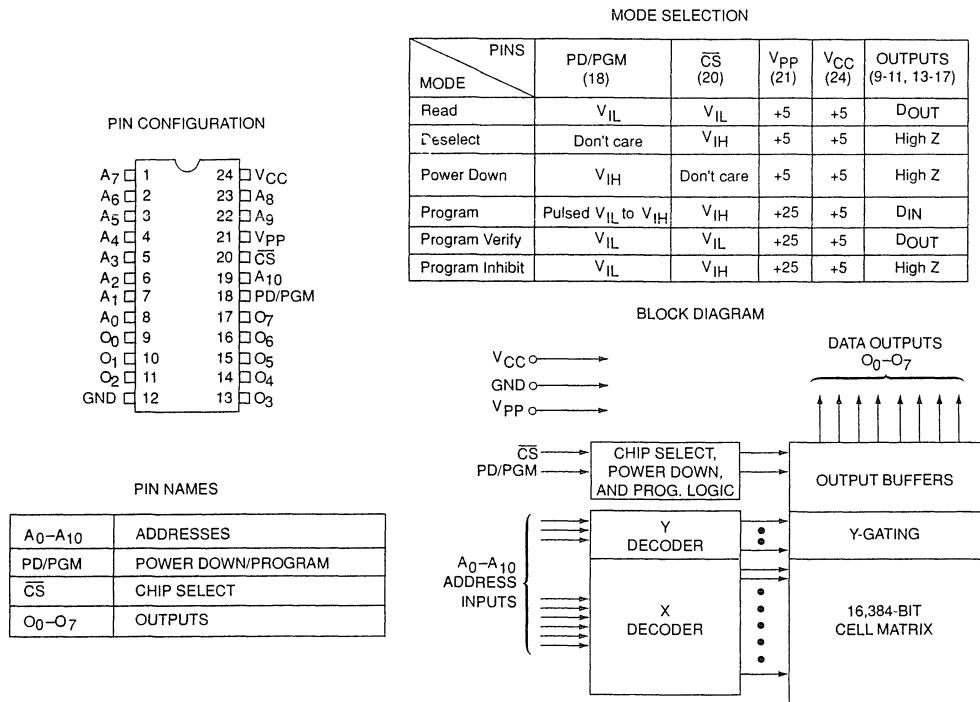
A RAM memory device has either one or two control inputs. If there is one control input, it is often called  $R/\overline{W}$ . This pin selects a read operation or a write operation only if the device is selected by the selection input ( $\overline{CS}$ ). If the RAM has two control inputs, they are usually labeled  $\overline{WE}$  (or  $\overline{W}$ ) and  $\overline{OE}$  (or  $\overline{G}$ ). Here,  $\overline{WE}$  (**write enable**) must be active to perform a memory write operation, and  $\overline{OE}$  must be active to perform a memory read operation. When these two controls ( $\overline{WE}$ ) and ( $\overline{OE}$ ) are present, they must never both be active at the same time. If both control inputs are inactive (logic 1's), then data are neither written nor read and the data connections are at their high-impedance state.

## ROM Memory

The read-only memory (ROM) permanently stores programs and data that are resident to the system and must not change when power is disconnected. The ROM is permanently programmed so data are always present, even when power is disconnected. This type of memory is often called *nonvolatile memory*.

The ROM is available in many forms today. A device we call a ROM is purchased in mass quantities from a manufacturer and programmed during its fabrication at the factory. The EPROM (**erasable programmable read-only memory**), a type of ROM, is more commonly used when software must be changed often or when too limited a number are in demand to make the ROM economical. For a ROM to be practical, we usually must purchase at least 10,000 devices. An EPROM is programmed in the field on a device called an *EPROM programmer*. The EPROM is also erasable if exposed to high-intensity ultraviolet light for about 20 minutes or less, depending on the type of EPROM.

PROM memory devices are also available, but they are not as common today. The PROM (**programmable read-only memory**) is also programmed in the field by burning open tiny Nichrome or silicon oxide fuses, but once programmed it cannot be erased.



**FIGURE 9-2** The pin-out of the 2716, 2K × 8 EPROM (Courtesy of Intel Corporation)

Still another, newer type of **read-mostly memory** (RMM) is called the *flash memory*. The flash memory<sup>1</sup> is also often called an EEPROM (*electrically erasable programmable ROM*), EAROM (*electrically alterable ROM*), or a NOVRAM (*nonvolatile RAM*). These memory devices are electrically erasable in the system, but require more time to erase than a normal RAM. The flash memory device is used to store setup information for systems such as the video card in the computer. It may also soon replace the EPROM in the computer for the BIOS memory. Some systems contain a password stored in the flash memory device.

Figure 9-2 illustrates the 2716 EPROM, which is representative of most EPROMs. This device contains 11 address inputs and 8 data outputs. The 2716 is a 2K × 8 memory device. The 27XXX series of the EPROMs contains the following part numbers: 2704 (512 × 8), 2708 (1K × 8), 2716 (2K × 8), 2732 (4K × 8), 2764 (8K × 8), 27128 (16K × 8), 27256 (32K × 8), 27512 (64K × 8), and 271024 (128K × 8). Each of these parts contains address pins, eight data connections, one or more chip selection inputs ( $\bar{CE}$ ), and an output enable pin ( $\bar{OE}$ ).

Figure 9-3 illustrates the timing diagram for the 2716 EPROM. Data only appear on the output connections after a logic 0 is placed on both the  $\bar{CE}$  and  $\bar{OE}$  pin connections. If  $\bar{CE}$  and  $\bar{OE}$  are not both logic 0's, the data output connections remain at their high-impedance or off states. Note that the  $V_{PP}$  pin must be placed at a logic 1 for data to be read from the EPROM. In some cases, the  $V_{PP}$  pin is in the same position as the  $\bar{WE}$  pin on the SRAM. This can allow a single socket to hold either an EPROM or an SRAM. Examples are the 2716 EPROM and the 6116 SRAM, both 2K × 8 devices that have the same pin-out, except for  $V_{PP}$  on the EPROM and  $\bar{WE}$  on the SRAM.

One important piece of information provided by the timing diagram and data sheet is the memory access time—the time that it takes the memory to read information. As Figure 9-3 illustrates, memory access time ( $T_{ACC}$ ) is measured from the appearance of the address at the

<sup>1</sup>Flash memory is a registered trademark of Intel Corporation.

**A.C. Characteristics** $T_A = 0^\circ\text{C to } 70^\circ\text{C}, V_{CC}^{[1]} = +5\text{V} \pm 5\%, V_{PP}^{[2]} = V_{CC} \pm 0.6\text{V}^{[3]}$ 

| Symbol     | Parameter                     | Limits |                     |      | Unit | Test Conditions                   |
|------------|-------------------------------|--------|---------------------|------|------|-----------------------------------|
|            |                               | Min.   | Typ. <sup>[4]</sup> | Max. |      |                                   |
| $t_{ACC1}$ | Address to Output Delay       |        | 250                 | 450  | ns   | $PD/PGM = \overline{CS} = V_{IL}$ |
| $t_{ACC2}$ | PD/PGM to Output Delay        |        | 280                 | 450  | ns   | $\overline{CS} = V_{IL}$          |
| $t_{CO}$   | Chip Select to Output Delay   |        |                     | 120  | ns   | $PD/PGM = V_{IL}$                 |
| $t_{PF}$   | PD/PGM to Output Float        | 0      |                     | 100  | ns   | $\overline{CS} = V_{IL}$          |
| $t_{DF}$   | Chip Deselect to Output Float | 0      |                     | 100  | ns   | $PD/PGM = V_{IL}$                 |
| $t_{OH}$   | Address to Output Hold        | 0      |                     |      | ns   | $PD/PGM = \overline{CS} = V_{IL}$ |

Capacitance<sup>[5]</sup>  $T_A = 25^\circ\text{C}, f = 1\text{ MHz}$ 

| Symbol    | Parameter          | Typ. | Max. | Unit | Conditions            |
|-----------|--------------------|------|------|------|-----------------------|
| $C_{IN}$  | Input Capacitance  | 4    | 6    | pF   | $V_{IN} = 0\text{V}$  |
| $C_{OUT}$ | Output Capacitance | 8    | 12   | pF   | $V_{OUT} = 0\text{V}$ |

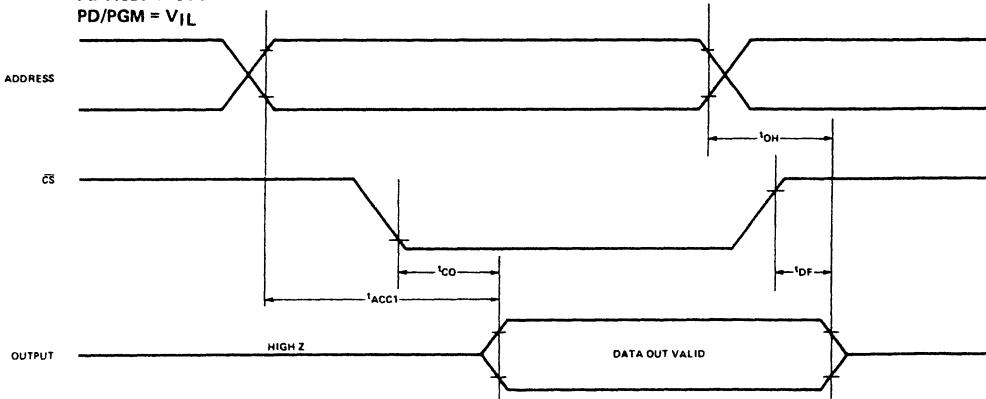
**A.C. Test Conditions:**Output Load: 1 TTL gate and  $C_L = 100\text{ pF}$ Input Rise and Fall Times:  $\leq 20\text{ ns}$ 

Input Pulse Levels: 0.8V to 2.2V

Timing Measurement Reference Level:

Inputs 1V and 2V

Outputs 0.8V and 2V

**WAVEFORMS****A. Read Mode**

**FIGURE 9–3** The timing diagram of AC characteristics of the 2716 EPROM (Courtesy of Intel Corporation)

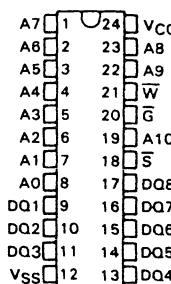
address inputs until the appearance of the data at the output connections. This is based on the assumption that the  $\overline{CE}$  input goes low at the same time that the address inputs become stable. Also,  $\overline{OE}$  must be a logic 0 for the output connections to become active. The basic speed of the EPROM is 450 ns. (Recall from Chapter 7 that the 8086/8088 operated with a 5 MHz clock allowed memory 460 ns to access data.) This type of memory component requires wait states to operate properly with the 8086/8088 microprocessors because of its rather long access time. If wait states are not desired, higher speed versions of the EPROM are available at an additional cost. Today, EPROM memory is available with access times of as little as 100 ns.

**Static Ram (SRAM) Devices**

Static RAM memory devices retain data for as long as DC power is applied. Because no special action (except power) is required to retain stored data, these devices are called *static memory*. They are also called *volatile memory* because they will not retain data without power. The main difference between a ROM and a RAM is that a RAM is written under normal operation, while a ROM is programmed outside the computer and is only normally read. The SRAM stores temporary data

**FIGURE 9-4** The pin-out of the TMS4016, 2K × 8 static RAM (SRAM). (Courtesy of Texas Instruments Incorporated.)

TMS4016 . . . NL PACKAGE  
(TOP VIEW)



| PIN NOMENCLATURE |                  |
|------------------|------------------|
| A0 – A10         | Addresses        |
| DQ1 – DQ8        | Data In/Data Out |
| $\overline{G}$   | Output Enable    |
| $\overline{S}$   | Chip Select      |
| VCC              | + 5-V Supply     |
| VSS              | Ground           |
| W                | Write Enable     |

and is used when the size of the read/write memory is relatively small. Today, a small memory is one that is less than 1M byte.

Figure 9-4 illustrates the 4016 SRAM, which is a 2K × 8 read/write memory. This device has 11 address inputs and 8 data input/output connections. This device is representative of all SRAM devices.

The control inputs of this RAM are slightly different from those presented earlier. The  $\overline{OE}$  pin is labeled  $\overline{G}$ , the  $\overline{CS}$  pin  $\overline{S}$ , and the  $\overline{WE}$  pin  $\overline{W}$ . Despite the altered designations, the control pins function exactly the same as those outlined previously. Other manufacturers make this popular SRAM under the part numbers 2016 and 6116.

Figure 9-5 depicts the timing diagram for the 4016 SRAM. As the read cycle timing reveals, the access time is  $t_a$  (A). On the slowest version of the 4016, this time is 250 ns, which is fast enough to connect to an 8088 or an 8086 operated at 5 MHz without wait states. Again, it is important to remember that the access time must be checked to determine the compatibility of memory components with the microprocessor.

Figure 9-6 illustrates the pin-out of the 62256, 32K × 8 static RAM. This device is packaged in a 28-pin integrated circuit, and is available with access times of 120 ns or 150 ns. Other common SRAM devices are available in 8K × 8 and 128K × 8 sizes with access times of as little as 10 ns for SRAM used in computer cache memory systems.

### Dynamic Ram (DRAM) Memory

About the largest static RAM available today is a 128K × 8. Dynamic RAMs, on the other hand, are available in much larger sizes: up to 16M × 1. In all other respects, DRAM is essentially the same as SRAM, except that it retains data for only 2 or 4 ms on an integrated capacitor. After 2 or 4 ms, the contents of the DRAM must be completely rewritten (*refreshed*) because the capacitors, which store a logic 1 or logic 0, lose their charges.

Instead of requiring the almost impossible task of reading the contents of each memory location with a program and then rewriting them, the manufacturer has internally constructed the DRAM so that, in the 64K × 1 version, the entire contents of the memory is refreshed with

**electrical characteristics over recommended operating free-air temperature range (unless otherwise noted)**

| PARAMETER                                | TEST CONDITIONS                                                                                                | MIN | TYPT† | MAX | UNIT          |    |
|------------------------------------------|----------------------------------------------------------------------------------------------------------------|-----|-------|-----|---------------|----|
| $V_{OH}$<br>High level voltage           | $I_{OH} = -1 \text{ mA}, V_{CC} = 4.5 \text{ V}$                                                               | 2.4 |       |     | V             |    |
| $V_{OL}$<br>Low level voltage            | $I_{OL} = 2.1 \text{ mA}, V_{CC} = 4.5 \text{ V}$                                                              |     |       | 0.4 | V             |    |
| $I_I$<br>Input current                   | $V_I = 0 \text{ V to } 5.5 \text{ V}$                                                                          |     |       | 10  | $\mu\text{A}$ |    |
| $I_{OZ}$<br>Off-state output current     | $S \text{ or } G \text{ at } 2 \text{ V or } W \text{ at } 0.8 \text{ V}, V_O = 0 \text{ V to } 5.5 \text{ V}$ |     |       | 10  | $\mu\text{A}$ |    |
| $I_{CC}$<br>Supply current from $V_{CC}$ | $I_O = 0 \text{ mA}, T_A = 0^\circ\text{C}$ (worst case)                                                       |     |       | 40  | 70            | mA |
| $C_I$<br>Input capacitance               | $V_I = 0 \text{ V}, f = 1 \text{ MHz}$                                                                         |     |       | 8   | pF            |    |
| $C_O$<br>Output capacitance              | $V_O = 0 \text{ V}, f = 1 \text{ MHz}$                                                                         |     |       | 12  | pF            |    |

†All typical values are at  $V_{CC} = 5 \text{ V}, T_A = 25^\circ\text{C}$ .**timing requirements over recommended supply voltage range and operating free-air temperature range**

| PARAMETER                             | TMS4016-12 |     | TMS4016-15 |     | TMS4016-20 |     | TMS4016-25 |     | UNIT |
|---------------------------------------|------------|-----|------------|-----|------------|-----|------------|-----|------|
|                                       | MIN        | MAX | MIN        | MAX | MIN        | MAX | MIN        | MAX |      |
| $t_{c(rd)}$<br>Read cycle time        | 120        |     | 150        |     | 200        |     | 250        |     | ns   |
| $t_{c(wr)}$<br>Write cycle time       | 120        |     | 150        |     | 200        |     | 250        |     | ns   |
| $t_{w(W)}$<br>Write pulse width       | 60         |     | 80         |     | 100        |     | 120        |     | ns   |
| $t_{su(A)}$<br>Address setup time     | 20         |     | 20         |     | 20         |     | 20         |     | ns   |
| $t_{su(S)}$<br>Chip select setup time | 60         |     | 80         |     | 100        |     | 120        |     | ns   |
| $t_{su(D)}$<br>Data setup time        | 50         |     | 60         |     | 80         |     | 100        |     | ns   |
| $t_{h(A)}$<br>Address hold time       | 0          |     | 0          |     | 0          |     | 0          |     | ns   |
| $t_{h(D)}$<br>Data hold time          | 5          |     | 10         |     | 10         |     | 10         |     | ns   |

**switching characteristics over recommended voltage range,  $T_A = 0^\circ\text{C}$  to  $70^\circ\text{C}$** 

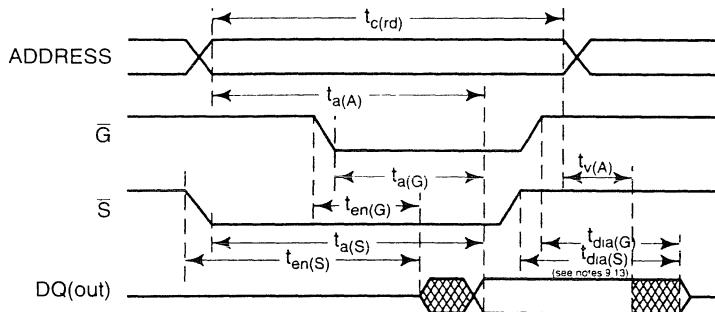
| PARAMETER                                                    | TMS4016-12 |     | TMS4016-15 |     | TMS4016-20 |     | TMS4016-25 |     | UNIT |
|--------------------------------------------------------------|------------|-----|------------|-----|------------|-----|------------|-----|------|
|                                                              | MIN        | MAX | MIN        | MAX | MIN        | MAX | MIN        | MAX |      |
| $t_{a(A)}$<br>Access time from address                       | 120        |     | 150        |     | 200        |     | 250        |     | ns   |
| $t_{a(S)}$<br>Access time from chip select low               | 60         |     | 75         |     | 100        |     | 120        |     | ns   |
| $t_{a(G)}$<br>Access time from output enable low             | 50         |     | 60         |     | 80         |     | 100        |     | ns   |
| $t_{v(A)}$<br>Output data valid after address change         | 10         |     | 15         |     | 15         |     | 15         |     | ns   |
| $t_{dis(S)}$<br>Output disable time after chip select high   | 40         |     | 50         |     | 60         |     | 80         |     | ns   |
| $t_{dis(G)}$<br>Output disable time after output enable high | 40         |     | 50         |     | 60         |     | 80         |     | ns   |
| $t_{dis(W)}$<br>Output disable time after write enable low   | 50         |     | 60         |     | 60         |     | 80         |     | ns   |
| $t_{en(S)}$<br>Output enable time after chip select low      | 5          |     | 5          |     | 10         |     | 10         |     | ns   |
| $t_{en(G)}$<br>Output enable time after output enable low    | 5          |     | 5          |     | 10         |     | 10         |     | ns   |
| $t_{en(W)}$<br>Output enable time after write enable high    | 5          |     | 5          |     | 10         |     | 10         |     | ns   |

NOTES: 3.  $C_L = 100\text{pF}$  for all measurements except  $t_{dis(W)}$  and  $t_{en(W)}$ .4.  $C_L = 5 \text{ pF}$  for  $t_{dis(W)}$  and  $t_{en(W)}$ .4.  $t_{dis}$  and  $t_{en}$  parameters are sampled and not 100% tested.**FIGURE 9–5** (a) The AC characteristics of the TMS4016 SRAM. (b) The timing diagrams of the TMS4016 SRAM. (Courtesy of Texas Instruments Incorporated)

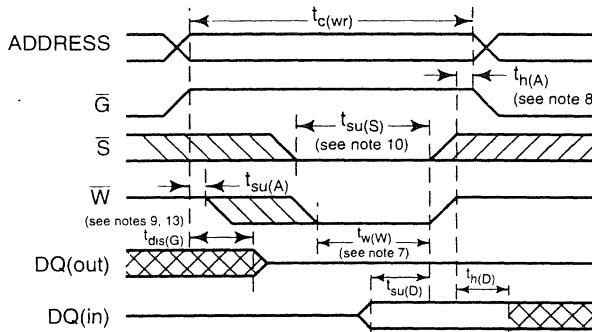
256 reads in a 4 ms interval. Refreshing also occurs during a write, a read, or during a special refresh cycle. Much more information on refreshing DRAMs is provided in Section 9–6.

Another disadvantage of DRAM memory is that it requires so many address pins that the manufacturers have multiplexed the address inputs. Figure 9–7 illustrates a  $64\text{K} \times 4$  DRAM, the

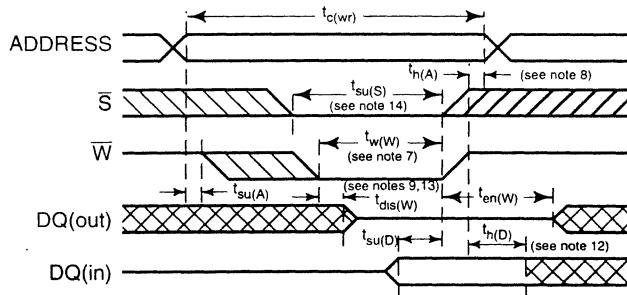
## timing waveform of read cycle (see note 5)



## timing waveform of write cycle no. 1 (see note 6)



## timing waveform of write cycle no. 2 (see notes 6 and 11)

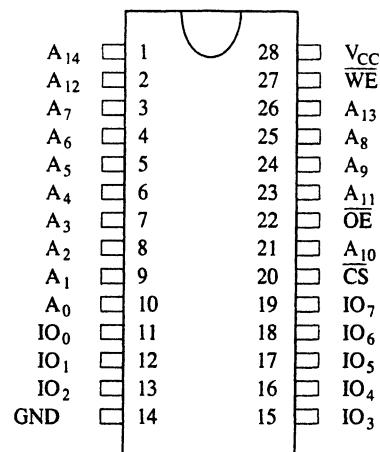
NOTES. 5.  $\bar{W}$  is high Read Cycle.6.  $\bar{W}$  must be high during all address transitions.7. A write occurs during the overlap of a low  $\bar{S}$  and a low  $\bar{W}$ .8.  $t_{h(A)}$  is measured from the earlier of  $\bar{S}$  or  $\bar{W}$  going high to the end of the write cycle.

9. During this period, I/O pins are in the output state so that the input signals of opposite phase to the outputs must not be applied.

10. If the Slow transition occurs simultaneously with the  $\bar{W}$  low transitions or after the  $\bar{W}$  transition, output remains in a high impedance state.11. G is continuously low ( $G = V_{IL}$ ).12. If  $\bar{S}$  is low during this period, I/O pins are in the output state. Data input signals of opposite phase to the outputs must not be applied.13. Transition is measured  $\pm 200$  mV from steady-state voltage.14. If the  $\bar{S}$  low transition occurs before the  $\bar{W}$  low transition, then the data input signals of opposite phase to the outputs must not be applied for the duration of  $t_{dis(W)}$  after the  $\bar{W}$  low transition.

FIGURE 9-5 (continued)

**FIGURE 9–6** Pin diagram of the 62256, 32K × 8 static RAM

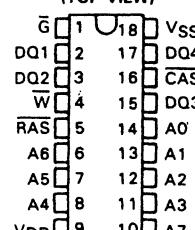


#### PIN FUNCTION

|                                  |                  |
|----------------------------------|------------------|
| A <sub>0</sub> - A <sub>14</sub> | Addresses        |
| IO <sub>0</sub> -IO <sub>7</sub> | Data connections |
| CS                               | Chip select      |
| OE                               | Output enable    |
| WE                               | Write enable     |
| V <sub>CC</sub>                  | +5V Supply       |
| GND                              | Ground           |

**FIGURE 9–7** The pin-out of the TMS4464, 64K × 4 dynamic RAM (DRAM). (Courtesy of Texas Instruments Incorporated)

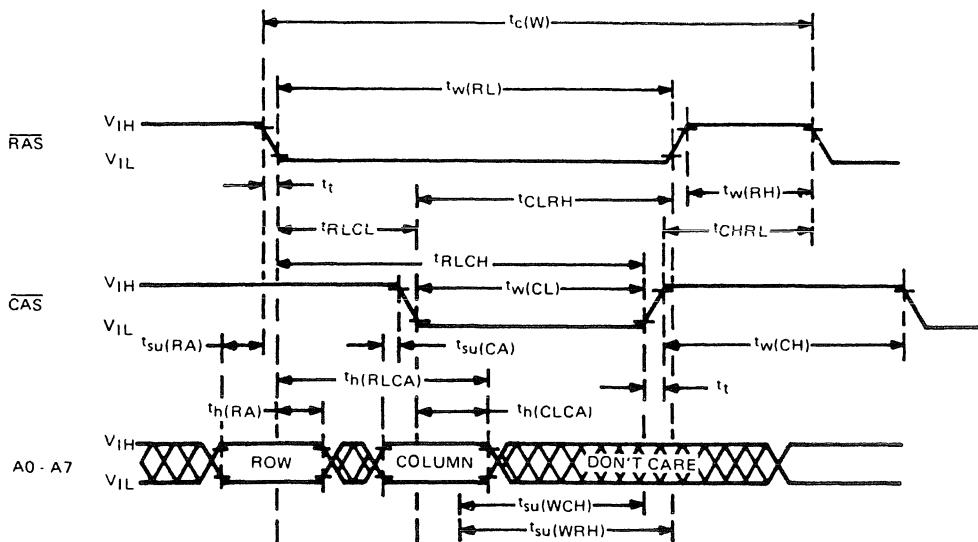
TMS4464 . . . JL OR NL PACKAGE  
(TOP VIEW)



(a)

| PIN NOMENCLATURE |                       |
|------------------|-----------------------|
| A0-A7            | Address Inputs        |
| ̄CAS             | Column Address Strobe |
| DQ1-DQ4          | Data-In/Data-Out      |
| ̄G               | Output Enable         |
| ̄RAS             | Row Address Strobe    |
| V <sub>DD</sub>  | +5-V Supply           |
| V <sub>SS</sub>  | Ground                |
| W                | Write Enable          |

(b)



**FIGURE 9–8** RAS, CAS, and address input timing for the TMS4464 DRAM (Courtesy of Texas Instruments Incorporated)

TMS4464, which stores 256K bits of data. Notice that it contains only 8 address inputs where it should contain 16—the number required to address 64K memory locations. The only way that 16 address bits can be forced into 8 address pins is in two 8-bit increments. This operation requires two special pins called **column address strobe** ( $\overline{\text{CAS}}$ ) and **row address strobe** ( $\overline{\text{RAS}}$ ). First,  $A_0 - A_7$  are placed on the address pins and strobed into an internal row latch by  $\overline{\text{RAS}}$  as the row address. Next, the address bits  $A_8 - A_{15}$  are placed on the same eight address inputs and strobed into an internal column latch by  $\overline{\text{CAS}}$  as the column address (see Figure 9–8 for this timing). The 16-bit address held in these internal latches addresses the contents of one of the 4-bit memory locations. Note that  $\overline{\text{CAS}}$  also performs the function of the chip selection input to the DRAM.

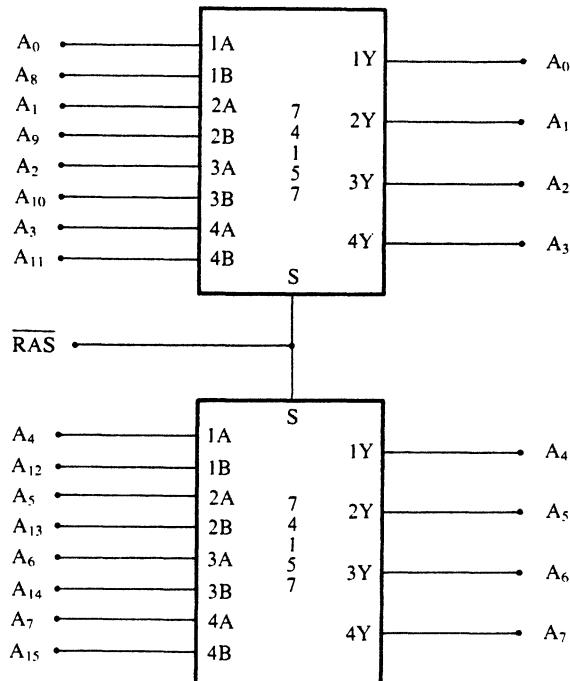
Figure 9–9 illustrates a set of multiplexers used to strobe the column and row addresses into the eight address inputs of a pair of TMS4464 DRAMs. Here the  $\overline{\text{RAS}}$  not only strobes the row address into the DRAMs, but it also changes the address applied to the address inputs. This is possible due to the long propagation delay time of the multiplexers. When  $\overline{\text{RAS}}$  is a logic 1, the B inputs are connected to the Y outputs of the multiplexers; when the  $\overline{\text{RAS}}$  input goes to a logic 0, the A inputs connect to the Y outputs. Because the internal row address latch is edge-triggered, it captures the row address before the address at the inputs change to the column address. More detail on DRAM and DRAM interfacing is provided in Section 9–6.

As with the SRAM, the  $R/\overline{W}$  pin writes data to the DRAM when a logic 0, but there is no pin labeled  $\overline{G}$  or enable. There also is no  $S$  (select) input to the DRAM. As mentioned, the  $\overline{\text{CAS}}$  input selects the DRAM. If selected, the DRAM is written if  $R/\overline{W} = 0$  and read if  $R/\overline{W} = 1$ .

Figure 9–10 shows the pinout of the 41256 dynamic RAM. This device is organized as a 256K  $\times$  1 memory requiring as little as 70 ns to access data.

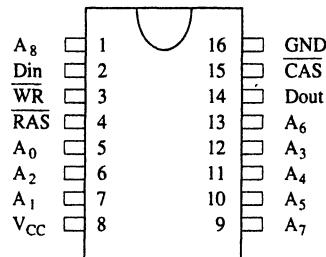
More recently, larger DRAMs have become available that are organized as a 1M  $\times$  1 memory, 4M  $\times$  1, and 16M  $\times$  1. On the horizon is the 256M  $\times$  1 memory, which is in the planning stages. Because DRAM memory is usually placed on small circuit boards called *SIMMs*, Figure 9–11 shows the pin-outs of the two most common SIMMs (Single In-line Memory Modules). The 30-pin SIMM is organized most often as 1M  $\times$  8 or 1M  $\times$  9 and 4M  $\times$  8 or 4M  $\times$  9.

**FIGURE 9–9** Address multiplexer for the TMS4464 DRAM



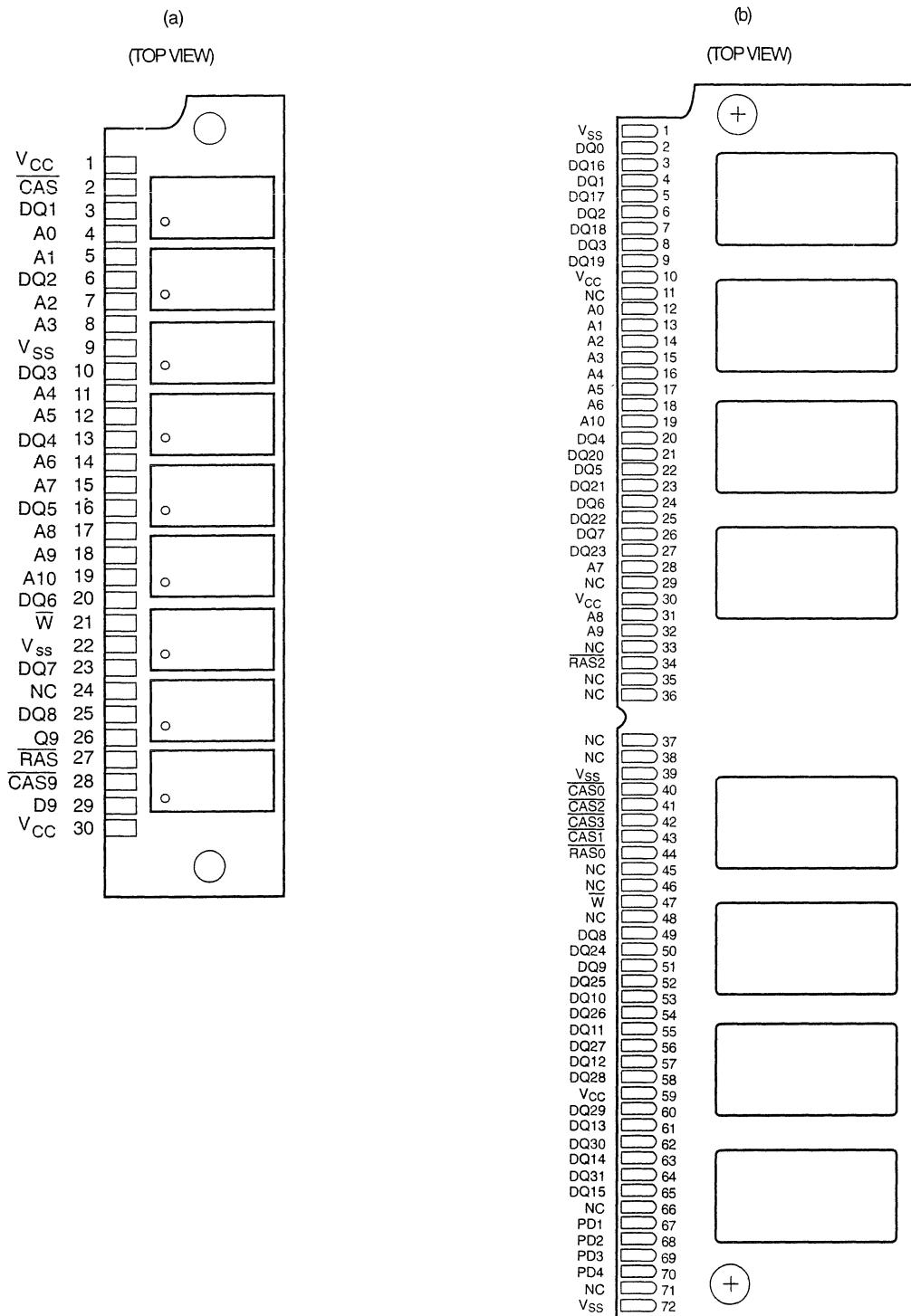
(Illustrated in Figure 9–11 is a  $4M \times 9$ .) The ninth bit is the parity bit. Also shown is the newer 72-pin SIMM. The 72-pin SIMMs are often organized as  $1M \times 32$  or  $1M \times 36$  (with parity). Other sizes are  $2M \times 32$ ,  $4M \times 32$  or  $8M \times 32$ . These are also available with parity. Illustrated in Figure 9–11 is a  $4M \times 36$  SIMM, which has 16M bytes of memory.

**FIGURE 9–10** The 41256 dynamic RAM organized as a  $256K \times 1$  memory device



#### PIN FUNCTIONS

|                                 |                       |
|---------------------------------|-----------------------|
| A <sub>0</sub> - A <sub>8</sub> | Addresses             |
| Din                             | Data in               |
| Dout                            | Data out              |
| CAS                             | Column Address Strobe |
| RAS                             | Row Address Strobe    |
| WR                              | Write enable          |
| V <sub>cc</sub>                 | +5V Supply            |
| GND                             | Ground                |



**FIGURE 9-11** The pin-outs of the 30-pin and 72-pin SIMM. (a) A 30-pin SIMM organized as  $4M \times 9$  and (b) a 72-pin SIMM organized as  $4M \times 36$ .

## 9-2

## ADDRESS DECODING

In order to attach a memory device to the microprocessor, it is necessary to decode the address from the microprocessor to make the memory function at a unique section or partition of the memory map. Without an address decoder, only one memory device can be connected to a microprocessor, which would make it virtually useless. In this section, we describe a few of the more common address-decoding techniques, as well as the decoders that are found in many systems.

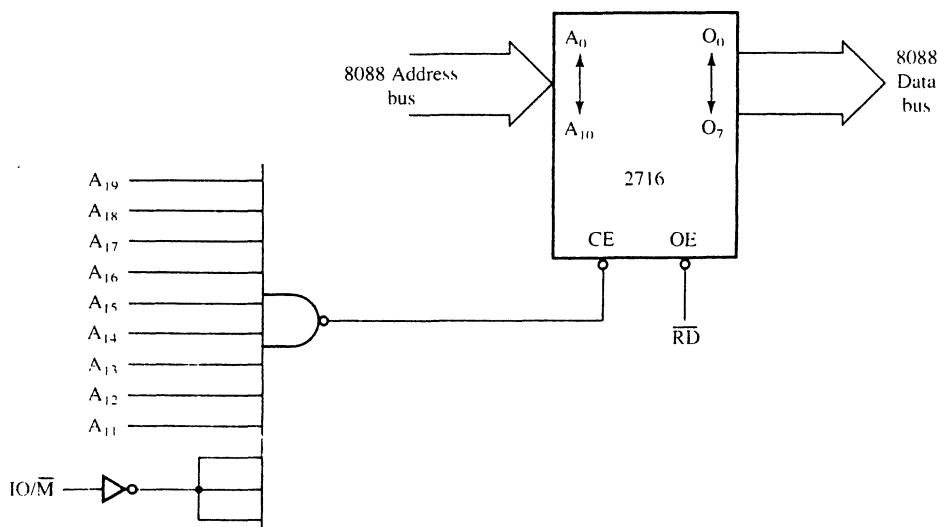
### Why Decode Memory?

When the 8088 microprocessor is compared to the 2716 EPROM, a difference in the number of address connections surfaces—the EPROM has 11 address connections and the microprocessor has 20. This means that the microprocessor sends out a 20-bit memory address whenever it reads or writes data. Since the EPROM has only 11 address inputs, there is a mismatch that must somehow be corrected. If only 11 of the 8088's address pins are connected to the memory, then the 8088 will see only 2K bytes of memory instead of the 1M byte that it "expects" the memory to contain. The decoder corrects the mismatch by decoding the address pins that do not connect to the memory component.

### Simple Nand Gate Decoder

When the  $2K \times 8$  EPROM is used, address connections  $A_{10}$ – $A_0$  of the 8088 are connected to address inputs  $A_{10}$ – $A_0$  of the EPROM, and the remaining nine address pins ( $A_{19}$ – $A_{11}$ ) are connected to the inputs of a NAND gate decoder (see Figure 9–12). The decoder selects the EPROM from one of the many 2K byte sections of the entire 1M byte address range of the 8088 microprocessor.

In this circuit, a single NAND gate decodes the memory address. The output of the NAND gate is a logic 0 whenever the 8088 address pins attached to its inputs ( $A_{19}$ – $A_{11}$ ) are all logic 1's. The active low, logic 0 output of the NAND gate decoder is connected to the  $\overline{CE}$  input, which



**FIGURE 9–12** A simple NAND gate decoder used to select a 2716 EPROM memory component for memory locations FF800H–FFFFFH

selects (*enables*) the EPROM. Recall that whenever  $\overline{CE}$  is a logic 0, data will be read from the EPROM only if  $\overline{OE}$  is also a logic 0. The  $\overline{OE}$  pin is activated by the 8088  $\overline{RD}$  signal or the MRDC (**memory read control**) signal of other family members.

If the 20-bit binary address, decoded by the NAND gate, is written so the leftmost 9 bits are 1's and the rightmost 11 bits are don't cares (X), the actual address range of the EPROM can be determined. (A don't care is a logic 1 or a logic 0, whichever is appropriate.)

Example 9-1 illustrates how the address range for this EPROM is determined by writing down the externally decoded address bits ( $A_{19}-A_{11}$ ) and the address bits decided by the EPROM ( $A_{10}-A_0$ ) as don't cares. As the example illustrates, the don't cares are first written as 0's to locate the lowest address and then as 1's to find the highest address. Example 9-1 also shows these binary boundaries as hexadecimal addresses. Here the 2K EPROM is decoded at memory address locations FF800H–FFFFFH. Notice that this is a 2K-byte section of the memory and is also located at the reset location for the 8086/8088, the most likely place for an EPROM.

### EXAMPLE 9-1

1111 1111 1XXX XXXX XXXX

or

1111 1111 1000 0000 0000 = FF800H  
to  
1111 1111 1111 1111 1111 = FFFFFH

Although this example serves to illustrate decoding, NAND gates are rarely used to decode memory because each memory device requires its own NAND gate decoder. Because of the excessive cost of the NAND gate decoder and of the inverters that are often required, this option requires that an alternate be found.

### The 3-to-8 Line Decoder (74LS138)

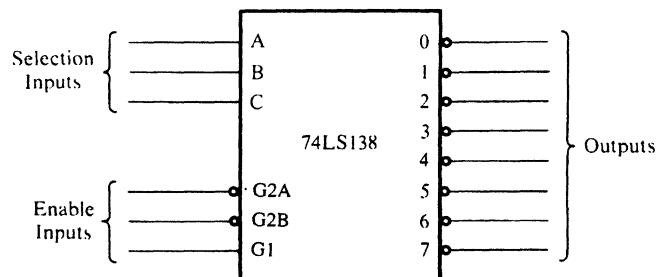
One of the more common, although not only, integrated circuit decoders found in many microprocessor-based systems is the 74LS138 3-to-8 line decoder. Figure 9-13 illustrates this decoder and its truth table.

The truth table shows that only one of the eight outputs ever goes low at any time. For any of the decoder's outputs to go low, the three enable inputs ( $\overline{G2A}$ ,  $\overline{G2B}$ , and G1) must all be active. To be active, the  $\overline{G2A}$  and  $\overline{G2B}$  inputs must both be low (logic 0), and G1 must be high (logic 1). Once the 74LS138 is enabled, the address inputs (C, B, and A) select which output pin goes low. Imagine eight EPROM  $\overline{CE}$  inputs connected to the eight outputs of the decoder! This is a very powerful device because it selects eight different memory devices at the same time.

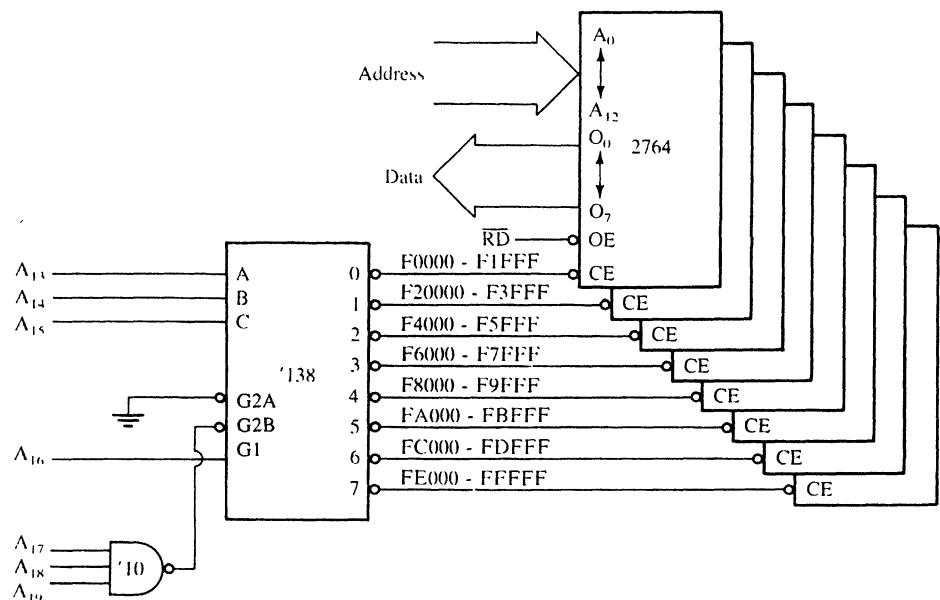
**Sample Decoder Circuit.** Notice that the outputs of the decoder illustrated in Figure 9-14 are connected to eight different 2764 EPROM memory devices. Here the decoder selects eight 8K-byte blocks of memory for a total of 64K bytes of memory. This figure also illustrates the address range of each memory device and the common connections to the memory devices. Notice that all of the address connections from the 8088 are connected to this circuit. Also notice that the decoder's outputs are connected to the  $\overline{CE}$  inputs of the EPROMs, and the  $\overline{RD}$  signal from the 8088 is connected to the  $\overline{OE}$  inputs of the EPROMs. This allows only the selected EPROM to be enabled and to send its data to the microprocessor through the data bus whenever RD becomes a logic 0.

In this circuit, a 3-input NAND gate is connected to address bits  $A_{19}-A_{17}$ . When all three address inputs are high, the output of this NAND gate goes low and enables input  $\overline{G2B}$  of the 74LS138. Input G1 is connected directly to  $A_{16}$ . In other words, in order to enable this decoder, the first four address connections ( $A_{19}-A_{16}$ ) must all be high.

**FIGURE 9–13** The 74LS138, 3-to-8 line decoder and function table



| Inputs |        |    | Outputs |   |   |   |   |   |   |   |
|--------|--------|----|---------|---|---|---|---|---|---|---|
| Enable | Select |    | 0       | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| G2A    | G2B    | G1 | C       | B | A | 0 | 1 | 2 | 3 | 4 |
| 1      | X      | X  | X       | X | X | 1 | 1 | 1 | 1 | 1 |
| X      | 1      | X  | X       | X | X | 1 | 1 | 1 | 1 | 1 |
| X      | X      | 0  | X       | X | X | 1 | 1 | 1 | 1 | 1 |
| 0      | 0      | 1  | 0       | 0 | 0 | 0 | 1 | 1 | 1 | 1 |
| 0      | 0      | 1  | 0       | 0 | 1 | 1 | 0 | 1 | 1 | 1 |
| 0      | 0      | 1  | 0       | 1 | 0 | 1 | 1 | 0 | 1 | 1 |
| 0      | 0      | 1  | 0       | 1 | 1 | 1 | 1 | 1 | 0 | 1 |
| 0      | 0      | 1  | 1       | 0 | 0 | 1 | 1 | 1 | 1 | 0 |
| 0      | 0      | 1  | 1       | 0 | 1 | 1 | 1 | 1 | 1 | 0 |
| 0      | 0      | 1  | 1       | 1 | 0 | 1 | 1 | 1 | 1 | 0 |
| 0      | 0      | 1  | 1       | 1 | 1 | 1 | 1 | 1 | 1 | 0 |



**FIGURE 9–14** A circuit that uses eight 2764 EPROMs for a 64K × 8 section of memory in an 8088 microprocessor-based system. The addresses selected in this circuit are F0000H–FFFFFH.

The address inputs C, B, and A connect to microprocessor address pins A<sub>15</sub>–A<sub>13</sub>. These three address inputs determine which output pin goes low and which EPROM is selected whenever the 8088 outputs a memory address within this range to the memory system.

Example 9–2 shows how the address range of the entire decoder is determined. Notice that the range is location F0000H–FFFFFH. This is a 64K-byte span of the memory.

### EXAMPLE 9–2

1111 XXXX XXXX XXXX XXXX

or

1111 0000 0000 0000 0000 = F0000H  
to  
1111 1111 1111 1111 1111 = FFFFFH

How is it possible to determine the address range of each memory device attached to the decoder's outputs? Again, the binary bit pattern is written down, and this time the C, B, and A address inputs are not don't cares. Example 9–3 shows how output 0 of the decoder is made to go low to select the EPROM attached to that pin. Here C, B, and A are shown as logic 0's.

### EXAMPLE 9–3

CBA  
1111 000X XXXX XXXX XXXX

or

1111 0000 0000 0000 0000 = F0000H  
to  
1111 0001 1111 1111 1111 = F1FFFH

If the address range of the EPROM connected to output 1 of the decoder is required, it is determined in exactly the same way as that of output 0. The only difference is that now the C, B, and A inputs contain a 001 instead of a 000 (see Example 9–4). The remaining output address ranges are determined in the same manner by substituting the binary address of the output pin into C, B, and A.

### EXAMPLE 9–4

CBA  
1111 001X XXXX XXXX XXXX

or

1111 0010 0000 0000 0000 = F2000H  
to  
1111 0011 1111 1111 1111 = F3FFFH

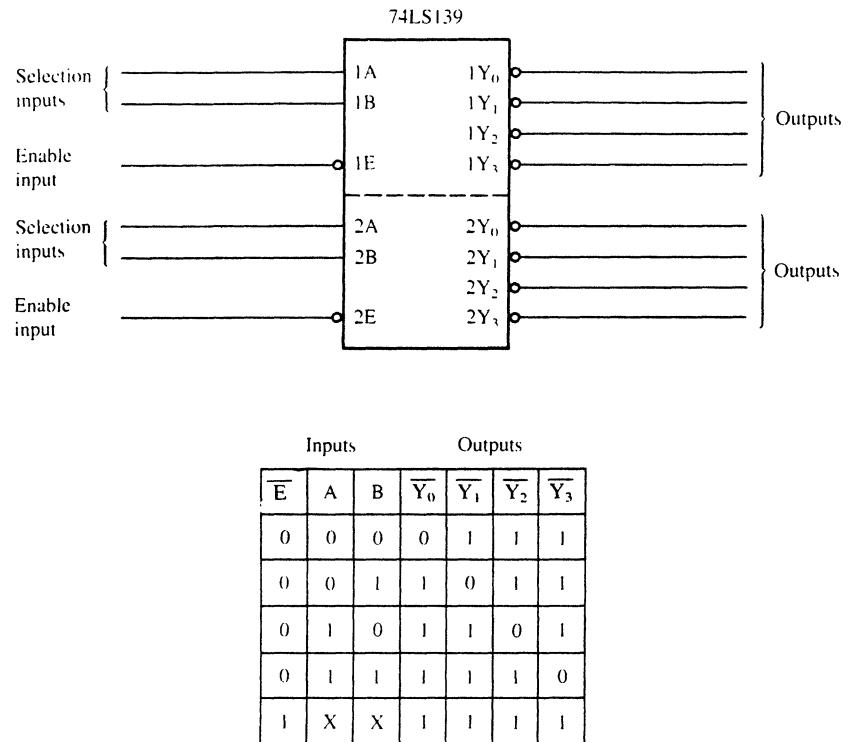
## The Dual 2-to-4 Line Decoder (74LS139)

Another decoder that finds some application is the 74LS139 dual 2-to-4 line decoder. Figure 9–15 illustrates both the pin-out and the truth table for this decoder. The 74LS139 contains two separate 2-to-4 line decoders—each with its own address, enable, and output connections.

## PROM Address Decoder

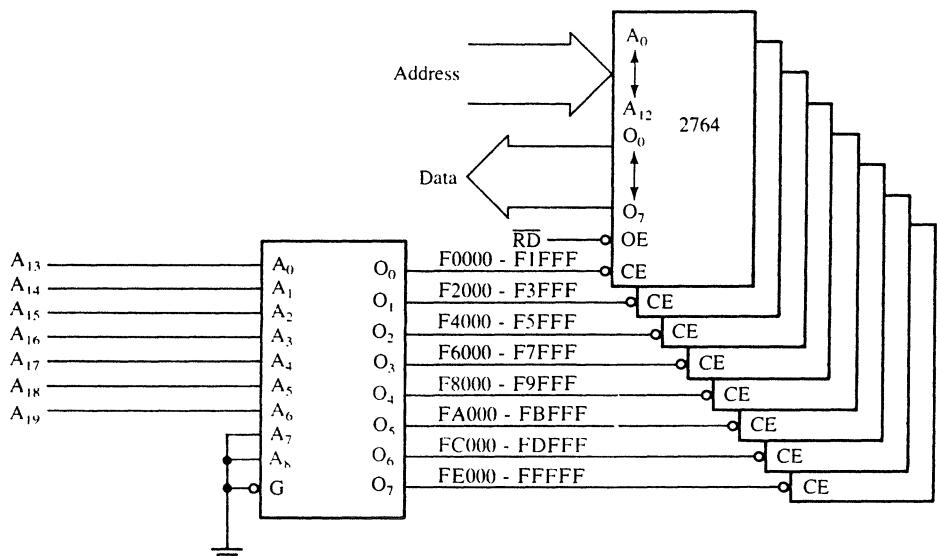
Another once-common address decoder is the bipolar PROM, used because of its larger number of input connections, which reduces the number of other circuits required in a system memory address decoder. The 74LS138 decoder has six inputs used for address connections. The PROM decoder may have many more inputs for address decoding.

**FIGURE 9–15** The pin-out and truth table of the 74LS139, dual 2-to-4 line decoder



For example, the 82S147 (512 × 8) PROM used as an address decoder has 10 input connections and 8 output connections. It can replace the circuit in Figure 9–14 without the extra 3-input NAND gate. This saves space on the printed circuit board and reduces the cost of a system.

Figure 9–16 illustrates this address decoder with the PROM in place. The PROM is a memory device that must be programmed with the correct binary bit pattern to select the eight



**FIGURE 9–16** A memory system using the TPB28L42, 512 × 8 PROM as an address

**TABLE 9-1** The 82S147 PROM programming pattern for the circuit of Figure 9-16

| Inputs                 |    |    |    |    |    |    |    |    |    | Outputs |    |    |    |    |    |    |    |  |
|------------------------|----|----|----|----|----|----|----|----|----|---------|----|----|----|----|----|----|----|--|
| $\overline{OE}$        | A8 | A7 | A6 | A5 | A4 | A3 | A2 | A1 | A0 | O0      | O1 | O2 | O3 | O4 | O5 | O6 | O7 |  |
| 0                      | 0  | 0  | 1  | 1  | 1  | 1  | 0  | 0  | 0  | 0       | 1  | 1  | 1  | 1  | 1  | 1  | 1  |  |
| 0                      | 0  | 0  | 1  | 1  | 1  | 1  | 0  | 0  | 1  | 1       | 0  | 1  | 1  | 1  | 1  | 1  | 1  |  |
| 0                      | 0  | 0  | 1  | 1  | 1  | 1  | 0  | 1  | 0  | 1       | 1  | 0  | 1  | 1  | 1  | 1  | 1  |  |
| 0                      | 0  | 0  | 1  | 1  | 1  | 1  | 0  | 1  | 1  | 1       | 1  | 1  | 0  | 1  | 1  | 1  | 1  |  |
| 0                      | 0  | 0  | 1  | 1  | 1  | 1  | 1  | 0  | 0  | 1       | 1  | 1  | 1  | 0  | 1  | 1  | 1  |  |
| 0                      | 0  | 0  | 1  | 1  | 1  | 1  | 1  | 0  | 1  | 1       | 1  | 1  | 1  | 0  | 1  | 1  | 1  |  |
| 0                      | 0  | 0  | 1  | 1  | 1  | 1  | 1  | 0  | 0  | 1       | 1  | 1  | 1  | 1  | 0  | 1  | 1  |  |
| 0                      | 0  | 0  | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 1       | 1  | 1  | 1  | 1  | 0  | 1  | 1  |  |
| all other combinations |    |    |    |    |    |    |    |    |    | 1       | 1  | 1  | 1  | 1  | 1  | 1  | 1  |  |

EPROM memory devices. The PROM itself has nine address inputs that select one of the 512 internal 8-bit memory locations. The remaining input ( $\overline{CE}$ ) must be grounded because if this PROM's outputs float to their high-impedance state, then one or more of the EPROMs might be selected by noise impulses in the system.

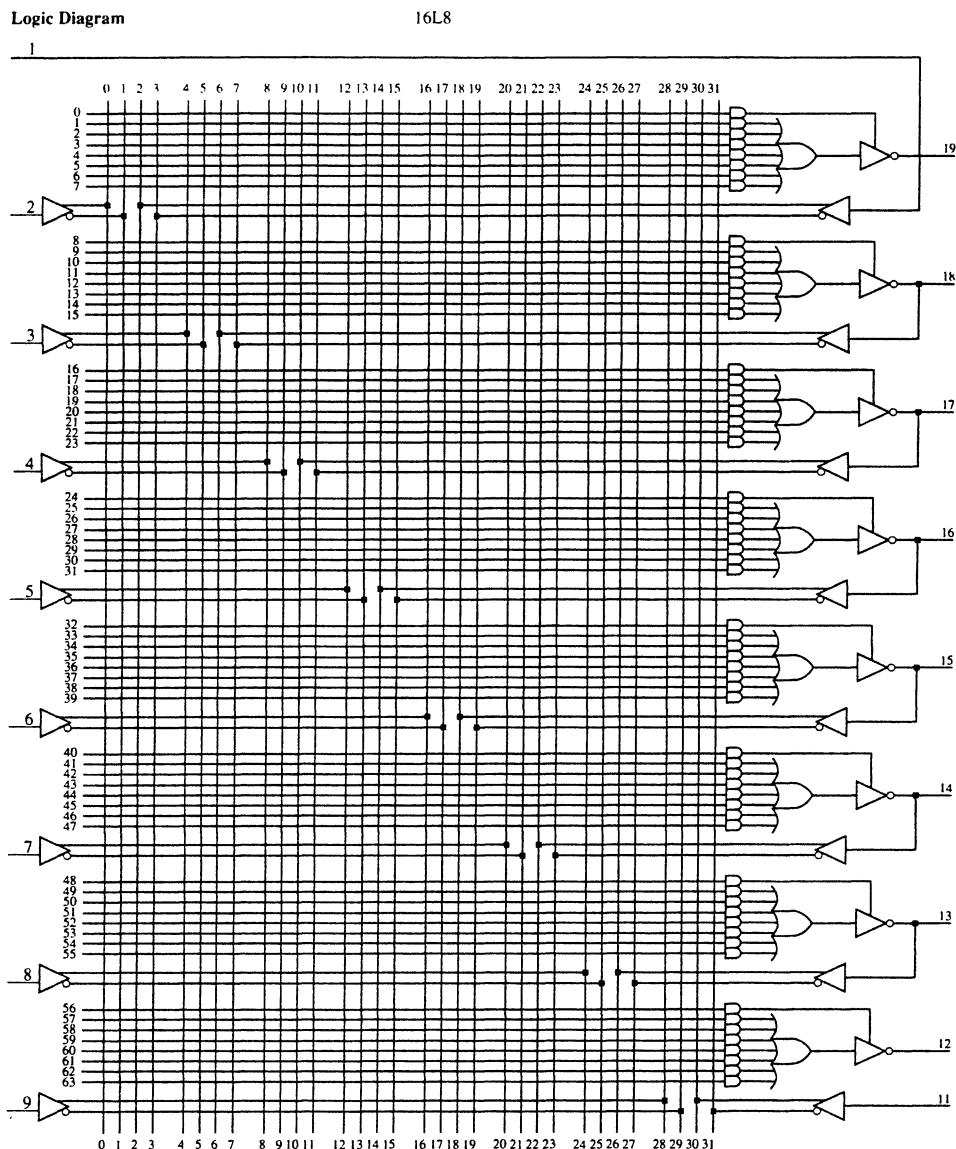
Table 9-1 illustrates the binary bit pattern programmed into each PROM location in order to select the eight different EPROMs. The main advantage to using a PROM is that the address map is easily changed in the field. Because the PROM comes with all the locations programmed as logic 1's, only 8 of the 512 locations must be programmed. This saves valuable time for the manufacturer.

### PLD Programmable Decoders

This section of the text explains the use of the programmable logic device or PLD as a decoder. Recently, the PAL has replaced PROM address decoders in the latest memory interfaces. There are three PLD devices that function in basically the same manner, but have different names: PLA (programmable logic array), PAL (programmable array logic), and GAL (gated array logic). Although these devices have been in existence since the mid-1970s, they have only recently appeared in memory systems and digital designs. The PAL and the PLA are fuse programmed, as is the PROM, and some PLD devices are erasable, as are EPROMs. In essence, all three devices are arrays of logic elements that are programmable.

**Combinatorial Programmable Logic Arrays.** One of the two basic types of PALs is the combinatorial programmable logic array. This device is internally structured as a programmable array of combinational logic circuits. Figure 9-17 illustrates the internal structure of the PAL16L8 that is constructed with AND/OR gate logic. This device, which is very common, has 10 fixed inputs, 2 fixed outputs, and 6 pins that are programmable as inputs or outputs. Each output pin is generated from a 7-input OR gate that has an AND gate attached to each input. The outputs of the OR gates pass through a three-state inverter that defines each out as an AND/NOR function. Initially, all of the fuses connect all of the vertical/horizontal connections illustrated in Figure 9-17. Programming is accomplished by blowing fuses to connect various inputs to the OR gate array. The wired-AND function is performed at each input connection that allows a product term of up to 16 inputs. A logic expression using the PAL16L8 can have 7 product terms with 16 inputs NORed together to generate the output expression. This device is ideal as a memory address decoder because of its structure. It is also ideal because the outputs are active low.

Fortunately, we don't have to choose the fuses by number for programming, as was customary when this device was first introduced. Today we program the PAL using a software package such as PALASM, the PAL assembler program. The PALASM program and its syntax are an industry standard for programming PAL devices. Example 9-5 shows a program that decodes the same areas of memory as decoded in Figure 9-16. Note that this program was developed



**FIGURE 9–17** The PAL 16L8 (Copyright Advanced Micro Devices, Inc., 1988. Reprinted with permission of copyright owner. All rights reserved.)

using a text editor such as EDIT, available with Microsoft DOS version 7.0 or Notepad, in Windows 95. The program can also be developed using an editor than comes with the PALASM package or any other PAL assembler program. Various editors attempt to ease the task of defining the pins, but we believe it is easier to use EDIT and the listing as shown.

#### EXAMPLE 9–5

```

TITLE Address Decoder
PATTERN Test 1
REVISION A
AUTHOR Barry B. Brey
COMPANY BreyCo

```

DATE 6/6/96  
 CHIP DECODER1 PAL16L8

;pins 1 2 3 4 5 6 7 8 9 10  
 A19 A18 A17 A16 A15 A14 A13 NC NC GND

;pins 11 12 13 14 15 16 17 18 19 20  
 NC O8 O7 O6 O5 O4 O3 O2 O1 VCC

#### EQUATIONS

```
/O1 = A19 * A18 * A17 * A16 * /A15 * /A14 * /A13
/O2 = A19 * A18 * A17 * A16 * /A15 * /A14 * A13
/O3 = A19 * A18 * A17 * A16 * /A15 * A14 * /A13
/O4 = A19 * A18 * A17 * A16 * /A15 * /A14 * A13
/O5 = A19 * A18 * A17 * A16 * A15 * /A14 * /A13
/O6 = A19 * A18 * A17 * A16 * A15 * A14 * A13
/O7 = A19 * A18 * A17 * A16 * A15 * /A14 * /A13
/O8 = A19 * A18 * A17 * A16 * A15 * /A14 * A13
```

The first eight lines of the program illustrated in Example 9-5 identify the program title, pattern, revision, author, company, date, and chip type with the program name. Although it is normal to find entries in each heading, the only entry that is absolutely necessary is the CHIP statement. In this example, the chip type is a PAL16L8 and the program is called DECODER1. After the program is identified, a comment statement (;pins) identifies the pins as defined for this application. Once all the pins are defined, we use the EQUATIONS statement to indicate that the equations for this application follow. In this example, the equations define the eight chip enable outputs for the eight EPROM memory devices. Refer to Figure 9-18 for the complete schematic diagram of this PAL decoder.

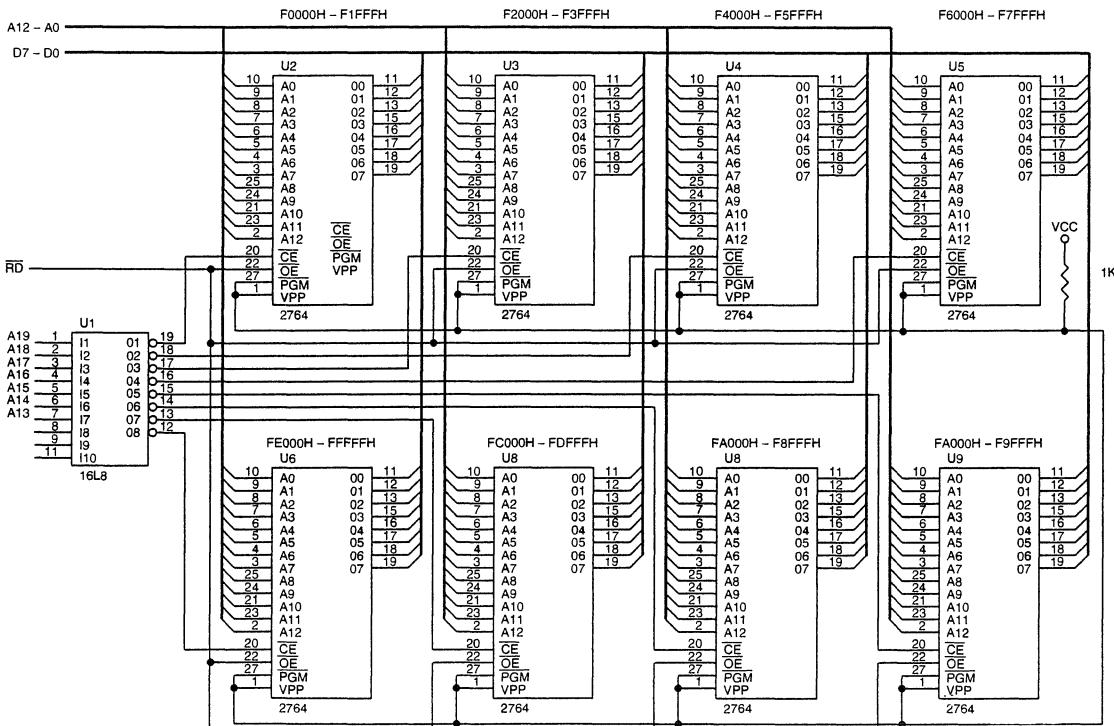


FIGURE 9-18 A PAL16L8 that decodes 8 2764 (8K × 8) memory devices

Note that each equation specifies one of the active low output pins as defined by the / in front of the pin name—e.g., /O1 is used in place of  $\overline{O_1}$ . We normally place an over-bar on top of an active low output, but that is not possible when typing, so the slash in front of a pin name is used to indicate active low outputs. In this example, all outputs are active low because of the PAL 16L8, which has only active low outputs. Other PAL devices are available with active high outputs, if needed. Normally, all pins are defined before the equation statement as active high.

Logic symbols used in PAL equations include the \* for the AND operation and the + for the OR operation. This example only illustrates AND operations. If a single input is inverted, the / is placed in front of the pin name. If a group must be inverted, a slash is placed in front of the group that is surrounded by parentheses—e.g., /(A + B) is the same as  $\overline{A+B}$ , the NOR function. A NAND function would then be /(A \* B) which is the same as  $\overline{A*B}$ .

Let us examine the very first equation in Example 9–5. The output pin /O1 is active low, which means that it becomes a logic 0, enabling the EPROM in Figure 9–18 when the equation, on the other side of the equal sign, is true. The equation for this output contains a number of inputs that are ANDed together. In this example, when  $A_{19}$ ,  $A_{18}$ ,  $A_{17}$ , and  $A_{16}$  are all ones while  $A_{15}$ ,  $A_{14}$ , and  $A_{13}$  are all low, the output pin /O1 becomes a logic 0. This binary number corresponds to memory locations F0000H–F1FFFFH.

## 9–3

## 8088 AND 80188 (8-BIT) MEMORY INTERFACE

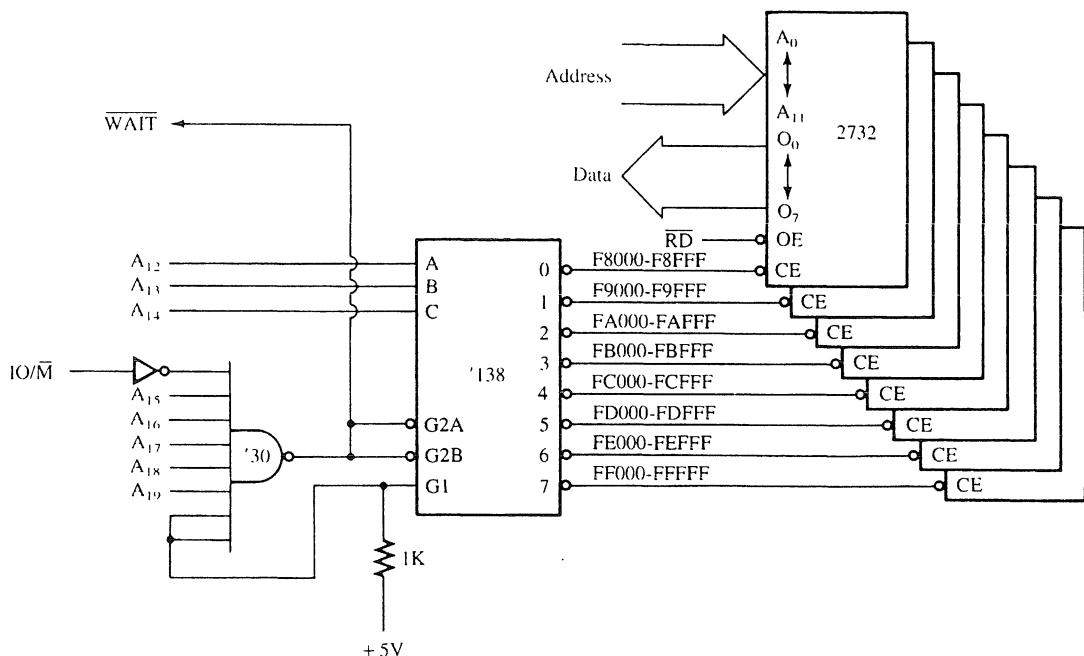
This text contains separate sections on memory interfacing for the 8088 and 80188 with their 8-bit data buses; the 8086, 80186, 80286, and 80386SX with their 16-bit data buses; the 80386DX and 80486 with their 32-bit data buses; and the Pentium and Pentium Pro with their 64-bit data buses. Separate sections are provided because the methods used to address the memory are slightly different in microprocessors that contain different data bus widths. Hardware engineers or technicians who wish to broaden their expertise in interfacing 16-bit, 32-bit, and 64-bit memory interface should cover all sections. This section is much more complete than the section on the 16- and 32-bit memory interface, which covers only material not covered in the 8088/ 80188 section.

In this section, we examine the memory interface to both RAM and ROM and explain parity checking, which is still commonplace in many microprocessor-based computer systems. We also briefly mention error correction schemes currently available to memory system designers.

### Basic 8088/80188 Memory Interface

Both the 8088 and 80188 microprocessors have an 8-bit data bus, which makes it ideal to connect to the common 8-bit memory devices available today. The 8-bit memory size makes the 8088 and especially the 80188 ideal as a simple controller. For the 8088/80188 to function correctly with the memory, however, the memory system must decode the address to select a memory component, and it must use the RD, WR, and IO/M control signals provided by the 8088/80188 to control the memory system.

The minimum mode configuration is used in this section and is essentially the same as the maximum mode system for memory interface. The main difference is that, in maximum mode,  $IO\overline{/M}$  is combined with  $\overline{RD}$  to generate an  $MRDC$  signal, and  $IO\overline{/M}$  is combined with  $\overline{WR}$  to generate an  $MWTC$  signal. These maximum mode control signals are developed inside the 8288 bus controller. In the minimum mode, the memory sees the 8088 or the 80188 as a device with 20 address connections ( $A_{19}$ – $A_0$ ), 8 data bus connections(  $AD_7$ – $AD_0$ ) and the control signals  $IO\overline{/M}$ ,  $\overline{RD}$ , and  $\overline{WR}$ .



**FIGURE 9-19** Eight 2732 EPROMs interfaced to the 8088 microprocessor. Note that the output of the NAND gate is used to cause a wait state whenever this section of the memory is selected.

*Interfacing EPROM to the 8088.* You will find this section very similar to Section 9-2 on decoders. The only difference is that, in this section, we discuss wait states and the use of the IO/M signal to enable the decoder.

Figure 9-19 illustrates an 8088 microprocessor connected to eight 2732 EPROMs, 4K × 8 memory devices that are in very common use today. The 2732 has one more address input (A<sub>11</sub>) than the 2716, and twice the memory. The device in this illustration decodes eight 4K × 8 blocks of memory, for a total of 32K × 8 bits of the physical address space for the 8088.

The decoder (74LS138) is connected a little differently than might be expected because the slower version of this type of EPROM has a memory access time of 450 ns. Recall from Chapter 8 that when the 8088 is operated with a 5 MHz clock, it allows 460 ns for the memory to access data. Because of the decoder's added time delay (12 ns), it is impossible for this memory to function within 460 ns. In order to correct this problem, we must add a NAND gate to generate a signal to enable the decoder and a signal for the wait state generator, covered in Chapter 8. (Note that the 80188 can internally insert from 0–15 wait states without any additional external hardware, so it does not require this NAND gate.) With a wait state inserted every time this section of the memory is accessed, the 8088 will allow 660 ns for the EPROM to access data. Recall that an extra wait state adds 200 ns (1 clock) to the access time. The 660 ns is ample time for a 450 ns memory component to access data, even with the delays introduced by the decoder and any buffers added to the data bus.

Notice that the decoder is selected for a memory address range that begins at location F8000H and continues through location FFFFFH—the upper 32K bytes of memory. This section of memory is an EPROM because FFFF0H is where the 8088 starts to execute instructions after a hardware reset. We often call location FFFF0H the **cold-start** location. The software stored in this section of memory would contain a JMP instruction at location FFFF0H that jumps to location F8000H so that the remainder of the program can execute.

*Interfacing RAM to the 8088.* RAM is a little easier to interface than EPROM because most RAM memory components do not require wait states. An ideal section of the memory for the RAM is the very bottom, which contains vectors for interrupts. Interrupt vectors (discussed in more detail in Chapter 11) are often modified by software packages, so it is rather important to encode this section of the memory with RAM.

In Figure 9–20, sixteen 62256 32K × 8 static SRAMs are interfaced to the 8088, beginning at memory location 00000H. This circuit board uses two decoders to select the sixteen different

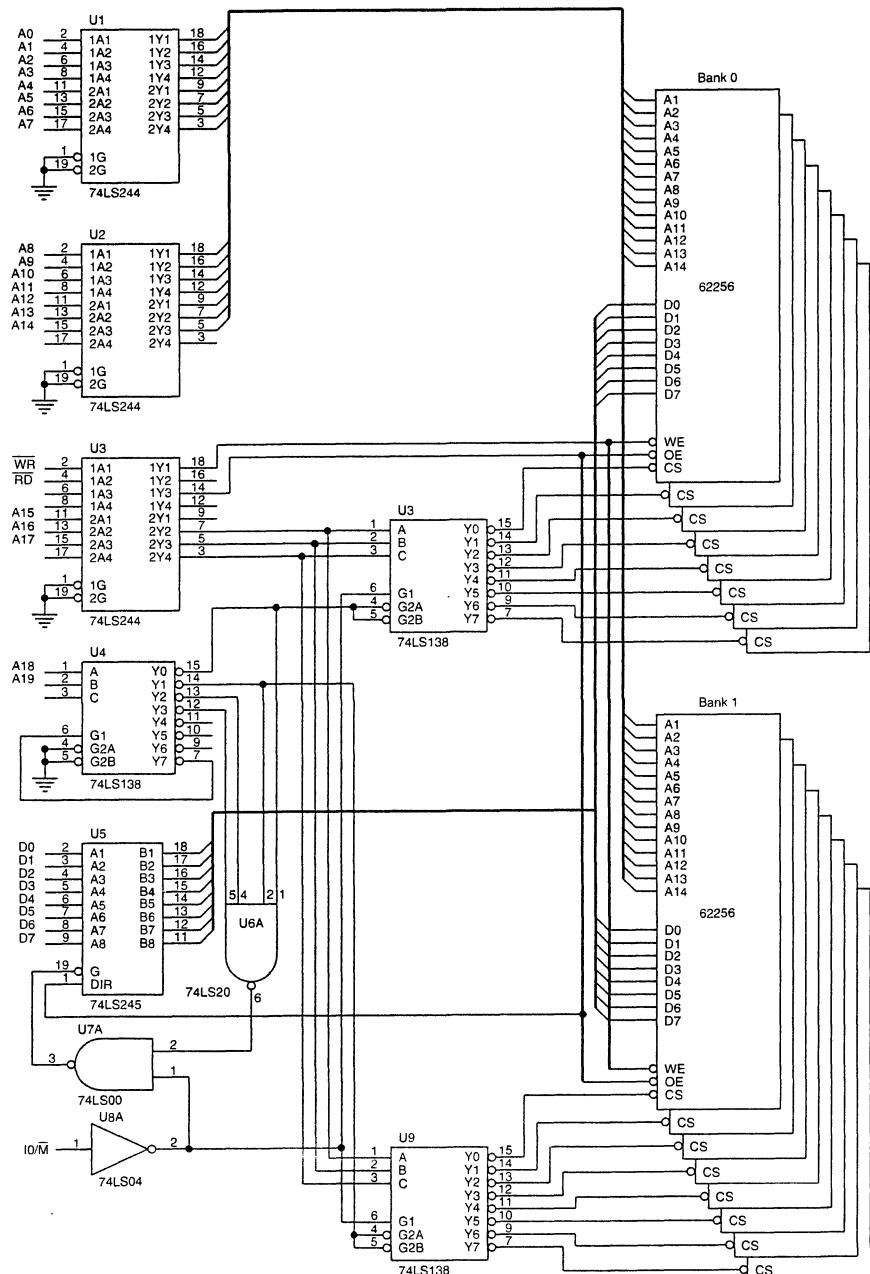


FIGURE 9–20 A 512K byte static memory system using 16 62256 SRAMs

RAM memory components and a third to select the other decoders for the appropriate memory sections. Sixteen 32K RAMs fill memory from location 00000H through location 7FFFFH, for 512K bytes of memory.

The first decoder (U4) in this circuit selects the other two decoders. An address beginning with 00 selects decoder U3, and an address that begins with 01 selects decoder U9. Notice that extra pins remain at the output of decoder U4 for future expansion. These allow more  $256\text{K} \times 8$  blocks of RAM, for a total of  $1\text{M} \times 8$ , simply by adding the RAM and the additional secondary decoders.

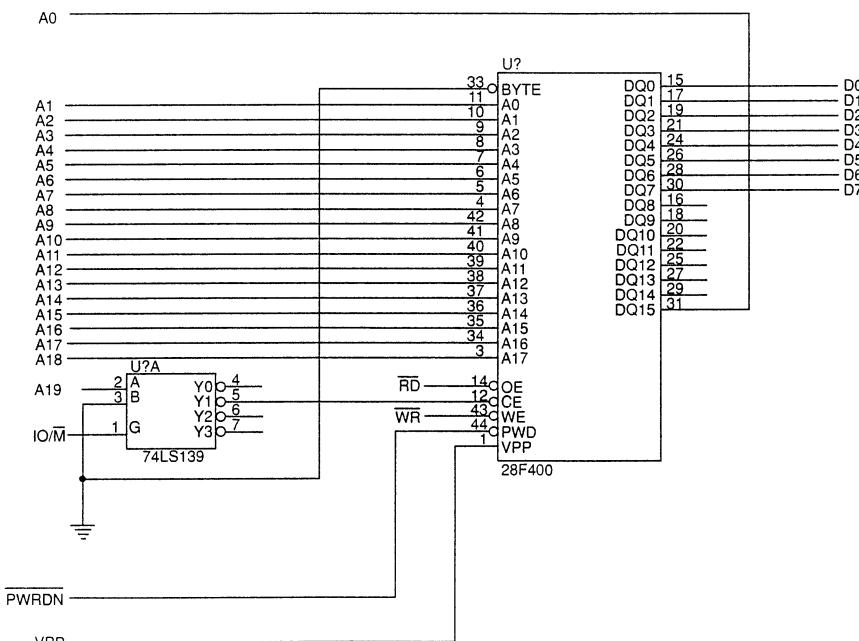
Also notice from the circuit in Figure 9-20 that all the address inputs to this section of memory are buffered, as are the data bus connections and control signals  $\overline{\text{RD}}$  and  $\overline{\text{WR}}$ . Buffering is important when many devices appear on a single board or in a single system. Suppose that three other boards like this are plugged into a system. Without the buffers on each board, the load on the system address, data, and control buses would be enough to prevent proper operation. (Excessive loading causes the logic 0 output to rise above the 0.8 V maximum allowed in a system.) Buffers are normally used if the memory will contain additions at some future date. If the memory will never grow, then buffers may not be needed.

## Interfacing Flash Memory

Flash memory (EEPROM) is becoming commonplace for storing setup information on video cards as well as for storing the system BIOS in the personal computer. Flash memory is also found in many other applications to store information that is only changed occasionally.

The only difference between a flash memory device and SRAM is that the flash memory device requires a 12 V programming voltage to erase and write new data. The 12 V can either be available at the power supply, or a 5 V-to-12 V converter designed for use with flash memory can be obtained.

Figure 9-21 illustrates a 28F400 Intel flash memory device interfaced to the 8088 microprocessor. The 28F400 can be used as either a  $512\text{K} \times 8$  memory device or as a  $256\text{K} \times 16$  memory device. Because it is interfaced to the 8088, its configuration is  $512\text{K} \times 8$ . Notice that



**FIGURE 9-21** The 28F400 flash memory device interfaced to the 8088 microprocessor

the control connections on this device are identical to that of an SRAM— $\overline{CE}$ ,  $\overline{OE}$ , and  $\overline{WE}$ . The only new pins are  $V_{PP}$ , which is connected to 12 V for erase and programming;  $\overline{PWD}$ , which selects the power down mode when a logic 0 and is also used for programming; and  $\overline{BYTE}$ , which selects byte (0) or word (1) operation. Note that the pin DQ15 functions as the least-significant address input when operated in the byte mode. Another difference is the amount of time required to accomplish a write operation. The SRAM can perform a write operation in as little as 10 ns, but the flash memory requires approximately 0.4 seconds to erase a byte. The topic of programming the flash memory device is covered in Chapter 10, along with I/O devices. The flash memory device has some internal register and is programmed using I/O techniques not yet explained. This chapter concentrates on its interface to the microprocessor.

Notice in Figure 9–21 that the decoder chosen is the 74LS139, because only a simple decoder is needed for a flash memory device this large. The decoder uses address connection  $A_{19}$  and  $IO\bar{M}$  as inputs. The  $A_{15}$  signal selects the flash memory for locations 80000H through FFFFFH, and  $IO\bar{M}$  enables the decoder.

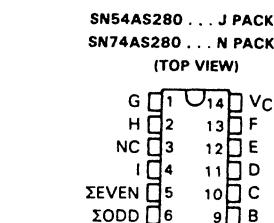
### Parity for Memory Error Detection

Because such large memories are available in today's systems, and because circuit costs are minimal, many memory board manufacturers have added parity checking to their RAM memory boards, although recently there seems to be a trend away from parity. Parity checking counts the number of 1's in data and indicates whether there is an even or odd number. If all data are stored with even parity (with an even number of 1-bits), a 1-bit error can be detected. Memory that contains parity is 9-bits wide or 36-bits wide, for the newer 72-pin SIMM (single-in-line memory module) components found in computer systems.

Figure 9–22 illustrates the 74AS280 parity generator/detector integrated circuit. This circuit has nine inputs and generates even or odd parity for the 9-bit number placed on its inputs. It also checks the parity of a 9-bit number connected to its inputs.

Figure 9–23 illustrates a 64K × 8 static RAM system using two 62556 32K × 8 SRAM devices for data storage that has parity generation and detection. Notice that a 74AS280 generates a parity bit stored in a 6287 64K × 1 SRAM. This circuit decodes the memory at locations 80000H–8FFFFH using a 74LS138 decoder. Here the eight data bus connections are attached to the parity generator's (U6) inputs A–H. Input I is grounded, so if an even number of 1's appear on the data bus, a 1 (at the even output) is stored in the parity RAM. If an odd number of 1's appears, a 0 is stored in the parity RAM. Here odd parity is stored for each byte of data, including the parity bit written to the memory.

**FIGURE 9–22** The pin-out and function table of the 74AS280 9-bit parity generator/detector (Courtesy of Texas Instruments Incorporated)

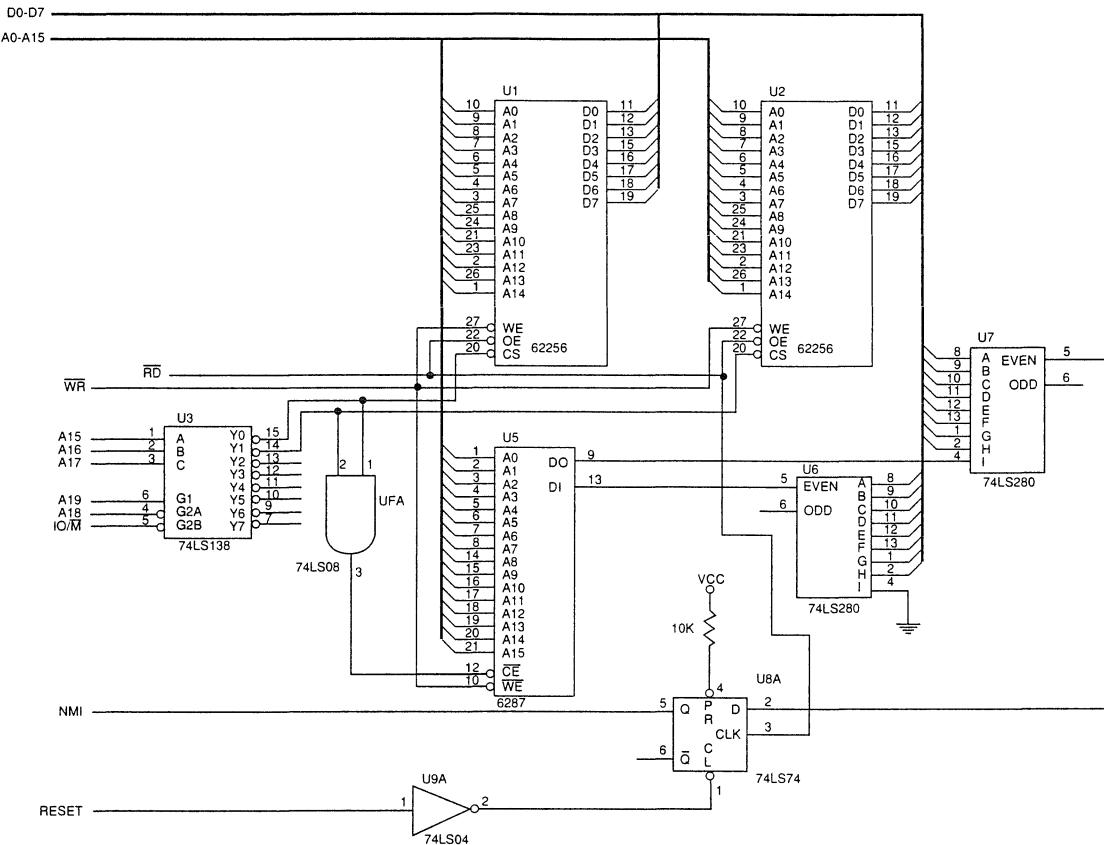


(a)

**FUNCTION TABLE**

| NUMBER OF INPUTS A<br>THRU I THAT ARE HIGH | OUTPUTS |       |
|--------------------------------------------|---------|-------|
|                                            | Σ EVEN  | Σ ODD |
| 0,2,4,6,8                                  | H       | L     |
| 1,3,5,7,9                                  | L       | H     |

(b)



**FIGURE 9–23** A 64K memory system that contains a parity error detection circuit

When data are read from the memory, each datum is connected to another 74AS280 (U7) to check its parity. In this case, all the inputs to the checker are connected. Inputs A–H are connected to the data RAM's outputs, and input I is connected to the parity RAM. Note that the parity RAM control pins are different. This SRAM reads data from its output pin when selected and writes data if selected with  $\overline{WE} = 0$ . It does not have an  $\overline{OE}$  connection for  $\overline{RD}$ . If parity is odd, as it is if everything is correct, the even parity output of the 74AS280 (U7) is a logic 0. If a bit of the information read from the memory changes for any reason, then the even output pin of the 74AS280 will become a logic 1. The parity output pin is connected to a special input of the 8088 called the *nonmaskable interrupt (NMI) input*. The NMI input can never be turned off. If it is placed at its logic 1 level, the program being executed is interrupted, and a special subroutine indicates that a parity error has been detected by the memory system. (More detail on interrupts is provided in Chapter 11.)

The application of the parity error is timed so that the data read from the memory are settled to their final state before an NMI input occurs. The operation is timed by a D-type flip-flop that latches the output of the parity checker at the end of an  $\overline{RD}$  cycle from this section of the memory. In this way, the memory has enough time to read the information and pass it through the generator before the output of the generator is sampled by the NMI input.

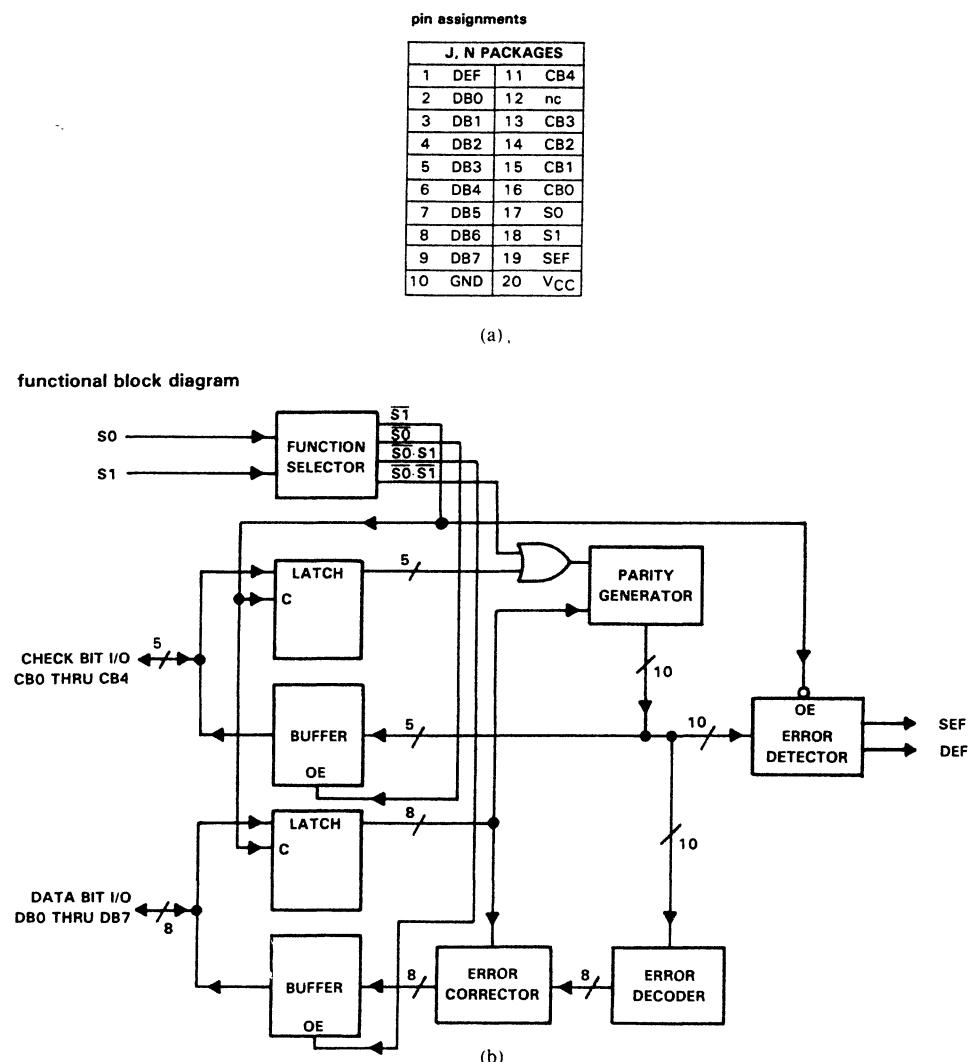
### Error Correction

Error correction schemes have been around for a long time, but integrated circuit manufacturers have only recently started to produce error-correcting circuits. One such circuit is the 74LS636,

an 8-bit error correction and detection circuit that corrects any single-bit memory read error and flags any 2-bit error. This device is found in very high-end computer systems because of the cost of implementing a system that uses error correction.

The 74LS636 corrects errors by storing five parity bits with each byte of memory data. This does increase the amount of memory required, but it also provides automatic error correction for single-bit errors. If more than two bits are in error, this circuit may not detect it. Fortunately, this is rare, and the extra effort required to correct more than a single-bit error is very expensive and not worth the effort. Whenever a memory component fails completely, its bits are all high or all low. In this case, the circuit flags the processor with a multiple-bit error indication.

Figure 9–24 depicts the pin-out of the 74LS636. Notice that it has eight data I/O pins, five check bit I/O pins, two control inputs ( $S_0$  and  $S_1$ ), and two error outputs: single error flag (SEF) and double-error flag (DEF). The control inputs select the type of operation to be performed and are listed in the truth table of Table 9–2.



**FIGURE 9–24** (a) The pin connections of the 74LS636. (b) The block diagram of the 74LS636. (Courtesy of Texas Instruments Incorporated)

**TABLE 9-2** Control bits S0 and S1

| S0 | S1 | Function          | SEF | DEF |
|----|----|-------------------|-----|-----|
| 0  | 0  | Write check word  | 0   | 0   |
| 0  | 1  | Correct data word | *   | *   |
| 1  | 0  | Read data         | 0   | 0   |
| 1  | 1  | Latch data        | *   | *   |

\*Note: These levels are determined by the type of error.

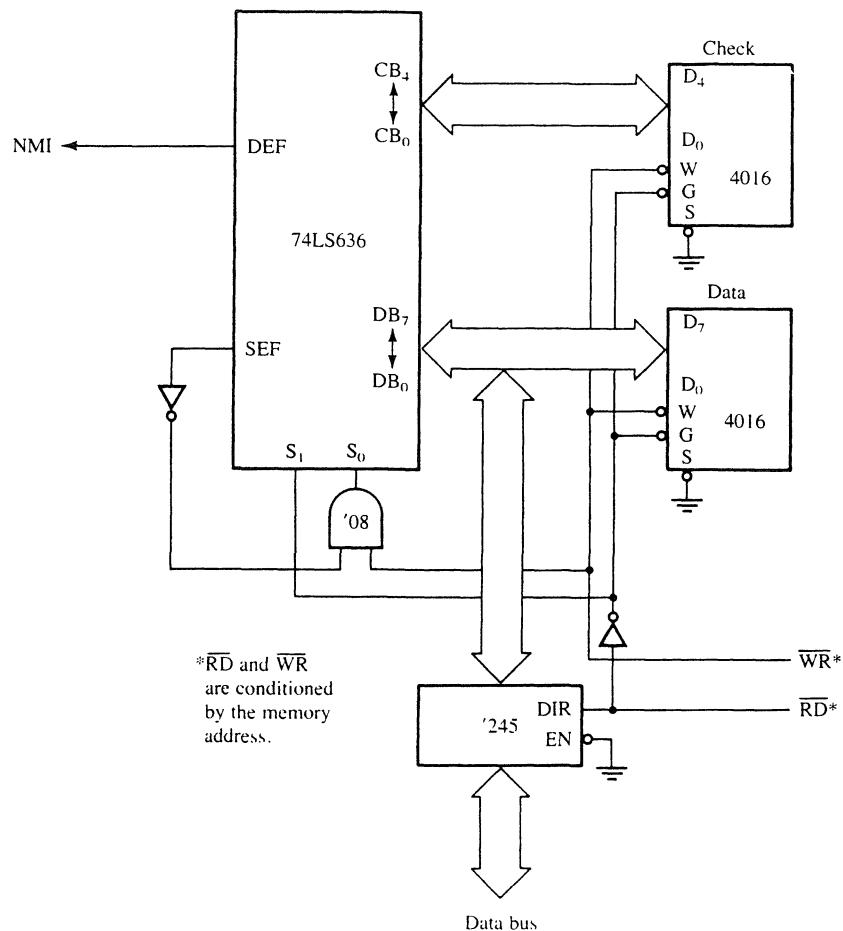
When a single error is detected, the 74LS636 goes through an error correction cycle: it places a 01 on S<sub>0</sub> and S<sub>1</sub> by causing a wait and then a read following error correction.

Figure 9-25 illustrates a circuit used to correct single-bit errors with the 74LS636 and to interrupt the processor through the NMI pin for double-bit errors. To simplify the illustration, we depict only one 2K × 8 RAM and a second 2K × 8 RAM to store the 5-bit check code.

The connection of this memory component is different from that of the previous example. Notice that the  $\overline{S}$  or  $\overline{CS}$  pin is grounded, and data bus buffers control the flow to the system bus. This is necessary if the data are to be accessed from the memory before the  $\overline{RD}$  strobe goes low.

- On the next negative edge of the clock after an  $\overline{RD}$ , the 74LS636 checks the single-error flag (SEF) to determine whether an error has occurred. If so, then a correction cycle causes the

**FIGURE 9-25** An error detection and correction circuit using the 74LS636



single-error defect to be corrected. If a double error occurs, then an interrupt request is generated by the double-error flag (DEF) output, which is connected to the NMI pin of the microprocessor.

9-4

## 8086, 80186, 80286, AND 80386SX (16-BIT) MEMORY INTERFACE

The 8086, 80186, 80286, and 80386SX microprocessors differ from the 8088/80188 in three ways: (1) the data bus is 16-bits wide instead of 8-bits wide as on the 8088/80188, (2) the IO/M pin of the 8088/80188 replaced with an M/IO pin, and (3) there is a new control signal called bus high enable ( $\overline{BHE}$ ). The address bit  $A_0$  or  $\overline{BLE}$  is also used differently. Because this section is based on information provided in Section 9–3, it is extremely important that you read the previous section first. A few other differences exist between the 8086/80186 and the 80286/80386SX. The 80286/80386SX microprocessors contain a 24-bit address bus ( $A_{23}-A_0$ ) instead of the 20-bit address bus ( $A_{19}-A_0$ ) of the 8086/80186. The 8086/80186 contain an M/IO signal while the 80286 system and 80386SX microprocessor contain control signals  $\overline{MRDC}$  and  $\overline{MWTC}$  instead of  $\overline{RD}$  and  $\overline{WR}$ .

## 16-Bit Bus Control

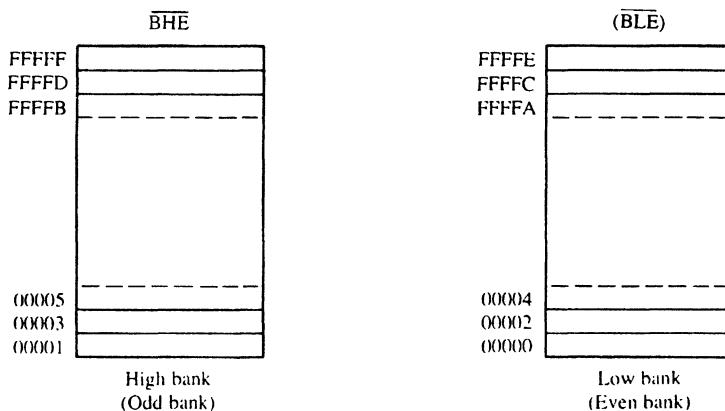
The data bus of the 8086, 80186, 80286, and 80386SX is twice as wide as the bus for the 8088/80188. This wider data bus presents us with a unique set of problems that have not been encountered before. The 8086, 80186, 80286, and 80386SX must be able to write data to any 16-bit location—or any 8-bit location. This means that the 16-bit data bus must be divided into two separate sections (*banks*) that are 8-bits wide so the microprocessor can write to either half (8-bit) or both halves (16-bit). Figure 9-26 illustrates the two banks of the memory. One bank (*low bank*) holds all the even-numbered memory locations, and the other bank (*high bank*) holds all the odd-numbered memory locations.

The 8086, 80186, 80286, and 80386SX use the  $\overline{BHE}$  signal (high bank) and the  $A_0$  address bit or  $\overline{BLE}$  (bus low enable) to select one or both banks of memory used for the data transfer.

Table 9-3 depicts the logic levels on these two pins and the bank or banks selected.

Bank selection is accomplished in two ways: (1) a separate write signal is developed to select a write to each bank of the memory or (2) separate decoders are used for each bank. As a

**FIGURE 9–26** The high (odd) and low (even) 8-bit memory banks of the 8086/8028J6/83865X microprocessors



Note: A<sub>0</sub> is labeled **BLE** (Bus low enable) on the 80386SX.

**TABLE 9-3** Memory bank selection using BHE and BLE ( $A_0$ )

| BHE | $\overline{BLE}$ ( $A_0$ ) | Function                                 |
|-----|----------------------------|------------------------------------------|
| 0   | 0                          | Both banks enabled for a 16-bit transfer |
| 0   | 1                          | High bank enabled for an 8-bit transfer  |
| 1   | 0                          | Low bank enabled for an 8-bit transfer   |
| 1   | 1                          | No banks enabled                         |

careful comparison reveals, the first technique is by far the least costly approach to memory interface for the 8086, 80186, 80286, and 80386SX microprocessors.

*Separate Bank Decoders.* The use of separate bank decoders is often the least-effective way to decode memory addresses for the 8086, 80186, 80286, and 80386SX. This method is sometimes used, but it is difficult to understand why in most cases. One reason may be to conserve energy, because only the bank or banks selected are enabled. This is not always the case with separate bank read and write signals, which are discussed later.

Figure 9-27 illustrates two 74LS138 decoders used to select 64K RAM memory components for the 80386SX microprocessor (24-bit address). Here decoder U2 has the  $\overline{BLE}$  pin ( $A_0$ ) attached to  $\overline{G2A}$ , and decoder U3 has the  $\overline{BHE}$  signal attached to its  $\overline{G2A}$  input. Because the decoder will not activate until all its enable inputs are active, decoder U2 only activates for a 16-bit operation or an 8-bit operation from the low bank, and decoder U3 activates for a 16-bit operation or an 8-bit operation to the high bank. These two decoders and the sixteen 64K RAMs they control represent a 1M range of the 80386SX memory system. Decoder U1 enables U2 and U3 for memory address range 000000H–0FFFFFH.

Notice from Figure 9-7 that the  $A_0$  address pin does not connect to the memory; in fact, it does not even exist on the 80386SX microprocessor. Also notice that address bus bit position  $A_1$  is connected to memory address input  $A_0$ ,  $A_2$  is connected to  $A_1$ , and so forth. The reason is that  $A_0$  from the 8086/80186 (or  $\overline{BLE}$  from the 80286/80386SX) is already connected to decoder U2 and does not need to be connected again to the memory. If  $A_0$  or  $\overline{BLE}$  is attached to the  $A_0$  address pin of memory, every other memory location in each bank of memory would be used. This means that half of the memory is wasted if  $A_0$  or  $\overline{BLE}$  is connected to  $A_0$ .

*Separate Bank Write Strobes.* The most effective way to handle bank selection is to develop a separate write strobe for each memory bank. This technique requires only one decoder to select a 16-bit wide memory. This often saves money and reduces the number of components in a system.

Why not also generate separate read strobes for each memory bank? This is usually unnecessary, because the 8086, 80186, 80286, and 80386SX microprocessors read only the byte of data that they need at any given time from half of the data bus. If 16-bit sections of data are always presented to the data bus during a read, the microprocessor ignores the 8-bit section it doesn't need without any conflicts or special problems.

Figure 9-28 depicts the generation of separate 8086 write strobes for the memory. Here a 74LS32 OR gate combines  $A_0$  with  $\overline{WR}$  for the low bank selection signal ( $\overline{LWR}$ ) and  $\overline{BHE}$  combines with  $\overline{WR}$  for the high bank selection signal ( $\overline{HWR}$ ). Write strobes for the 80286/80386SX are generated using the  $\overline{MWTC}$  signal instead of  $\overline{WR}$ .

A memory system that uses separate write strobes is constructed differently from either the 8-bit system (8088) or the system using separate memory banks. Memory in a system that uses separate write strobes is decoded as 16-bit wide memory. For example, suppose that a memory system will contain 64K bytes of SRAM memory. This memory requires two 32K byte memory devices (62256) so that a 16-bit wide memory can be constructed. Because the memory is 16-bits wide, and another circuit generates the bank write signals, address bit  $A_0$  becomes a don't care. In fact,  $A_0$  is not even a pin on the 80386SX microprocessor.

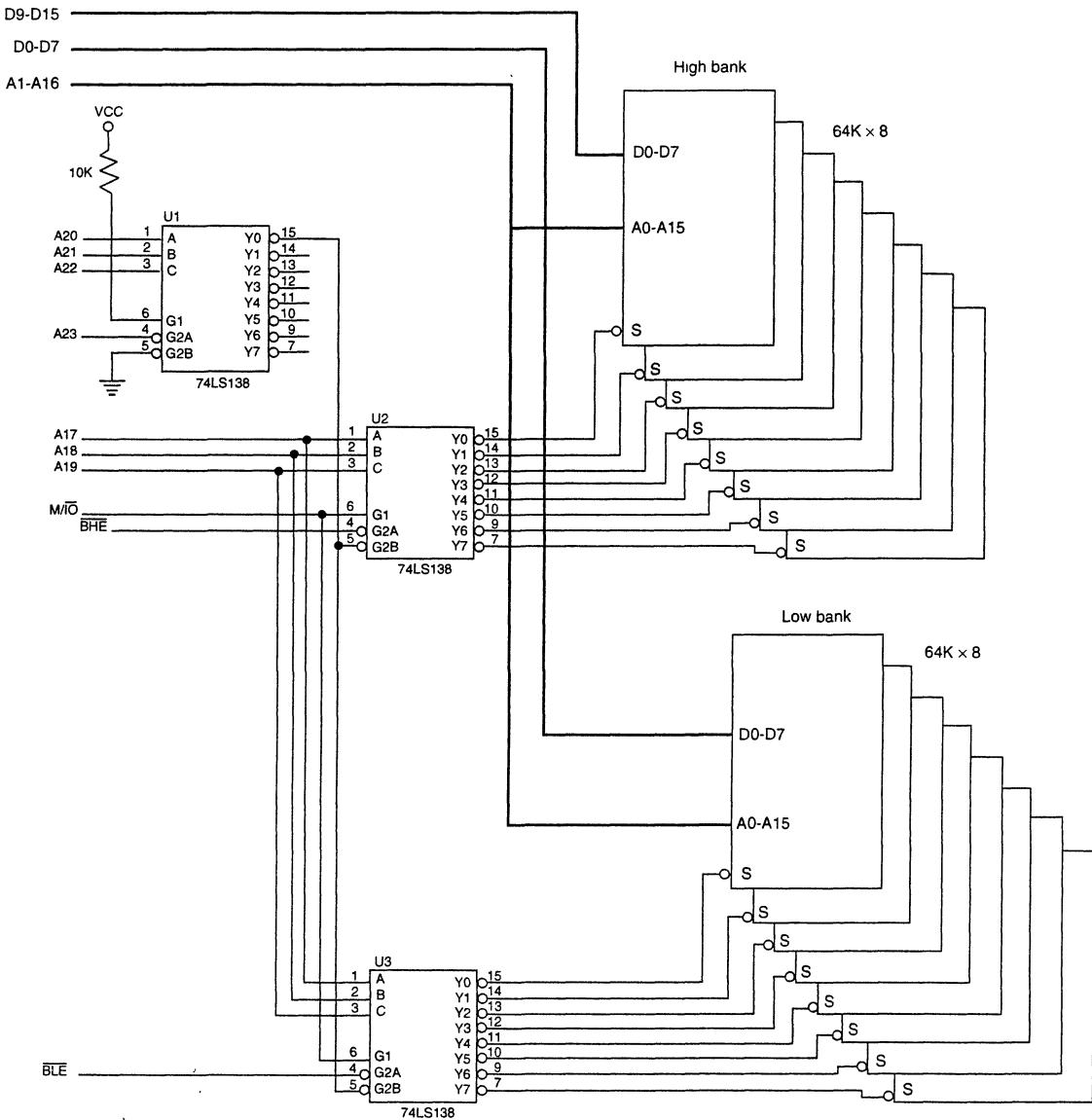


FIGURE 9–27 Separate bank decoders

Example 9–6 shows how a 16-bit wide memory stored at locations 060000H–06FFFFH is decoded for the 80286 or 80386 microprocessors. Memory in this example is decoded so bit  $A_0$  is a don't care for the decoder. Bit positions  $A_1$ – $A_{15}$  are connected to memory component address pins  $A_0$ – $A_{14}$ . The decoder (PAL16L8) enables both memory devices by using address connection  $A_{23}$ – $A_{15}$  to select memory whenever address 06XXXXH appears on the address bus.

#### EXAMPLE 9–6

```

0000 0110 0000 0000 0000 0000 = 060000H
 to
0000 0110 1111 1111 1111 1111 = 06FFFFH
0000 0110 XXXX XXXX XXXX XXXX = 06XXXXH

```

**FIGURE 9-28** The memory bank write selection inputs signals: HWR (high bank write) and LWR (low bank write).

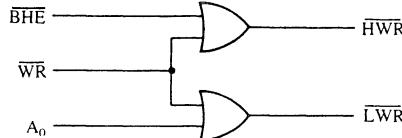


Figure 9-29 illustrates this simple circuit using a PAL16L8 both to decode memory and generate the separate write strobe. The program for the PAL16L8 decoder is illustrated in Example 9-7. Notice that not only is the memory selected, but both the lower and upper write strobes are also generated by the PAL.

### EXAMPLE 9-7

```
TITLE Address Decoder
PATTERN Test 2
REVISION A
AUTHOR Barry B. Brey
COMPANY BreyCo
DATE 6/7/96
CHIP DECODER2 PAL16L8
```

```
;pins 1 2 3 4 5 6 7 8 9 10
A23 A22 A21 A20 A19 A18 A17 A16 A0 GND

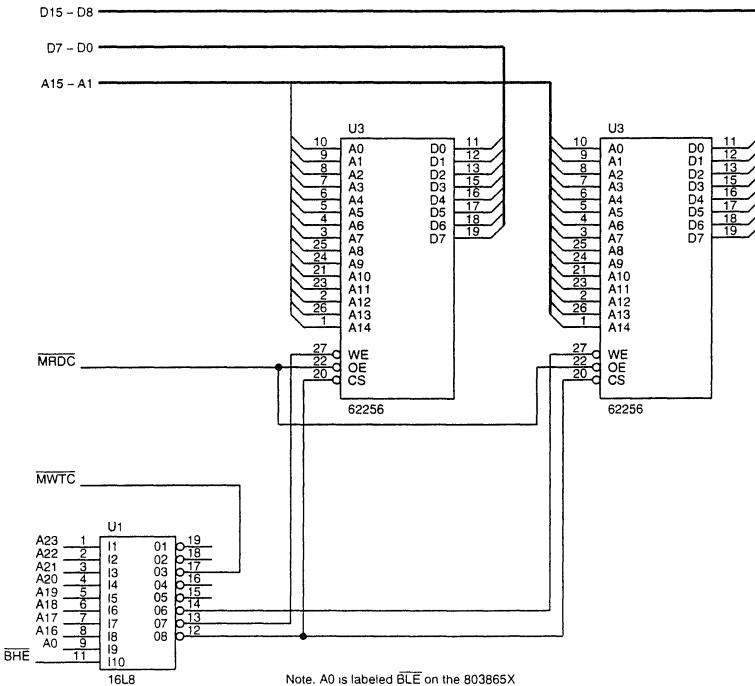
;pins 11 12 13 14 15 16 17 18 19 20
BHE SEL LWR HWR NC NC MWTC NC NC VCC
```

#### EQUATIONS

```
/SEL = /A23 * /A22 * /A21 * /A20 * /A19 * A18 * A17 * /A16
/LWR = /MWTC * /AO
/HWR = /MWTC * /BHE
```

Figure 9-30 depicts a small memory system for the 8086 microprocessor that contains an EPROM section and a RAM section. Here there are four 27128 EPROMs ( $16\text{K} \times 8$ ) that compose

**FIGURE 9-29** A 16-bit memory decoder that places memory at locations 060000H–06FFFFH



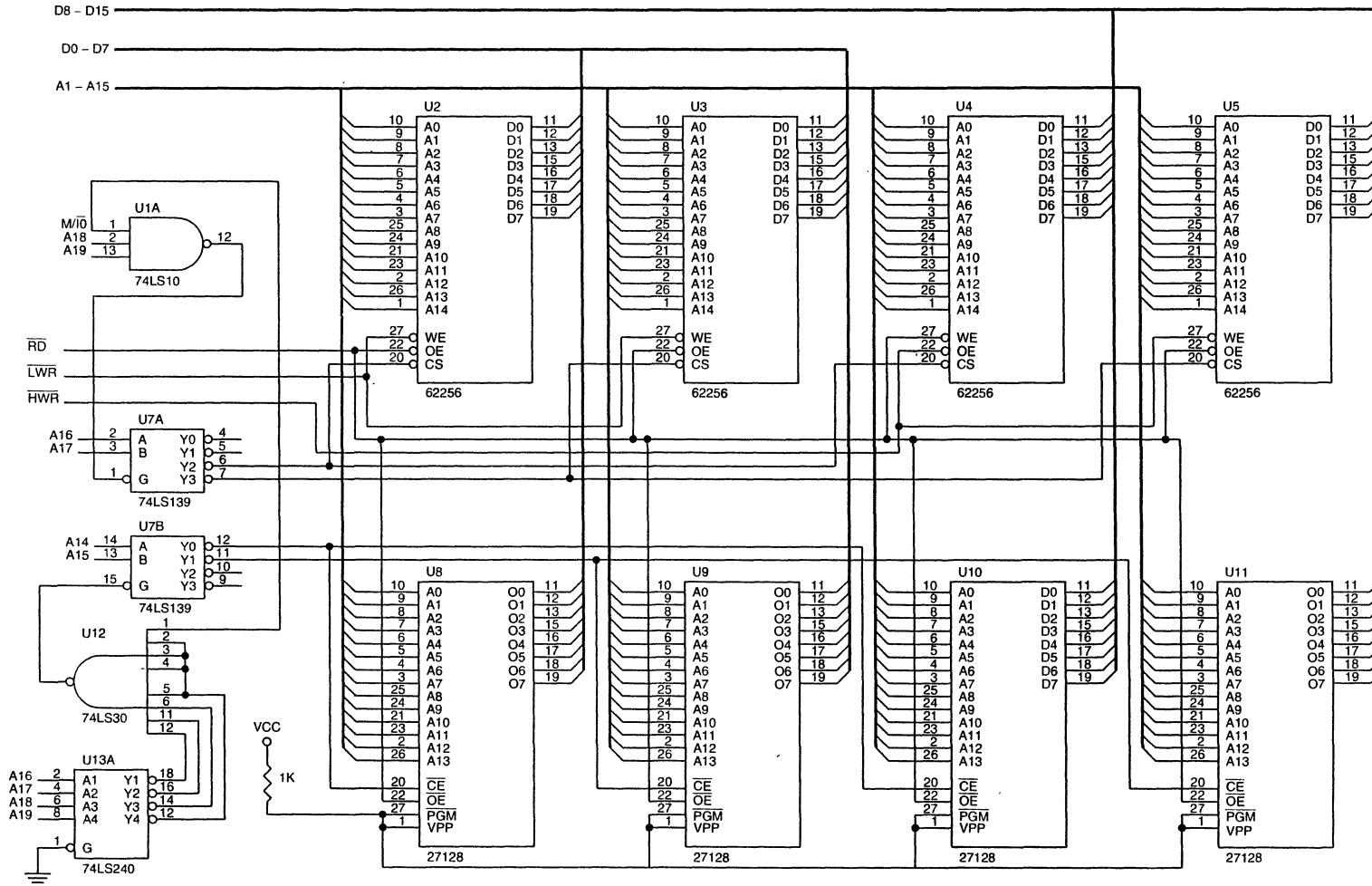


FIGURE 9–30 A memory system for the 8086 that contains a 64K-byte EPROM and a 128K-byte SRAM

a  $32K \times 16$ -bit memory at location F0000–FFFFFH and four 62256 ( $32K \times 8$ ) RAMs that compose a  $64K \times 16$ -bit memory at location 00000H–1FFFFH. (Remember that even though the memory is 16-bits wide, it is still numbered in bytes.)

This circuit uses a 74LS139 dual 2-to-4 line decoder that selects EPROM with one half and RAM with the other half. It decodes memory that is 16-bits wide, not 8-bits as before. Notice that the  $\overline{RD}$  strobe is connected to all the EPROM  $\overline{OE}$  inputs and all the RAM  $\overline{G}$  input pins. This is done because even if the 8086 is only reading 8-bits of data, the application of the remaining 8-bits to the data bus has no effect on the operation of the 8086.

The  $\overline{LWR}$  and  $\overline{HWR}$  strobes are connected to different banks of the RAM memory. Here it does matter if the microprocessor is doing a 16-bit or an 8-bit write. If the 8086 writes a 16-bit number to memory, both  $\overline{LWR}$  and  $\overline{HWR}$  go low and enable the  $\overline{W}$  pins in both memory banks. But if the 8086 does an 8-bit write, then only one of the write strobes goes low, writing to only one memory bank. Again, the only time that the banks make a difference is for a memory write operation.

Notice that an EPROM decoder signal is sent to the 8086 wait state generator because EPROM memory usually requires a wait state. The signal comes from the NAND gate used to select the EPROM decoder section so that if EPROM is selected, a wait state is requested.

Figure 9-31 illustrates a memory system connected to the 80386SX microprocessor using a PAL16L8 as a decoder. This interface contains 256K bytes of EPROM in the form of four 27512 ( $64K \times 8$ ) EPROMs and 128K bytes of SRAM memory found in four 62256 ( $32K \times 8$ ) SRAMs.

Notice from Figure 9-31 that the PAL also generates the memory bank write signals  $\overline{LWR}$  and  $\overline{HWR}$ . As can be gleaned from this circuit, the number of components required to interface memory has been reduced to just one in most cases (the PAL). The program listing for the PAL is located in Example 9-8. The PAL decodes the 16-bit wide memory addresses at locations 000000H–01FFFFH for the SRAM and locations FC0000H–FFFFFH for the EPROM.

### EXAMPLE 9-8

```

TITLE Address Decoder
PATTERN Test 3
REVISION A
AUTHOR Barry B. Brey
COMPANY BreyCo
DATE 6/8/96
CHIP DECODER3 PAL16L8

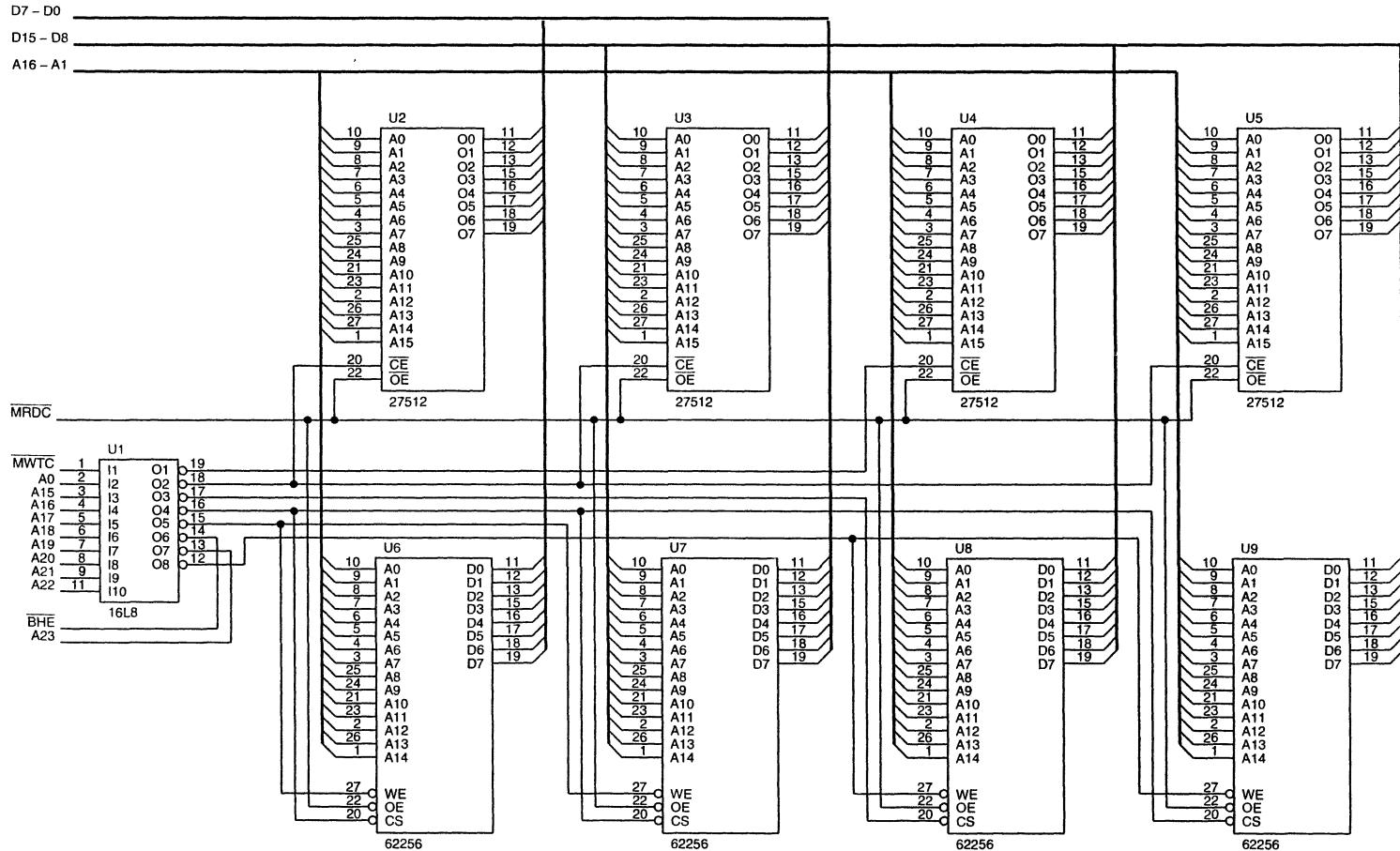
;pins 1 2 3 4 5 6 7 8 9 10
 MWTC A0 A16 A17 A18 A19 A20 A21 A22 GND

;pins 11 12 13 14 15 16 17 18 19 20
 NC HWR A23 BHE LWR RB0 RB1 EB0 EB1 VCC

EQUATIONS

/LWR = /MWTC * /A0
/HWR = /MWTC * /BHE
/RB0 = /A23 * /A22 * /A21 * /A20 * /A19 * /A18 * /A17 * /A16
/RB1 = /A23 * /A22 * /A21 * /A20 * /A19 * /A18 * /A17 * A16
/EB0 = A23 * A22 * A21 * A20 * A19 * A18 * /A17
/EB1 = A23 * A22 * A21 * A20 * A19 * A18 * A17

```



**FIGURE 9–31** An 80386SX memory system containing 256K of EPROM and 128K of SRAM

9-5

## 80386DX AND 80486 (32-BIT) MEMORY INTERFACE

As with 8- and 16-bit memory systems, the microprocessor interfaces to memory through its data bus and control signals that select separate memory banks. The only difference with a 32-bit memory system is that the microprocessor has a 32-bit data bus and four banks of memory instead of one or two. Another difference is that both the 80386DX and 80486 (both SX and DX) contain a 32-bit address bus that usually requires PLD decoders instead of integrated decoders, because of the sizable number of address bits.

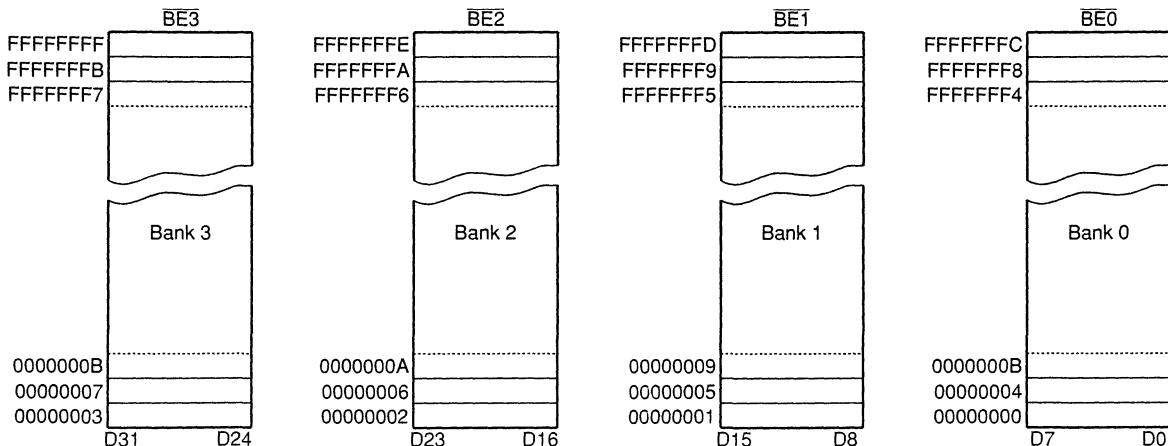
### Memory Banks

The memory banks for both the 80386DX and 80486 microprocessors are illustrated in Figure 9-32. Notice that these large memory systems contain four 8-bit wide banks that each contain up to 1G byte of memory. Bank selection is accomplished by the bank selection signals  $\overline{BE3}$ ,  $\overline{BE2}$ ,  $\overline{BE1}$ , and  $\overline{BE0}$ . If a 32-bit number is transferred, all four banks are selected; if a 16-bit number is transferred, two banks (usually  $\overline{BE3}$  and  $\overline{BE2}$  or  $\overline{BE1}$  and  $\overline{BE0}$ ) are selected; and if 8-bits are transferred, a single bank is selected.

As with the 8086/80286/80386SX, the 80386DX and 80486 require separate write strobe signals for each memory bank. These separate write strobes are developed as illustrated in Figure 9-33 using a simple OR gate or other logic component.

### 32-Bit Memory Interface

As can be gathered from the prior discussion, a memory interface for the 80386DX or 80486 requires that we generate four bank write strobes and also decode a 32-bit address. There are no integrated decoders, such as the 74LS138, that can easily accommodate a memory interface for the 80386DX or 80486 microprocessors. Note that address bits  $A_0$  and  $A_1$  are don't cares when 32-bit wide memory is decoded. These address bits are used within the microprocessor to generate the bank enable signals. Also notice that address bus connected  $A_2$  connects to memory address pin  $A_0$ .



**FIGURE 9-32** The memory organization for the 80386DX and 80486 microprocessors

**FIGURE 9–33** Bank write signals for the 80386DX and 80486 microprocessors

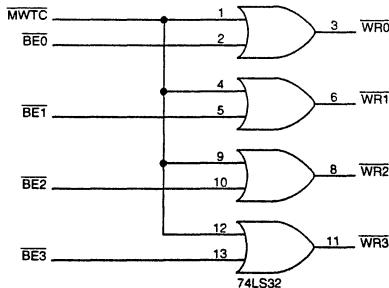


Figure 9–34 shows an  $256\text{K} \times 8$  memory system for the 80486 microprocessor. This interface uses eight  $32\text{K} \times 8$  SRAM memory devices and two PAL16L8 devices. Two devices are required because of the number of address connections found on the microprocessor. This system places the SRAM memory at locations  $02000000\text{H}$ – $0203FFFF\text{H}$ . The programs for the PAL devices are found in Example 9–9.

#### EXAMPLE 9–9

```

TITLE Address Decoder
PATTERN Test 4 (PAL U1)
REVISION A
AUTHOR Barry B. Brey
COMPANY BreyCo
DATE 6/9/96
CHIP DECODER4 PAL16L8

;pins 1 2 3 4 5 6 7 8 9 10
MWTC BE0 BE1 BE2 BE3 A17 A28 A29 A30 GND

;pins 11 12 13 14 15 16 17 18 19 20
A31 RB1 U2 NC WR0 WR1 WR2 WR3 RB0 VCC

```

#### EQUATIONS

```

/WR0 = /MWTC * /BE0
/WR1 = /MWTC * /BE1
/WR2 = /MWTC * /BE2
/WR3 = /MWTC * /BE3
/RB0 = /A31 * /A30 * /A29 * /A28 * /A17 * /U2
/RB1 = /A31 * /A30 * /A29 * /A28 * A17 * /U2

```

```

TITLE Address Decoder
PATTERN Test 5 (PAL U2)
REVISION A
AUTHOR Barry B. Brey
COMPANY BreyCo
DATE 6/10/96
CHIP DECODER5 PAL16L8

;pins 1 2 3 4 5 6 7 8 9 10
A18 A19 A20 A21 A22 A23 A24 A25 A26 GND

;pins 11 12 13 14 15 16 17 18 19 20
A27 U2 NC NC NC NC NC NC VCC

```

#### EQUATIONS

```
/U2 = /A27 * /A26 * A25 * /A24 * /A23 * /A22 * /A21 * /A20 * /A19 * /A18
```

Although not mentioned in this section of the text, the 80386DX and 80486 microprocessors operate with very high clock rates that usually require wait states for memory access. Access

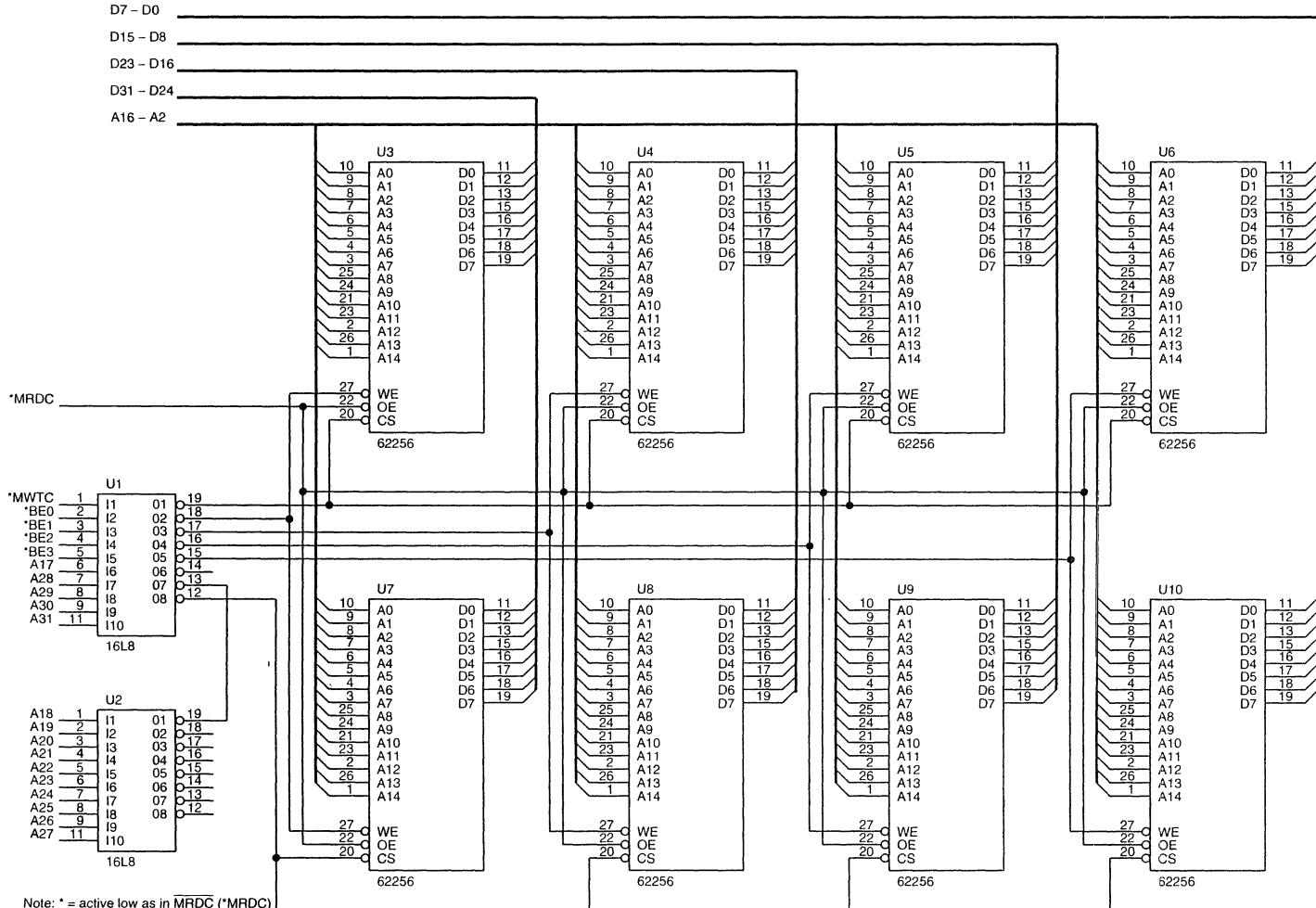


FIGURE 9-34 A small 256K SRAM memory system interfaced to the 80486 microprocessor

time calculations for these microprocessors are discussed in Chapters 16 and 17. The interface provides a signal used with the wait state generator that is not illustrated in this section of the text. Other devices found with these higher speed microprocessors are *cache memory* and *interleaved memory* systems. These also are presented in Chapters 16 with the 80386DX and 80486 microprocessors.

## 9-6

## PENTIUM AND PENTIUM PRO (64-BIT) MEMORY INTERFACE

The Pentium and Pentium Pro microprocessors, except for the P24T version, contain a 64-bit data bus that either requires eight decoders (one per bank) or eight separate write signals. In most systems, separate write signals are used with these microprocessors when interfacing memory. Figure 9-35 illustrates the Pentium's memory organization and its eight memory banks. Notice that this is almost identical to the 80486 except that it contains eight banks instead of four.

As with earlier versions of the Intel microprocessor, this organization is required for upward memory compatibility. The separate write strobe signals are obtained by combining the bank enable signals with the  $\overline{MWTC}$  signal, which is generated by combining the  $M/\overline{IO}$  with

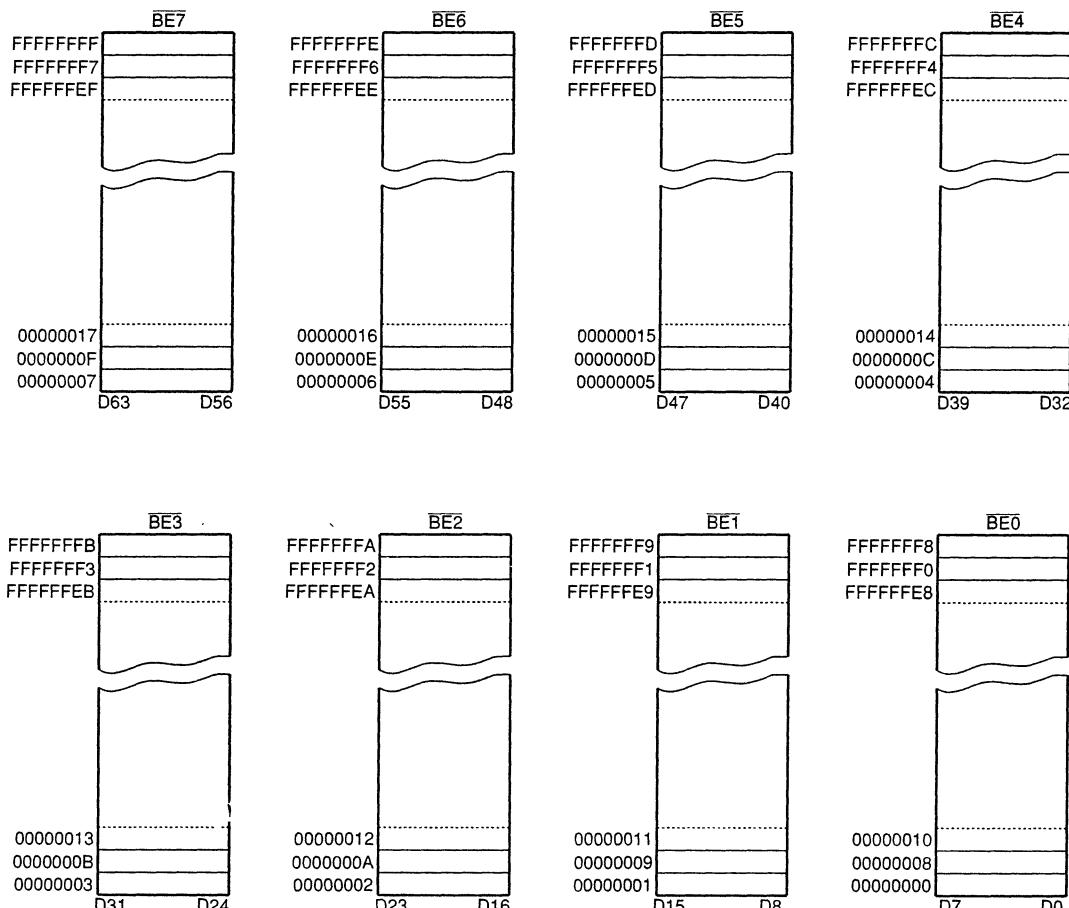
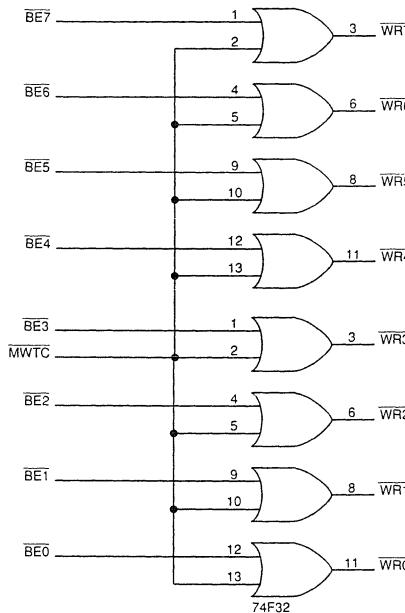


FIGURE 9–35 The memory organization of the Pentium microprocessor

**FIGURE 9–36** The generation of the write strobes for the Pentium microprocessor



$\overline{W/R}$ . The circuit employed for bank write signals appears in Figure 9–36. As can be imagined, we often find a PAL used for bank write signal generation.

### 64-Bit Memory Interface

Figure 9–37 illustrates a small Pentium memory system. This system uses a PAL16L8 to decode the memory address and a second PAL16L8 to generate the separate bank write signals. This system contains sixteen 27512 EPROM memory devices ( $64K \times 8$ ) interfaced to the Pentium/Pentium Pro at locations FFF00000H–FFFFFFFFFFH. This is a total memory size of 1M bytes organized so each bank contains two memory components. Note that the Pentium Pro can be configured with 36 address connections, allowing up to 64G of memory.

Memory decoding, as illustrated in Example 9–10, is similar to the earlier examples except that with the Pentium/Pentium Pro, the rightmost three address bits ( $A_2$ – $A_0$ ) are ignored. In this case, the decoder selects two sections of memory that are 64-bits wide and contain 512K bytes of EPROM memory.

The  $A_0$  address input of each memory device connects to the  $A_3$  address output of the Pentium. This  $A_1$  address input of each memory device connects to the  $A_4$  address output of the Pentium. This skewed address connection continues until the  $A_{15}$  address input to the memory is connected to the  $A_{18}$  address output of the Pentium. Address positions  $A_{18}$ – $A_{28}$  are decoded by PAL16L8 U2, and  $A_{29}$ – $A_{31}$  are decoded by PAL16L8 U1. The program for both PAL devices is listed in Example 9–10 for memory locations F8000000H–FFFFFFFFFFH.

### EXAMPLE 9–10

```

TITLE Address Decoder
PATTERN Test 6 (PAL U1)
REVISION A
AUTHOR Barry B. Brey
COMPANY BreyCo
DATE 6/11/96
CHIP DECODER6 PAL16L8

```

:pins 1 2 3 4 5 6 7 8 9 10

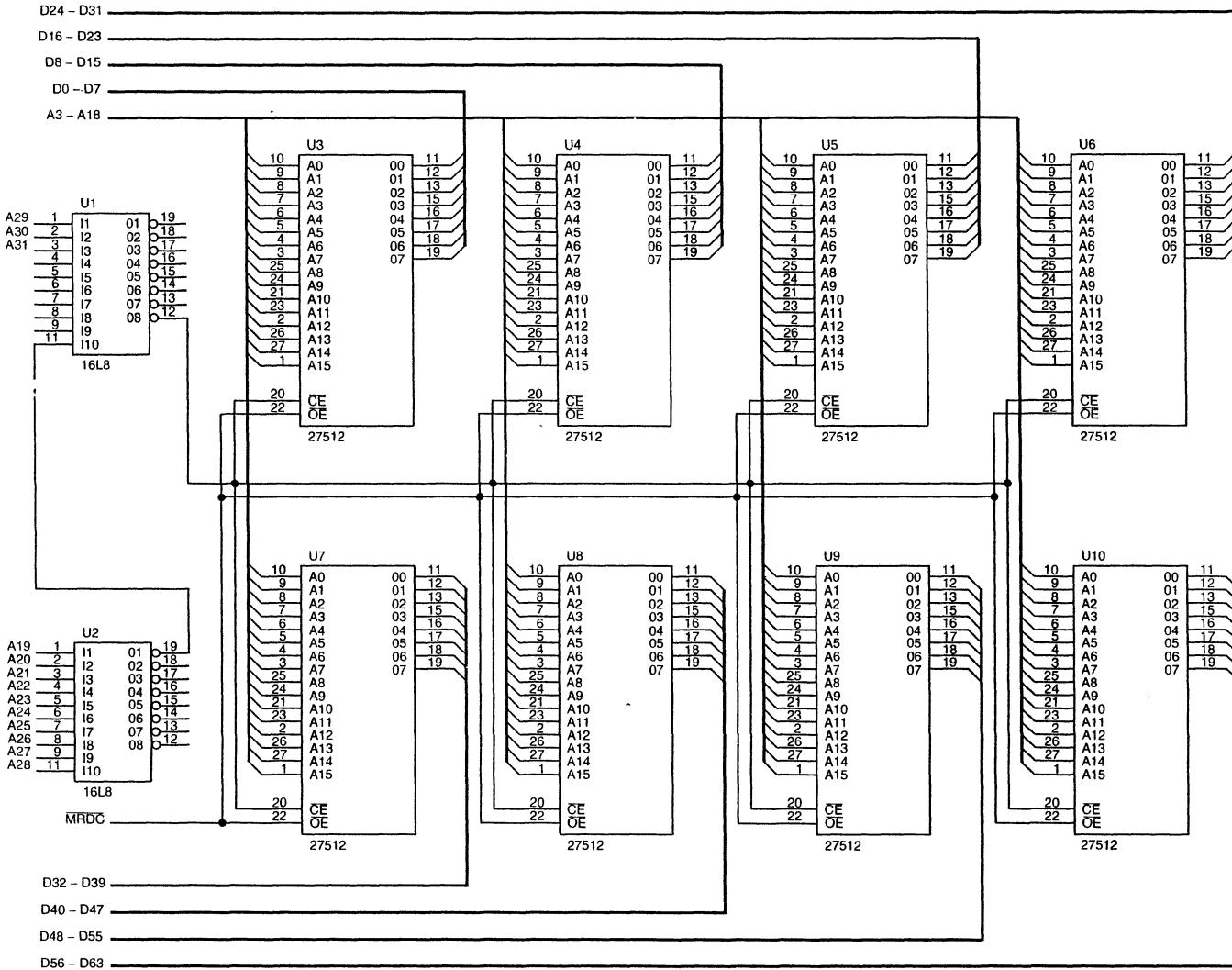


FIGURE 9-37 A small 512K-byte EPROM memory interfaced to the Pentium microprocessor

```

A29 A30 A31 NC NC NC NC NC GND
;pins 11 12 13 14 15 16 17 18 19 20
U2 CE NC NC NC NC NC NC VCC

```

## EQUATIONS

```

/CE = /U2 * A29 * A30 * A31
TITLE Address Decoder
PATTERN Test 7 (PAL U2)
REVISION A
AUTHOR Barry B. Brey
COMPANY BreyCo
DATE 6/12/96
CHIP DECODER7 PAL16L8

;pins 1 2 3 4 5 6 7 8 9 10
A19 A20 A21 A22 A23 A24 A25 A26 A27 GND

;pins 11 12 13 14 15 16 17 18 19 20
A28 U2 NC NC NC NC NC U2 VCC

```

## EQUATIONS

```
/U2 = A19 * A20 * A20 * A21 * A22 * A23 * A24 * A25 * A26 * A27
```

## DYNAMIC RAM

Because RAM memory is often very large, it requires many SRAM devices at a great cost or just a few DRAMs (dynamic RAMs) at a much reduced cost. The DRAM memory, as briefly discussed in Section 9-1, is fairly complex because it requires address multiplexing and refreshing. Luckily, the integrated circuit manufacturers have provided a dynamic RAM controller that includes the address multiplexers and all the timing circuitry necessary for refreshing.

This section of the text covers the DRAM memory device in much more detail than in Section 9-1 and provides information on the use of a dynamic controller in a memory system.

## DRAM Revisited

As mentioned in Section 9-1, a DRAM retains data for only 2–4 ms and requires the multiplexing of address inputs. We have already covered address multiplexers in Section 9-1, but we will examine the operation of the DRAM during refresh in detail here.

As previously mentioned, a DRAM must be refreshed periodically because it stores data internally on capacitors that lose their charge in a short period of time. In order to refresh a DRAM, the contents of a section of the memory must periodically be read or written. Any read or write automatically refreshes an entire section of the DRAM. The number of bits refreshed depends on the size of the memory component and its internal organization.

Refresh cycles are accomplished by doing a read, a write, or a special refresh cycle that doesn't read or write data. The refresh cycle is totally internal to the DRAM and is accomplished while other memory components in the system operate. This type of refresh is called either *hidden refresh*, *transparent refresh*, or sometimes *cycle stealing*.

In order to accomplish a hidden refresh while other memory components are functioning, an RAS-only cycle strobes a row address into the DRAM to select a row of bits to be refreshed. The RAS input also causes the selected row to be read out internally and rewritten into the selected bits. This recharges the internal capacitors that store the data. This type of refresh is

hidden from the system because it occurs while the microprocessor is reading or writing to other sections of the memory.

The DRAM's internal organization contains a series of rows and columns. A  $256K \times 1$  DRAM has 256 columns, each containing 256-bits, or rows organized into four sections of 64K-bits each. Whenever a memory location is addressed, the column address selects a column (or internal memory word) of 1,024-bits (one per section of the DRAM). Refer to Figure 9–38 for the internal structure of a  $256K \times 1$  DRAM. Note that larger memory devices are structured similarly to the  $256K \times 1$  device. The difference usually lies in either the size of each section or the number of sections in parallel.

Figure 9–39 illustrates the timing for an  $\overline{\text{RAS}}$ -only refresh cycle. The main difference between the  $\overline{\text{RAS}}$  and a read or write is that it applies only a refresh address, which is usually obtained from a 7- or 8-bit binary counter. The size of the counter is determined by the type of DRAM being refreshed. The refresh counter is incremented at the end of each refresh cycle, so all the rows are refreshed in 2 or 4 ms, depending on the type of DRAM.

If there are 256 rows to be refreshed within 4 ms, as in a  $256K \times 1$  DRAM, then the refresh cycle must be activated at least once every 15.6  $\mu\text{s}$  in order to meet the refresh specification. For example, it takes the 8086/8088, running at a 5 MHz clock rate, 800 ns to do a read or a write. Because the DRAM must have a refresh cycle every 15.6  $\mu\text{s}$ , this means that for every 19 memory reads or writes, the memory system must run a refresh cycle or memory data will be lost. This represents a loss of 5 percent of the computer's time, a small price to pay for the savings represented by using the dynamic RAM.

## EDO Memory

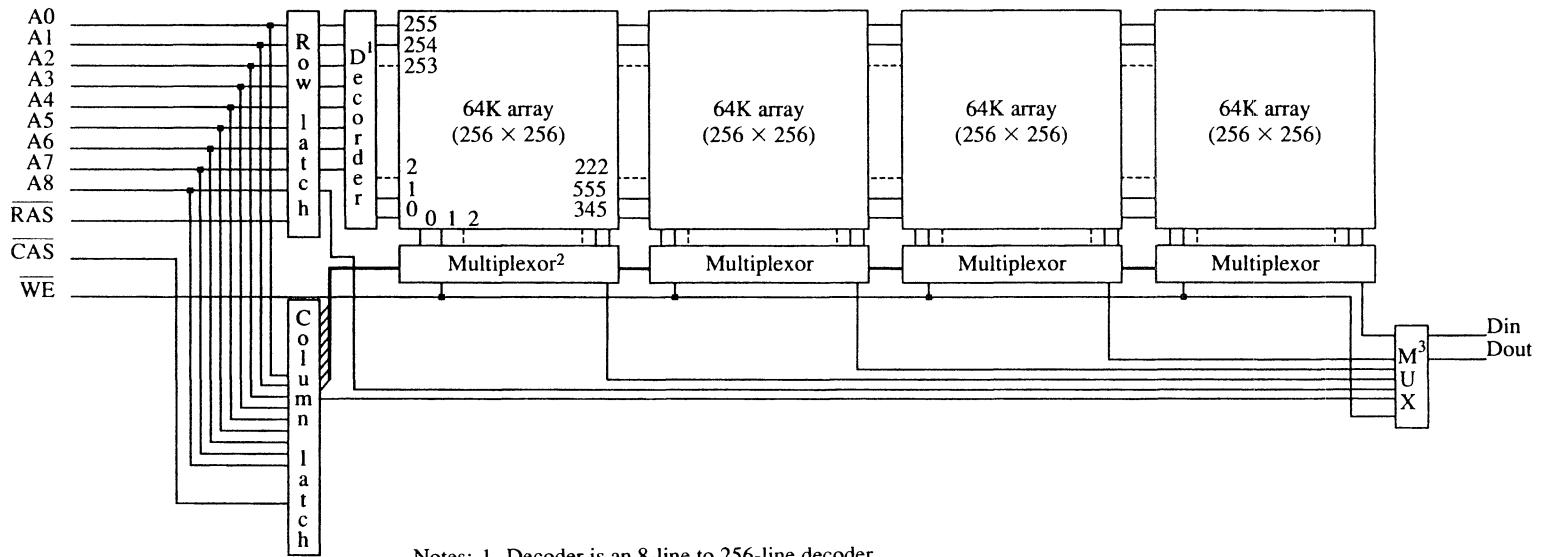
A slight modification to the structure of the DRAM changes the device into an EDO (**e**xtended **D**ata **O**utput) DRAM device. In the EDO memory, any memory access, including a refresh, stores the 256 bits selected by  $\overline{\text{RAS}}$  into latches. These latches hold the next 256-bits of information, so in most programs, which are sequentially executed, the data are available without any wait states. This slight modification to the internal structure of the DRAM increases system performance by about 15 to 25 percent.

## DRAM Controllers

In most systems, a DRAM controller integrated circuit performs the task of address multiplexing and the generation of the DRAM control signals. Some newer embedded microprocessors such as the 80186/80188 include the refresh circuitry as a part of the microprocessor. Because of the extreme complexity of some of the newer DRAM controllers, this text details the Intel 82C08, which controls up to two banks of  $256 K \times 16$  DRAM memory. With the 8086 or the 80286/80386SX microprocessors, this can be up to 1M byte of memory.

The 82C08 contains an address multiplexer that multiplexes an 18-bit address onto 9 address connections for 256K memory devices. Figure 9–40 shows the pin-out of the DRAM controller. The address inputs are labeled  $\text{AL}_0$ – $\text{AL}_8$  and  $\text{AH}_0$ – $\text{AH}_8$ . The address outputs to the DRAM are labeled  $\text{AO}_0$ – $\text{AO}_8$ . The 82C08 contains circuitry that generates the  $\overline{\text{CAS}}$  and  $\overline{\text{RAS}}$  signals for the DRAM. These signals are developed internally by the  $\text{CLK}$ ,  $\overline{\text{S1}}$ , and  $\overline{\text{S0}}$  signals. Note that  $\overline{\text{S1}}$  and  $\overline{\text{S0}}$  provided by the system are used as  $\overline{\text{RD}}$  and  $\overline{\text{WR}}$  inputs to the 82C08 DRAM controller. The  $\text{AACK/XACK}$  signal is an acknowledge output that is used to indicate the ready condition for the microprocessor. This pin normally connects to the READY input of the microprocessor or the clock generator SRDY input.

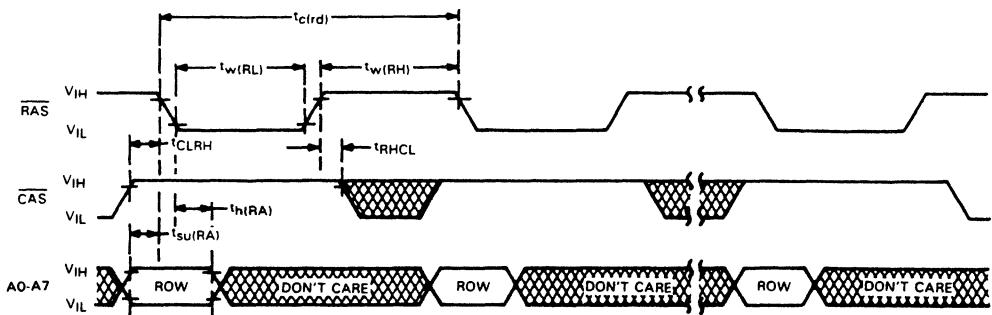
Figure 9–41 illustrates this device connected to a series of four  $256 K \times 8$ -bit SIMM memory modules (41256A8) that comprise a 1M byte memory system for the 80286 microprocessor. Memory circuits U3 and U5 form the high memory bank and U4 and U6 form the low



Notes:

1. Decoder is an 8-line to 256-line decoder.
2. Multiplexor is 256 to 1 line.
3. Multiplexor is 4 to 1 line.

**FIGURE 9-38** The internal structure of a 256K × 1 DRAM. Note that each of the internal 256 words are 1,025-bits wide.



**FIGURE 9–39** The timing diagram of the RAS refresh cycle for the TMS4464 DRAM (Courtesy of Texas Instruments Corporation)

**FIGURE 9–40** The 82C08 DRAM controller that controls two banks of memory

| 82C08 |        |
|-------|--------|
| 5     | AL0    |
| 4     | AL1    |
| 3     | AL2    |
| 2     | AL3    |
| 1     | AL4    |
| 47    | AL5    |
| 46    | AL6    |
| 45    | AL7    |
| 44    | AL8    |
| 43    | AH0    |
| 42    | AH1    |
| 41    | AH2    |
| 40    | AH3    |
| 39    | AH4    |
| 38    | AH5    |
| 37    | AH6    |
| 35    | AH7    |
| 34    | AH8    |
| 30    | RD     |
| 29    | WR     |
| 23    | RESET  |
| 31    | CLK    |
| 27    | PCTL   |
| 28    | PE     |
| 6     | BS     |
| 32    | RFRQ   |
| 33    | PDI    |
| 7     | AO0    |
|       | AO1    |
|       | AO2    |
|       | AO3    |
|       | AO4    |
|       | AO5    |
|       | AO6    |
|       | AO7    |
|       | AO8    |
|       | RAS0   |
|       | RAS1   |
|       | CAS0   |
|       | CAS1   |
|       | AA/XA  |
|       | WE/PCK |
|       | 26     |
|       | 25     |

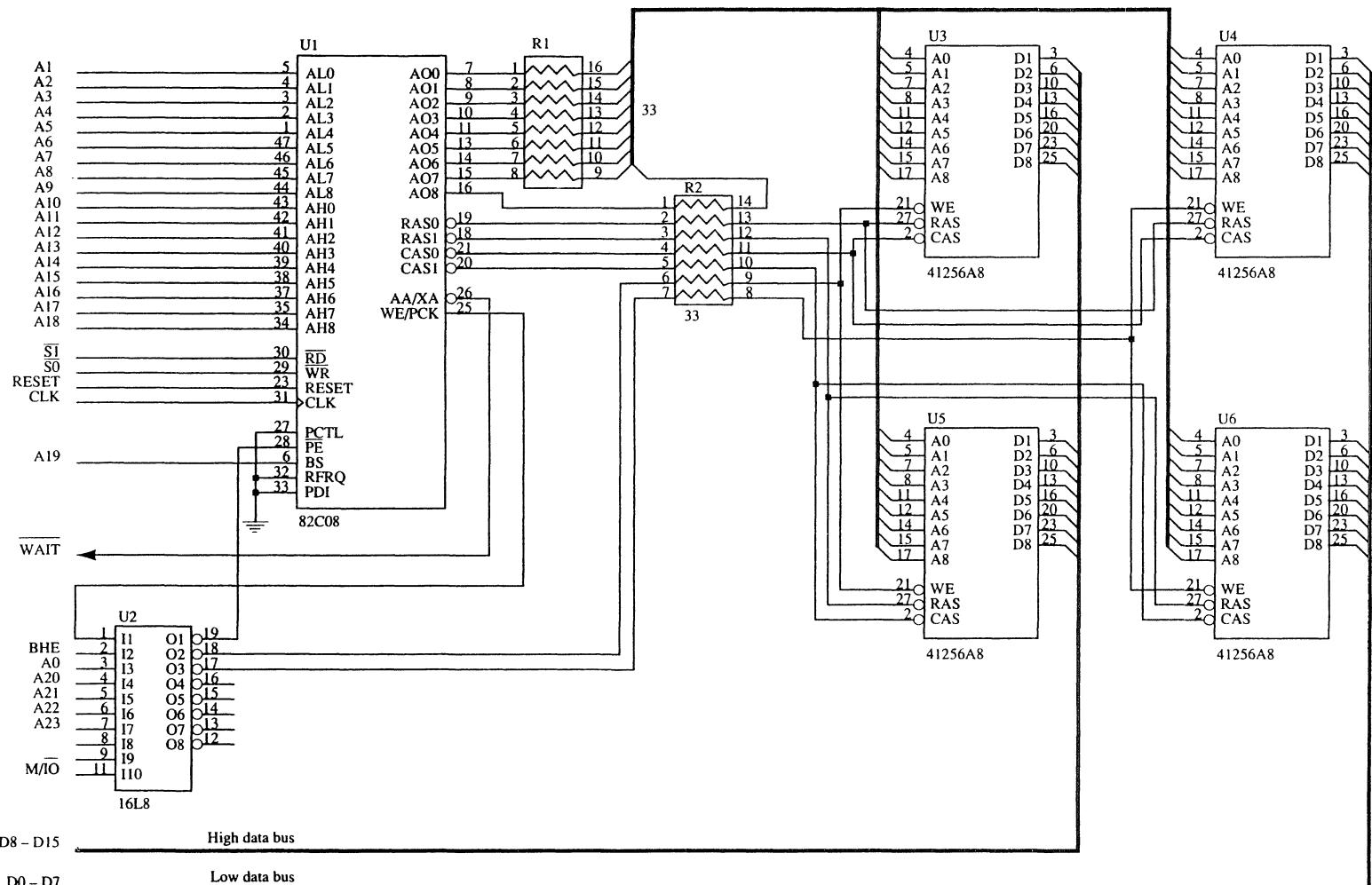
bank. The PAL 16L8 combines the  $\overline{WE}$  signal from the 82C08 with  $A_0$  to generate a bank write signal for U4 and U6, and it combines  $\overline{WE}$  with  $\overline{BHE}$  to generate a bank write signal for U3 and U5. The PAL also develops the controller selection signal ( $\overline{PE}$ ) by combining  $M/\overline{IO}$  with address lines  $A_{20}-A_{23}$  to decode the memory at locations 000000H–FFFFFH. The  $A_{19}$  signal selects the upper bank (U3 and U4) or the lower bank (U5 and U6) through the BS (bank select) input to the 82C08 DRAM controller. Example 9–11 lists the program for the PAL 16L8 used for bank and memory selection.

#### EXAMPLE 9–11

```

TITLE Address Decoder
PATTERN Test 7
REVISION A
AUTHOR Barry B. Brey
COMPANY BreyCo
DATE 6/14/96

```



**FIGURE 9-41** A 1M-byte memory system using four 256K SIMM memory devices and the 82C08 DRAM controller. This section of memory is decoded at locations 000000H–0FFFFFH by the PAL 16L8.

```

CHIP DECODER7 PAL16L8
:pins 1 2 3 4 5 6 7 8 9 10
WE BHE A0 A20 A21 A22 A23 NC NC GND

:pins 11 12 13 14 15 16 17 18 19 20
MIO NC NC NC NC NC HWR LWR PE VCC

```

#### EQUATIONS

```

/HWR = /BHE * /WE
/LWR = /A0 * /WE
/PE = /A20 * /A21 * /A22 * /A23 * MIO

```

## SUMMARY

1. All memory devices have address inputs; data inputs and outputs, or just outputs; a pin for selection; and one or more pins that control the operation of the memory.
2. Address connections on a memory component are used to select one of the memory locations within the device. Ten address pins have 1,024 combinations and therefore are able to address 1,024 different memory locations.
3. Data connections on a memory are used to enter information to be stored in a memory location and also to retrieve information read from a memory location. Manufacturers list their memory as, for example,  $4K \times 4$ , which means that the device has 4K memory locations (4,096) and 4-bits are stored in each location.
4. Memory selection is accomplished via a chip selection pin ( $\overline{CS}$ ) on many RAMs or a chip enable pin ( $\overline{CE}$ ) on many EPROM or ROM memories.
5. Memory function is selected by an output enable pin ( $\overline{OE}$ ), for reading data, which normally connects to the system read signal ( $\overline{RD}$  or  $\overline{MRDC}$ ). The write enable pin ( $\overline{WE}$ ), for writing data, normally connects to the system write signal ( $\overline{WR}$  or  $\overline{MWTC}$ ).
6. An EPROM memory is programmed by an EPROM programmer and can be erased if exposed to ultraviolet light. Today, EPROMs are available in sizes from  $1K \times 8$  all the way up to  $128K \times 8$  and larger.
7. The flash memory (EEPROM) is programmed in the system by using a 12 V programming pulse.
8. Static (SRAM) retains data for as long as the system power supply is attached. These memory types are available in sizes up to  $128K \times 8$ .
9. Dynamic RAM (DRAM) retains data for only a short period, usually 2–4 ms. This creates problems for the memory system designer, because the DRAM must be refreshed periodically. DRAMs also have multiplexed address inputs that require an external multiplexer to provide each half of the address at the appropriate time.
10. Memory address decoders select an EPROM or RAM at a particular area of the memory. Commonly found address decoders include the 74LS138 3-to-8 line decoder, the 74LS139 2-to-4 line decoder, and programmed selection logic in the form of a PROM or PLD.
11. The PROM and PLD address decoders for microprocessors such as the 8088 through the Pentium Pro reduce the number of integrated circuits required to complete a functioning memory system.
12. The 8088 minimum mode memory interface contains 20 address lines, 8 data lines, and 3 control lines:  $\overline{RD}$ ,  $\overline{WR}$ , and  $\overline{IO/M}$ . The 8088 memory functions correctly only when all of these lines are used for memory interface.
13. The access speed of the EPROM must be compatible with the microprocessor to which it is interfaced. Many EPROMs available today have an access time of 450 ns, which is too slow

- for the 5 MHz 8088. In order to circumvent this problem, a wait state is inserted to increase memory access time to 660 ns.
14. Parity checkers are becoming commonplace today in many microprocessor-based microcomputer systems. An extra bit is stored with each byte of memory, making the memory 9-bits wide instead of 8.
  15. Error correction features are also available for memory systems, but these require the storage of many more bits. If an 8-bit number is stored with an error correction circuit, it actually takes 13-bits of memory: 5 for an error checking code and 8 for the data. Most error correction integrated circuits are able to correct only a single-bit error.
  16. The 8086/80286/80386SX memory interface has a 16-bit data bus and contains an  $M/\overline{IO}$  control pin, whereas the 8088 has an 8-bit data bus and contains an  $IO/\overline{M}$  pin. In addition to these changes, there is an extra control signal, bus high enable (BHE).
  17. The 8086/80286/80386SX memory is organized in two 8-bit banks: high bank and low bank. The high bank of memory is enabled by the  $\overline{BHE}$  control signal, and the low bank by the  $A_0$  address signal or by the  $\overline{BLE}$  control signal.
  18. Two common schemes for selecting the banks in an 8086/80286/80386SX-based system include (1) a separate decoder for each bank and (2) separate  $\overline{WR}$  control signals for each bank with a common decoder.
  19. Memory interfaced to the 80386DX and 80486 is 32-bits wide as selected by a 32-bit address bus. Because of the width of this memory, it is organized in four memory banks that are each 8-bits wide. Bank selection signals are provided by the microprocessor as  $\overline{BE}_3$ ,  $\overline{BE}_2$ ,  $\overline{BE}_1$ , and  $\overline{BE}_0$ .
  20. Memory interfaced to the Pentium and Pentium Pro is 64-bits wide as selected by a 32-bit address bus. Because of the width of the memory, it is organized in eight banks that are each 8-bits in width. Bank selection signals are provided by the microprocessor as  $\overline{BE}_7$ – $\overline{BE}_0$ .
  21. Dynamic RAM controllers are designed to control DRAM memory components. Many DRAM controllers today contain address multiplexers, refresh counters, and the circuitry required to do a periodic DRAM memory refresh.

---

9-9

## QUESTIONS AND PROBLEMS

1. What types of connections are common to all memory devices?
2. List the number of words found in each memory device for the following numbers of address connections:
  - (a) 8
  - (b) 11
  - (c) 12
  - (d) 13
3. List the number of data items stored in each of the following memory devices and the number of bits in each datum:
  - (a)  $2K \times 4$
  - (b)  $1K \times 1$
  - (c)  $4K \times 8$
  - (d)  $16K \times 1$
  - (e)  $64K \times 4$
4. What is the purpose of the  $\overline{CS}$  or  $\overline{CE}$  pin on a memory component?
5. What is the purpose of the  $\overline{OE}$  pin on a memory device?
6. What is the purpose of the  $\overline{WE}$  pin on a RAM?

7. How many bytes of storage do the following EPROM memory devices contain?
  - (a) 2708
  - (b) 2716
  - (c) 2732
  - (d) 2764
  - (e) 27128
8. Why won't a 450 ns EPROM work directly with a 5 MHz 8088?
9. What can be stated about the amount of time to erase and write a location in a flash memory device?
10. SRAM is an acronym for what type of device?
11. The 4016 memory has a  $\bar{G}$  pin, an  $\bar{S}$  pin, and a  $\bar{W}$  pin. What are these pins used for in this RAM?
12. How much memory access time is required by the slowest 4016?
13. DRAM is an acronym for what type of device?
14. The TMS4464 has eight address inputs, yet it is a 64K DRAM. Explain how a 16-bit memory address is forced into eight address inputs.
15. What are the purposes of the  $\overline{\text{CAS}}$  and  $\overline{\text{RAS}}$  inputs of a DRAM?
16. How much time is required to refresh the typical DRAM?
17. Why are memory address decoders important?
18. Modify the NAND gate decoder in Figure 9–12 so that it selects the memory for address range DF800H–DFFFFH.
19. Modify the NAND gate decoder in Figure 9–12 so that it selects the memory for address range 40000H–407FFH.
20. When the G1 input is high and  $\overline{G2A}$  and  $\overline{G2B}$  are both low, what happens to the outputs of the 74LS138 3-to-8 line decoder?
21. Modify the circuit in Figure 9–14 so that it addresses memory range 70000H–7FFFFH.
22. Modify the circuit in Figure 9–14 so that it addresses memory range 40000H–4FFFFH.
23. Describe the 74LS139 decoder.
24. Why is a PROM address decoder often found in a memory system?
25. Reprogram the PROM in Table 9–1 so that it decodes memory address range 80000H–8FFFFH.
26. Reprogram the PROM in Table 9–1 so that it decodes memory address range 30000H–3FFFFH.
27. Modify the circuit in Figure 9–18 by rewriting the PAL program so that it addresses memory at locations 40000H–4FFFFH.
28. Modify the circuit of Figure 9–18 by rewriting the PAL program so it addresses memory at locations B0000H–BFFFFH.
29. The  $\overline{RD}$  and  $\overline{WR}$  minimum mode control signals are replaced by what two control signals in the 8086 maximum mode?
30. Modify the circuit in Figure 9–19 so that it selects memory at location 68000–6FFFFH.
31. Modify the circuit in Figure 9–19 so that it selects eight 2764 8K  $\times$  8 EPROMs at memory location 10000H–1FFFFH.
32. Add another decoder to the circuit in Figure 9–20 so that an additional eight 62256 SRAMs are added at location C0000H–FFFFFH.
33. Explain how odd parity is stored in a memory system and how it is checked.
34. The 74LS636 error correction and detection circuit stores a check code with each byte of data. How many bits are stored for the check code?
35. What is the purpose of the SEF pin on the 74LS636?
36. The 74LS636 will correct \_\_\_\_\_ bits that are in error.
37. Outline the major difference between the buses of the 8086 and 8088 microprocessors.
38. What is the purpose of the  $\overline{BHE}$  and  $A_0$  pins on the 8086 microprocessor?

39. What is the BLE pin and what other pin has it replaced?
40. What two methods are used to select the memory in the 8086 microprocessor?
41. If BHE is a logic 0, then the \_\_\_\_\_ memory bank is selected.
42. If  $A_0$  is a logic 0, then the \_\_\_\_\_ memory bank is selected.
43. Why don't separate bank read (RD) strobes need to be developed when interfacing memory to the 8086?
44. Modify the circuit in Figure 9-30 so that the EPROM is located at memory range C0000H-CFFFFH and the RAM is located at memory range 30000H-4FFFFH.
45. Develop a 16-bit wide memory interface that contains SRAM memory at locations 200000H-21FFFFH for the 80386SX microprocessor.
46. Develop a 32-bit wide memory interface that contains EPROM memory at locations FFFF0000H-FFFFFFFH .
47. Develop a 64-bit wide memory for the Pentium/Pentium Pro that contains EPROM at locations FFF00000H-FFFFFFFFFFH and SRAM at locations 00000000H-003FFFFH.
48. What is an RAS-only cycle?
49. When DRAM is refreshed, can it be done while other sections of the memory operate?
50. If a  $1M \times 1$  DRAM requires 4 ms for a refresh and has 256 rows to be refreshed, no more than \_\_\_\_\_ of time must pass before another row is refreshed.
51. Where is the memory address applied to the 82C08 DRAM controller?
52. What is the purpose of the BS pin on the 82C08?
53. What is normally connected to the WR pin of the 82C08?

---

# CHAPTER 10

---

## Basic I/O Interface

---

### INTRODUCTION

A microprocessor is great at solving problems, but if it can't communicate with the outside world, it is of little worth. This chapter outlines some of the basic methods of communications, both serial and parallel, between humans or machines and the microprocessor.

In this chapter, we first introduce the basic I/O interface and discuss decoding for I/O devices. Then we provide detail on parallel and serial interfacing, both of which have a wide variety of applications. As applications, we connect analog-to-digital and digital-to-analog converters as well as both DC and stepper motors to the microprocessor.

### CHAPTER OBJECTIVES

Upon completion of this chapter, you will be able to:

1. Explain the operation of the basic input and output interfaces.
2. Decode an 8-, 16-, and 32-bit I/O device so that it can be used at any I/O port address.
3. Define handshaking and explain how to use it with I/O devices.
4. Interface and program the 82C55 programmable parallel interface.
5. Interface and program the 8279 programmable keyboard/display controller.
6. Interface and program the 16550 serial communications interface adapter.
7. Interface and program the 8254 programmable interval timer.
8. Interface an analog-to-digital converter and a digital-to-analog converter to the microprocessor.
9. Interface both DC and stepper motors to the microprocessor.

---

10-1

### INTRODUCTION TO I/O INTERFACE

In this section of the text, we explain the operation of the I/O instructions (IN, INS, OUT, and OUTS). We also explain the concept of isolated (sometimes called direct or I/O-mapped I/O) and memory-mapped I/O, the basic input and output interfaces, and handshaking. A working knowledge of these topics will make it easier to understand the connection and operation of the programmable interface components and I/O techniques presented in the remainder of this chapter and text.

## I/O Instructions

The instruction set contains one type of instruction that transfers information to an I/O device (OUT) and another to read information from an I/O device (IN). Instructions (INS and OUTS found on all versions except the 8086/8088) are also provided to transfer strings of data between the memory and an I/O device. Table 10-1 lists all versions of each instruction found in the microprocessor's instruction set.

Both the IN and OUT instructions transfer data between an I/O device and the microprocessor's accumulator (AL, AX, or EAX). The I/O address is stored in register DX as a 16-bit I/O address or in the byte (p8) immediately following the opcode as an 8-bit I/O address. Intel calls the 8-bit form (p8) a *fixed address* because it is stored with the instruction, usually in a ROM. The 16-bit I/O address in DX is called a *variable address* because it is stored in a DX then used to address the I/O device. Other instructions that use DX to address I/O are INS and OUTS instructions.

Whenever data are transferred using the IN or OUT instruction, the I/O address, often called a *port number*, appears on the address bus. The external I/O interface decodes it in the same manner that it decodes a memory address. The 8-bit fixed port number (p8) appears on address bus connections  $A_7$ - $A_0$  with bits  $A_{15}$ - $A_8$  equal to  $00000000_2$ . The address connections above  $A_{15}$  are undefined for an I/O instruction. The 16-bit variable port number (DX) appears on address connection  $A_{15}$ - $A_0$ . This means that the first 256 I/O port addresses (00H-FFH) are accessed by both the fixed and variable I/O instructions, but any I/O address from 0100H-FFFFH is accessed only by the variable I/O address. In many dedicated task systems, only the rightmost 8-bits of the address are decoded, thus

**TABLE 10-1** Input/output instructions

| Instruction | Data Width | Function                                                                                                                        |
|-------------|------------|---------------------------------------------------------------------------------------------------------------------------------|
| IN AL,p8    | 8          | A byte is input from port p8 into AL                                                                                            |
| IN AX,p8    | 16         | A word is input from port p8 into AX                                                                                            |
| IN EAX, p8  | 32         | A doubleword is input from port p8 into EAX                                                                                     |
| IN AL,DX    | 8          | A byte is input from the port addressed by DX into AL                                                                           |
| IN AX,DX    | 16         | A word is input from the port addressed by DX into AX                                                                           |
| IN EAX,DX   | 32         | A word is input from the port addressed by DX into EAX                                                                          |
| INSB        | 8          | A byte is input from the port addressed by DX into the extra segment memory location addressed by DI, then $DI = DI \pm 1$      |
| INSW        | 16         | A word is input from the port addressed by DX into the extra segment memory location addressed by DI, then $DI = DI \pm 2$      |
| INSD        | 32         | A doubleword is input from the port addressed by DX into the extra segment memory location addressed by DI, then $DI \pm 4$     |
| OUT p8,AL   | 8          | A byte is output from AL to port p8                                                                                             |
| OUT p8,AX   | 16         | A word is output from AX to port p8                                                                                             |
| OUT p8,EAX  | 32         | A doubleword is output from EAX to port p8                                                                                      |
| OUT DX,AL   | 8          | A byte is output from AL to the port addressed by DX                                                                            |
| OUT DX,AX   | 16         | A word is output from AX to the port addressed by DX                                                                            |
| OUT DX,EAX  | 32         | A doubleword is output from EAX to the port addressed by DX                                                                     |
| OUTSB       | 8          | A byte is output from the data segment memory location addressed by SI to the port addressed by DX, then $SI = SI \pm 1$        |
| OUTSW       | 16         | A word is output from the data segment memory locations addressed by SI to the port addressed by DX, then $SI = SI \pm 2$       |
| OUTSD       | 32         | A doubleword is output from the data segment memory locations addressed by SI to the port addressed by DX, then $SI = SI \pm 4$ |

reducing the amount of circuitry required for decoding. In a PC computer, all 16 address bus bits are decoded with locations 00XXH–03XXH, which are the I/O addresses used for I/O inside the PC.

The INS and OUTS instructions address the I/O device using the DX register, but do not transfer data between the accumulator and the I/O device as IN and OUT. Instead, these instructions transfer data between memory and the I/O device. The memory address is located by ES:DI for the INS instruction and DS:SI for the OUTS instruction. As with other string instructions, the contents of the pointers are incremented or decremented as dictated by the state of the direction flag (DF). Both INS and OUTS can also be prefixed with the REP prefix, allowing more than one byte or word to be transferred between I/O and memory.

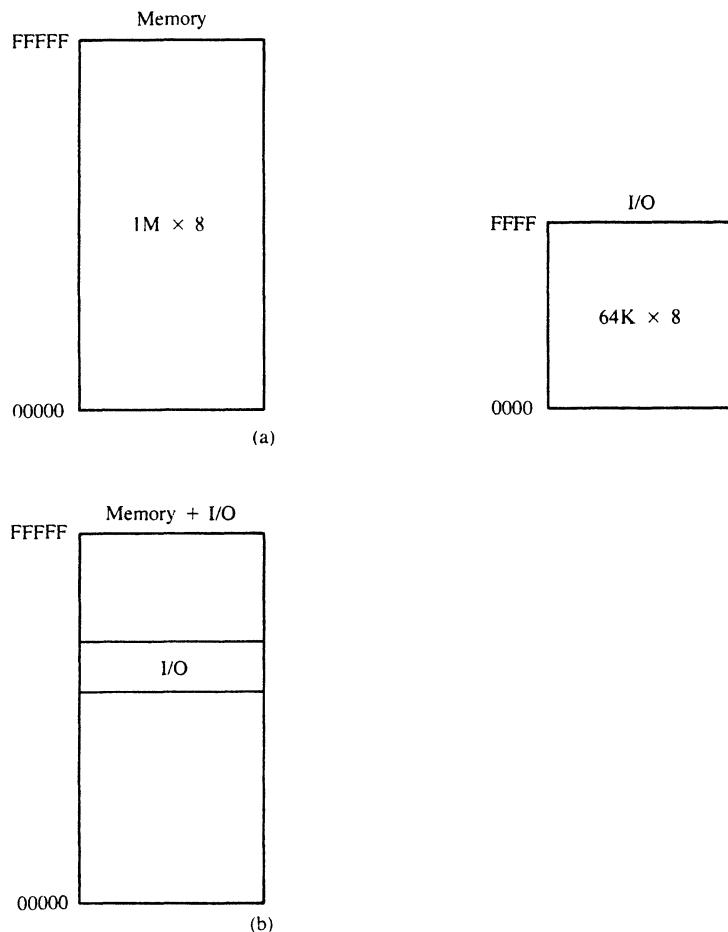
### Isolated and Memory-Mapped I/O

There are two completely different methods of interfacing I/O to the microprocessor: **isolated I/O** and **memory-mapped I/O**. In isolated I/O, the IN, INS, OUT, and OUTS instructions transfer data between the microprocessor accumulator or memory and the I/O device. In memory-mapped I/O, any instruction that references memory can accomplish the transfer. Both isolated and memory-mapped I/O are in use, so both are discussed in this text.

**Isolated I/O.** The most common I/O transfer technique used in the Intel microprocessor-based system is isolated I/O. The term *isolated* describes how the I/O locations are isolated from the memory system in a separate I/O address space. (Figure 10–1 illustrates both the isolated and

**FIGURE 10–1** The memory and I/O maps for the 8086/8088 microprocessors.

(a) Isolated I/O (b) Memory-mapped I/O



memory-mapped address spaces for any Intel 80X86 or Pentium microprocessor.) The addresses for isolated I/O devices, called *ports*, are separate from the memory. As a result, the user can expand the memory to its full size without using any of this space for I/O devices. A disadvantage of isolated I/O is that the data transferred between I/O and the microprocessor must be accessed by the IN, INS, OUT, and OUTS instructions. Separate control signals for the I/O space are developed (using M/ $\overline{IO}$  and W/ $\overline{R}$ ) that indicate an I/O read ( $\overline{IORC}$ ) or an I/O write ( $\overline{IOWC}$ ) operation. These signals indicate that an I/O port address appears on the address bus that is used to select the I/O device. In the personal computer, isolated I/O ports are used for controlling peripheral devices. As a rule, an 8-bit port address is used to access devices located on the system board, such as the timer and keyboard interface, while a 16-bit port is used to access serial and parallel ports as well as video and disk drive systems.

**Memory-Mapped I/O.** Unlike isolated I/O, memory-mapped I/O does not use the IN, INS, OUT, or OUTS instructions. Instead, it uses any instruction that transfers data between the microprocessor and memory. A memory-mapped I/O device is treated as a memory location in the memory map. The main advantage of memory-mapped I/O is that any memory transfer instruction can be used to access the I/O device. The main disadvantage is that a portion of the memory system is used as the I/O map. This reduces the amount of memory available to applications. Another advantage is that the  $\overline{IORC}$  and  $\overline{IOWC}$  signals have no function in a memory-mapped I/O system and may reduce the amount of circuitry required for decoding.

## Personal Computer I/O Map

The personal computer uses part of the I/O map for dedicated functions. Figure 10–2 shows the I/O map for the PC. Note that I/O space between ports 0000H and 03FFH is normally reserved for the computer system. The I/O ports located at 0400H–FFFFH are generally available for user applications. Note that the 80287 arithmetic coprocessor uses I/O address 00F8H–00FFH for communications. For this reason, Intel reserves I/O ports 00F0H–00FFH. The 80386–Pentium Pro use I/O ports 800000F8–800000FFH for communications to their coprocessors. The I/O ports located between 0000H and 00FFH are accessed via the fixed port I/O instructions; the ports located above 00FFH are accessed via the variable I/O port instructions.

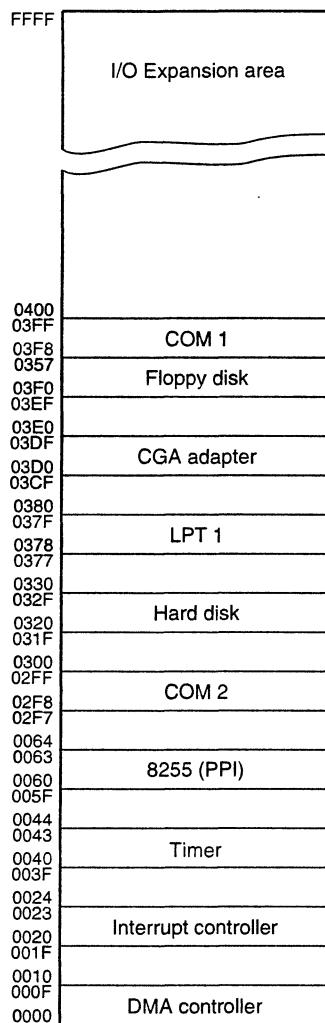
## Basic Input and Output Interfaces

The basic input device is a set of three-state buffers. The basic output device is a set of data latches. The term IN refers to moving data from the I/O device into the microprocessor, and the term OUT refers to moving data out of the microprocessor to the I/O device.

**The Basic Input Interface.** Three-state buffers are used to construct the 8-bit input port depicted in Figure 10–3. Notice that the external TTL data (simple toggle switches in this example) are connected to the inputs of the buffers. The outputs of the buffers connect to the data bus. The exact data bus connections depend on the version of the microprocessor. For example, the 8088 has data bus connections D<sub>7</sub>–D<sub>0</sub>, while the 80486 has D<sub>31</sub>–D<sub>0</sub> and the Pentium and Pentium Pro have D<sub>63</sub>–D<sub>0</sub>. The circuit of Figure 10–3 allows the microprocessor to read the contents of the eight switches that connect to any 8-bit section of the data bus when the select signal  $\overline{SEL}$  becomes a logic 0.

When the microprocessor executes an IN instruction, the I/O port address is decoded to generate the logic 0 on  $\overline{SEL}$ . A logic 0 placed on the output control inputs (1 $\overline{G}$  and 2 $\overline{G}$ ) of the 74ALS244 buffer causes the data input connections (A) to be connected to the data output (Y) connections. If a logic 1 is placed on the output control inputs of the 74ALS244 buffer, the device enters the three-state high-impedance mode that effectively disconnects the switches from the data bus.

**FIGURE 10–2** The I/O map of a personal computer illustrating many of the fixed I/O areas



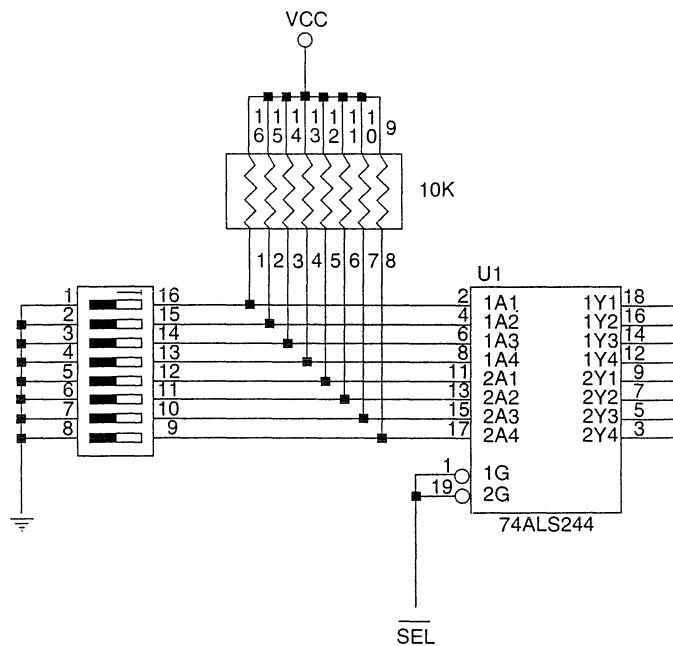
This basic input circuit is not optional and must appear any time that input data are interfaced to the microprocessor. Sometimes it appears as a discrete part of the circuit, as in Figure 10–3, and sometimes it is built into a programmable I/O device.

Sixteen- or 32-bit data can also be interfaced to various versions of the microprocessor, but this is not nearly as common as 8-bit data. To interface 16-bits of data, the circuit in Figure 10–3 is doubled to include two 74ALS244 buffers that connect 16-bits of input data to the 16-bit data bus. To interface 32-bits of data, the circuit is expanded by a factor of 4.

*The Basic Output Interface.* The basic output interface receives data from the microprocessor and must usually hold it for some external device. Its latches, like the buffers found in the input device, are often built into the I/O device.

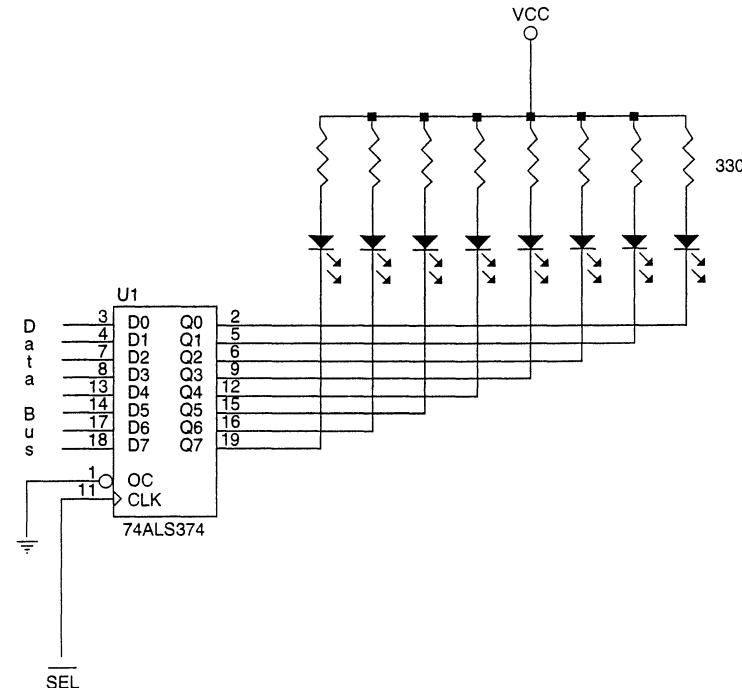
Figure 10–4 shows how eight simple light-emitting diodes (LEDs) connect to the microprocessor through a set of eight data latches. The latch stores the number output by the microprocessor from the data bus so that the LEDs can be lit with any 8-bit binary number. Latches are needed to hold the data because when the microprocessor executes an OUT instruction, the data are only present on the data bus for less than 1.0  $\mu$ s. Without a latch, the viewer would never see the LEDs illuminate.

**FIGURE 10-3** The basic input interface illustrating the connection of eight switches. Note that the 74ALS244 is a three-state that controls the application of the switch data to the data bus.



When the OUT instruction executes, the data from AL, AX, or EAX are transferred to the latch via the data bus. Here the D inputs of a 74ALS374 octal latch are connected to the data bus to capture the output data, and the Q outputs of the latch are attached to the LEDs. When a Q output becomes a logic 0, the LED lights. Each time that the OUT instruction executes, the SEL signal to the latch activates, capturing the data output to the latch from any 8-bit section of the data bus. The data are held until the next OUT instruction executes.

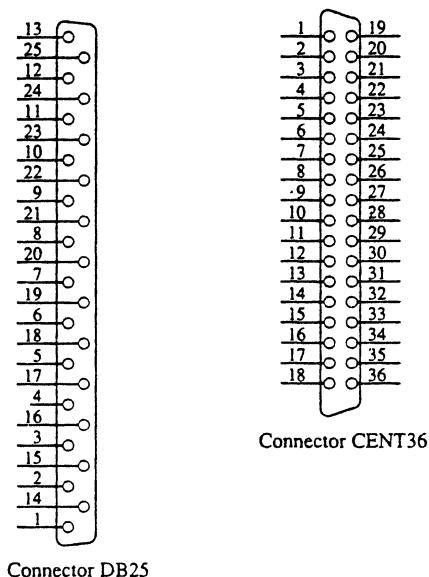
**FIGURE 10-4** The basic output interface connected to a set of LED displays



## Handshaking

Many I/O devices accept or release information at a much slower rate than the microprocessor. Another method of I/O control, called *handshaking* or *polling*, synchronizes the I/O device with the microprocessor. An example device that requires handshaking is a parallel printer that prints 100 characters per second (CPS). It is obvious that the microprocessor can definitely send more than 100 CPS to the printer, so a way to slow the microprocessor down to match speeds with the printer must be developed.

Figure 10–5 illustrates the typical input and output connections found on a printer. Here data are transferred through a series of data connections ( $D_7-D_0$ ), BUSY indicates that the printer is busy, and STB is a clock pulse used to send data into the printer for printing.



| DB25<br>Pin number | CENT36<br>Pin number | Function    | DB25<br>Pin number | CENT36<br>Pin number | Function     |
|--------------------|----------------------|-------------|--------------------|----------------------|--------------|
| 1                  | 1                    | Data Strobe | 12                 | 12                   | Paper empty  |
| 2                  | 2                    | Data 0 (D0) | 13                 | 13                   | Select       |
| 3                  | 3                    | Data 1 (D1) | 14                 | 14                   | Afd          |
| 4                  | 4                    | Data 2 (D2) | 15                 | 32                   | Error        |
| 5                  | 5                    | Data 3 (D3) | 16                 | —                    | RESET        |
| 6                  | 6                    | Data 4 (D4) | 17                 | 31                   | Select in    |
| 7                  | 7                    | Data 5 (D5) | 18—25              | 19—30                | Ground       |
| 8                  | 8                    | Data 6 (D6) | —                  | 17                   | Frame ground |
| 9                  | 9                    | Data 7 (D7) | —                  | 16                   | Ground       |
| 10                 | 10                   | Ack         | —                  | 33                   | Ground       |
| 11                 | 11                   | Busy        |                    |                      |              |

**FIGURE 10–5** The DB25 connector found on computers and the Centronics 36-pin connector found on printers for the Centronics parallel printer interface

The ASCII data to be printed by the printer are placed on D<sub>7</sub>-D<sub>0</sub> and a pulse is applied to the STB connection. The strobe signals send the data into the printer so it can be printed. As soon as the printer receives the data, it places a logic 1 on the BUSY pin, indicating that it is busy printing data. The microprocessor polls or tests the BUSY pin to decide if the printer is busy. If the printer is busy, the microprocessor waits; if it is not busy, the microprocessor sends another ASCII character to the printer. The process of interrogating the printer is called *handshaking*, or *polling*. Example 10-1 illustrates a simple procedure that tests the printer BUSY flag and sends data to the printer if it is not busy. The PRINT procedure prints the ASCII-coded contents of BL only if the BUSY flag is a logic 0, indicating that the printer is not busy.

### EXAMPLE 10-1

```
;A procedure that prints the ASCII contents of BL.
;
0000 PRINT PROC NEAR
0000 E4 4B IN AL,BUSY ;get BUSY flag
0002 A8 04 TEST AL,BUSY_BIT ;test BUSY bit
0004 75 FA JNE PRINT ;if printer busy
0006 8A C3 MOV AL,BL ;get data from BL
0008 E6 4A OUT PRINTER,AL ;send data to printer
000A CB RET RET ;return from procedure
000B PRINT ENDP
```

## 10-2

### I/O PORT ADDRESS DECODING

I/O port address decoding is very similar to memory address decoding, especially for memory-mapped I/O devices. In fact, we do not discuss memory-mapped I/O decoding because it is treated exactly the same as memory, except that the IORC and IOWC are not used, since there is no IN or OUT instruction. The decision to use memory-mapped I/O is often determined by the size of the memory system and the placement of the I/O devices in the system.

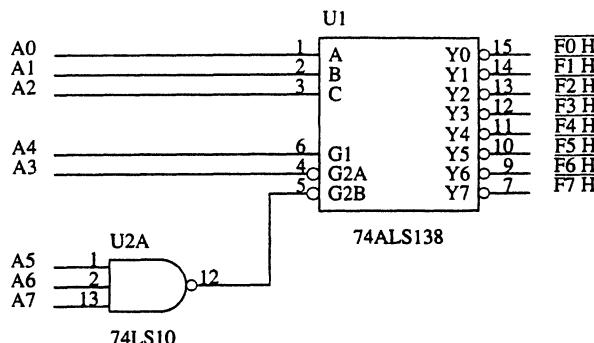
The main difference between memory decoding and isolated I/O decoding is the number of address pins connected to the decoder. We decode A<sub>32</sub>-A<sub>0</sub>, A<sub>23</sub>-A<sub>0</sub>, or A<sub>19</sub>-A<sub>0</sub> for memory and A<sub>15</sub>-A<sub>0</sub> for isolated I/O. Sometimes, if the I/O devices use only fixed I/O addressing, we decode only A<sub>7</sub>-A<sub>0</sub>. Another difference is that we use the IORC and IOWC to activate I/O devices for a read or a write operation. On earlier versions of the microprocessor, IO/M = 1 and RD or WR are used to activate I/O devices. On the newest versions of the microprocessor, the M/IO = 0 and W/R are used to activate I/O devices.

#### Decoding 8-Bit I/O Addresses

As mentioned, the fixed I/O instruction uses an 8-bit I/O port address that appears on A<sub>15</sub>-A<sub>0</sub> as 0000H-00FFH. If a system will never contain more than 256 I/O devices, we often decode only address connections A<sub>7</sub>-A<sub>0</sub> for an 8-bit I/O port address. Thus, we ignore address connections A<sub>15</sub>-A<sub>8</sub>. (You cannot ignore these address connections in a personal computer—all 16 bits must be used.) Please note that the DX register can also address I/O ports 00H-FFH. Also note that if the address is decoded as an 8-bit address, then we can never include I/O devices that use a 16-bit I/O address.

Figure 10-6 illustrates a 74ALS138 decoder that decodes 8-bit I/O ports F0H-F7H. (We assume that the system will only use I/O ports 00H-FFH for this decoder.) This decoder is identical to a memory address decoder except we only connect address bits A<sub>7</sub>-A<sub>0</sub> to the inputs of the

**FIGURE 10–6** A port decoder that decodes 8-bit I/O ports. This decoder generates active low outputs for ports F0H–F7H.



decoder. Figure 10–7 shows the PAL version of this decoder. Notice that this is a better decoder circuit because the number of integrated circuits has been reduced to one device, the PAL. The program for the PAL appears in Example 10–2.

### EXAMPLE 10–2

AUTHOR Barry B. Brey  
COMPANY BreyCo  
DATE 7/1/96  
CHIP DECODER8 PAL16L8

```
;pins 1 2 3 4 5 6 7 8 9 10
A0 A1 A2 A3 A4 A5 A6 A7 NC GND

;pins 11 12 13 14 15 16 17 18 19 20
NC F7 F6 F5 F4 F3 F2 F1 F0 VCC
```

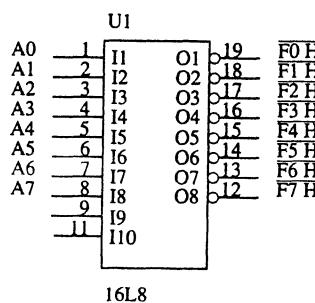
#### EQUATIONS

$$\begin{aligned} /F0 &= A7 * A6 * A5 * A4 * A3 * /A2 * /A1 * /A0 \\ /F1 &= A7 * A6 * A5 * A4 * A3 * /A2 * /A1 * A0 \\ /F2 &= A7 * A6 * A5 * A4 * A3 * /A2 * A1 * /A0 \\ /F3 &= A7 * A6 * A5 * A4 * A3 * /A2 * A1 * A0 \\ /F4 &= A7 * A6 * A5 * A4 * A3 * A2 * /A1 * /A0 \\ /F5 &= A7 * A6 * A5 * A4 * A3 * A2 * /A1 * A0 \\ /F6 &= A7 * A6 * A5 * A4 * A3 * A2 * A1 * /A0 \\ /F7 &= A7 * A6 * A5 * A4 * A3 * A2 * A1 * A0 \end{aligned}$$

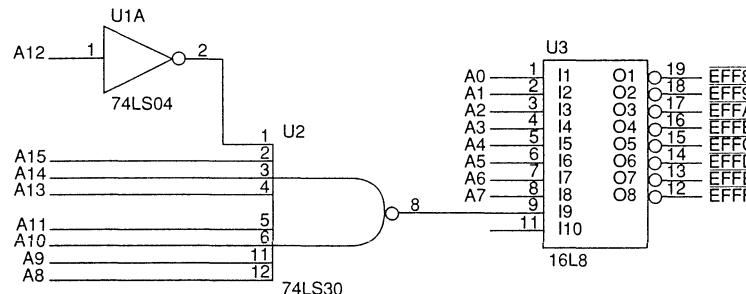
### Decoding 16-Bit I/O Addresses

We also decode 16-bit I/O addresses, especially in a personal computer system. The main difference between decoding an 8-bit I/O address and a 16-bit I/O address is that eight additional

**FIGURE 10–7** A PAL16L8 decoder that generates I/O port signals for port F0H–F7H



**FIGURE 10-8** A PAL16L8 decoder that decodes 16-bit address EFF8H-EFFFH



address lines ( $A_{15}$ – $A_8$ ) must be decoded. Figure 10-8 illustrates a circuit that contains a PAL16L8 and an 8-input NAND gate used to decode I/O ports EFFF8H–EFFFH. These are common I/O port assignments in a PC used for the serial communications port.

The NAND gate decodes the first 8-bits of the I/O port address ( $A_{15}$ – $A_8$ ) so that it generates a signal to enable the PAL16L8 for any I/O address between EF00H and EFFFH. The PAL16L8 further decodes the I/O address to produce eight active low output strobes  $\overline{EFFF8H}$ – $\overline{EFFF7H}$ . The program for the PAL16L8 appears in Example 10-3.

### EXAMPLE 10-3

```

AUTHOR Barry B. Brey
COMPANY BreyCo
DATE 7/2/96
CHIP DECODER9 PAL16L8

;pins 1 2 3 4 5 6 7 8 9 10
 A0 A1 A2 A3 A4 A5 A6 A7 NAND GND

;pins 11 12 13 14 15 16 17 18 19 20
 NC EFFFH EFFE8H EFFDH EFFFCH EFFF8H EFFF9H EFFF8H VCC

```

#### EQUATIONS

```

/EFFF8H = A7 * A6 * A5 * A4 * A3 * /A2 * /A1 * /A0 * /NAND
/EFFF9H = A7 * A6 * A5 * A4 * A3 * /A2 * /A1 * A0 * /NAND
/EFFF8H = A7 * A6 * A5 * A4 * A3 * /A2 * A1 * /A0 * /NAND
/EFFF9H = A7 * A6 * A5 * A4 * A3 * /A2 * A1 * A0 * /NAND
/EFFFCH = A7 * A6 * A5 * A4 * A3 * A2 * /A1 * /A0 * /NAND
/EFFFDH = A7 * A6 * A5 * A4 * A3 * A2 * /A1 * A0 * /NAND
/EFFE8H = A7 * A6 * A5 * A4 * A3 * A2 * A1 * /A0 * /NAND
/EFFF7H = A7 * A6 * A5 * A4 * A3 * A2 * A1 * A0 * /NAND

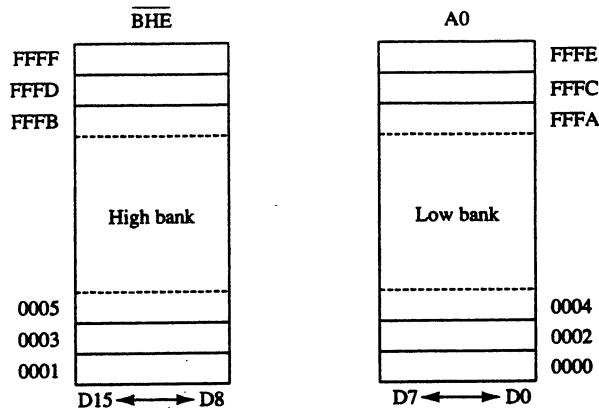
```

## 8- and 16-Bit I/O Ports

Now that we understand that decoding the I/O port address is probably simpler than decoding a memory address (because of the number of bits), we explain how data are transferred between the microprocessor and 8- or 16-bit I/O devices. Data transferred to an 8-bit I/O device exist in one of the I/O banks in a 16-bit microprocessor such as the 8086, 80286, 80186, or 80386SX. The I/O system contains two 8-bit memory banks, just as memory does. This is illustrated in Figure 10-9, which shows the separate I/O banks for a 16-bit system such as the 80386SX.

Because two I/O banks exist, any 8-bit I/O write requires a separate write strobe to function correctly. I/O reads do not require separate read strobes because, as with memory, the microprocessor reads only the byte it expects and ignores the other byte. The only time that a read can cause problems is when the I/O device responds incorrectly to a read operation. In the case

**FIGURE 10-9** The I/O banks found in the 8086, 80186, 80286, and 80386SX



of an I/O device that responds to a read from the wrong bank, we may need to include separate read signals. This is discussed if the case arises later in this chapter.

Figure 10-10 illustrates a system that contains two different 8-bit output devices located at 8-bit I/O address 40H and 41H. Because these are 8-bit devices and because they appear in different I/O banks, we generate separate I/O write signals. The program for the PAL16L8 decoder used in Figure 10-10 is illustrated in Example 10-4.

#### EXAMPLE 10-4

AUTHOR Barry B. Brey

COMPANY BreyCo

DATE 7/3/96

CHIP DECODERA PAL16L8

```
;pins 1 2 3 4 5 6 7 8 9 10
 BHE IOWC A0 A1 A2 A3 A4 A5 A6 GND

;pins 11 12 13 14 15 16 17 18 19 20
 A7 NC NC NC NC NC NC 40 41 VCC
```

#### EQUATIONS

$$\begin{aligned} /40 &= /BLE * /IOWC * /A7 * A6 * /A5 * /A4 * /A3 * /A2 * /A1 \\ /41 &= /BHE * /IOWC * /A7 * A6 * /A5 * /A4 * /A3 * /A2 * /A1 \end{aligned}$$

When selecting 16-bit wide I/O devices, the BLE (A0) and BHE pins have no function because both I/O banks are selected together. Although 16-bit I/O devices are relatively rare, a few do exist for analog-to-digital and digital-to-analog converters, as well as for some video and disk memory interfaces.

Figure 10-11 illustrates a 16-bit input device connected to function at 8-bit I/O addresses 64H and 65H. Notice that the PAL16L8 decoder does not have a connection for address bit BLE (A0) and BHE because these signals do not apply to 16-bit wide I/O devices. The program for the PAL16L8 is illustrated in Example 10-5 to show how the enable signals are generated for the three-state buffers (74ALS244) used as input devices.

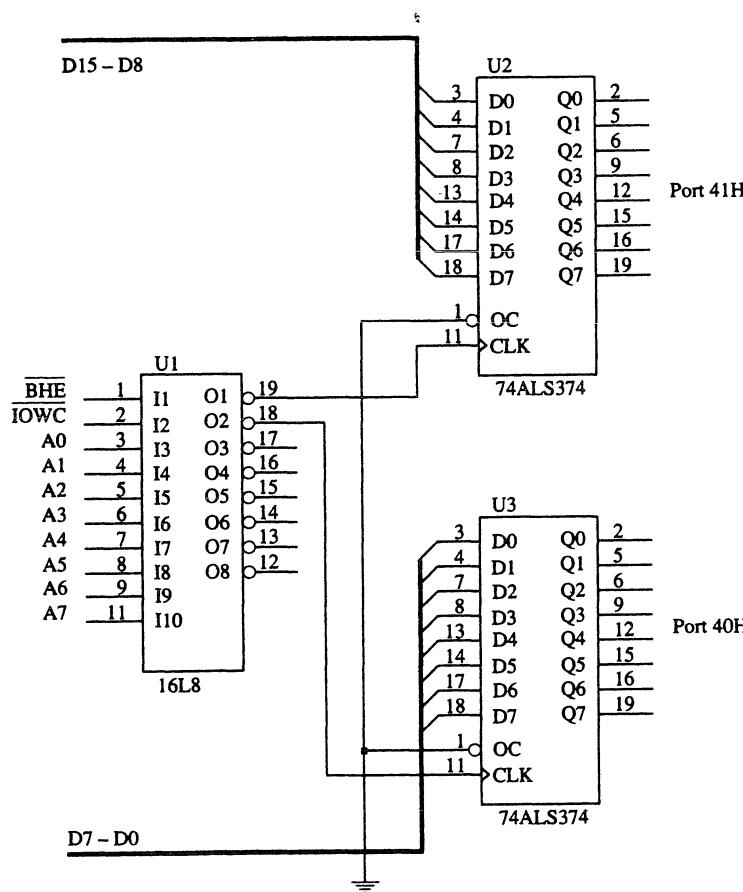
#### EXAMPLE 10-5

AUTHOR Barry B. Brey

COMPANY BreyCo

DATE 7/5/96

**FIGURE 10-10** An I/O port decoder that selects ports 40H and 41H for output data



```

CHIP DECODERB PAL16L8
;pins 1 2 3 4 5 6 7 8 9 10
 IORC A1 A2 A3 A4 A5 A6 A7 NC GND
;pins 11 12 13 14 15 16 17 18 19 20
 NC NC NC NC NC NC NC NC O6X VCC

EQUATIONS
/O6X = /IORC * /A7 * A6 * A5 * /A4 * /A3 * /A2 * /A1

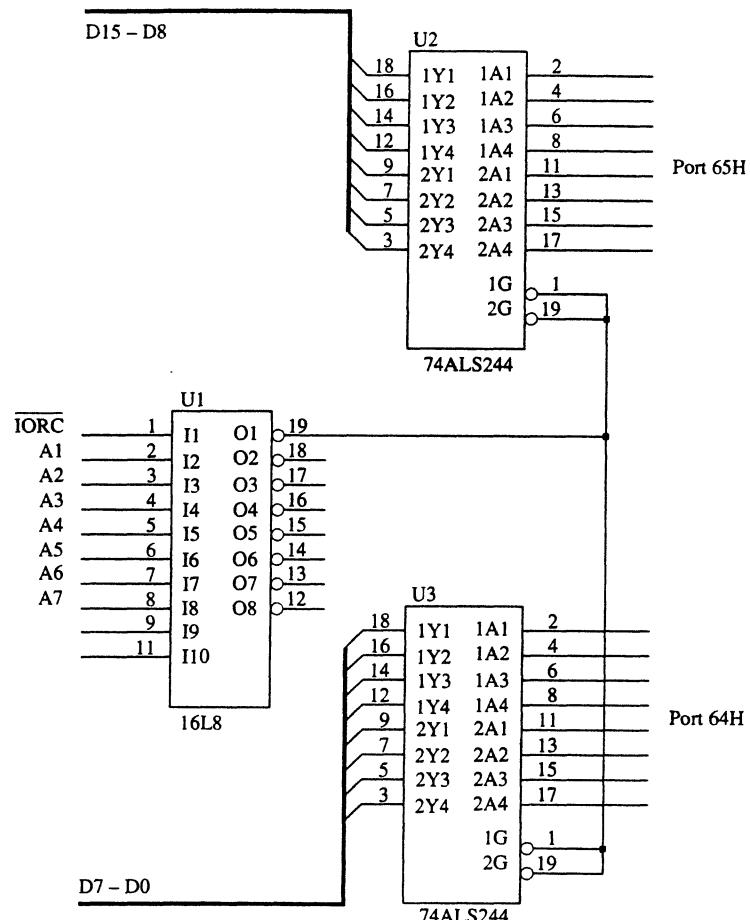
```

### 32-Bit Wide I/O Ports

Although 32-bit wide I/O ports are not common, they may eventually become commonplace because of new buses found in computer systems. The once-promising EISA system bus supports 32-bit I/O as well as the VESA local and current PCI bus, but these are only found in some computer systems.

The circuit of Figure 10-12 illustrates a 32-bit input port for the 80386DX or 80486 microprocessors. As with prior interfaces, this circuit uses a single PAL to decode the I/O ports and four 74LS244 buffers to connect the I/O data to the data bus. The I/O ports decoded by this interface are 8-bit ports 70H-73H, as illustrated by the PAL program in Example 10-6. Also notice again that we decode only an 8-bit I/O port address.

**FIGURE 10–11** A 16-bit I/O port decoded at I/O addresses 64H and 65H



### EXAMPLE 10–6

AUTHOR Barry B. Brey  
 COMPANY BreyCo  
 DATE 7/6/96  
 CHIP DECODERC PAL16L8

```
:pins 1 2 3 4 5 6 7 8 9 10
 IORC A7 A6 A5 A4 A3 A2 NC NC GND

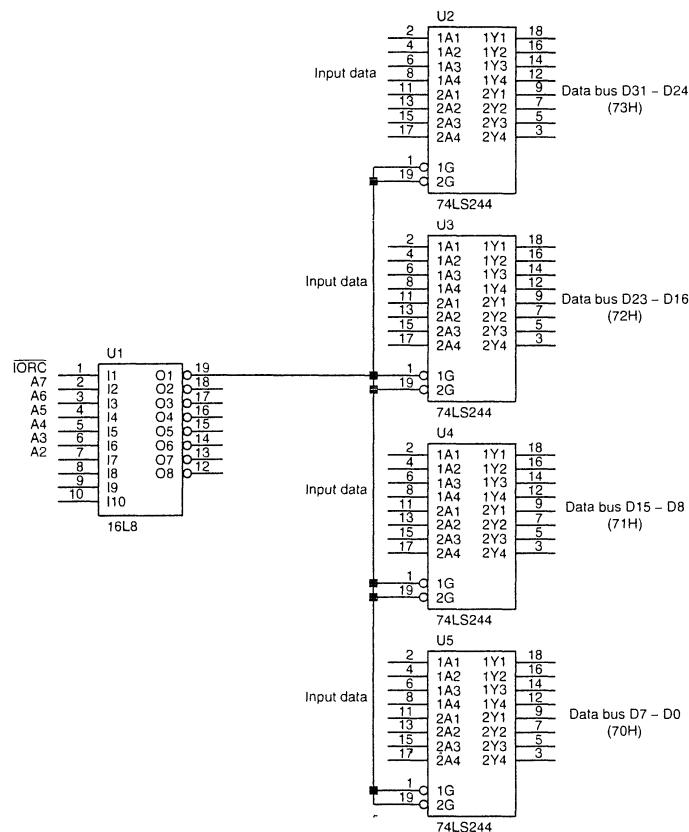
:pins 11 12 13 14 15 16 17 18 19 20
 NC NC NC NC NC NC NC SEL VCC
```

#### EQUATIONS

$$\text{/SEL} = \text{/IORC} * \text{/A7} * \text{A6} * \text{A5} * \text{A4} * \text{/A3} * \text{/A2}$$

With the Pentium/Pentium Pro microprocessors and their 64-bit data bus, I/O ports appear in various banks as determined by the I/O port address. For example, 8-bit I/O port 0034H appears in Pentium I/O bank 5, while the 16-bit I/O port 0034H–0035H appears in Pentium banks 5 and 6. A 32-bit I/O access in the Pentium system can appear in any four consecutive I/O banks. For example, 32-bit I/O port 0100H–0103H appears in banks 0–3.

**FIGURE 10-12** A 32-bit input port decoded at bytes 70H–73H



## 10-3

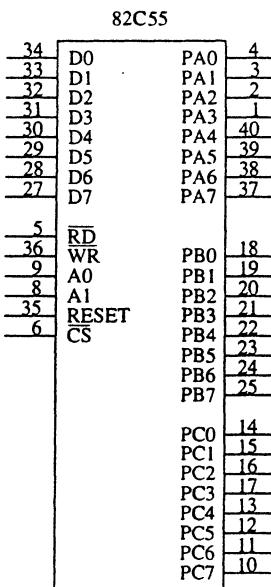
## THE PROGRAMMABLE PERIPHERAL INTERFACE

The 82C55 programmable peripheral interface (PPI) is a very popular low-cost interfacing component found in many applications. The PPI has 24 pins for I/O, programmable in groups of 12 pins, that are used in three separate modes of operation. The 82C55A can interface any TTL-compatible I/O device to the microprocessor. The 82C55A (CMOS version) requires the insertion wait states if operated with a microprocessor using higher than an 8 MHz clock. It also provides at least 2.5 mA of sink (logic 0) current at each output with a maximum of 4.0 mA. Because I/O devices are inherently slow, wait states used during I/O transfers do not impact significantly upon the speed of the system. The 82C55 still finds application (compatible for programming, although it may not appear in the system as a discrete 82C55) even in the latest 80486- or Pentium Pro-based computer system. The 82C55 is used for interface to the keyboard and the parallel printer port in many of these personal computers. It also controls the timer and reads data from the keyboard interface.

### Basic Description of the 8255

Figure 10-13 illustrates the pin-out diagram of the 82C55. Its three I/O ports (labeled A, B, and C) are programmed in groups of 12 pins. Group A connections consist of port A ( $PA_7 - PA_0$ ) and the upper half of port C ( $PC_7 - PC_4$ ), and group B consists of port B ( $PB_7 - PB_0$ ) and the lower half of port C ( $PC_3 - PC_0$ ).

**FIGURE 10–13** The pin-out of the 82C55 peripheral interface adapter (PPI)



of port C ( $PC_3$ – $PC_0$ ). The 82C55 is selected by its  $\overline{CS}$  pin for programming and for reading or writing to a port. Register selection is accomplished through the  $A_1$  and  $A_0$  input pins, which select an internal register for programming or operation. Table 10–2 shows the I/O port assignments used for programming and access to the I/O ports. In the personal computer, an 82C55 or its equivalent is decoded at I/O ports 60H–63H.

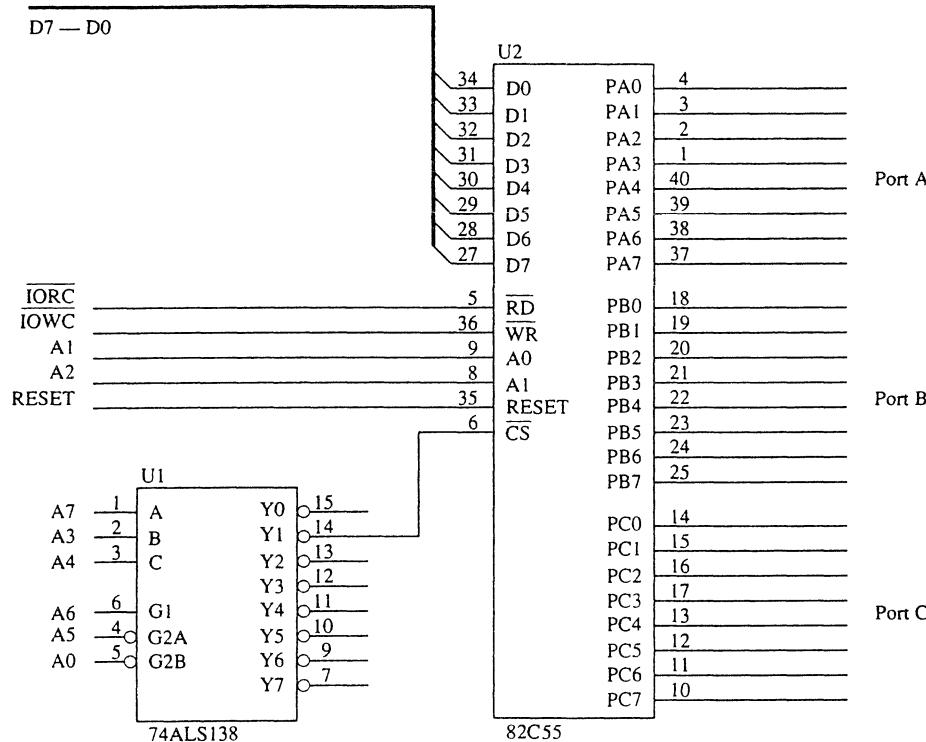
The 82C55 is a fairly simple device to interface to the microprocessor and program. For the 82C55 to be read or written, the  $\overline{CS}$  input must be a logic 0 and the correct I/O address must be applied to the  $A_1$  and  $A_0$  pins. The remaining port address pins are don't cares as far as the 82C55 is concerned, and are externally decoded to select the 82C55.

Figure 10–14 shows an 82C55 connected to the 80386SX so that it functions at 8-bit I/O port addresses C0H (port A), C2H (port B), C4H (port C), and C6H (command register). This interface uses the low bank of the 80386SX I/O map. Notice from this interface that all of the 82C55 pins are direct connections to the 80386SX, except for the  $\overline{CS}$  pin. The  $\overline{CS}$  pin is decoded and selected by a 74ALS138 decoder.

The RESET input to the 82C55 initializes the device whenever the microprocessor is reset. A RESET input to the 82C55 causes all ports to be set up as simple input ports using mode 0 operation. Because the port pins are internally programmed as input pins on a reset, damage is prevented when the power is first applied to the system. After a RESET, no other commands are needed to program the 82C55 as long as it is used as an input device at all three ports. Note that an 82C55 is interfaced to the personal computer at port addresses 60H–63H for keyboard control and also for controlling the speaker, timer, and other internal devices such as memory expansion. This is true for any AT or earlier style of personal computer system.

**TABLE 10–2** I/O port assignments for the 8255

| $A_1$ | $A_0$ | Function         |
|-------|-------|------------------|
| 0     | 0     | Port A           |
| 0     | 1     | Port B           |
| 1     | 0     | Port C           |
| 1     | 1     | Command Register |



**FIGURE 10–14** The 82C55 interfaced to the low bank of the 80386SX microprocessor

### Programming the 82C55

The 82C55 is easy to program because it contains only two internal command registers, as illustrated in Figure 10–15. Notice that bit position 7 selects either command byte A or command byte B. Command byte A programs the function of group A and B, while command byte B sets (1) or resets (0) bits of port C only if the 82C55 is programmed in mode 1 or 2.

Group B pins (port B and the lower part of port C) are programmed as either input or output pins. Group B can operate in either mode 0 or mode 1. Mode 0 is the basic input/output mode that allows the pins of group B to be programmed as simple input and latched output connections. Mode 1 operation is the strobed operation for group B connections, where data are transferred through port B and handshaking signals are provided by port C.

Group A pins (port A and the upper part of port C) are also programmed as either input or output pins. The difference is that group A can operate in modes 0, 1, and 2. Mode 2 operation is a bi-directional mode of operation for port A.

If a 0 is placed in bit position 7 of the command byte, command byte B is selected. This command allows any bit of port C to be set (1) or reset (0) if the 82C55 is operated in either mode 1 or 2. Otherwise, this command byte is not used for programming. We often use the bit set/reset function in control system to set or clear a control bit at port C.

### Mode 0 Operation

Mode 0 operation causes the 82C55 to function as either a buffered input device or as a latched output device. These are the same as the basic input and output circuits discussed in the first section of this chapter.

**FIGURE 10–15** The command byte of the command register in the 82C55. (a) Programs ports A, B, and C  
 (b) Sets or resets the bit indicated in the select a bit field

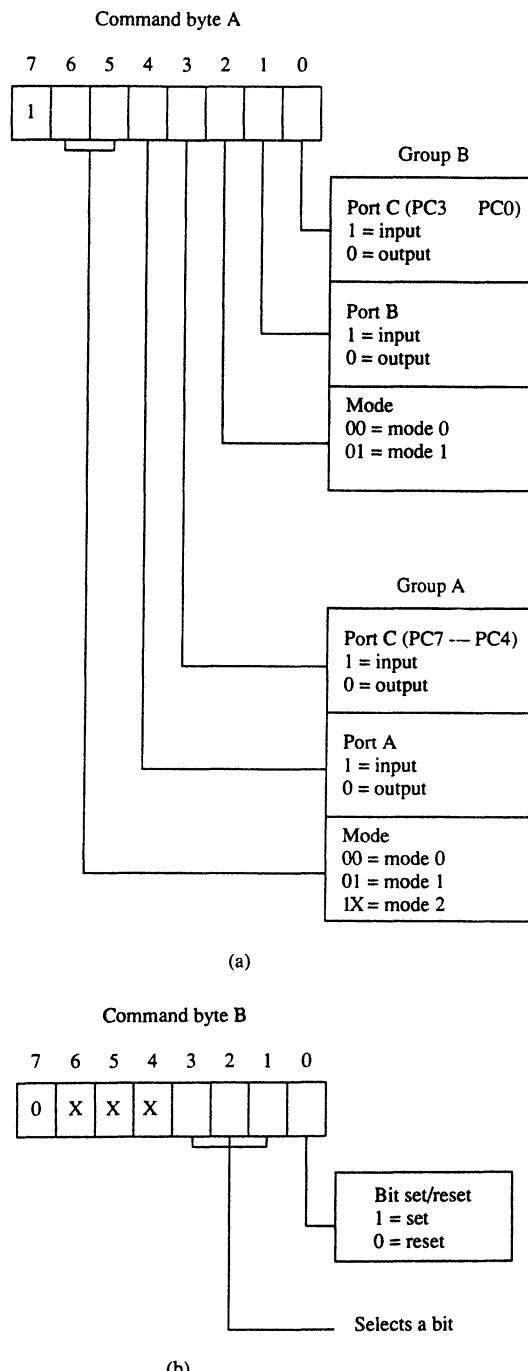


Figure 10–16 shows the 82C55 connected to a set of eight 7-segment LED displays. In this circuit, both ports A and B are programmed as (mode 0) simple latched output ports. Port A provides the segment data inputs to the display and port B provides a means of selecting a display position at a time for multiplexing the displays. The 82C55 is interfaced to an 8088 microprocessor through a PAL16L8 so that it functions at I/O port numbers 0700H–0703H. The program for the

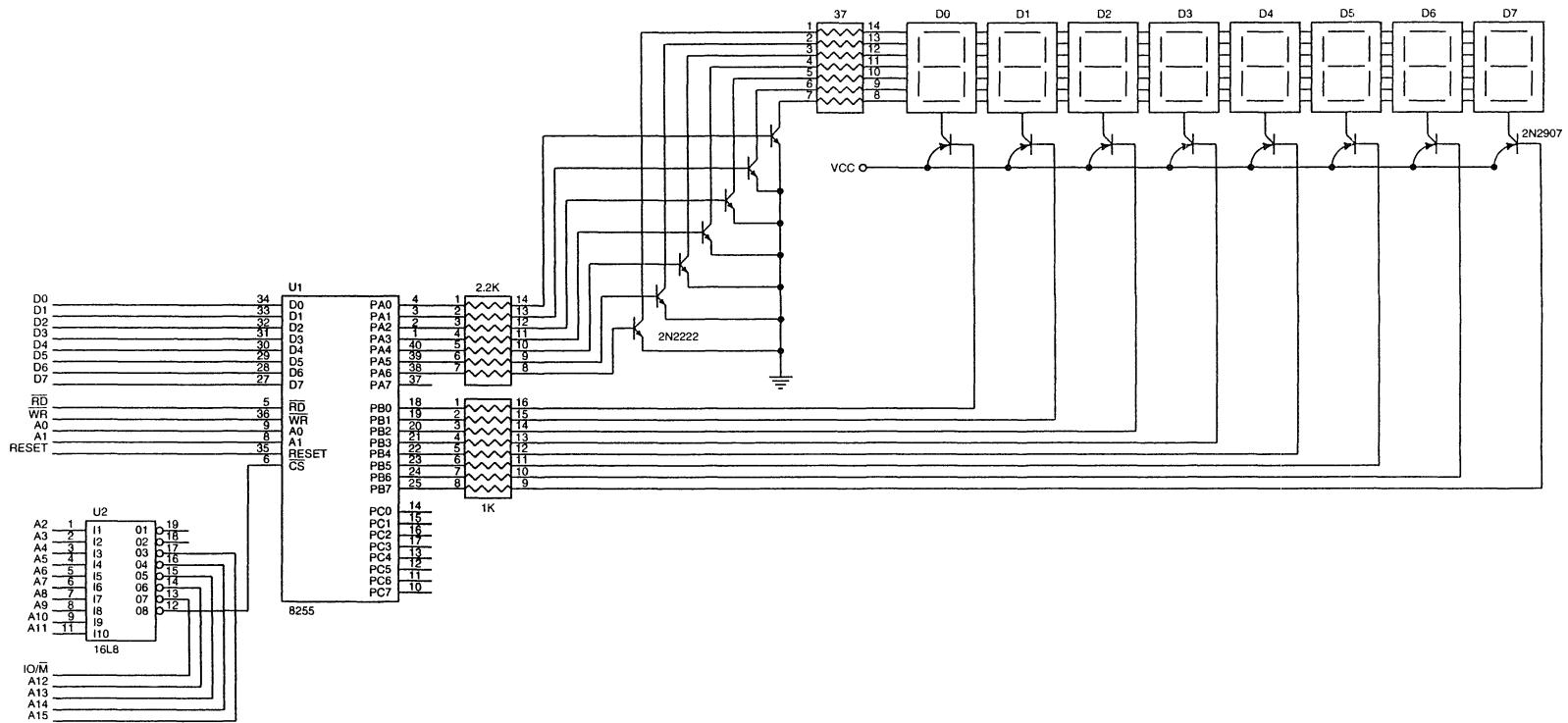


FIGURE 10-16 An 8-digit LED display interfaced to the 8088 microporcessor through an 82C55 PIA

PAL16L8 is listed in Example 10–7. The PAL decodes the I/O address and also develops the lower write strobe for the WR pin of the 82C55.

### EXAMPLE 10–7

```
AUTHOR Barry B. Brey
COMPANY BreyCo
DATE 7/6/96
CHIP DECODERD PAL16L8
```

```
;pins 1 2 3 4 5 6 7 8 9 10
 A2 A3 A4 A5 A6 A7 A8 A9 A10 GND

;pins 11 12 13 14 15 16 17 18 19 20
 A11 CS IOM A12 A13 A14 A15 NC NC VCC
```

#### EQUATIONS

```
/CS = /A15 * /A14 * /A13 * /A12 * /A11 * A10 * A9 * A8 * /A6 * /A5 * /A4 * /A3 *
/A2 * /IOM
```

The resistor values are chosen in Figure 10–16 so that the segment current is 80 mA. This current is required to produce an average current of 10 mA per segment as the displays are multiplexed. A 6-digit display would use a segment current of 60 mA for an average of 10 mA per segment. In this type of display system, only one of the eight display positions is on at any given instant. The peak anode current in an 8-digit display is 560 mA (7 segments  $\times$  80 mA), but the average anode current is 80 mA. In a 6-digit display, the peak current would be 420 mA (7 segments  $\times$  60 mA). Whenever displays are multiplexed, we increase the segment current from 10 mA (for a display that uses 10 mA per segment as the nominal current) to a value equal to the number of display positions times 10 mA. This means that a 4-digit display uses 40 mA per segment, a 5-digit display uses 50 mA, and so on.

In this display, the segment load resistor passes 80 mA of current and has a voltage of approximately 3.0V across it. The LED is 1.65V nominally and a few tenths are dropped across the anode switch and the segment switch, hence a voltage of 3.0V across the segment load resistor. The value of the resistor is  $3.0V/80mA = 37.5 \Omega$ . The closest standard resistor value of 37  $\Omega$  is used in Figure 10–16 for the segment load.

The resistor in series with the base of the segment switch assumes that the minimum gain of the transistor is 100. The base current is therefore  $80mA/100 = 0.8$  mA. The voltage across the base resistor is approximately 3.0V (the minimum logic 1 voltage level of the 82C55) minus the drop across the emitter-base junction (0.7V), or 2.3V. The value of the base resistor is then  $2.3V/0.8mA = 2.875$  K $\Omega$ . The closest standard resistor value is 2.7 K $\Omega$ , but a 2.2 K $\Omega$  is chosen for this circuit.

The anode switch has a single resistor on its base. The current through the resistor is  $560mA/100 = 5.6$  mA because the minimum gain of the transistor is 100. This exceeds the maximum current of 4.0 mA from the 82C55, but this is small enough that it will work without problem. The maximum current assumes that you are using the port pin as a TTL input to another circuit. If the amount of current was over 8.0–10.0 mA, then appropriate circuitry in the form of either a Darlington pair or another transistor switch would be required. Here the voltage across the base resistor is 5.0V minus the drop across the emitter-base junction (0.7V) minus the voltage at the port pin (0.4V) for a logic 0 level. The value of the resistor is  $3.9V/5.6mA = 696 \Omega$ . The closest standard resistor value is 690  $\Omega$ , but a 1 K $\Omega$  is chosen in this example.

Before software to operate the display is examined, we must first program the 82C55. This is accomplished with the short sequence of instructions listed in Example 10–8. Here port A and B are both programmed as outputs.

**EXAMPLE 10-8**

```
;programming the 82C55 PIA
;
0000 B0 80 MOV AL,1000000B
0002 BA 0703 MOV DX,703H ;address command
0005 EE OUT DX,AL ;program 82C55
```

The procedure to drive these displays is listed in Example 10-9. For this display system to function correctly, we must call this procedure often. Notice that the procedure calls another procedure (DELAY) that causes a 1 ms time delay. This time delay is not illustrated in this example, but is used to allow time for each display position to turn on. It is recommended by the manufacturers of LED displays that the display flash be between 100 Hz and 1,500 Hz. Using a 1 ms time delay, we light each digit for 1 ms for a total display flash rate of 1000 Hz / 8 display, or a flash rate of 125.

**EXAMPLE 10-9**

```
;A procedure that scans the 8-digit LED display.
;This procedure must be called from a program
;whenever possible to display 7-segment
;coded data from memory.
;
0006 DISP PROC NEAR
;
0006 9C PUSHF ;save registers
0007 50 PUSH AX
0008 53 PUSH BX
0009 52 PUSH DX
000A 56 PUSH SI
;
;setup registers for display
;
000B BB 0008 MOV BX,8 ;load count
000E B4 7F MOV AH,7FH ;load selection pattern
0010 BE 00FF R MOV SI,[MEM-1];address data
0013 BA 0701 MOV DX,701H ;address Port B
;
;display 8 digits
;
0016 DISP1:
0016 8A C4 MOV AL,AH ;select a digit
0018 EE OUT DX,AL
0019 4A DEC DX ;address Port A
001A 8A 00 MOV AL,[BX+SI] ;get 7-segment data
001C EE OUT DX,AL
001D E8 029A R CALL DELAY ;wait one millisecond
0020 D0 CC ROR AH,1 ;address next digit
0022 42 INC DX ;address Port B
0023 4B DEC BX ;adjust count
0024 75 F0 JNZ DISP1 ;repeat 8 times
;
0026 5E POP SI ;restore registers
0027 5A POP DX
0028 5B POP BX
0029 58 POP AX
002A 9D POPF
002B C3 RET
;
002C DISP ENDP
```

The display procedure (DISP) addresses an area of memory where the data, in 7-segment code, is stored for the eight display digits. The AH register is loaded with a code (7FH) that initially addresses the most-significant display position. Once this position is selected, the

contents of memory location MEM +7 is addressed and sent to the most-significant digit. The selection code is then adjusted to select the next display digit, as is the address. This process repeats eight times to display the contents of location MEM through MEM +7 on the eight display digits.

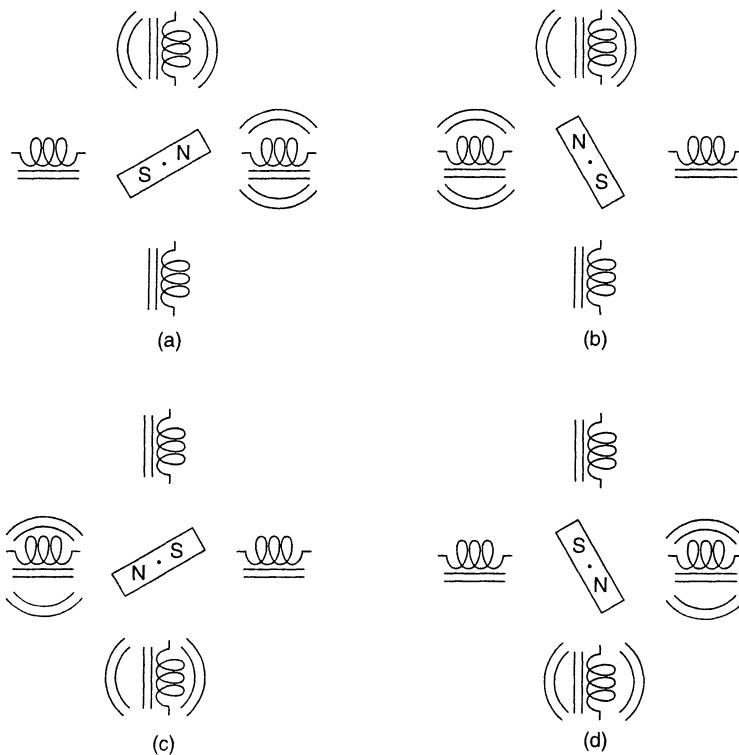
**A Stepper Motor Interfaced to the 82C55.** Another device often interfaced to a computer system is the *stepper motor*. A stepper motor is a digital motor because it is moved in discrete steps as it traverses through 360°. A common stepper motor is geared to move perhaps 15° per step in an inexpensive stepper motor to 1° per step in a more costly high-precision stepper motor. In all cases, these steps are gained through many magnetic poles and/or gearing. Notice that two coils are energized in Figure 10–17. If less power is required, one coil may be energized at a time, causing the motor to step at 45°, 135°, 225°, and 315°.

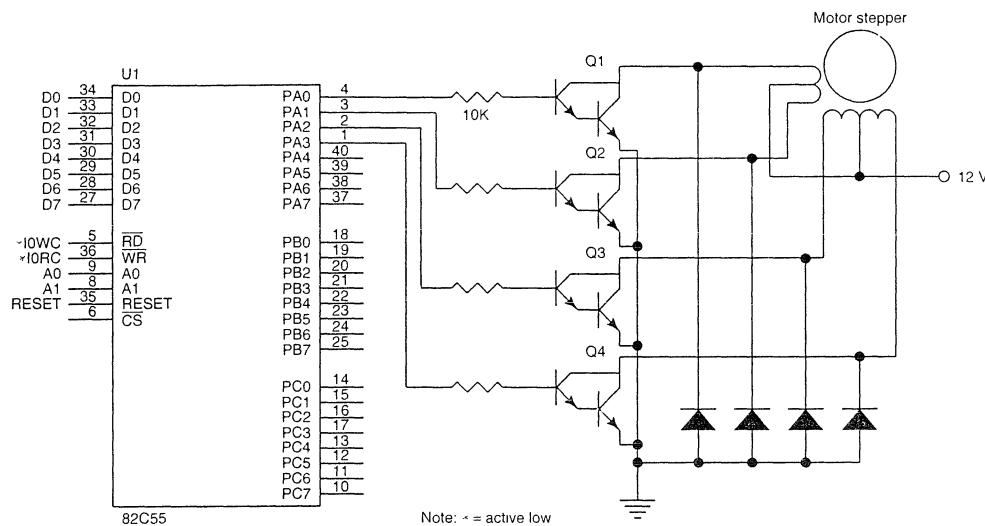
Figure 10–17 shows a four-coil stepper motor that uses an armature with a single pole. Notice that the illustration shows the stepper motor four times with the armature (permanent magnetic) rotated to four discrete places. This is accomplished by energizing the coils as shown. This is an illustration of full stepping. The stepper motor is driven using NPN Darlington amplifier pairs to provide a large current to each coil.

A circuit that can drive this stepper motor is illustrated in Figure 10–18 with the four coils shown in place. This circuit uses the 82C55 to provide it with the drive signals used to rotate the armature of the motor in either the right-hand or left-hand direction.

A simple procedure that drives the motor (assuming port A is programmed in mode 0 as an output device) is listed in Example 10–10. This subroutine is called with CX holding the number of steps and direction of the rotation. If CX > 8000H, the motor spins in the right-hand direction; if CX < 8000H, it spins in the left-hand direction. The leftmost bit of CX is removed, and the remaining 15-bits contain the number of steps. Notice that the procedure uses a time delay (not

**FIGURE 10–17** The stepper motor showing full-step operation. (a) 45° (b) 135° (c) 225° (d) 315°





**FIGURE 10-18** A stepper motor interfaced to the 82C55. This illustration does not show the decoder.

illustrated) that causes a 1 ms time delay. This time delay is required to allow the stepper motor armature time to move to its next position.

#### EXAMPLE 10-10

```

= 0040 PORT EQU 40H ;assign Port A
; ;A procedure to control stepper motor.
;
0000 STEP PROC NEAR
;
0000 A0 0000 R MOV AL, POS ;get position
0003 81 F9 8000 CMP CX, 8000H
0007 77 10 JA RH ;if right-hand direction
0009 83 F9 00 CMP CX, 0
000C 74 14 JE STEP_OUT ;if no steps
000E STEP1:
000E D0 C0 ROL AL, 1 ;step left
0010 E6 40 OUT PORT, AL
0012 E8 0011 CALL DELAY ;wait one millisecond
0015 E2 F7 LOOP STEP1 ;repeat until CX = 0
0017 EB 09 JMP STEP_OUT
0019 RH:
0019 81 E1 7FFF AND CX, 7FFFH ;clear bit 15
001D RH1:
001D D0 C8 ROR AL, 1 ;step right
001F E6 40 OUT PORT, AL
0021 E8 0006 CALL DELAY ;wait one millisecond
0024 E2 F7 LOOP RH1 ;repeat until CX = 0
0026 STEP_OUT:
0026 A2 0000 MOV POS, AL ;save position
0029 C3 RET
;
0029 STEP ENDP

```

The current position is stored in memory location POS, which must be initialized with 33H, 66H, 0CCH, or 99H. This allows a simple ROR (step right) or ROL (step left) instruction to rotate the binary bit pattern for the next step.

Stepper motors can also be operated in the half-step mode, which allows eight steps per sequence. This is accomplished by using the full-step sequence described with a half step obtained by energizing one coil interspersed between the full steps. Half stepping allows the armature to be positioned at 0°, 90°, 180°, and 270°. The half-step position codes are 11H, 22H, 44H, and 88H. A complete sequence of eight steps would follow as: 11H, 33H, 22H, 66H, 44H, 0CCH, 88H, and 99H. This sequence could either be output from a lookup table or generated with software.

**Key Matrix Interface.** Keyboards come in a vast variety of sizes, from the standard 101-key QWERTY keyboards interfaced to the microprocessor to small, specialized keyboards that may contain only 4 to 16 keys. This section of the text concentrates on the smaller keyboards that may be purchased, pre-assembled, or constructed out of individual key switches.

Figure 10–19 illustrates a small-key matrix that contains 16 switches interfaced to ports A and B of an 82C55. In this example, the switches are formed into a  $4 \times 4$  matrix, but any matrix could be used, such as a  $2 \times 8$ . Notice how the keys are organized into four rows (ROW0–ROW3) and four columns (COL0–COL3). Also notice that each row is connected to 5.0V through a  $10\text{ K}\Omega$  pull-up resistor to ensure that the row is pulled high when no push-button switch is closed.

The 82C55 is decoded (PAL program not shown) at I/O ports 50H–53H for an 8088 microprocessor. Port A is programmed as an input port to read the rows, and port B is programmed as an output port to select a column. For example, if 1110 is output to port B pins PB3–PB0, column zero has a logic 1, so the four keys in column zero are selected. Notice that with a logic 0 on PB0, the only switches that can place a logic 0 onto port A are switches 0–3. If switches 4–F are closed, the corresponding port A pins remain a logic 1. Likewise, if a 1101 is output to port B, switches 4–7 are selected and so forth.

A flowchart of the software required to read a key from the keyboard matrix and debounce the key is illustrated in Figure 10–20. De-bouncing is normally accomplished with a short time delay of from 10–20 ms. The flowchart contains three main sections. The first waits for the release of a key. This seems awkward, but software executes very quickly in a microprocessor and there is a possibility that the program will return to the top of this program before the key is released, so we must wait for a release first. Next the flowchart shows that we wait for a keystroke. Once the keystroke is detected, the position of the key is calculated in the final part of the flowchart.

The software uses a procedure called SCAN to scan the keys, and another called DELAY to waste 10 ms of time for de-bouncing. The main keyboard procedure is called KEY, and it appears with the others in Example 10–11. Note that the SCAN procedure is generic, so it can handle any configuration of keyboard from a  $2 \times 2$  matrix to an  $8 \times 8$ . Changing the two equates at the start of the program (ROW and COL) will change the configuration of the software for any size keyboard. Also note that the example does not show the steps required to initialize the 82C55 so that port A is an input port and port B is an output port.

### EXAMPLE 10–11

```

;A keyboard procedure that scans the keyboard and
;returns with the numeric code of the key in AL.
;
= 0004 ROWS EQU 4 ;number of rows
= 0004 COLS EQU 4 ;number of columns
= 0050 PORTA EQU 50H ;port A address
= 0051 PORTB EQU 51H ;port B address

0000 KEY PROC NEAR USES CX
0001 E8 002F CALL SCAN ;test all keys
0004 75 FA JNZ KEY ;if key closed
0006 E8 0048 CALL DELAY ;wait for about 10 ms
0009 E8 0027 CALL SCAN ;test all keys
000C 75 F2 JNZ KEY ;if key closed

```

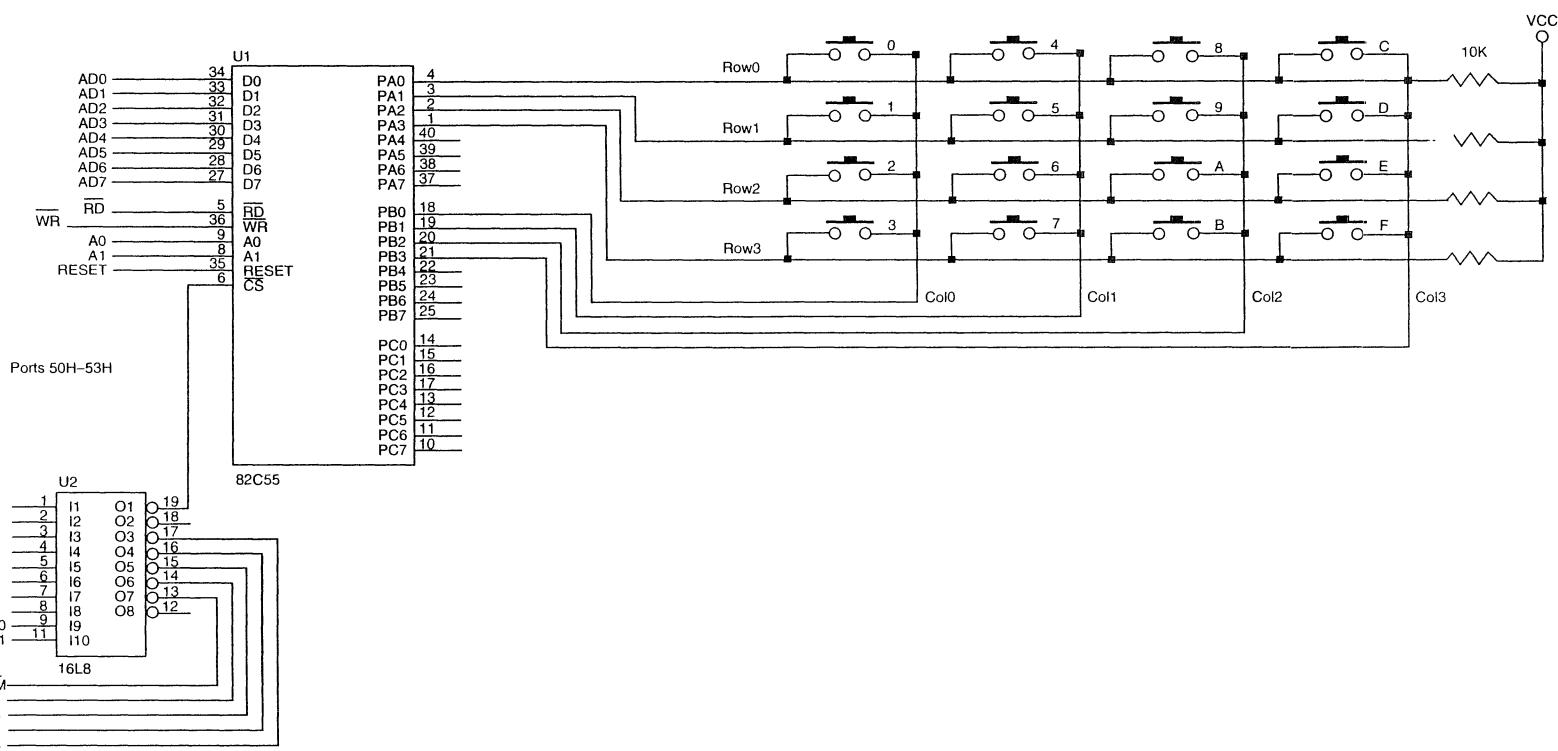
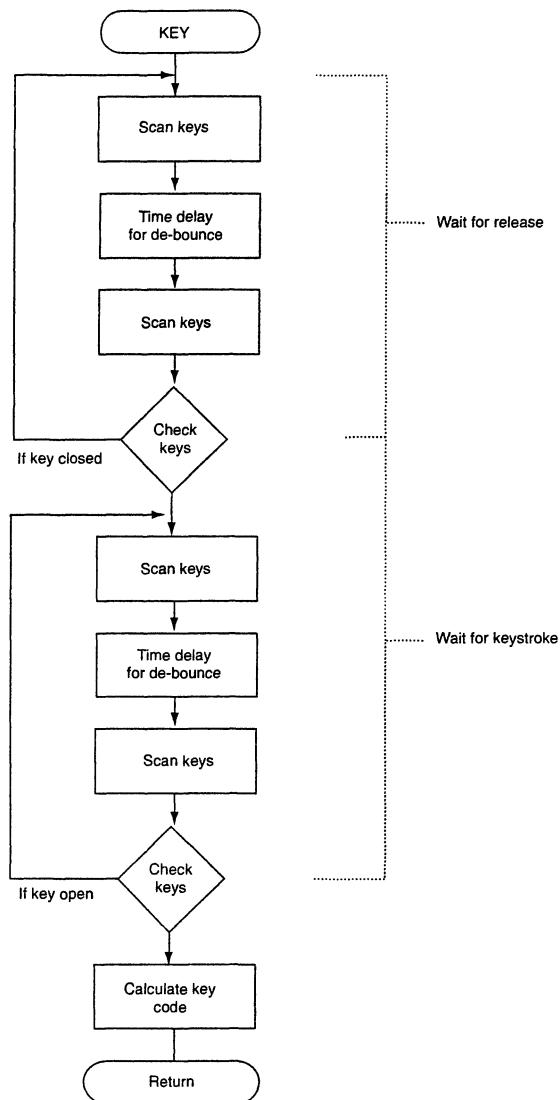


FIGURE 10-19 A  $4 \times 4$  keyboard matrix connected to an 8088 microprocessor through the 82C55 PIA

**FIGURE 10–20** The flowchart of a keyboard-scanning procedure



|  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|--|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | <b>KEY1:</b><br>000E E8 0022      CALL SCAN ;test all keys<br>0011 74 FB      JZ KEY1 ;if no key closed<br>0013 E8 003B      CALL DELAY ;wait for about 10 ms<br>0016 E8 001A      CALL SCAN ;test all keys<br>0019 74 F3      JZ KEY1 ;if no key closed<br>001B 50      PUSH AX ;save row codes<br>001C B0 04      MOV AL,COLS ;calculate starting row key<br>001E 2A C1      SUB AL,CL<br>0020 B5 04      MOV CH,ROWS<br>0022 F6 E5      MUL CH<br>0024 8A C8      MOV CL,AL<br>0026 FE C9      DEC CL<br>0028 58      POP AX<br><b>KEY2:</b><br>0029 D0 C8      ROR AL,1 ;find row position<br>002B FE C1      INC CL<br>002D 72 FA      JC KEY2<br>002F 8A C1      MOV AL,CL ;mode code to AL |
|--|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

```

RET

0033 KEY ENDP

0033 SCAN PROC NEAR USES BX
0034 B1 04 MOV CL,ROWS ;form row mask
0036 B7 FF MOV BH,0FFH
0038 D2 E7 SHL BH,CL
003A B9 0004 MOV CX,COLS ;load column count
003D B3 FE MOV BL,0FEH ;get selection code
003F SCAN1:
003F 8A C3 MOV AL,BL ;select column
0041 E6 51 OUT PORTB,AL
0043 D0 C3 ROL BL,1
0045 E4 50 IN AL,PORTA ;read rows
0047 0A C7 OR AL,BH
0049 3C FF CMP AL,0FFH ;test for a key
004B 75 02 JNZ SCAN2
004D E2 F0 LOOP SCAN1
004F SCAN2:
004F RET

0051 SCAN ENDP

0051 DELAY PROC NEAR USES CX
0052 B9 1388 MOV CX,5000 ;10ms (8MHz clock)
0055 DELAY1:
0055 E2 FE LOOP DELAY1
0055 RET

0059 DELAY ENDP

```

A note about the SCAN procedure. The time between where the keyboard column is selected and where the rows are read is very short. In a very high-speed system, a small time delay must be placed between these two points for the data at port A to settle to its final state. In most cases, this is not needed.

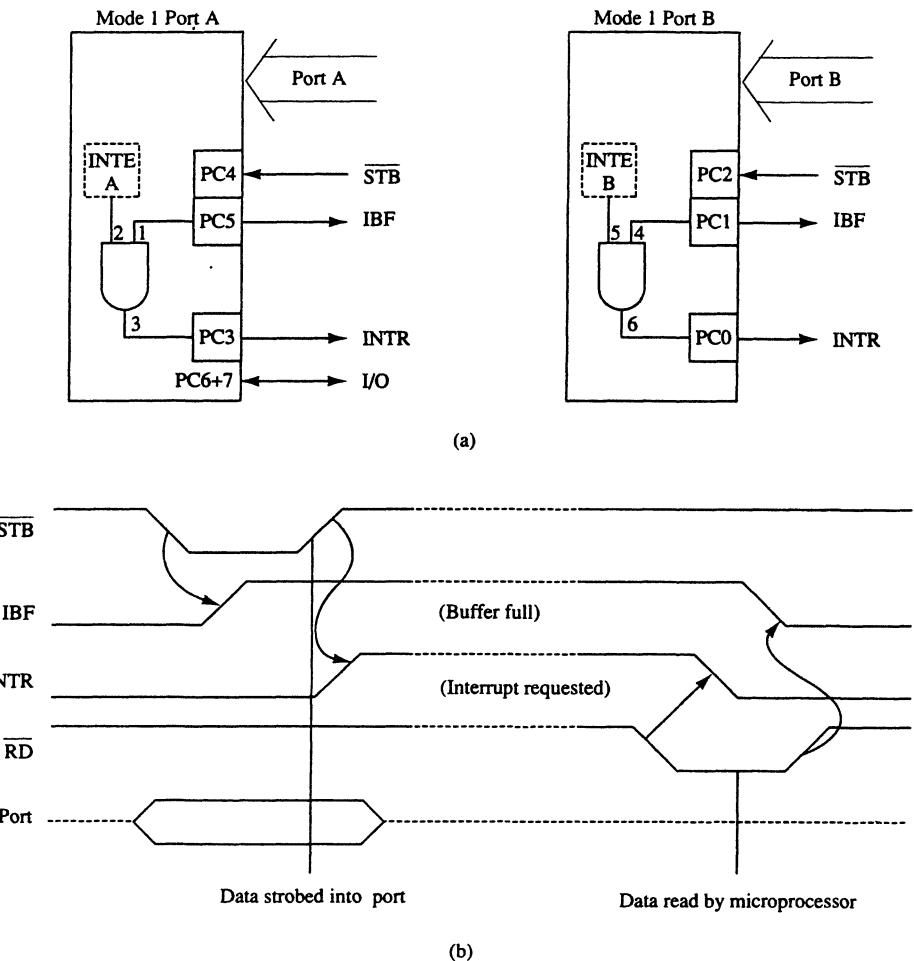
## Mode 1 Strobed Input

Mode 1 operation causes port A and/or port B to function as latching input devices. This allows external data to be stored into the port until the microprocessor is ready to retrieve it. Port C is also used in mode 1 operation, not for data, but for control or handshaking signals that help operate either or both port A and port B as strobed input ports. Figure 10-21 shows how both ports are structured for mode 1 strobed input operation and also the timing diagram.

The strobed input port captures data from the port pins when the strobe ( $\overline{STB}$ ) is activated. Note that strobe captures the port data on the 0-to-1 transition. The  $\overline{STB}$  signal causes data to be captured in the port and also activates the IBF (input buffer full) and INTR (interrupt request) signals. Once the microprocessor, through software (IBF) or hardware (INTR), notices that data are strobed into the port, it executes an IN instruction to read the port ( $\overline{RD}$ ). The act of reading the port restores both IBF and INTR to their inactive states until the next datum is strobed into the port.

### *Signal Definitions for Mode 1 Strobed Input*

- |             |                                                                                                                                                                                                                                   |
|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>STB</b>  | The <b>strobe</b> input loads data into the port latch, which holds the information until it is input to the microprocessor via the IN instruction.                                                                               |
| <b>IBF</b>  | <b>Input buffer full</b> is an output that indicates the input latch contains information.                                                                                                                                        |
| <b>INTR</b> | <b>Interrupt request</b> is an output that requests an interrupt. The INTR pin becomes a logic 1 when the $\overline{STB}$ input returns to a logic 1 and is cleared when the data are input from the port by the microprocessor. |



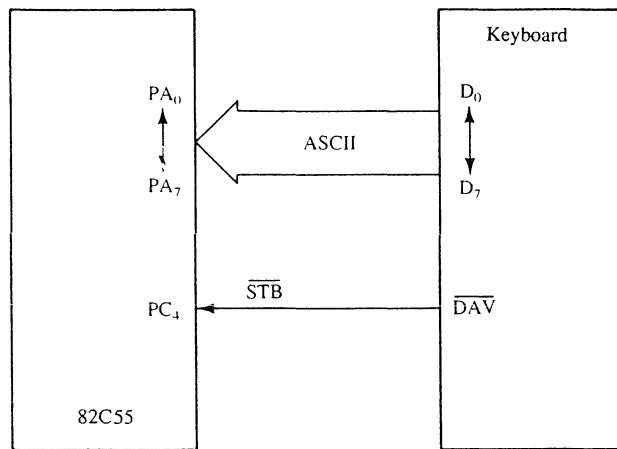
**FIGURE 10-21** Strobed input operation (mode 1) of the 82C55. (a) Internal structure, and (b) timing diagram

- INTE** The interrupt enable signal is neither an input nor an output, but an internal bit programmed via the port PC4 (port A) or PC2 (port B) bit position.
- PC<sub>7</sub>, PC<sub>6</sub>** The port C pins 7 and 6 are general purpose I/O pins that are available for any purpose.

**Strobed Input Example.** An excellent example of a strobed input device is a keyboard. The keyboard encoder de-bounces the key-switches and provides a strobe signal whenever a key is depressed and the data output contain the ASCII-coded key code. Figure 10-22 illustrates a keyboard connected to strobed input port A. Here **DAV** (data available) is activated for 1  $\mu$ s each time that a key is typed on the keyboard. This causes data to be strobed into port A because DAV is connected to the **STB** input of port A. Each time a key is typed, therefore, it is stored into port A of the 82C55. The **STB** input also activates the IBF signal, indicating that data are in port A.

Example 10-12 shows a procedure that reads data from the keyboard each time a key is typed. This procedure reads the key from port A and returns with the ASCII code in AL. To detect a key, port C is read and the IBF bit (bit position PC<sub>5</sub>) is tested to see if the buffer is full. If

**FIGURE 10–22** Using the 82C55 for strobed input operation of a keyboard



the buffer is empty ( $\text{IBF} = 0$ ), then the procedure keeps testing this bit, waiting for a character to be typed on the keyboard.

#### EXAMPLE 10–12

```

;A procedure that reads the keyboard encoder
;and returns the ASCII character in AL.
;
= 0020 BIT5 EQU 20H
= 0022 PORTC EQU 22H
= 0020 PORTA EQU 20H
0000 READ PROC NEAR
0000 E4 22 IN AL,PORTC ;read Port C
0002 A8 20 TEST AL,BIT5 ;test IBF
0004 74 FA JZ READ ;if IBF = 0
0006 E4 20 IN AL,PORTA ;read data
0008 C3 RET
0009 READ ENDP

```

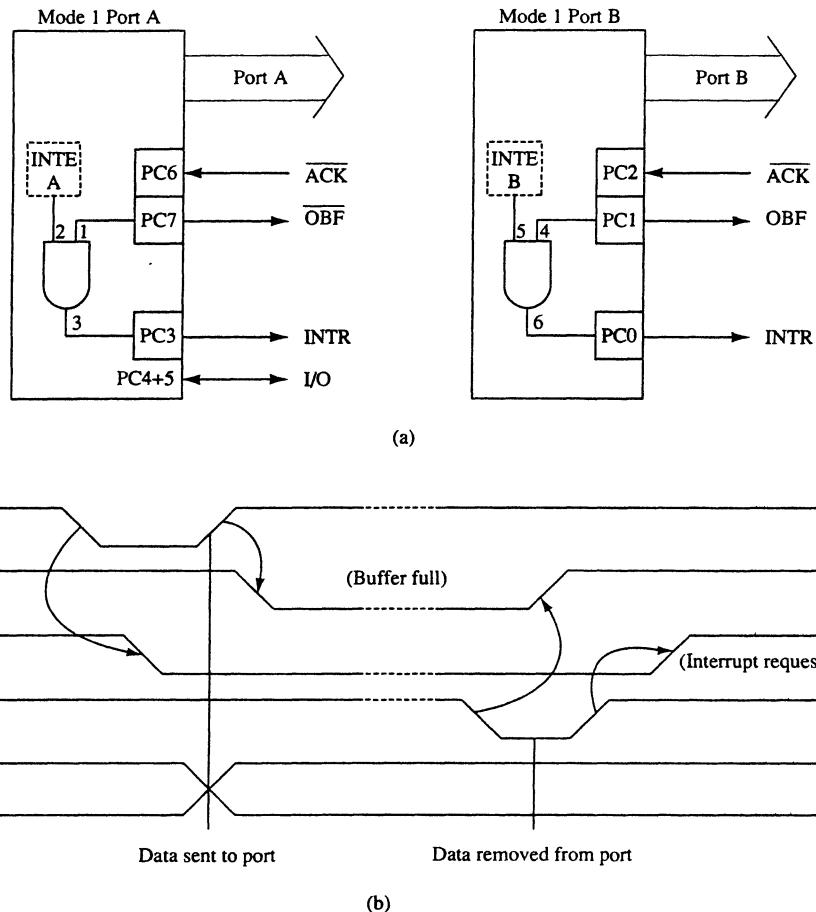
### Mode 1 Strobed Output

Figure 10–23 illustrates the internal configuration and timing diagram of the 82C55 when it is operated as a strobed output device under mode 1. Strobed output operation is similar to mode 0 output, except that control signals are included to provide handshaking.

Whenever data are written to a port programmed as a strobed output port, the  $\overline{\text{OBF}}$  (output buffer full) signal becomes a logic 0 to indicate that data are present in the port latch. This signal indicates that data are available to an external I/O device that removes the data by strobing the  $\overline{\text{ACK}}$  (acknowledge) input to the port. The  $\overline{\text{ACK}}$  signal returns the  $\overline{\text{OBF}}$  signal to a logic 1, indicating that the buffer is not full.

#### Signal Definitions for Mode 1 Strobed Output

|            |                                                                                                                                                                                                                                   |
|------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>OBF</b> | <b>Output buffer full</b> is an output that goes low whenever data are output (OUT) to the port A or port B latch. This signal is set to a logic 1 whenever the $\overline{\text{ACK}}$ pulse returns from the external device.   |
| <b>ACK</b> | The <b>acknowledge</b> signal causes the $\overline{\text{OBF}}$ pin to return to a logic 1 level. The $\overline{\text{ACK}}$ is a response from an external device that indicates it has received the data from the 82C55 port. |



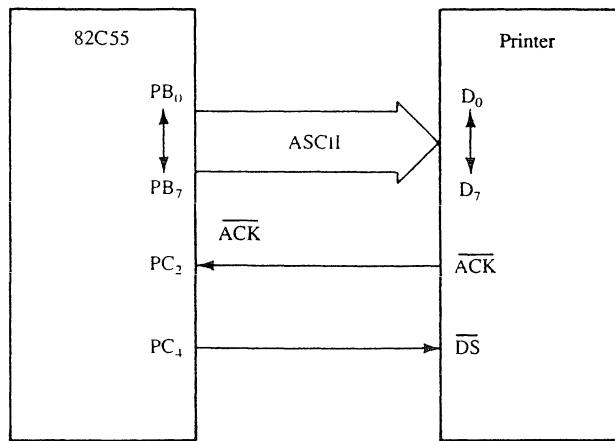
**FIGURE 10–23** Strobed output operation (mode 1) of the 82C55. (a) Internal structure, and (b) timing diagram

- |                 |                                                                                                                                                                                                                              |
|-----------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>INTR</b>     | <b>Interrupt request</b> is a signal that often interrupts the microprocessor when the external device receives the data via the $\overline{ACK}$ signal. This pin is qualified by the internal INTE (interrupt enable) bit. |
| <b>INTE</b>     | <b>Interrupt enable</b> is neither an input nor an output, but an internal bit programmed to enable or disable the INTR pin. The INTE A bit is programmed as PC <sub>6</sub> , and INTE B is PC <sub>2</sub> .               |
| <b>PC5, PC4</b> | <b>Port C bits 5 and 4</b> are general purpose I/O pins. The bit set and reset command may be used to set or reset these two pins.                                                                                           |

**Strobed Output Example.** The printer interface discussed in Section 10–1 is used here to demonstrate how to achieve strobed output synchronization between the printer and the 82C55. Figure 10–24 illustrates port B connected to a parallel printer with eight data inputs for receiving ASCII-coded data, a  $\overline{DS}$  (data strobe) input to strobe data into the printer, and an  $\overline{ACK}$  output to acknowledge the receipt of the ASCII character.

In this circuit, there is no signal to generate the  $\overline{DS}$  signal to the printer, so PC<sub>4</sub> is used with software that generates the  $\overline{DS}$  signal. The  $\overline{ACK}$  signal that is returned from the printer acknowledges the receipt of the data and is connected to the ACK input of the 82C55.

**FIGURE 10–24** The 82C55 connected to a parallel printer interface that illustrates the strobed output mode of operation for the 82C55



Example 10–13 lists the software that sends the ASCII-coded character in AH to the printer. The procedure first tests  $\overline{OBF}$  to decide if the printer has removed the data from port B. If not, the procedure waits for the  $\overline{ACK}$  signal to return from the printer. If  $\overline{OBF} = 1$ , then the procedure sends the contents of AH to the printer through port B and also sends the  $\overline{DS}$  signal.

#### EXAMPLE 10–13

```

;A procedure that transfers the ASCII character
;from AH to the printer via port B.
;
= 0002 BIT1 EQU 2
= 0062 PORTC EQU 62H
= 0061 PORTB EQU 61H
= 0063 CMD EQU 63H

0000 PRINT PROC NEAR

;check printer ready

0000 E4 62 IN AL,PORTC ;get OBF
0002 A8 02 TEST AL,BIT1 ;test OBF
0004 74 FA JZ PRINT ;if OBF = 0

;send character to printer

0006 8A C4 MOV AL,AH ;get data
0008 E6 61 OUT PORTB,AL ;print data

;send data strobe to printer

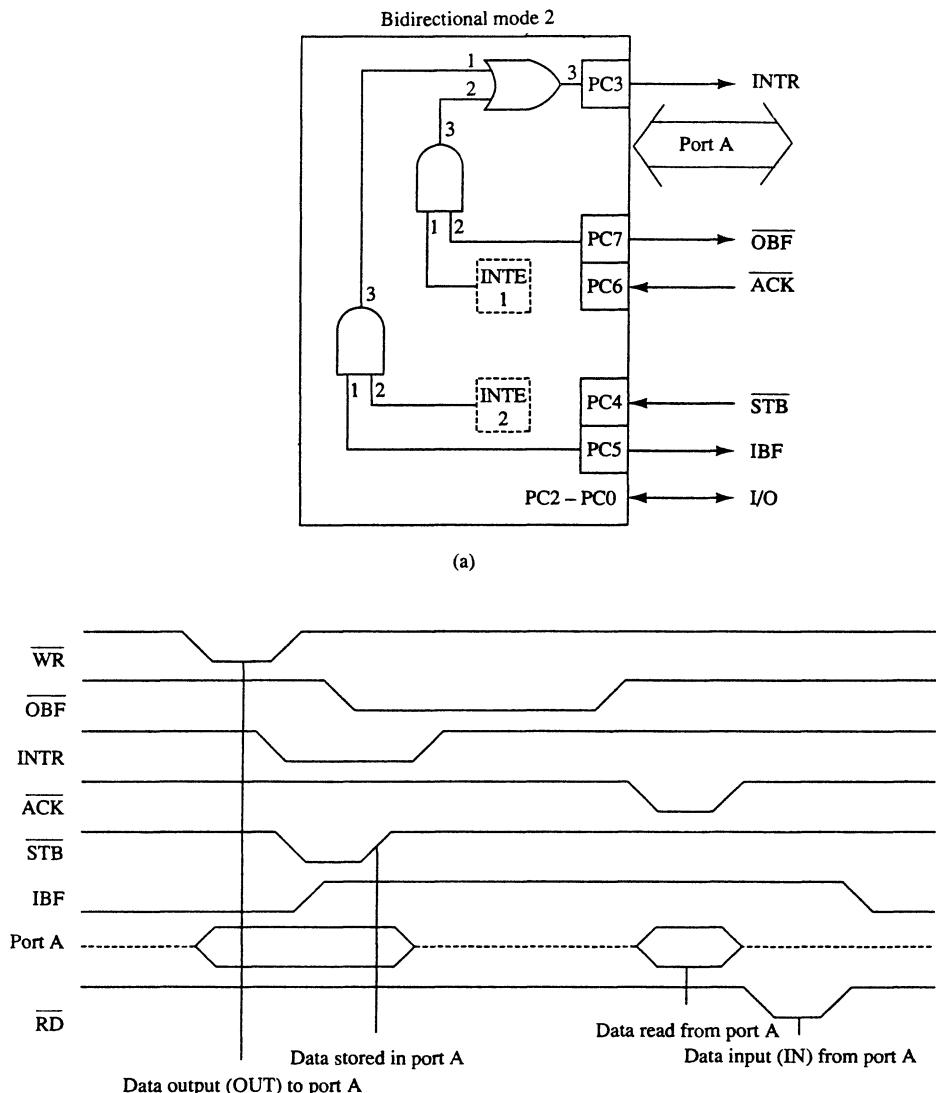
000A B0 08 MOV AL,8 ;clear DS
000C E6 63 OUT CMD,AL ;set DS
000E B0 09
0010 E6 63
0012 C3 RET

0013 PRINT ENDP

```

#### Mode 2 Bidirectional Operation

In mode 2, which is allowed with group A only, port A becomes bi-directional, allowing data to be transmitted and received over the same eight wires. Bi-directional bused data are useful when interfacing two computers. It is also used for the IEEE-488 parallel high speed GPIB (general



**FIGURE 10-25** Mode 2 operation of the 82C55. (a) Internal structure, and (b) timing diagram

purpose instrumentation bus) interface standard. Figure 10-25 shows the internal structure and timing diagram for mode 2 bi-directional operation.

#### *Signal Definitions for Bi-directional Mode 2*

- |             |                                                                                                                                                                                                    |
|-------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>INTR</b> | <b>Interrupt request</b> is an output used to interrupt the microprocessor for both input and output conditions.                                                                                   |
| <b>OBF</b>  | <b>Output buffer full</b> is an output that indicates that the output buffer contains data for the bi-directional bus.                                                                             |
| <b>ACK</b>  | <b>Acknowledge</b> is an input that enables the three-state buffers so that data can appear on port A. If <b>ACK</b> is a logic 1, the output buffers of port A are at their high-impedance state. |

|                          |                                                                                                                                                                                                       |
|--------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>STB</b>               | The <b>strobe</b> input loads the port A input latch with external data from the bi-directional port A bus.                                                                                           |
| <b>IBF</b>               | <b>Input buffer full</b> is an output used to signal that the input buffer contains data for the external bi-directional bus.                                                                         |
| <b>INTE</b>              | <b>Interrupt enable bits</b> are internal (INTE1 and INTE2) and enable the INTR pin. The state of the INTR pin is controlled through port C bits PC <sub>6</sub> (INTE1) and PC <sub>4</sub> (INTE2). |
| <b>PC2, PC1, and PC0</b> | These bits are general-purpose I/O pins in mode 2 controlled by the bit set and reset command.                                                                                                        |

*The Bi-directional Bus.* The bi-directional bus is used by referencing port A with the IN and OUT instructions. To transmit data through the bi-directional bus, the program first tests the **OBF** signal to determine whether the output buffer is empty. If it is, then data are sent to the output buffer via the OUT instruction. The external circuitry also monitors the **OBF** signal to decide if the microprocessor has sent data to the bus. As soon as the output circuitry sees a logic 0 on **OBF**, it sends back the ACK signal to remove it from the output buffer. The ACK signal sets the **OBF** bit and also enables the three-state output buffers so that data may be read. Example 10-14 lists a procedure that transmits the contents of the AH register through bi-directional port A.

#### EXAMPLE 10-14

```
;A procedure that transmits AH through the bi-
;directional bus of port A.
;
= 0080 BIT7 EQU 80H
= 0062 PORTC EQU 62H
= 0060 PORTA EQU 60H

0000 TRANS PROC NEAR

0000 E4 62 IN AL, PORTC ;get OBF
0002 A8 80 TEST AL, BIT7 ;test OBF
0004 74 FA JZ TRANS ;if OBF = 1

0006 8A C4 MOV AL, AH ;get data
0008 E6 60 OUT PORTA, AL ;send data
000A C3 RET

000B TRANS ENDP
```

To receive data through the bi-directional port A bus, the IBF bit is tested with software to decide if data have been strobed into the port. If IBF = 1, then data are input using the IN instruction. The external interface sends data into the port using the **STB** signal. When **STB** is activated, the IBF signal becomes a logic 1 and the data at port A are held inside the port in a latch. When the IN instruction executes, the IBF bit is cleared and the data in the port are moved into AL. Example 10-15 lists a procedure that reads data from the port.

#### EXAMPLE 10-15

```
;A procedure that reads data from the bi-
;directional port A and returns it in AL.
;
= 0020 BIT5 EQU 20H
= 0062 PORTC EQU 62H
= 0060 PORTA EQU 60H

0000 READ PROC NEAR
```

**FIGURE 10–26** A summary of the port connections for the 82C55 PIA

|        |   | Mode 0 | Mode 1 | Mode 2            |
|--------|---|--------|--------|-------------------|
| Port A |   | IN     | OUT    |                   |
| Port B |   | IN     | OUT    |                   |
| Port C | 0 |        |        | INTR <sub>B</sub> |
|        | 1 |        |        | IBF <sub>B</sub>  |
|        | 2 |        |        | STB <sub>B</sub>  |
|        | 3 | IN     | OUT    | INTR <sub>A</sub> |
|        | 4 |        |        | STB <sub>A</sub>  |
|        | 5 |        |        | IBF <sub>A</sub>  |
|        | 6 |        |        | I/O               |
|        | 7 |        |        | I/O               |

```

0000 E4 62 IN AL,PORTC ;get IBF
0002 A8 20 TEST AL,BIT5 ;test IBF
0004 74 FA JZ READ ;if IBF = 0
0006 E4 60 IN AL,PORTA ;get data
0008 C3 RET

0009 READ ENDP

```

The INTR (interrupt request) pin can be activated from both directions of data flow through the bus. If INTR is enabled by both INT<sub>E</sub> bits, then the output and input buffers both cause interrupt requests. This occurs when data are strobed into the buffer using STB or when data are written using OUT.

### 82C55 Mode Summary

Figure 10–26 shows a graphical summary of the three modes of operation for the 82C55. Mode 0 provides simple I/O, mode 1 provides strobed I/O, and mode 2 provides bi-directional I/O. As mentioned, these modes are selected through the command register of the 82C55.

## 10–4

### THE 8279 PROGRAMMABLE KEYBOARD/DISPLAY INTERFACE

The 8279 is a programmable keyboard and display interfacing component that scans and encodes up to a 64-key keyboard and controls up to a 16-digit numerical display. The keyboard interface has a built-in first-in, first-out (FIFO) buffer that allows it to store up to eight keystrokes before the microprocessor must retrieve a character. The display section controls up to 16 numeric displays from an internal 16 × 8 RAM that stores the coded display information.

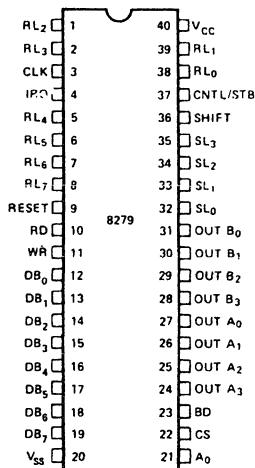
### Basic Description of the 8279

As we shall see, the 8279 is designed to easily interface with any microprocessor. Figure 10–27 illustrates the pin-out of this device. The definition of each pin connection follows.

#### *Pin Definitions for the 8279*

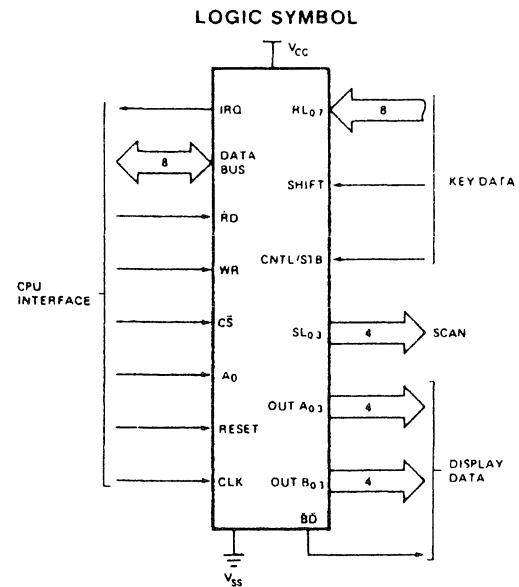
- |                      |                                                                                                                                                                                                 |
|----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>A<sub>0</sub></b> | The A <sub>0</sub> address input selects data or control for reads and writes between the microprocessor and the 8279. A logic 0 selects data and a logic 1 selects control or status register. |
| <b>BD</b>            | Blank is an output used to blank the displays.                                                                                                                                                  |

## PIN CONFIGURATION



## PIN NAMES

| NAME                            | I/O | FUNCTION                 |
|---------------------------------|-----|--------------------------|
| DB <sub>0</sub>                 | I/O | DATA BUS 1BI DIRECTIONAL |
| CLK                             | I   | CLOCK INPUT              |
| RESET                           | I   | RESET INPUT              |
| CS                              | I   | CHIP SELECT              |
| RD                              | I   | READ INPUT               |
| WR                              | I   | WRITE INPUT              |
| A <sub>0</sub>                  | I   | BUFFER ADDRESS           |
| IRQ                             | O   | INTERRUPT REQUEST OUTPUT |
| SL <sub>0</sub> <sub>3</sub>    | O   | SCAN LINES               |
| RL <sub>0</sub> <sub>7</sub>    | I   | RETURN LINES             |
| SHIFT                           | I   | SHIFT INPUT              |
| CNTL/STB                        | I   | CONTROL/STROBE INPUT     |
| OUT A <sub>0</sub> <sub>3</sub> | O   | DISPLAY (A) OUTPUTS      |
| OUT B <sub>0</sub> <sub>1</sub> | O   | DISPLAY (B) OUTPUTS      |
| BD                              | O   | BLANK DISPLAY OUTPUT     |



**FIGURE 10-27** The pin-out and logic symbol of the 8279 programmable keyboard/display interface (Courtesy of Intel Corporation)

**CLK**

**Clock** is an input that generates the internal timing for the 8279. The maximum allowable frequency on the CLK pin is 3.125 MHz for the 8279-5 and 2.0 MHz for the 8279. Other timings require wait states in microprocessors executing at above 5 MHz.

**CN/ST**

**Control/strobe** is an input normally connected to the control key on a keyboard.

**CS**

**Chip select** is an input that enables the 8279 for programming, reading the keyboard and status information, and writing control and display data.

**DB<sub>7</sub>-DB<sub>0</sub>**

The **data bus** consists of bi-directional pins that connect to the data bus on the microprocessor.

**IRQ**

**Interrupt request** is an output that becomes a logic 1 whenever a key is pressed on the keyboard. This signal indicates that keyboard data are available for the microprocessor.

**OUTA3-OUTA0**

Outputs that send data to the displays (most-significant).

**OUTB3-OUTB0**

Outputs that send data to the displays (least-significant).

**RD**

The **read** input is directly connected to the  $\overline{IOCR}$  or  $\overline{RD}$  signal from the system. When CS is a logic 0, the RD input causes a read from the data registers or status register.

**RESET**

The **reset** input connects to the system RESET signal.

**RL7-RL0**

**Return lines** are inputs used to sense any key depression in the keyboard matrix.

**SHIFT**

The **shift** input normally connects to the shift key on a keyboard.

**SL3-SL0**

The **scan** line outputs scan both the keyboard and the displays.

**WR**

**Write** is an input that connects to the write strobe signal that is developed with external logic. The **WR** input causes data to be written to either the data registers or control registers within the 8279.

**V<sub>CC</sub>**

A power supply pin connected to the system +5.0V bus.

**V<sub>SS</sub>**

A ground pin connected to the system ground.

### Interfacing the 8279 to the Microprocessor

In Figure 10–28, the 8279 is connected to the 8088 microprocessor. The 8279 is decoded to function at 8-bit I/O address 10H and 11H where port 10H is the data port and 11H is the control port. This circuit uses a PAL16L8 (see Example 10–16) to decode the I/O address for the 8279. Address bus bit A<sub>0</sub> selects either the data or control port. Notice that the CS signal selects the 8279 and also provides a signal called WAIT2 that is used to cause two wait states so that this device functions with an 8 MHz 8088.

The only signal not connected to the microprocessor is the IRQ output. This is an interrupt request pin and is beyond the scope of this section of the text. Chapter 11 explains interrupts and where they operate and function in a system.

#### EXAMPLE 10–16

```
TITLE Address Decoder
PATTERN Test 14
REVISION A
AUTHOR Barry B. Brey
COMPANY BreyCo
DATE 7/10/96
CHIP DECODERE PAL16L8
```

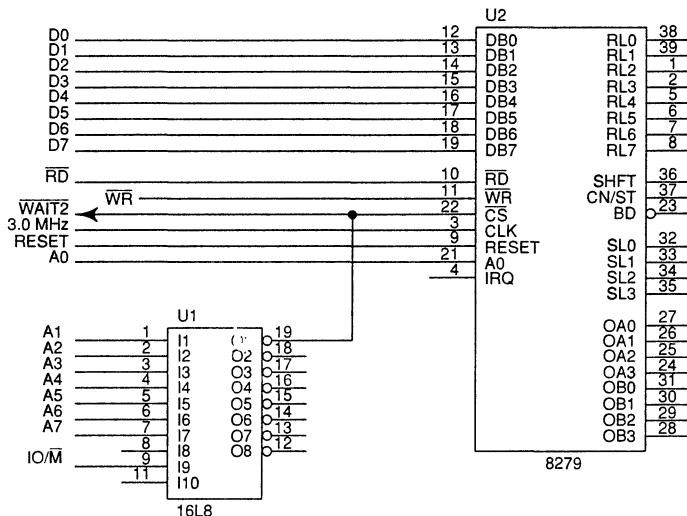
```
:pins 1 2 3 4 5 6 7 8 9 10
A1 A2 A3 A4 A5 A6 A7 NC IOM GND
```

```
:pins 11 12 13 14 15 16 17 18 19 20
NC NC NC NC NC NC NC NC CS VCC
```

#### EQUATIONS

$$/CS = /A7 * /A6 * /A5 * A4 * /A3 * /A2 * /A1 * IOM$$

**FIGURE 10–28** The 8279 interfaced to the 8088 microprocessor to function at 8-bit I/O ports 10H and 11H



## Keyboard Interface

Suppose that a 64-key keyboard (with no numeric displays) is connected through the 8279 to the 8088 microprocessor. Figure 10–29 shows this connection as well as the keyboard. With the 8279, the keyboard matrix is any size from a  $2 \times 2$  matrix (4 keys) to an  $8 \times 8$  matrix (64 keys). (Note that each crossover point in the matrix contains a normally open push-button switch that connects one vertical column with one horizontal row when a key is pressed.)

The I/O port number decoded is the same as that decoded for Figure 10–28. The I/O port number is 10H for the data port and 11H for the control port in this circuit.

The 74ALS138 decoder generates eight active low column strobe signals for the keyboard. The selection pins SL2–SL0 sequentially scan each column of the keyboard, and the internal circuitry of the 8279 scans the RL pins searching for a key switch closure. Pull-up resistors, normally found on input lines of a keyboard, are not required because the 8279 contains its own internal pull-ups on the RL inputs.

*Programming the Keyboard Interface.* Before any keystroke is detected, the 8279 must be programmed—a more involved procedure than with the 82C55. The 8279 has eight control words to consider before it is programmed. The first three bits of the number sent to the control port (11H in this example) select one of the eight different control words. Table 10–3 lists all eight control words and briefly describes them.

*Control Word Descriptions.* Following is a list of the control words that program the 8279. Note that the first three bits are the control register number from Table 10–3, which are followed by other binary bits of information as they apply to each control.

**000DDMM** **Mode set** is a command with an opcode of 000 and two fields programmed to select the mode of operation for the 8279. The DD field selects the mode of operation for the displays (see Table 10–4), and the MMM field selects the mode of operation for the keyboard (see Table 10–5).

The DD field selects either an 8- or 16-digit display and determines whether new data are entered to the rightmost or leftmost display position. The MMM field is quite a bit more complex. It provides encoded, decoded, or strobed keyboard operation.

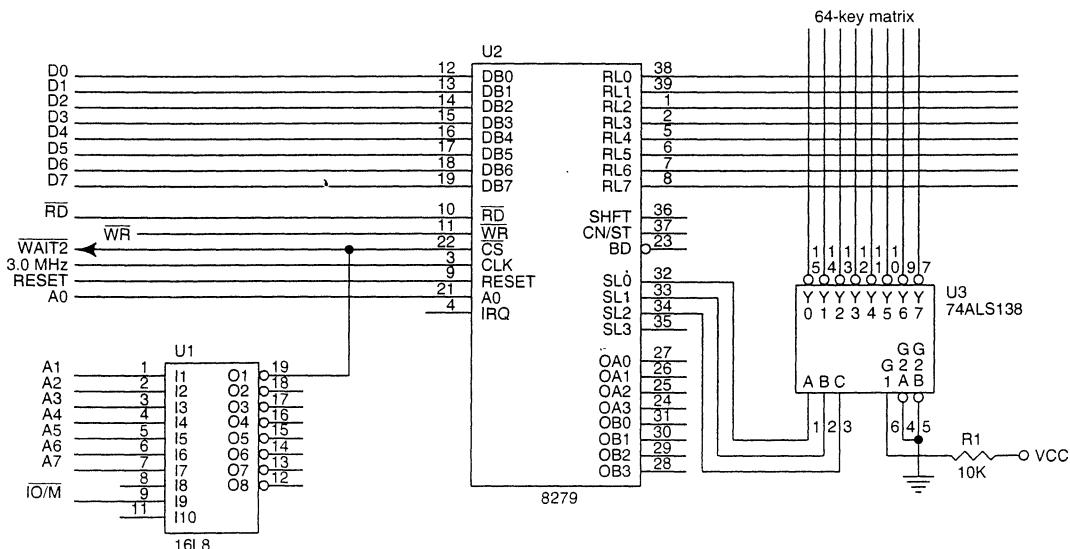


FIGURE 10–29 A 64-key keyboard interfaced to the 8088 microprocessor through the 8279

**TABLE 10–3** The 8279 control word summary

| $D_7$ | $D_6$ | $D_5$ | Function              | Purpose                                                                                 |
|-------|-------|-------|-----------------------|-----------------------------------------------------------------------------------------|
| 0     | 0     | 0     | Mode set              | Selects the number of display positions, left or right entry, and type of keyboard scan |
| 0     | 0     | 1     | Clock                 | Programs the internal clock and sets the scan and de-bounce times                       |
| 0     | 1     | 0     | Read FIFO             | Selects the type of FIFO read and the address of the read                               |
| 0     | 1     | 1     | Read display          | Selects the type of display read and the address of the read                            |
| 1     | 0     | 0     | Write display         | Selects the type of write and the address of the write                                  |
| 1     | 0     | 1     | Display write inhibit | Allows half-bytes to be blanked                                                         |
| 1     | 1     | 0     | Clear                 | Clears the display or FIFO                                                              |
| 1     | 1     | 1     | End interrupt         | Clears the IRQ signal to the microprocessor                                             |

**TABLE 10–4** Binary bit assignment for DD of the mode set control word

| DD | Function                          |
|----|-----------------------------------|
| 00 | 8-digit display with left entry   |
| 01 | 16 digit display with left entry  |
| 10 | 8-digit display with right entry  |
| 11 | 16-digit display with right entry |

**TABLE 10–5** Binary bit assignment for MMM of the mode set control word

| MMM | Function                               |
|-----|----------------------------------------|
| 000 | Encoded keyboard with 2-key lockout    |
| 001 | Decoded keyboard with 2-key lockout    |
| 010 | Encoded keyboard with N-key rollover   |
| 011 | Decoded keyboard with N-key rollover   |
| 100 | Encoded sensor matrix                  |
| 101 | Decoded sensor matrix                  |
| 110 | Strobed keyboard, encoded display scan |
| 111 | Strobed keyboard, decoded display scan |

In encoded mode, the SL outputs are active-high and follow the binary bit pattern 0 through 7 or 0 through 15, depending on whether 8- or 16-digit displays are selected. In decoded mode, the SL outputs are active-low, and only one of the four outputs is low at any given instant. The decoded outputs repeat the pattern: 1110, 1101, 1011, and 0111. In strobed mode, an active-high pulse on the CN/ST input pin strobes data from the RL pins into an internal FIFO, where they are held for the microprocessor.

It is also possible to select either 2-key lockout or N-key rollover. Two-key lockout prevents two keys from being recognized if pressed simultaneously. N-key rollover will accept all keys pressed simultaneously, from first to last.

**001PPPPP**

The **clock command** control word programs the internal clock divider. The code PPPPP is a prescaler that divides the clock input pin (CLK) to achieve

|                 |                                                                                                                                                                                                                                                                                                                                                                     |
|-----------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                 | the desired operating frequency of approximately 100 KHz. An input clock of 1 MHz thus requires a prescaler of $01010_2$ for PPPPP.                                                                                                                                                                                                                                 |
| <b>010Z0AAA</b> | The <b>read FIFO</b> control word selects the address of a keystroke from the internal FIFO buffer. Bit positions AAA select the desired FIFO location from 00 <sub>2</sub> to 111, and Z selects auto-increment for the address. Under normal operation, this control word is used only with the sensor matrix operation of the 8279.                              |
| <b>011ZAAAA</b> | The <b>display read</b> control word selects the read address of one of the display RAM positions for reading through the data port. AAAA is the address of the position to be read, and Z selects auto-increment mode. This command is used if the information stored in the display RAM must be read.                                                             |
| <b>100ZAAAA</b> | The <b>write display</b> control word selects the write address of one of the displays. AAAA addresses the position to be written to through the data port, and Z selects auto-increment so that subsequent writes through the data port are to subsequent display positions.                                                                                       |
| <b>1010WWBB</b> | The <b>display write inhibit</b> control word inhibits writing to either half of each display RAM location. The leftmost W inhibits writing to the leftmost four bits of the display RAM location, and the rightmost W inhibits the rightmost four bits. The BB field functions in a like manner, except that they blank (turn off) either half of the output pins. |
| <b>1100CCFA</b> | The <b>clear</b> control word clears the display, the FIFO, or both the display and FIFO. Bit F clears the FIFO and the display RAM status, and sets the address pointer to 000. If the CC bits are 00 or 01, all of the display RAM locations become 0000000; if CC = 10, all locations become 00100000; and if CC = 11, all locations become 11111111.            |
| <b>111E000</b>  | The <b>end of interrupt</b> control word is issued to clear the IRQ pin to zero in the sensor matrix mode. If E is a 1, the special error mode is used. In the special error mode, the status register indicates if multiple key closures have occurred.                                                                                                            |

The large number of control words makes programming the keyboard interface appear complex. Before anything is programmed, the clock divider rate must be determined. In the circuit illustrated in Figure 10–29, we use a 3.0 MHz clock input signal. To program the prescaler to generate a 100 KHz internal rate, we program PPPPP of the clock control word with a 30 or  $11110_2$ .

The next step involves programming the keyboard type. The example keyboard in Figure 10–29 is an encoded keyboard. Notice that the circuit includes an external decoder that converts the encoded data from the SL pins into decoded column selection signals. We are free in this example to choose either 2-key lockout or N-key rollover, but most applications use 2-key lockout.

Finally, we program the operation of the FIFO. Once the FIFO is programmed, it never needs to be reprogrammed unless we need to read prior keyboard codes. Each time a key is typed, the data are stored in the FIFO; if it is read from the FIFO before the FIFO is full (8 characters), then the data from the FIFO follows the same order as the typed data. Example 10–17 provides the software required to initialize the 8279 to control the keyboard illustrated in Figure 10–29.

#### EXAMPLE 10–17

```
; Initialization dialog for the keyboard interface
; of Figure 10-29.
;
0000 B0 3E MOV AL,0011110B ;program clock
0002 E6 11 OUT 11H,AL
```

```

0004 B0 00 MOV AL,0
0006 B6 11 OUT 11H,AL ;program mode

0008 B0 50 MOV AL,01010000B
000A B6 11 OUT 11H,AL ;program FIFO

```

Once the 8279 is initialized, a procedure is required to read data from the keyboard. We determine if a character is typed in the keyboard by looking at the FIFO status register. Whenever the control port is addressed by the IN instruction, the contents of the FIFO status word is copied into the AL register. Figure 10–30 shows the contents of the FIFO status register and defines the purpose of each status bit.

The procedure listed in Example 10–18 first tests the FIFO status register to see if it contains any data. If NNN = 000, the FIFO is empty. Upon determining that the FIFO is not empty, the procedure inputs data to AL and returns with the keyboard code in AL.

### EXAMPLE 10–18

```

;A procedure that reads data from the FIFO and
;returns it in AL.
;
= 0007 MASKS EQU 7
0000 READ PROC NEAR
0000 E4 11 IN AL,11H ;read status
0002 A8 07 TEST AL,MASKS ;test NNN
0004 74 FA JZ READ ;if NNN = 0
0006 E4 10 IN AL,10H ;read FIFO data
0008 C3 RET
0009 READ ENDP

```

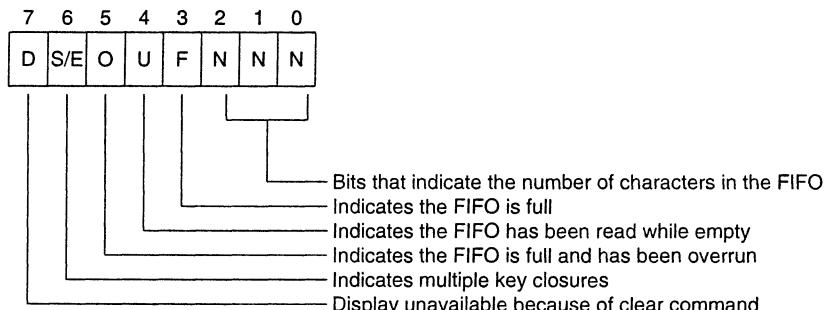
The data found in AL upon returning from the subroutine contains raw data from the keyboard. Figure 10–31 shows the format of this data for both the scanned and strobed modes of operation. The scanned code is returned from our keyboard interface and is converted to ASCII code by using the XLAT instruction with an ASCII code lookup table. The scanned code is returned with the row and column number occupying the rightmost 6 bits.

The SH bit shows the state of the shift pin, and the CT bit shows the state of the control pin. In the strobed mode, the contents of the eight RL inputs appear as they are sampled by placing a logic 1 on the strobe input p<sub>i</sub>n to the 8279.

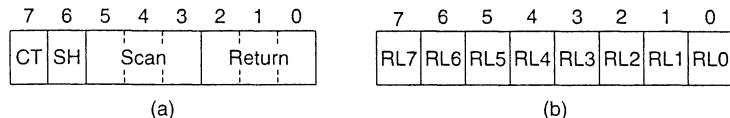
### Six-Digit Display Interface

Figure 10–32 depicts the 8279 connected to the 8088 microprocessor and a 6-digit numeric display. This interface uses a PAL16L8 (program not shown) to decode the 8279 at I/O ports 20H

**FIGURE 10–30** The 8279–5  
FIFO status register



**FIGURE 10-31** The  
(a) scanned keyboard code  
and (b) strobed keyboard  
code for the 8279-5 FIFO



(data) and 21H (control/status). The segment data are supplied to the displays through the OUTA and OUTB pins of the 8279. These bits are buffered by a segment driver (ULN2003A) to drive the segment inputs to the display.

A 74ALS138 3-to-8 line decoder enables the anode switches of each display position. The SL2-SL0 pins supply the decoder with the encoded display position from the 8279. Notice that the left-hand display is at position 0101 and the right-hand display is at position 0000. These are the addresses of the display positions as indicated in control words for the 8279.

It is necessary to choose resistor values that allow 60 mA of current flow per segment. In this circuit, we use 47Ω resistors. If we allow 60 mA of segment current, then the average segment current is 10 mA, or one-sixth of 60 mA because current only flows for one-sixth of the time through a segment. The anode switches must supply the current for all seven segments plus the decimal point. Here the total anode current is  $8 \times 60 \text{ mA}$ , or 480 mA.

Example 10-19 lists the initialization dialog for programming the 8279 to function with this 6-digit display. This software programs the display and clears the display RAM.

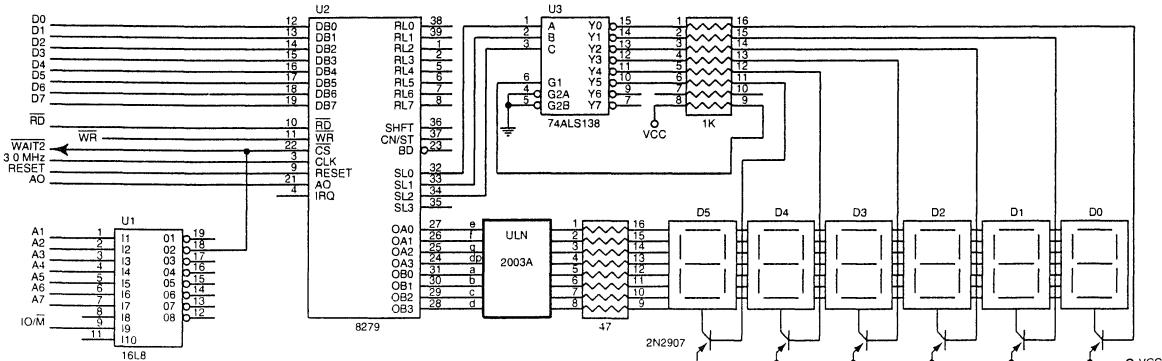
### EXAMPLE 10-19

```
;Initialization dialog for the 6-digit display of
;Figure 10-32.
;
0000 B0 3E MOV AL,00111110B ;program clock
0002 E6 21 OUT 21H,AL

0004 B0 00 MOV AL,0 ;program mode set
0006 E6 21 OUT 21H,AL

0008 B0 C1 MOV AL,11000001B ;clear display
000A E6 21 OUT 21H,AL
```

Example 10-20 lists a procedure for displaying information on the displays. Data are transferred to the procedure through the AX register. AH contains the seven-segment display code and AL contains the address of the displayed digit.



**FIGURE 10-32** A 6-digit numeric display interfaced to the 8279

**EXAMPLE 10–20**

```

;A procedure that displays AH on the display
;position addressed by AL.
;
= 0080 MASKS EQU 80H
0000 DISP PROC NEAR
0000 50 PUSH AX ;save data
0001 0C 80 OR AL,MASKS ;select digit
0003 E6 21 OUT 21H,AL
0005 8A C4 MOV AL,AH ;display data
0007 E6 20 OUT 20H,AL
0009 58 POP AX ;restore data
000A C3 RET
000B DISP ENDP

```

**10–5****8254 PROGRAMMABLE INTERVAL TIMER**

The 8254 programmable interval timer consists of three independent 16-bit programmable counters (*timers*). Each counter is capable of counting in binary or binary-coded decimal (BCD). The maximum allowable input frequency to any counter is 10 MHz. This device is useful wherever the microprocessor must control real-time events. Some examples of usage include real time clock, events counter, and motor speed and direction control.

This timer also appears in the personal computer decoded at ports 40H–43H to (1) generate a basic timer interrupt that occurs at approximately 18.2 Hz, (2) cause the DRAM memory system to be refreshed, and (3) provide a timing source to the internal speaker and other devices. The timer in the personal computer is an 8253 instead of an 8254.

**8254 Functional Description**

Figure 10–33 shows the pin-out of the 8254, which is a higher-speed version of the 8253, and a diagram of one of the three counters. Each timer contains a CLK input, a gate input, and an output (OUT) connection. The CLK input provides the basic operating frequency to the timer, the gate pin controls the timer in some modes, and the OUT pin is where we obtain the output of the timer.

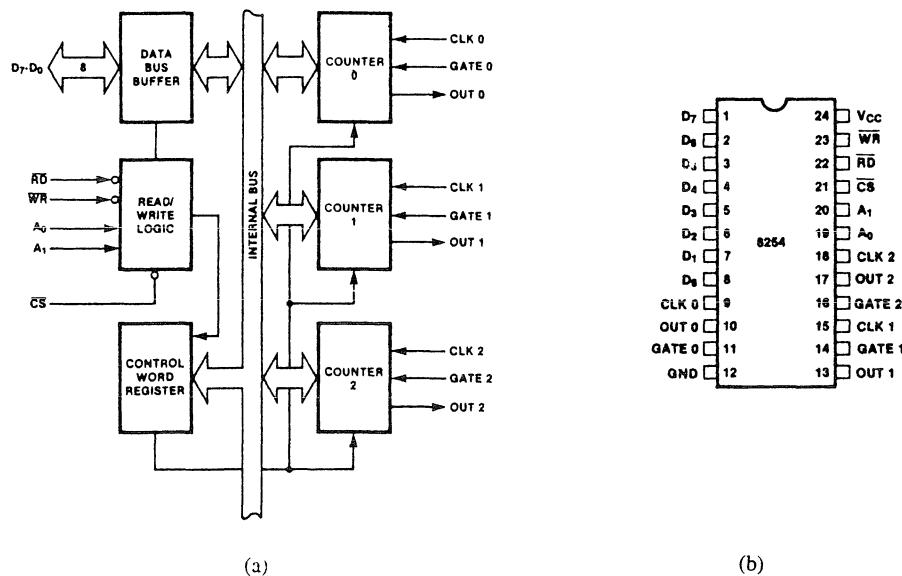
The signals that connect to the microprocessor are the data bus pins ( $D_7$ – $D_0$ ), RD, WR, CS, and address inputs  $A_1$  and  $A_0$ . The address inputs are present to select any of the four internal registers used for programming, reading, or writing to a counter. The personal computer contains an 8253 timer or its equivalent decoded at I/O ports 40H–43H. Timer zero is programmed to generate an 18.2 Hz signal that interrupts the microprocessor at interrupt vector 8 for a clock tick. The tick is often used to time programs and events. Timer 1 is programmed for a 15  $\mu$ s output that is used on the PC/XT personal computer to request a DMA action used to refresh the dynamic RAM. Timer 2 is programmed to generate tone on the personal computer speaker.

***Pin Definitions***

**$A_1, A_0$**  The **address inputs** select one of four internal registers within the 8254. See Table 10–6 for the function of the  $A_1$  and  $A_0$  address bits.

**CLK** The **clock** input is the timing source for each of the internal counters. This input is often connected to the PCLK signal from the microprocessor system bus controller.

**CS** **Chip select** enables the 8254 for programming and reading or writing a counter.



**FIGURE 10-33** The 8254 programmable interval timer. (a) Internal structure, and (b) pin-out  
(Courtesy of Intel Corporation)

|                       |                                                                                               |
|-----------------------|-----------------------------------------------------------------------------------------------|
| <b>G</b>              | The gate input controls the operation of the counter in some modes of operation.              |
| <b>GND</b>            | Ground connects to the system ground bus.                                                     |
| <b>OUT</b>            | A counter output is where the wave-form generated by the timer is available.                  |
| <b>RD</b>             | Read causes data to be read from the 8254 and often connects to the $\overline{IORC}$ signal. |
| <b>V<sub>CC</sub></b> | Power connects to the +5.0V power supply.                                                     |
| <b>WR</b>             | Write causes data to be written to the 8254 and often connects to the write strobe (IOWC).    |

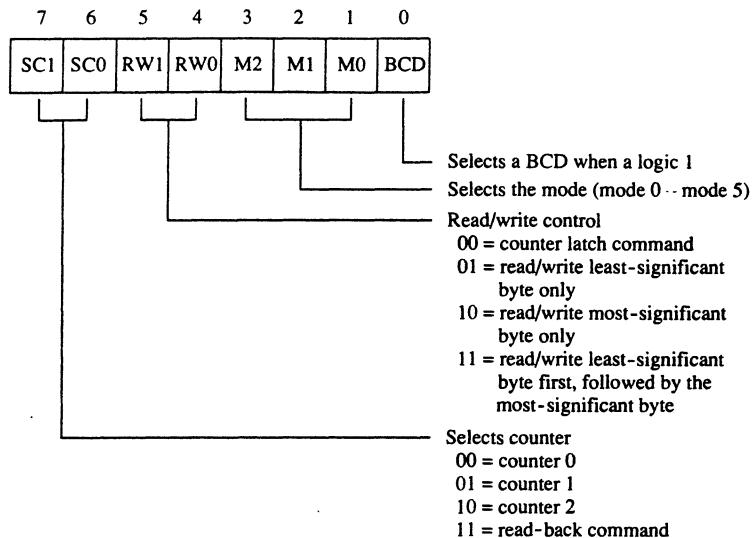
### Programming the 8254

Each counter is individually programmed by writing a control word followed by the initial count. Figure 10-34 lists the program control word structure of the 8254. The **control word** allows the programmer to select the counter, mode of operation, and type of operation (read/write). The control word also selects either a binary or BCD count. Each counter may be programmed with a count of 1 to FFFFH. A count of 0 is equal to FFFFH+1 (65,536) or 10,000 in BCD. The minimum count of 1 applies to all modes of operation except modes 2 and 3, which have a minimum count of 2. Timer 0 is used in the personal computer with a divide by count of 64K (FFFFH) to generate the 18.2 Hz (18.196 Hz) interrupt clock tick. Timer 0 has a clock input frequency of 4.77 MHz  $\div$  4, or 1.1925 MHz.

**TABLE 10-6** Address selection inputs to the 8254

| <i>A</i> <sub>1</sub> | <i>A</i> <sub>0</sub> | Function     |
|-----------------------|-----------------------|--------------|
| 0                     | 0                     | Counter 0    |
| 0                     | 1                     | Counter 1    |
| 1                     | 0                     | Counter 2    |
| 1                     | 1                     | Control word |

**FIGURE 10–34** The control word for the 8254–2 timer



The control word uses the BCD bit to select a BCD count (BCD = 1) or a binary count (BCD = 0). The M2, M1, and M0 bits select one of the six different modes of operation (000–101) for the counter. The RW1 and RW0 bits determine how the data are read from or written to the counter. The SC1 and SC0 bits select a counter or the special read-back mode of operation discussed later in this section.

Each counter has a program control word used to select the way the counter operates. If two bytes are programmed into a counter, then the first byte (LSB) will stop the count, and the second byte (MSB) will start the counter with the new count. The order of programming is important for each counter, but programming of different counters may be interleaved for better control. For example, the control word may be sent to each counter before the counts for individual programming. Example 10–21 shows a few ways to program counter 1 and 2. The first method programs both control words, then the LSB of the count for each counter, which stops them from counting. Finally, the MSB portion of the count is programmed, starting both counters with the new count. The second example shows one counter programmed before the other.

### EXAMPLE 10–21

```

PROGRAM CONTROL WORD 1 ;setup counter 1
PROGRAM CONTROL WORD 2 ;setup counter 2
PROGRAM LSB 1 ;stop counter 1 and program LSB
PROGRAM LSB 2 ;stop counter 2 and program LSB
PROGRAM MSB 1 ;program MSB of counter 1 and start it
PROGRAM MSB 2 ;program MSB of counter 2 and start it

```

or

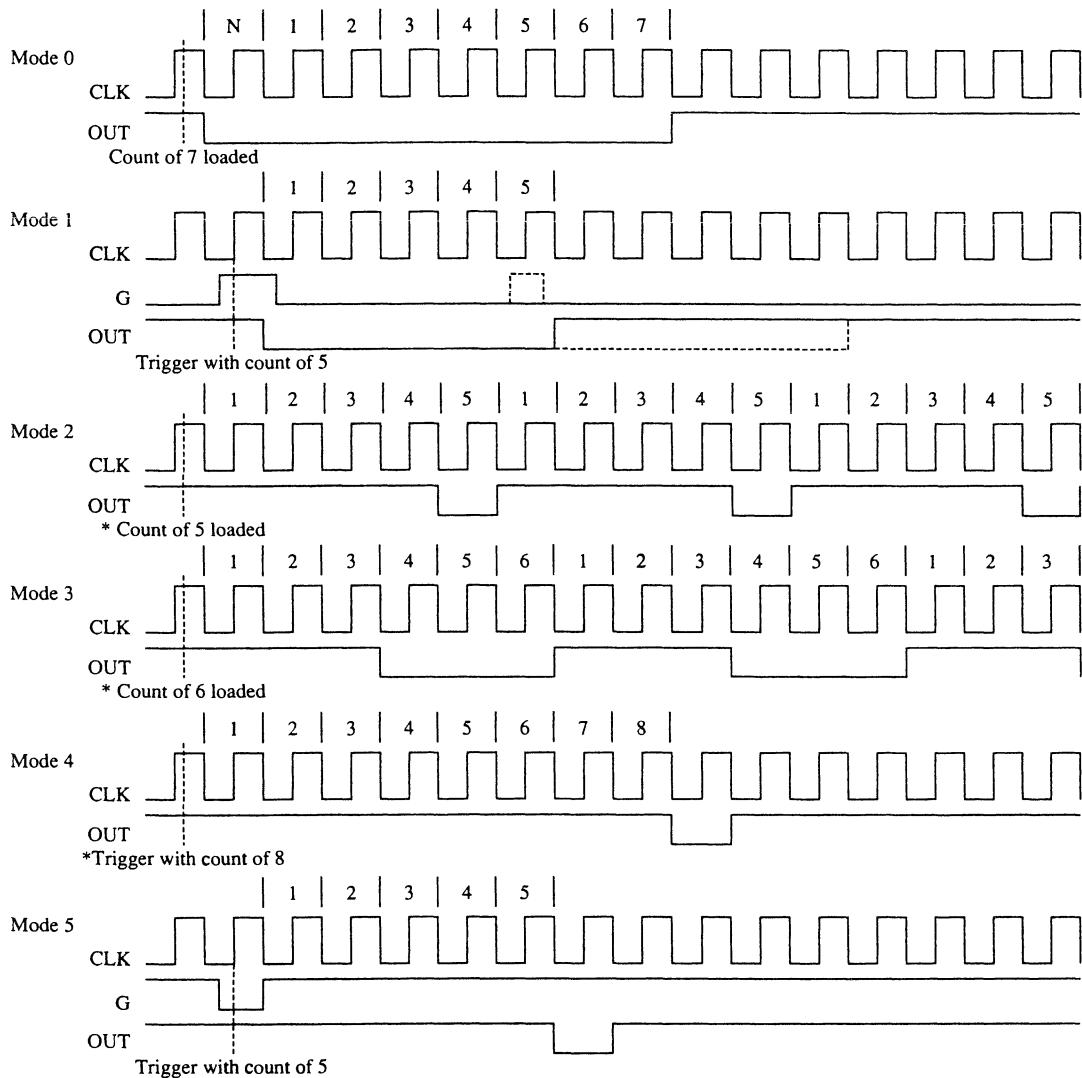
```

PROGRAM CONTROL WORD 1 ;setup counter 1
PROGRAM LSB 1 ;stop counter 1 and program LSB
PROGRAM MSB 1 ;program MSB of counter 1 and start it
PROGRAM CONTROL WORD 2 ;setup counter 2
PROGRAM LSB 2 ;stop counter 2 and program LSB
PROGRAM MSB 2 ;program MSB of counter 2 and start it

```

**Modes of Operation.** Six modes of operation (mode 0 – mode 5) are available to each of the 8254 counters. Figure 10–35 shows how each of these modes functions with the CLK input, the gate (G) control signal, and the OUT signal. A description of each mode follows.

- Mode 0** Allows the 8254 counter to be used as an events counter. In this mode, the output becomes a logic 0 when the control word is written and remains until N plus the



**FIGURE 10-35** The six modes of operation for the 8254-2 programmable interval timer. \*The G input stops the count when 0 in modes 2, 3, and 4.

number of programmed counts. For example, if a count of 5 is programmed, the output will remain a logic 0 for 6 counts beginning with N. Note that the gate (G) input must be a logic 1 to allow the counter to count. If G becomes a logic 0 in the middle of the count, the counter will stop until G again becomes a logic 1.

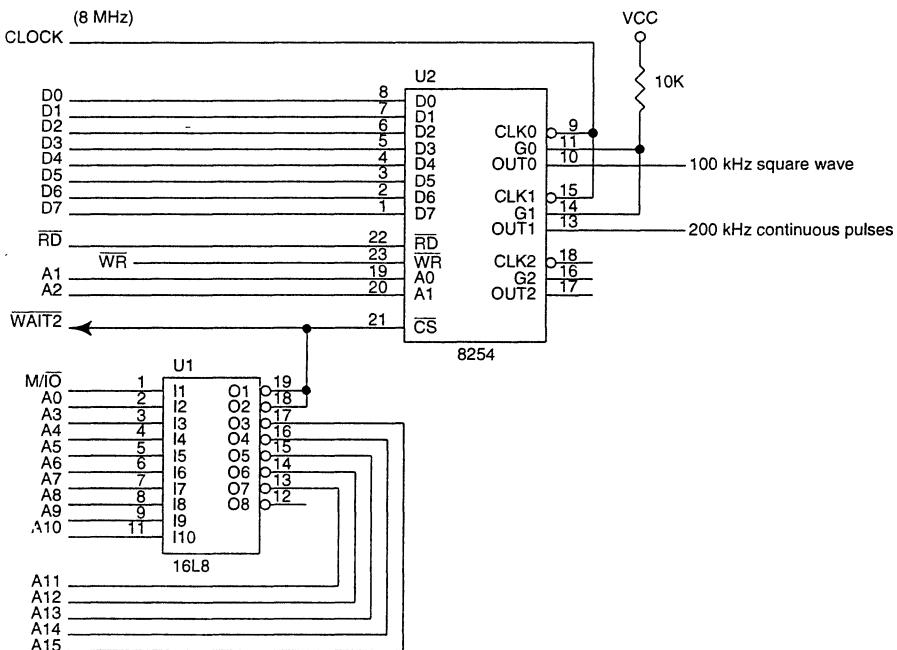
**Mode 1** Causes the counter to function as a retriggerable monostable multivibrator (one-shot). In this mode, the G input triggers the counter so that it develops a pulse at the OUT connection that becomes a logic 0 for the duration of the count. If the count is 10, then the OUT connection goes low for 10 clocking periods when triggered. If the G input occurs within the duration of the output pulse, the counter is again reloaded with the count and the OUT connection continues for the total length of the count.

**Mode 2** Allows the counter to generate a series of continuous pulses that are one clock pulse in width. The separation between pulses is determined by the count. For

example, for a count of 10, the output is a logic 1 for 9 clock periods and low for 1 clock period. This cycle is repeated until the counter is programmed with a new count or until the G pin is placed at a logic 0 level. The G input must be a logic 1 for this mode to generate a continuous series of pulses.

- Mode 3** Generates a continuous square-wave at the OUT connection, provided the G pin is a logic 1. If the count is even, the output is high for one-half of the count and low for one-half of the count. If the count is odd, the output is high for one clocking period longer than it is low. For example, if the counter is programmed for a count of 5, the output is high for 3 clocks and low for 2.
- Mode 4** Allows the counter to produce a single pulse at the output. If the count is programmed as a 10, the output is high for 10 clocking periods and then low for 1 clocking period. The cycle does not begin until the counter is loaded with its complete count. This mode operates as a software triggered one-shot. As with modes 2 and 3, this mode also uses the G input to enable the counter. The G input must be a logic 1 for the counter to operate for these three modes.
- Mode 5** A hardware triggered one-shot that functions as mode 4 except that it is started by a trigger pulse on the G pin instead of by software. This mode is also similar to mode 1 because it is retriggerable.

*Generating a Wave-form with the 8254.* Figure 10–36 shows an 8254 connected to function at I/O ports 0700H, 0702H, 0704H, and 0706H of an 80386SX microprocessor. The addresses are decoded using a PAL16L8 that also generates a write strobe signal for the 8254, which is connected to the low order data bus connections. The PAL also generates a wait signal for the microprocessor that causes two wait states when the 8254 is accessed. The wait state generator connected to the microprocessor actually controls the number of wait states inserted into the timing. The program for the PAL is not illustrated here because it is basically the same as many of the other prior examples.



**FIGURE 10–36** The 8254 interfaced to an 8 MHz 8086 so that it generates a 100 KHz square wave at OUT0 and a 200KHz continuous pulse at OUT1

Example 10–22 lists the program that generates a 100 KHz square-wave at OUT0 and a 200 KHz continuous pulse at OUT1. We use mode 3 for counter 0 and mode 2 for counter 1. The count programmed into counter 0 is 80, and the count for counter 1 is 40. These counts generate the desired output frequencies with an 8 MHz input clock.

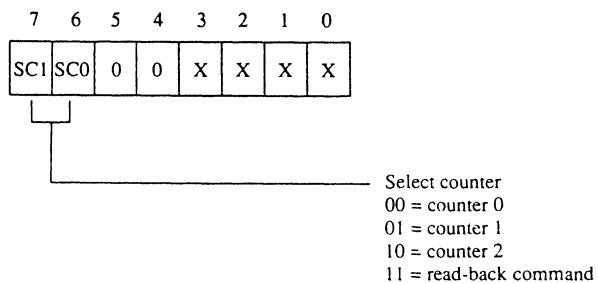
### EXAMPLE 10–22

```
;A procedure that programs the 8254 timer to function
;as illustrated in Figure 10–36.
;
0000 TIME PROC NEAR
;
0000 50 PUSH AX ;save registers
0001 52 PUSH DX
;
0002 BA 0706 MOV DX,706H ;address control word
0005 B0 36 MOV AL,00110110B ;program counter 0
0007 EE OUT DX,AL ;for mode 3
;
0008 B0 74 MOV AL,01110100B ;program counter 1
000A EE OUT DX,AL ;for mode 2
;
000B BA 0700 MOV DX,700H ;address counter 0
000E B0 50 MOV AL,80 ;load count of 80
0010 EE OUT DX,AL
0011 32 C0 XOR AL,AL
0013 EE OUT DX,AL
;
0014 BA 0702 MOV DX,702H ;address counter 1
0017 B0 28 MOV AL,40 ;load count of 40
0019 EE OUT DX,AL
001A 32 C0 XOR AL,AL
001C EE OUT DX,AL
;
001D 5A POP DX ;restore registers
001E 58 POP AX
001F C3 RET
;
0020 TIME ENDP
```

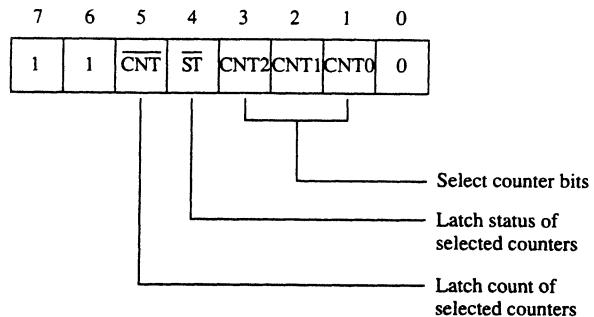
*Reading a Counter.* Each counter has an internal latch that is read with the read counter port operation. These latches will normally follow the count. If the contents of the counter are needed at a particular time, then the latch can remember the count by programming the counter latch control word (see Figure 10–37), which causes the contents of the counter to be held in a latch until it is read. Whenever a read from the latch or the counter is programmed, the latch tracks the contents of the counter.

When it is necessary for the contents of more than one counter to be read at the same time, we use the read-back control word illustrated in Figure 10–38. With the read-back control word, the CNT bit is a logic 0 to cause the counters selected by CNT0, CNT1, and CNT2 to be latched. If the status register is to be latched, then the ST bit is placed at a logic 0. Figure 10–39 shows the

**FIGURE 10–37** The 8254–2 counter latch control word



**FIGURE 10–38** The 8254–2 read-back control word



status register, which shows the state of the output pin, whether the counter is at its null state (0), and how the counter is programmed.

### DC Motor Speed and Direction Control

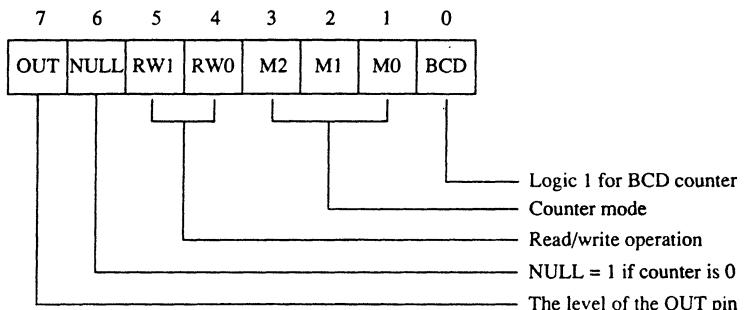
One application of the 8254 timer is as a motor speed controller for a DC motor. Figure 10–40 shows the schematic diagram of the motor and its associated driver circuitry. It also illustrates the interconnection of the 8254, a flip-flop, and the motor and its driver.

The operation of the motor driver circuitry is fairly straightforward. If the Q output of the 74ALS112 is a logic 1, the base Q2 is pulled up to +12V through the base pull-up resistor and the base of Q2 is open circuited. This means that Q1 is off and Q2 is on, with ground applied to the positive lead of the motor. The bases of both Q3 and Q4 are pulled low to ground through the inverters. This causes Q3 to conduct or turn on and Q4 to turn off, applying ground to the negative lead of the motor. The logic 1 at the Q output of the flip-flop therefore connects +12V to the positive lead of the motor and ground to the negative lead. This connection causes the motor to spin in its forward direction. If the state of the Q output of the flip-flop becomes a logic 0, then the conditions of the transistors are reversed and +12V is attached to the negative lead of the motor, with ground attached to the positive lead. This causes the motor to spin in the reverse direction.

If the output of the flip-flop is alternated between a logic 1 and 0, the motor spins in either direction at various speeds. If the duty cycle of the Q output is 50 percent, the motor will not spin at all and exhibits some holding torque because current flows through it. Figure 10–41 shows some timing diagrams and their effects on the speed and direction of the motor. Notice how each counter generates pulses at different positions to vary the duty cycle at the Q output of the flip-flop. This output is also called *pulse width modulation*.

To generate these wave-forms, counters 0 and 1 are both programmed to divide the input clock (PCLK) by 30,720. We change the duty cycle of Q by changing the point at which counter

**FIGURE 10–39** The 8254–2 status register



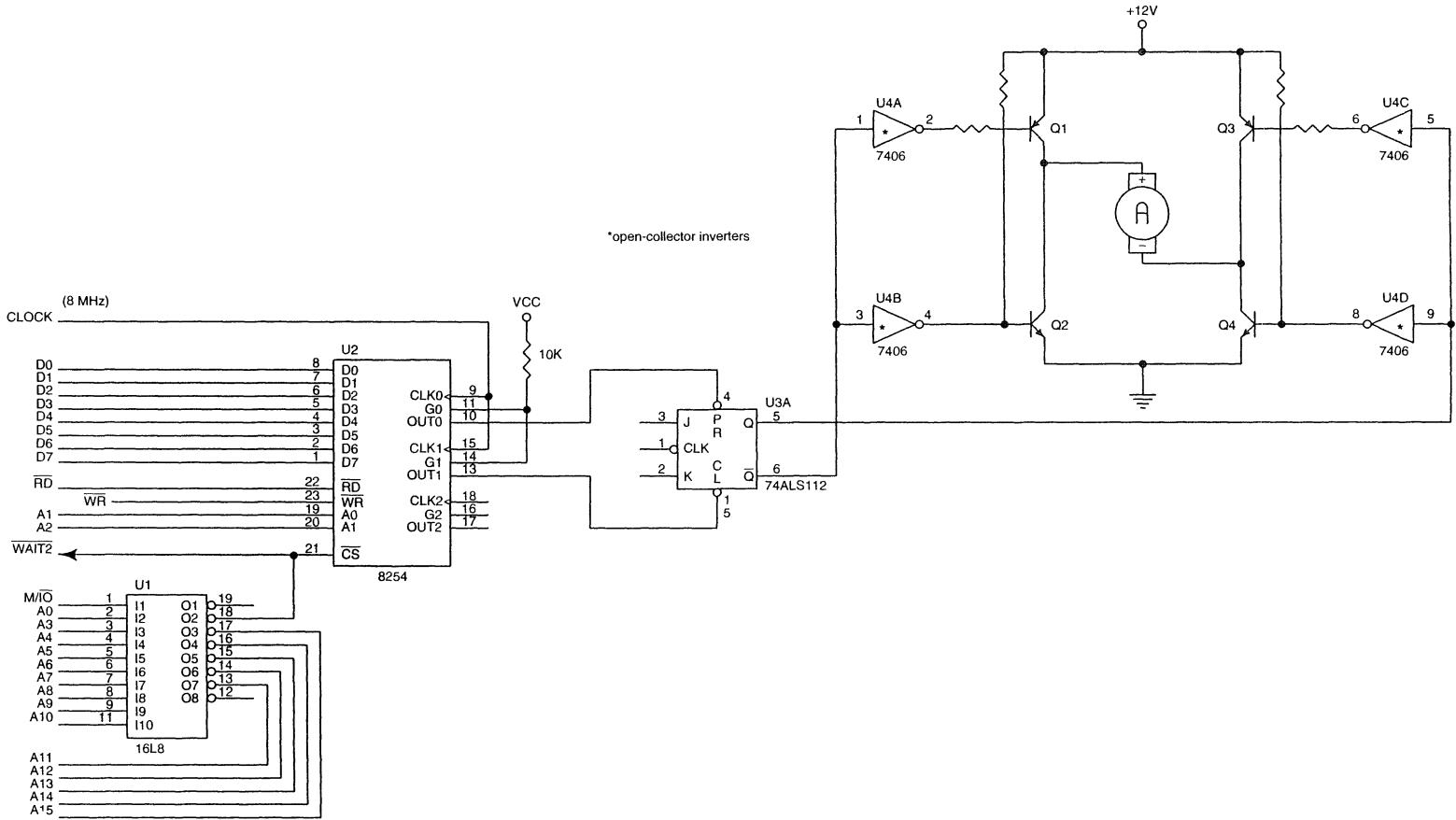
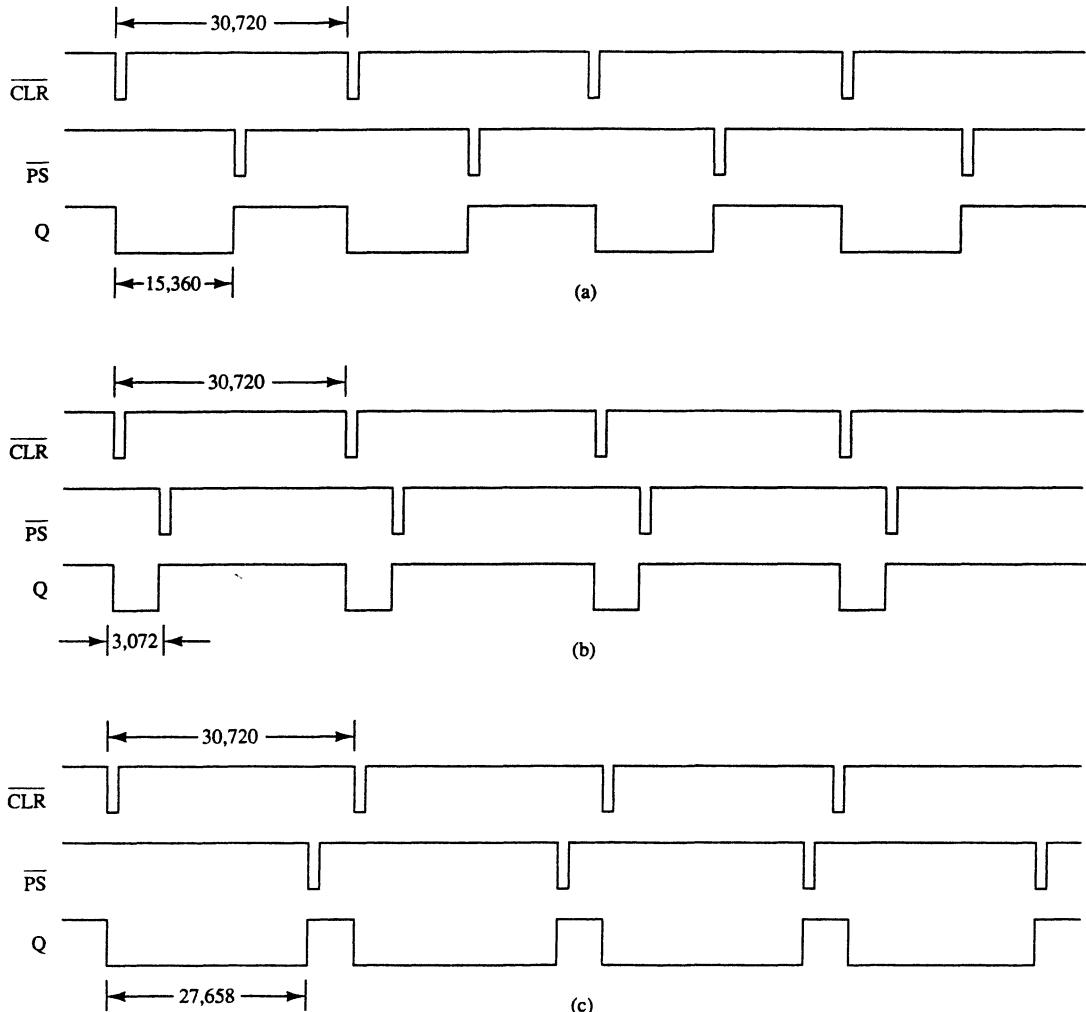


FIGURE 10-40 Motor speed and direction control using the 8254 timer



**FIGURE 10-41** Timing for the motor speed and direction control circuit of Figure 10-40. (a) No rotation, (b) high-speed rotation in the reverse direction, and (c) high-speed rotation in the forward direction

1 is started in relationship to counter 0. This changes the direction and speed of the motor. But why divide the 8 MHz clock by 30,720? The divide rate of 30,720 is divisible by 256, so we can develop a short program that allows 256 different speeds. This also produces a basic operating frequency for the motor of about 260 Hz, which is low enough in frequency to power the motor. It is important to keep this operating frequency below 1,000 Hz, but above 60 Hz.

Example 10-23 lists a procedure that controls the speed and direction of the motor. The speed is controlled by the value of AH when this procedure is called. Because we have an 8-bit number to represent speed, a 50 percent duty cycle, for a stopped motor, is a count of 128. By changing the value in AH, when the procedure is called, we can adjust the motor speed. The speed of the motor will increase in either direction by changing the number in AH when this procedure is called. As the value in AH approaches 00H, the motor begins to increase its speed in the reverse direction. As the value of AH approaches FFH, the motor increases its speed in the forward direction.

**EXAMPLE 10-23**

```

;A procedure that controls the speed and direction
;of the motor in Figure 10-40.
;
;When this procedure is called, the contents of
;AH determine the speed and direction of the
;motor where AH is between 00H and FFH.
;

= 0706 CNTR EQU 706H
= 0700 CNT0 EQU 700H
= 0702 CNT0 EQU 702H
= 7800 COUNT EQU 30720

0000 SPEED PROC NEAR

0000 50 PUSH AX ;save registers
0001 51 PUSH DX
0002 53 PUSH BX

0003 8A CD MOV BL, AL ;calculate count
0005 B8 0078 MOV AX, 120
0008 F6 E3 MUL BL
000A 8B D8 MOV BX, AX
000C B8 7800 MOV AX, COUNT
000F 2B C3 SUB AX, BX
0011 8B D8 MOV BX, AX

0013 BA 0706 MOV DX,CNTR ;program control words
0016 B0 34 MOV AL, 00110100B
0018 EE OUT DX, AL
0019 B0 74 MOV AL, 01110100B
001B EE OUT DX, AL

001C BA 0702 MOV DX,CNT1 ;program counter 1
001F B8 7800 MOV AX,COUNT ;to generate a clear
0022 EE OUT DX, AL
0023 8A C4 MOV AL, AH
0025 EE OUT DX, AL
0026 SPE:
0026 EC IN AL, DX ;wait for counter 1
0027 86 C4 XCHG AL, AH ;to reach calculated
0029 EC IN AL, DX ;count
002A 86 C4 XCHG AL, AH
002C 3B C3 CMP AX, BX
002E 72 F6 JB SPE

0030 BA 0700 MOV DX,CNT0 ;program counter 0
0033 B8 7800 MOV AX,COUNT ;to generate a set
0036 EE OUT DX, AL
0037 8A C4 MOV AL, AH
0039 EE OUT DX, AL

003A 5B POP BX ;restore registers
003B 5A POP DX
003C 58 POP AX
003D C3 RET

003E SPEED ENDP

```

The procedure adjusts the wave-form at Q by first calculating the count that counter 0 is to start in relationship to counter 1. This is accomplished by multiplying AH by 120 and then subtracting it from 30,720. This is required because the counters are down-counters that count from the programmed count to 0, before restarting. Next, counter 1 is programmed with a count of 30,720 and started to generate the clear wave-form for the flip-flop. After counter 1 is started, it

is read and compared with the calculated count. Once it reaches this count, counter 0 is started with a count of 30,720. From this point forward, both counters continue generating the clear and set wave-forms until the procedure is again called to adjust the speed and direction of the motor.

## 10-6

## 16550 PROGRAMMABLE COMMUNICATIONS INTERFACE

The National Semiconductor Corporation's PC16550D is a programmable communications interface designed to connect to virtually any type of serial interface. The 16550 is a universal asynchronous receiver/transmitter (UART) that is fully compatible with the Intel microprocessors. The 16550 is capable of operating at 0–1.5 M Baud. Baud rate is the number of bits transferred per second, including start, stop, data, and parity. The 16550 also includes a programmable Baud rate generator and separate FIFOs for input and output data to ease the load on the microprocessor. Each FIFO contains 16 bytes of storage. This is the most common communications interface found in modern microprocessor-based equipment, including the personal computer and many modems.

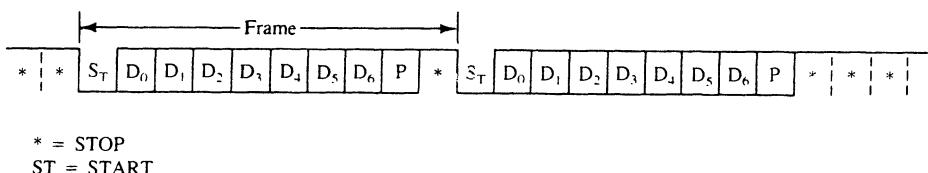
### Asynchronous Serial Data

Asynchronous serial data are transmitted and received without a clock or timing signal. Figure 10–42 illustrates two frames of asynchronous serial data. Each frame contains a start bit, seven data bits, parity, and one stop bit. In this figure, a frame, which contains one ASCII character, has 10-bits. Most dial-up communications systems, such as CompuServe, Prodigy, and America Online, use 10-bits for asynchronous serial data with even parity. Most Internet and bulletin board services also use 10-bits, but they normally do not use parity. Instead, 8-bits are transferred, replacing parity with a data bit. This makes byte transfers of non-ASCII data much easier to accomplish.

### 16550 Functional Description

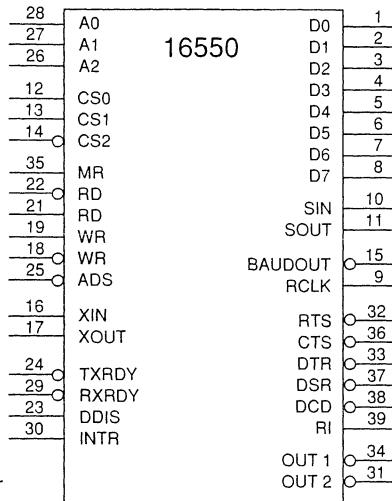
Figure 10–43 illustrates the pin-out of the 16550 UART. This device is available as a 40-pin DIP (**dual in-line package**) or as a 44-pin PLCC (**plastic lead-less chip carrier**). Two completely separate sections are responsible for data communications: the receiver and the transmitter. Because each of these sections is independent of the other, the 16550 is able to function in simplex, half-duplex, or full-duplex modes. One of the main features of the 16550 is its internal receiver and transmitter FIFO (first-in, first-out) memories. Because each is 16 bytes deep, the UART only requires attention from the microprocessor after receiving 16 bytes of data. It also holds 16 bytes before the microprocessor must wait for the transmitter. The FIFO makes this UART ideal when interfacing to high-speed systems, because less time is required to service it.

An example **simplex** system is where the transmitter or receiver is used by itself, such as in an FM (frequency modulation) radio station. An example half-duplex system is a CB (citizens



**FIGURE 10–42** Asynchronous serial data

**FIGURE 10-43** The pin-out of the 16550 UART



band) radio where we transmit and receive, but not both at the same time. The full-duplex system allows transmission and reception in both directions simultaneously. An example **full-duplex** system is the telephone.

The 16550 can control a **modem** (modulator/demodulator), which is a device that converts TTL levels of serial data into audio tones that can pass through the telephone system. Six pins on the 16650 are devoted to modem control: **DSR** (data set ready), **DTR** (data terminal ready), **CTS** (clear-to-send), **RTS** (request-to-send), **RI** (ring indicator), and **DCD** (data carrier detect). The modem is referred to as the *data set*, and the 16550 is referred to as the *data terminal*.

#### 16550 Pin Functions

|                                                    |                                                                                                                                                                                                                                                                 |
|----------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>A<sub>0</sub>, A<sub>1</sub>, A<sub>2</sub></b> | The address inputs are used to select an internal register for programming and also for data transfer. Refer to Table 10-7 for a list of each combination of the address inputs and the registers selected.                                                     |
| <b>ADS</b>                                         | The <b>address strobe</b> input is used to latch the address lines and chip select lines. If not needed (as in the Intel system), connect this pin to ground. The <b>ADS</b> pin is designed for use with Motorola microprocessors.                             |
| <b>BAUDOUT</b>                                     | The <b>Baud out</b> pin is where the clock signal generated by the Baud rate generator from the transmitter section is made available. It is most often connected to the <b>RCLK</b> input to generate a receiver clock that is equal to the transmitter clock. |

**TABLE 10-7** The registers selected by A<sub>0</sub>, A<sub>1</sub>, and A<sub>2</sub>

| A <sub>2</sub> | A <sub>1</sub> | A <sub>0</sub> | Register                                                 |
|----------------|----------------|----------------|----------------------------------------------------------|
| 0              | 0              | 0              | Receiver buffer (read) and transmitter holding (write)   |
| 0              | 0              | 1              | Interrupt enable                                         |
| 0              | 1              | 0              | Interrupt identification (read) and FIFO control (write) |
| 0              | 1              | 1              | Line control                                             |
| 1              | 0              | 0              | Modem control                                            |
| 1              | 0              | 1              | Line status                                              |
| 1              | 1              | 0              | Modem status                                             |
| 1              | 1              | 1              | Scratch                                                  |

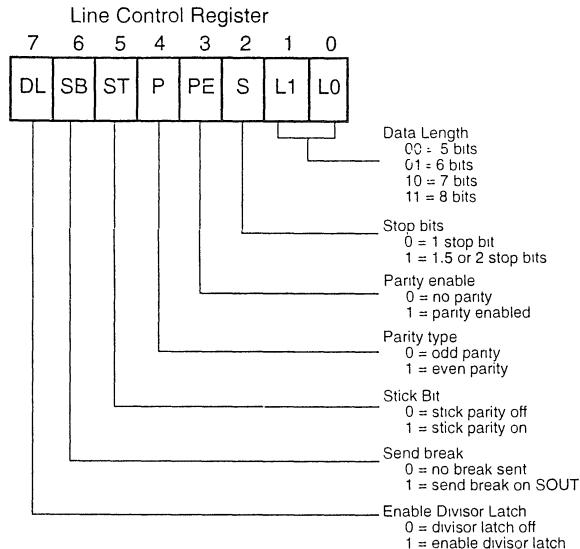
|                             |                                                                                                                                                                                                  |
|-----------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>CS0, CS1, <u>CS2</u></b> | The <b>chip select</b> inputs must all be active to enable the 16550 UART.                                                                                                                       |
| <b><u>CTS</u></b>           | The <b>clear to send</b> (if low) indicates that the modem or data set is ready to exchange information. This pin is often used in a half-duplex system to turn the line around.                 |
| <b>D7–D0</b>                | The <b>data bus</b> pins are connected to the microprocessor data bus.                                                                                                                           |
| <b>DCD</b>                  | The <b>data carrier detect</b> input is used by the modem to signal the 16550 that a carrier is present.                                                                                         |
| <b>DDIS</b>                 | The <b>disable driver</b> output becomes a logic 0 to indicate that the microprocessor is reading data from the UART. DDIS can be used to change the direction of data flow through a buffer.    |
| <b><u>DSR</u></b>           | <b>Data set ready</b> is an input to the 16550 that indicates the modem or data set is ready to operate.                                                                                         |
| <b><u>DTR</u></b>           | <b>Data terminal ready</b> is an output that indicates that the data terminal (16550) is ready to function.                                                                                      |
| <b>INTR</b>                 | <b>Interrupt request</b> is an output to the microprocessor used to request an interrupt (INTR = 1) whenever the 16550 has a receiver error, has received data, and if the transmitter is empty. |
| <b>MR</b>                   | <b>Master reset</b> initializes the 16550 and should be connected to the system RESET signal.                                                                                                    |
| <b><u>OUT1, OUT2</u></b>    | These are user-defined output pins that can provide signals to a modem or any other device as needed in a system.                                                                                |
| <b>RCLK</b>                 | <b>Receiver clock</b> is the clock input to the receiver section of the UART. This input is always $16 \times$ the desired receiver Baud rate.                                                   |
| <b>RD, <u>RD</u></b>        | <b>Read</b> inputs (either may be used) cause data to be read from the register specified by the address inputs to the UART.                                                                     |
| <b><u>RI</u></b>            | The <b>ring indicator</b> input is placed at the logic 0 level by the modem to indicate that the telephone is ringing.                                                                           |
| <b><u>RTS</u></b>           | <b>Request-to-send</b> is a signal to the modem indicating that the UART wishes to send data.                                                                                                    |
| <b>SIN, SOUT</b>            | These are the <b>serial data</b> pins. SIN accepts serial data and SOUT transmits serial data.                                                                                                   |
| <b><u>RXRDY</u></b>         | <b>Receiver ready</b> is a signal used to transfer received data via DMA techniques (see text).                                                                                                  |
| <b><u>TXRDY</u></b>         | <b>Transmitter ready</b> is a signal used to transfer transmitter data via DMA techniques (see text).                                                                                            |
| <b>WR, <u>WR</u></b>        | <b>Write</b> (either may be used) connects (either) to the microprocessor write signal to transfer commands and data to the 16550.                                                               |
| <b>XIN, XOUT</b>            | These are the <b>main clock connections</b> . A crystal is connected across these pins to form a crystal oscillator, or XIN is connected to an external timing source.                           |

## Programming the 16550

Programming the 16550 is fairly simple, although maybe slightly more involved when compared to some of the other programmable interfaces described in this chapter. Programming is a two-part process that includes initialization dialog and operational dialog.

*Initializing the 16550.* Initialization dialog, which occurs after a hardware or software reset, consists of two parts: programming the line control register and the Baud rate generator. The line

**FIGURE 10-44** The contents of the 16550 line control register



control register selects the number of data bits, number of stop bits, and parity (whether it is even or odd or if parity is sent as a one or a zero). The Baud rate generator is programmed with a divisor that determines the Baud rate of the transmitter section.

Figure 10-44 illustrates the line control register. The line control register is programmed by outputting information to I/O port 011 ( $A_2, A_1, A_0$ ). The rightmost two bits of the line control register select the number of transmitted data bits (5, 6, 7, or 8). The number of stop bits are selected by S in the line control register. If S = 0, one stop bit is used; if S = 1, 1.5 stop bits are used for 5 data bits and 2 stop bits are used with 6, 7, or 8 data bits.

The next three bits are used together to send even or odd parity, to send no parity, or to send a 1 or a 0 in the parity bit position. To send even or odd parity, the ST (stick) bit must be placed at a logic 0 level and parity enable must be a logic 1. The value of the parity bit then determines even or odd parity. To send no parity (common in Internet connections), ST = 0 as well as the parity enable bit. This sends and receives data without parity. Finally, if a 1 or a 0 must be sent and received in the parity bit position for all data, ST = 1, with a 1 in parity enable. To send a 1 in the parity bit position, place a 0 in the parity bit; to send a 0, place a 1 in the parity bit. (Refer to Table 10-8 for the operation of the parity and stick bits.)

The remaining bits in the line control register are used to send a break and to select programming for the Baud rate divisor. If bit position 6 of the line control register is a logic 1, a break is transmitted. As long as this bit is a 1, the break is sent from the SOUT pin. A break by definition is at least two frames of logic 0 data. The software in the system is responsible for

**TABLE 10-8** The operation of the ST and parity bits

| ST | P | PE | Function       |
|----|---|----|----------------|
| 0  | 0 | 0  | No parity      |
| 0  | 0 | 1  | Odd parity     |
| 0  | 1 | 0  | No parity      |
| 0  | 1 | 1  | Even parity    |
| 1  | 0 | 0  | Undefined      |
| 1  | 0 | 1  | Send/receive 1 |
| 1  | 1 | 0  | Undefined      |
| 1  | 1 | 1  | Send/receive 0 |

**TABLE 10–9** The divisor used with the Baud rate generator for an 18.432 MHz crystal illustrating common Baud rates

| Baud rate | Divisor value |
|-----------|---------------|
| 110       | 10,473        |
| 300       | 3,840         |
| 1,200     | 920           |
| 2,400     | 480           |
| 4,800     | 240           |
| 9,600     | 120           |
| 19,200    | 60            |
| 38,400    | 30            |
| 57,600    | 20            |
| 115,200   | 10            |

timing the transmission of the break. To end the break, bit position 6 or the line control register is returned to a logic 0 level. The Baud rate divisor is only programmable when bit position 7 of the line control register is a logic 1.

*Programming the Baud Rate.* The Baud rate generator is programmed at I/O addresses 000 and 001 ( $A_2$ ,  $A_1$ ,  $A_0$ ). Port 000 is used to hold the least-significant part of the 16-bit divisor, and port 001 holds the most-significant part. The value used for the divisor depends on the external clock or crystal frequency. Table 10–9 illustrates common Baud rates obtainable if a 18.432 MHz crystal is used as a timing source. It also shows the divisor values programmed into the Baud rate generator to obtain these Baud rates. The actual number programmed into the Baud rate generator causes it to produce a clock that is 16 times the desired Baud rate. For example, if 240 is programmed into the Baud rate divisor, the Baud rate is  $\frac{18.432\text{MHz}}{16} \times 240 = 4800$  Baud.

*Sample Initialization.* Suppose that an asynchronous system requires seven data bits, odd parity, a Baud rate of 9600, and one stop bit. Example 10–24 lists a procedure that initializes the 16550 to function in this manner. Figure 10–45 shows the interface to the 8088 microprocessor using a PAL16L8 to decode the 8-bit port addresses F0H and F7H. (The PAL program is not shown.) Here port F3H accesses the line control register and F0H and F1H access the Baud rate divisor registers. The last part of Example 10–24 is described with the function of the FIFO control register in the next few paragraphs.

#### EXAMPLE 10–24

```

;Initialization Dialog for Figure 10-45.
;Baud rate 9600, 7 data, odd parity, one stop
;
= 00F3 LINE EQU 0F3H
= 00F0 LSB EQU 0F0H
= 00F1 MSB EQU 0F1H
= 00F2 FIFO EQU 0F2H

0000 START PROC NEAR

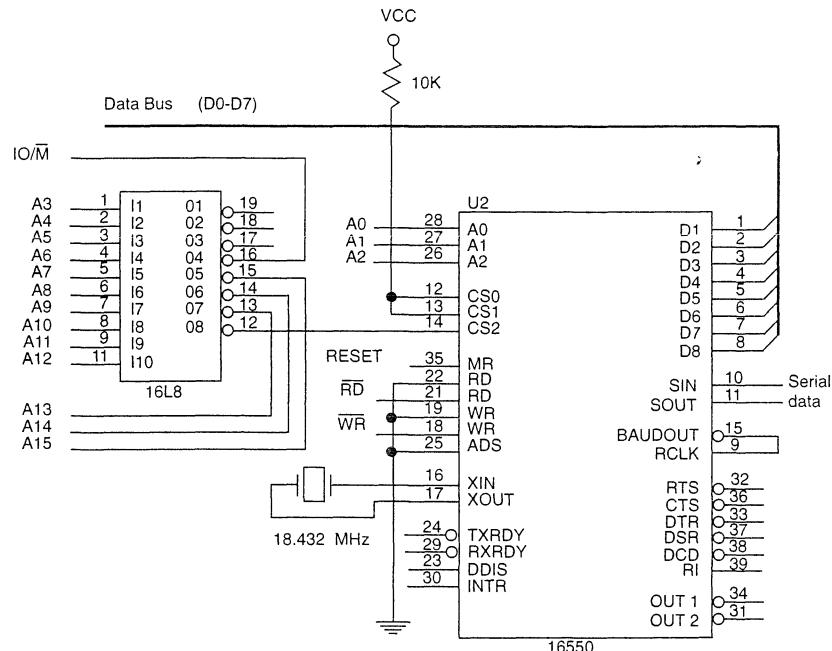
0000 B0 8A MOV AL,10001010B ;enable Baud divisor
0002 E6 F3 OUT LINE,AL

0004 B0 78 MOV AL,120 ;program Baud rate
0006 E6 F0 OUT LSB,AL
0008 B0 00 MOV AL,0
000A E6 F1 OUT MSB,AL

000C B0 0A MOV AL,00001010B ;program 7-data, odd

```

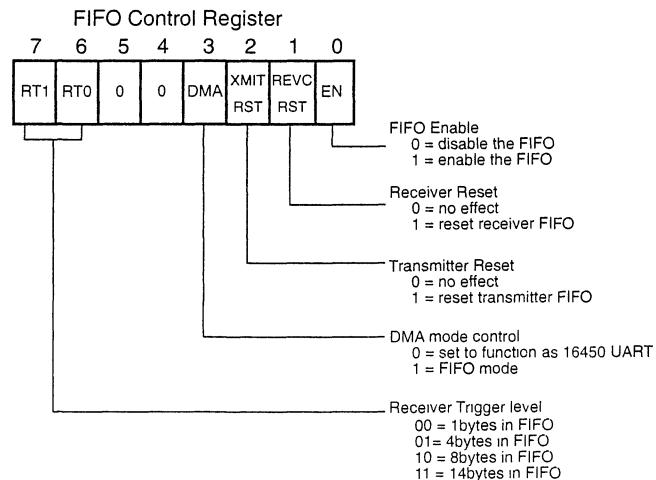
**FIGURE 10-45** The 16550 interfaced to the 8088 microprocessor at ports 00F0H–00F7H



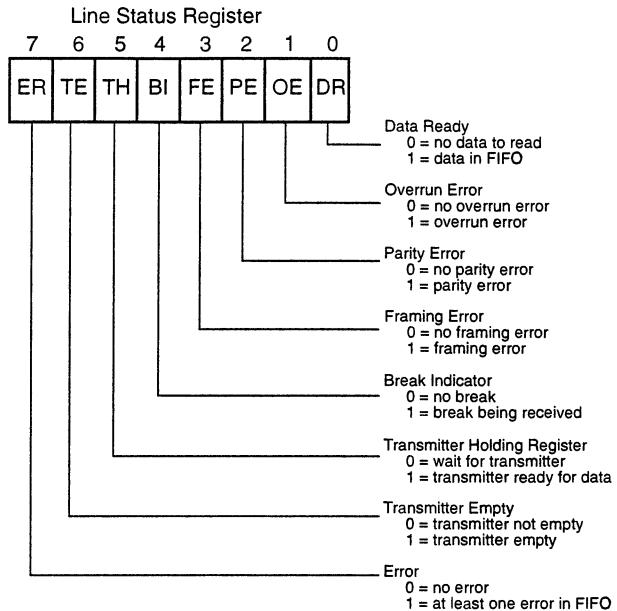
|            |     |              |                         |
|------------|-----|--------------|-------------------------|
| 000E E6 F3 | OUT | LINE, AL     | ;parity, one stop       |
| 0010 B0 D7 | MOV | AL,00000111B | ;enable transmitter and |
| 0012 E6 F2 | OUT | FIFO, AL     | ;receiver               |
| 0014 C3    |     | RET          |                         |
| 0015       |     | START ENDP   |                         |

After programming the line control register and Baud rate divisor, the 16550 is still not ready to function—we still must program the FIFO control register, which is at port F2H in the circuit of Figure 10-45. Figure 10-46 illustrates the FIFO control register for the 16550. This register enables the transmitter and receiver (bit 0 = 1) and clears the transmitter and receiver

**FIGURE 10-46** The FIFO control register of the 16550 UART



**FIGURE 10–47** The contents of the line status register of the 16550 UART



FIFOs. It also provides control for the 16550 interrupts, which are discussed in Chapter 11. Notice that the last section of Example 10–24 places a 7 into the FIFO control register. This enables the transmitter and receiver and clears both FIFOs. The 16550 is now ready to operate, but without interrupts. Interrupts are automatically disabled when the MR (master reset) input is placed at a logic 1 by the system RESET signal.

*Sending Serial Data.* Before serial data can be sent or received through the 16550, we need to know the function of the line status register (see Figure 10–47). The line status register contains information about error conditions and the state of the transmitter and receiver. This register is tested before a byte is transmitted or can be received.

Suppose that a procedure (see Example 10–25) is written to transmit the contents of AH to the 16550 and out through its serial data pin (SOUT). The TH bit is polled by software to determine if the transmitter is ready to receive data. This procedure uses the circuit of Figure 10–43.

#### EXAMPLE 10–25

```
;A Procedure that transmits AH via the 16550 UART.
;
= 00F5 LSTAT EQU 0F5H ;line status port
= 00F0 DATA EQU 0F0H ;data port

0000 SEND PROC NEAR

0000 50 PUSH AX ;save AX
0001 E4 F5 IN AL,LSTAT ;get line status register
0003 A8 20 TEST AL,20H ;test TH bit
0005 74 FA JZ SEND ;if transmitter not ready

0007 8A C4 MOV AL,AH ;get data
0009 E6 F0 OUT DATA,AL ;transmit data
000B 58 POP AX ;restore AX
000C C3 RET

000D SEND ENDP
```

*Receiving Serial Data.* To read received information from the 16550, we test the DR bit of the line status register. Example 10-26 lists a procedure that tests the DR bit to decide if the 16550 has received any data. Upon reception of data, the procedure tests for errors. If an error is detected, the procedure returns with AL equal to an ASCII '?''. If no error has occurred, then the procedure returns with AL equal to the received character.

### EXAMPLE 10-26

```

;A procedure that receives data from the 16550 UART
;and returns it in AL.
;
= 00F5 LSTAT EQU 0F5H ;line status port
= 00F0 DATA EQU 0F0H ;data port

0000 RECV PROC NEAR

0000 E4 F5 IN AL,LSTAT ;get line status register
0002 A8 01 TEST AL,1 ;test DR bit
0004 74 FA JZ RECV ;if no data in receiver

0006 A8 0E TEST AL,0EH ;test all 3 error bits
0008 75 03 JNZ ERR ;for an error

000A E4 F0 IN AL,DATA ;read data from 16550
000C C3 RET
000D ERR: MOV AL,'?' ;get question mark
000D B0 3F
000F C3 RET

0010 REVC ENDP

```

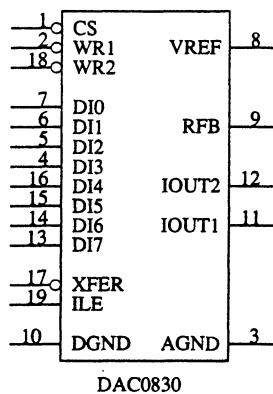
*UART Errors.* The types of errors detected by the 16550 are parity error, framing error, and overrun error. A **parity error** indicates that the received data contain the wrong parity. A **framing error** indicates that the start and stop bits are not in their proper places. An **overrun error** indicates that data have overrun the internal receiver FIFO buffer. These errors should not occur during normal operation. A parity error indicates that noise was encountered during reception. A framing error occurs if the receiver is receiving data at an incorrect Baud rate. An overrun error occurs only if the software fails to read the data from the UART before the receiver FIFO is full. This example does not test the BI (break indicator bit) for a break condition. Note that a break is two consecutive frames of logic 0's on the SIN pin of the UART. The remaining registers, which are used for interrupt control and modem control, are developed in Chapter 11.

Analog-to-digital (ADC) and digital-to-analog (DAC) converters are used to interface the microprocessor to the analog world. Many events that are monitored and controlled by the microprocessor are analog events. These often include monitoring all forms of events, even speech, to controlling motors and like devices. In order to interface the microprocessor to these events, we must understand the interface and control of the ADC and DAC, which convert between analog and digital data.

### The DAC0830 Digital-to-Analog Converter

A fairly common and low-cost digital-to-analog converter is the DAC0830 (a product of National Semiconductor Corporation). This device is an 8-bit converter that transforms an 8-bit binary number into an analog voltage. Other converters are available that convert from 10-, 12-, or 16-bits

**FIGURE 10–48** The pin-out of the DAC0830 digital-to-analog converter

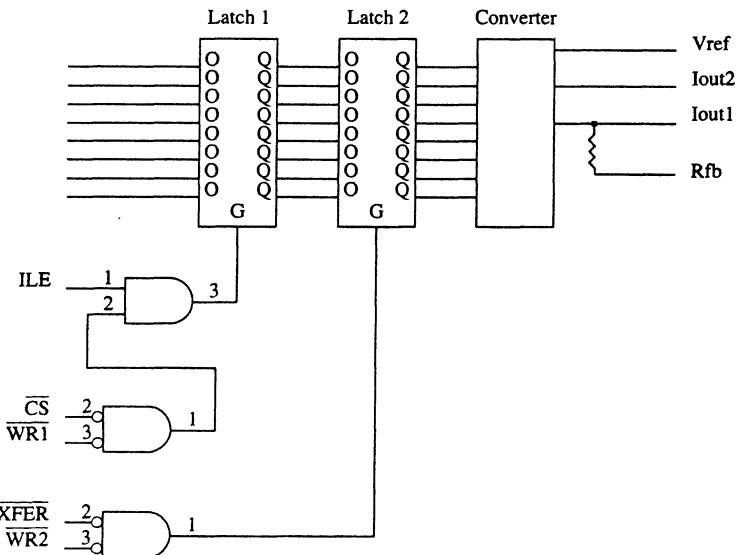


into analog voltages. The number of voltage steps generated by the converter is equal to the number of binary input combinations. Therefore, an 8-bit converter generates 256 different voltage levels, a 10-bit converter generates 1,024 levels, and so forth. The DAC0830 is a medium-speed converter that transforms a digital input to an analog output in approximately 1  $\mu$ s.

Figure 10–48 illustrates the pin-out of the DAC0830. This device has a set of eight data bus connections for the application of the digital input code and a pair of analog outputs labeled Iout1 and Iout2 that are designed as inputs to an external operational amplifier. Because this is an 8-bit converter, its output step voltage is defined as  $-V_{REF}$  (reference voltage) divided by 255. For example, if the reference voltage is -5.0V, its output step voltage is +.0196V. Note that the output voltage is the opposite polarity of the reference voltage. If an input of 1001 0010<sub>2</sub> is applied to the device, the output voltage will be the step voltage times 1001 0010<sub>2</sub>, or in this case +2.862V. By changing the reference voltage to -5.1V, the step voltage becomes +.02V. The step voltage is also often called the *resolution* of the converter.

*Internal Structure of the DAC0830.* Figure 10–49 illustrates the internal structure of the DAC0830. Notice that this device contains two internal registers. The first is a holding register, while the second connects to the R-2R internal ladder converter. The two latches allow one byte

**FIGURE 10–49** The internal structure of the DAC0830



to be held while another is converted. In many cases, we disable the first latch and use only the second for entering data into the converter. This is accomplished by connecting a logic 1 to ILE and a logic 0 to  $\overline{CS}$  (chip select).

Both latches within the DAC0830 are transparent. That is, when the G input to the latch is a logic 1, data pass through the latch, but when the G input becomes a logic 0, data are latched or held. The converter has a reference input pin ( $V_{REF}$ ) that establishes the full scale output voltage. If  $-10V$  is placed on  $V_{REF}$ , the full scale ( $1111111_2$ ) output voltage is  $+10V$ . The output of the R-2R ladder within the converter appears at  $I_{OUT1}$  and  $I_{OUT2}$ . These outputs are designed to be applied to an operational amplifier such as a 741 or similar device.

*Connecting the DAC0830 to the Microprocessor.* The DAC0830 is connected to the microprocessor as illustrated in Figure 10–50. Here a PAL16L8 is used to decode the DAC0830 at 8-bit I/O port address 20H. Whenever an OUT 20H, AL instruction is executed, the contents of data bus connections  $AD_0$ – $AD_7$  are passed to the converter within the DAC0830. The 741 operational amplifier along with the  $-12V$  zener reference voltage causes the full-scale output voltage to equal  $+12V$ . The output of the operational amplifier feeds a driver that powers a 12V DC motor. This driver is a Darlington amplifier for large motors. This example shows the converter driving a motor, but other devices could be used as outputs.

### The ADC0804 Analog-to-Digital Converter

A common low-cost ADC is the ADC0804, which belongs to a family of converters that are all identical except for accuracy. This device is compatible with a wide range of microprocessors such as the Intel family. There are faster ADCs available, and some with more resolution than 8-bits, but this device is ideal for many applications that do not require a high degree of accuracy. The ADC0804 requires up to  $100\ \mu s$  to convert an analog input voltage into a digital output code.

Figure 10–51 shows the pin-out of the ADC0804 converter (a product of National Semiconductor Corporation). To operate the converter, the  $\overline{WR}$  pin is pulsed with  $\overline{CS}$  grounded to start the conversion process. Because this converter requires a considerable amount of time for the conversion, a pin labeled INTR signals the end of the conversion. Refer to Figure 10–52 for a timing diagram that shows the interaction of the control signals. As can be seen, we start the

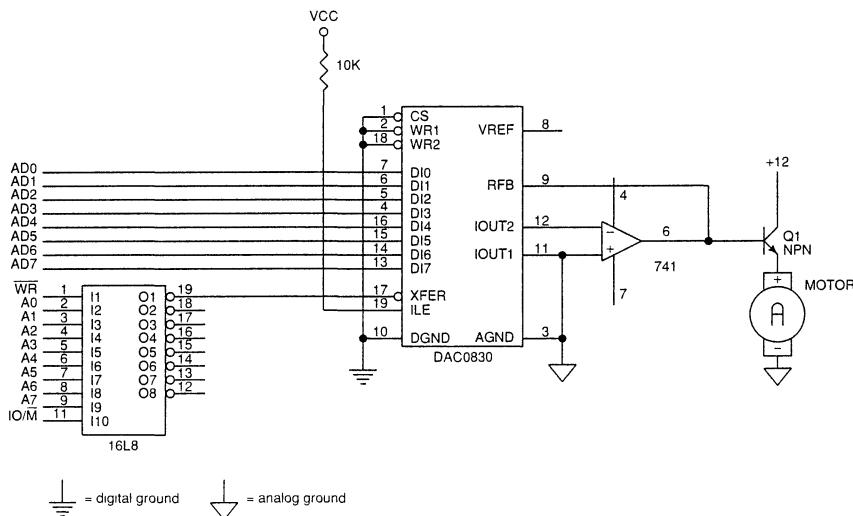
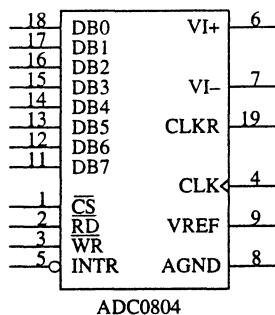


FIGURE 10–50 A DAC0830 interfaced to the 8086 microprocessor at 8-bit I/O location 20H

**FIGURE 10–51** The pin-out of the ADC0804 analog-to-digital converter



converter with the  $\overline{WR}$  pulse, we wait for INTR to return to a logic 0 level, and then we read the data from the converter. If a time delay is used that allows at least 100  $\mu$ s of time, then we don't need to test the INTR pin. Another option is to connect the INTR pin to an interrupt input so an interrupt occurs when the conversion is complete.

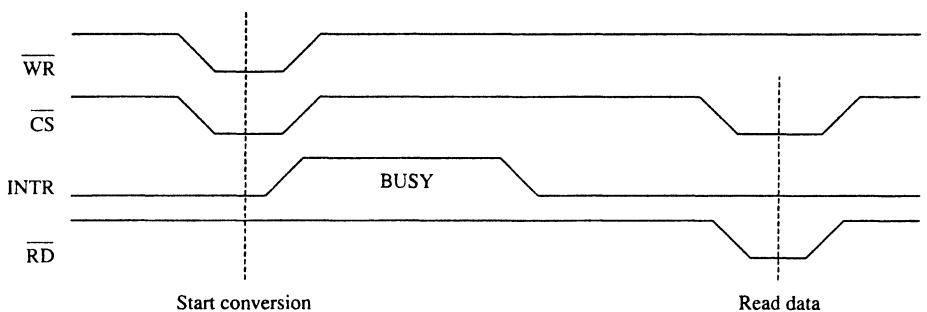
*The Analog Input Signal.* Before the ADC0804 can be connected to the microprocessor, its analog inputs must be understood. There are two analog inputs to the ADC0804:  $V_{IN}(+)$  and  $V_{IN}(-)$ . These inputs are connected to an internal operational amplifier and are differential inputs, as shown in Figure 10–53. The differential inputs are summed by the operational amplifier to produce a signal for the internal analog-to-digital converter. Figure 10–53 shows a few ways to use these differential inputs. The first way (Figure 10–53a) uses a single input that can vary between 0V and +5.0V. The second (Figure 10–53b) shows a variable voltage applied to the  $V_{IN}(-)$  pin so the zero reference for  $V_{IN}(+)$  can be adjusted.

*Generating the Clock Signal.* The ADC0804 requires a clock source for operation. The clock can be an external clock applied to the CLK IN pin, or it can be generated with an RC circuit. The permissible range of clock frequencies is between 100 KHz and 1460 KHz. It is desirable to use a frequency that is as close as possible to 1460 KHz so conversion time is kept to a minimum.

If the clock is generated with an RC circuit, we use the CLK IN and CLK R pins connected to an RC circuit, as illustrated in Figure 10–54. When this connection is in use, the clock frequency is calculated by the following equation:

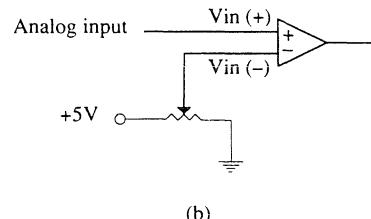
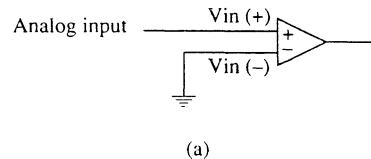
$$F_{clk} = \frac{1}{1.1RC}$$

*Connecting the ADC0804 to the Microprocessor.* The ADC0804 is interfaced to the 8086 microprocessor as illustrated in Figure 10–55. Note the  $V_{REF}$  signal is not attached to anything,

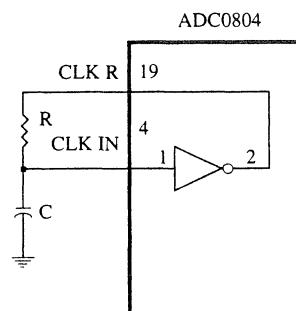


**FIGURE 10–52** The timing for the ADC0804 analog-to-digital converter

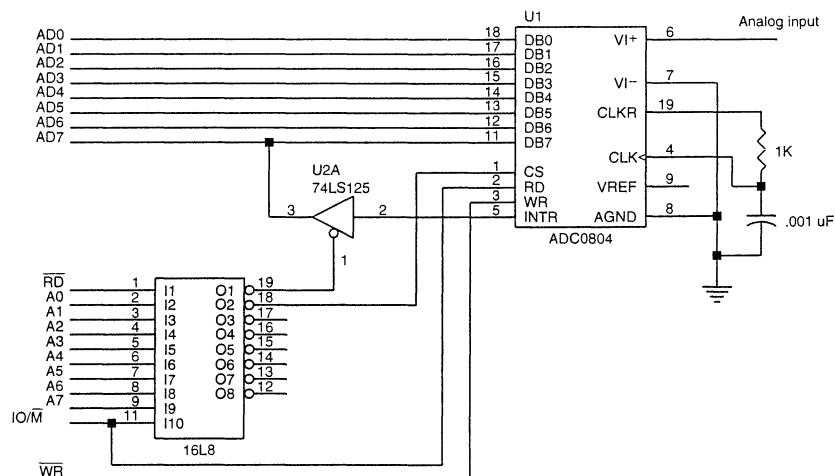
**FIGURE 10-53** The analog inputs to the ADC0804 converter. (a) To sense a 0- to +5.0-V input. (b) To sense an input offset from ground



**FIGURE 10-54** Connecting the RC circuit to the CLK IN and CLK R pins on the ADC0804



**FIGURE 10-55** The ADC0804 interfaced to the microprocessor



which is normal. Suppose that the ADC0804 is decoded at 8-bit I/O port address 40H for the data and port address 42H for the INTR signal and a procedure is required to start and read the data from the ADC. This procedure is listed in Example 10-27. Notice that the INTR bit is polled; if it becomes a logic 0, the procedure ends with AL containing the converted digital code.

**EXAMPLE 10-27**

```

;A procedure that reads data from the ADC and returns
;it in AL.
;
0000 ADCX PROC NEAR
;
0000 E6 40 OUT 40H,AL ;start conversion
0002 ADCX1:
0002 E4 42 IN AL,42H ;read INTR
0004 A8 80 TEST AL,80H ;test INTR
0006 75 FA JNZ ADCX1 ;repeat until INTR = 0
0008 E4 40 IN AL,40H ;get ADC data
000A C3 RET
;
000B ADCX ENDP

```

**Using the ADC0804 and the DAC0830**

This section of the text illustrates an example using both the ADC0804 and the DAC0830 to capture and replay audio signals or speech. In the past we often used a speech synthesizer to generate speech, but the quality of the speech was poor. For quality speech we can use the ADC0804 to capture an audio signal and store it in memory for later playback through the DAC0830.

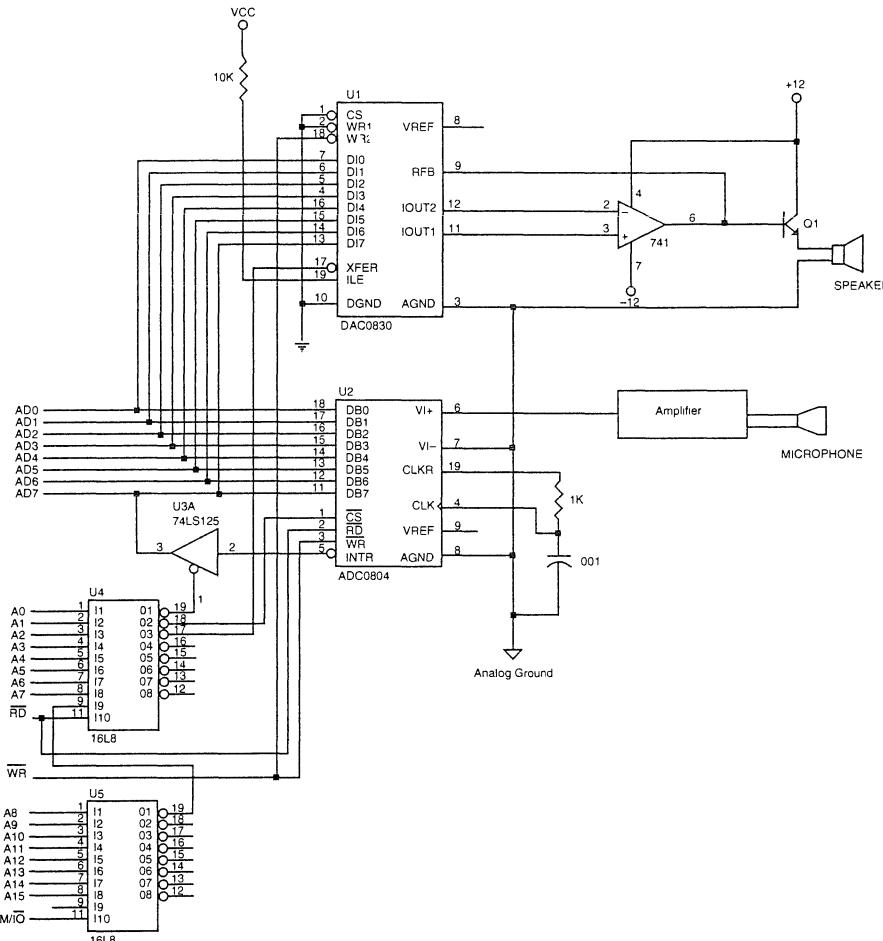
Figure 10-56 illustrates the circuitry required to connect the ADC0804 at I/O ports 0700H and 0702H. The DAC0830 is interfaced at I/O port 704H. These I/O ports are in the low bank of a 16-bit microprocessor such as the 8086 or 80386SX. The software used to run these converters appears in Example 10-28. This software reads a one-second burst of speech and then plays it back 10 times. This process repeats until the system is turned off. In this example, speech is sampled and stored in a section of memory called WORDS. The sample rate is chosen at 2,048 samples per second which renders acceptable-sounding speech.

**EXAMPLE 10-28**

```

;Software that records a 1-second passage of speech
;and plays it back 10 times before recording the
;next 1-second passage of speech.
;
;Assumes a clock of 8 MHz (8086) for the time delay.
;
.MODEL SMALL
.DATA
0000 0500 [WORDS DB 2048 DUP (?) ;space for speech
 0000
]
.CODE
.STARTUP
0018 AGAIN:
0018 E8 000A CALL READ ;read speech
001B B9 000A MOV CX,10 ;set count to 10
001E LOOP1:
001E E8 0023 CALL WRITE ;playback speech
0021 E2 FB LOOP LOOP1 ;repeat 10 times
0023 EB EA JMP AGAIN ;repeat forever
0025 READ PROC NEAR
0025 BF 0000 R MOV DI,OFFSET WORDS ;address data area
0028 B9 0500 MOV CX,2048 ;load count
002B BA 0700 MOV DX,0700H ;address port
002E READ1:
002E EE OUT DX,AL ;start converter
002F 83 C2 C0 ADD DX,2 ;address status port
0032 READ2:
0032 EC IN AL,DX ;get INTR
0033 A8 80 TEST AL,80H ;test INTR

```



**FIGURE 10-56** A circuit that stores speech and plays it back through the speaker

```

0035 75 FB JNZ READ2 ;wait for INTR = 0
0037 83 EA 02 SUB DX,2 ;address data port
003A EC IN AL,DX ;get data from ADC
003B 88 05 MOV [DI],AL ;store data in array
003D 47 INC DI ;address next element
003E E8 0018 CALL DELAY ;wait for 1/2048 seconds
0041 E2 EB LOOP READ1 ;repeat 2,048 times
0043 C3 RET ;return to main program

0044 READ ENDP ;end of READ procedure

0044 WRITE PROC NEAR ;begin WRITE procedure

0044 51 PUSH CX
0045 BF 0000 R MOV DI,OFFSET WORDS ;address data
0048 B9 0500 MOV CX,2048 ;load count
004B BA 0704 MOV DX,0704H ;address DAC
004E WRITE1: ;begin loop
004E 8A 05 MOV AL,[DI] ;get data from array
0050 EE OUT DX,AL ;send data to DAC
0051 47 INC DI ;address next element
0052 E8 0004 CALL DELAY ;wait 1/2048 second

```

```

0055 E2 F7 LOOP WRITE1 ;repeat 2,048 times
0057 59 POP CX
0058 C3 RET
0059 WRITE ENDP
0059 DELAY PROC NEAR
0059 51 PUSH CX
005A B9 00E1 MOV CX,225 ;approximately 1/2048 sec.
005D DELAY1:
005D E2 FE LOOP DELAY1
005F 59 POP CX
0060 C3 RET
0061 DELAY ENDP
. END

```

## 10-8

## SUMMARY

1. The 8086–Pentium Pro microprocessors have two basic types of I/O instructions: IN and OUT. The IN instruction inputs data from an external I/O device into either the AL (8-bit) or AX (16-bit) register. The IN instruction is available as a fixed port instruction, a variable port instruction, or a string instruction (80286–Pentium Pro) INSB or INSW. The OUT instruction outputs data from AL or AX to an external I/O device and is also available as a fixed, variable, or string instruction OUTSB or OUTSW. The fixed port instruction uses an 8-bit I/O port address, while the variable and string I/O instructions use a 16-bit port number found in the DX register.
2. Isolated I/O, sometimes called direct I/O, uses a separate map for the I/O space, freeing the entire memory for use by the program. Isolated I/O uses the IN and OUT instructions to transfer data between the I/O device and the microprocessor. The control structure of the I/O map uses  $\overline{IORC}$  (I/O read control) and  $\overline{IOWC}$  (I/O write control) plus the bank selection signals  $\overline{BHE}$  and  $\overline{BLE}$  ( $A_0$  on the 8086 and 80286) to effect the I/O transfer. The early 8086/8088 microprocessors use the  $M/\overline{IO}$  ( $IO/\overline{M}$ ) signal with  $\overline{RD}$  and  $\overline{WR}$  to generate the I/O control signals.
3. Memory-mapped I/O uses a portion of the memory space for I/O transfers. This reduces the amount of memory available, but it negates the need to use the  $\overline{IORC}$  and  $\overline{IOWC}$  signals for I/O transfers. In addition, any instruction that addresses a memory location using any addressing mode can be used to transfer data between the microprocessor and the I/O device using memory-mapped I/O.
4. All input devices are buffered so the I/O data are only connected to the data bus during the execution of the IN instruction. The buffer is either built into a programmable peripheral or located separately.
5. All output devices use a latch to capture output data during the execution of the OUT instruction. This is necessary because data appear on the data bus for less than 100 ns for an OUT instruction, and most output devices require the data for a longer time. In many cases, the latch is built into the peripheral.
6. Handshaking or polling is the act of two independent devices synchronizing with a few control lines. For example, the computer asks a printer if it is busy by inputting the BUSY signal from the printer. If it isn't busy, the computer outputs data to the printer and informs the printer that data are available with a data strobe ( $\overline{DS}$ ) signal. This communication between the computer and the printer is called a handshake or a poll.

7. The I/O port number appears on address bus connections  $A_7-A_0$  for a fixed port I/O instruction and on  $A_{15}-A_0$  for a variable port I/O instruction (note that  $A_{15}-A_8$  contain zeros for an 8-bit port). In both cases, address bits above  $A_{15}$  are undefined.
8. Because the 8086/80286/80386SX contain a 16-bit data bus and the I/O addresses reference byte-sized I/O locations, the I/O space is also organized in banks, as is the memory system. In order to interface an 8-bit I/O device to the 16-bit data bus, we often require separate write strobes, an upper and a lower, for I/O write operations. Likewise, the 80486 and Pentium/Pentium Pro also have I/O arranged in banks.
9. The I/O port decoder is much like the memory address decoder except that instead of decoding the entire address, the I/O port decoder decodes only a 16-bit address for variable port instructions and often an 8-bit port number for fixed I/O instructions.
10. The 82C55 is a programmable peripheral interface (PIA) that has 24 I/O pins that are programmable in two groups of 12 pins each (group A and group B). The 82C55 operates in three modes: simple I/O (mode 0), strobed I/O (mode 1), and bi-directional I/O (mode 2). When the 82C55 is interfaced to the 8086 operating at 8 MHz, we insert two wait states because the speed of the microprocessor is faster than the 82C55 can handle.
11. The 8279 is a programmable keyboard/display controller that can control a 64-key keyboard and a 16-digit numeric display.
12. The 8254 is a programmable interval timer that contains three 16-bit counters that count in binary or binary-coded decimal (BCD). Each counter is independent of each other, and operates in six different modes. The six modes of the counter are (1) events counter, (2) retrig-gerable monostable multivibrator, (3) pulse generator, (4) square-wave generator, (5) software-triggered pulse generator, and (6) hardware-triggered pulse generator.
13. The 16550 is a programmable communications interface capable of receiving and transmitting asynchronous serial data.
14. The DAC0830 is an 8-bit digital-to-analog converter that converts a digital signal to an analog voltage within 1  $\mu$ s.
15. The ADC0804 is an 8-bit analog-to-digital converter that converts an analog signal into a digital signal within 100  $\mu$ s.

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**10-9****QUESTIONS AND PROBLEMS**

1. Explain which way the data flow for an IN and an OUT instruction?
2. Where is the I/O port number stored for a fixed I/O instruction?
3. Where is the I/O port number stored for a variable I/O instruction?
4. Where is the I/O port number stored for a string I/O instruction?
5. To which register are data input by the 16-bit IN instruction?
6. Describe the operation of the OUTSB instruction.
7. Describe the operation of the INSW instruction.
8. Contrast a memory-mapped I/O system with an isolated I/O system.
9. What is the basic input interface?
10. What is the basic output interface?
11. Explain the term *handshaking* as it applies to computer I/O systems.
12. An even-numbered I/O port address is found in the \_\_\_\_\_ I/O bank in the 8086 microprocessor.
13. Show the circuitry required to generate the upper and lower I/O write strobes.
14. Develop an I/O port decoder, using a 74ALS138, that generates low-bank I/O strobes for the 8-bit I/O port addresses 10H, 12H, 14H, 16H, 18H, 1AH, 1CH, and 1EH.

15. Develop an I/O port decoder, using a 74ALS138, that generates high-bank I/O strobes for the 8-bit I/O port addresses 11H, 13H, 15H, 17H, 19H, 1BH, 1DH, and 1FH.
16. Develop an I/O port decoder, using a PAL16L8, that generates 16-bit I/O strobes for the 16-bit I/O port addresses 1000H–1001H, 1002H–1003H, 1004H–1005H, 1006H–1007H, 1008H–1009H, 100AH–100BH, 100CH–100DH, and 100EH–100FH.
17. Develop an I/O port decoder, using the PAL16L8, that generates the following low-bank I/O strobes: 00A8H, 00B6H, and 00EEH.
18. Develop an I/O port decoder, using the PAL16L8, that generates the following high-bank I/O strobes: 300DH, 300BH, 1005H, and 1007H.
19. Why are both BHE and BLE (AO) ignored in a 16-bit port address decoder?
20. An 8-bit I/O device, located at I/O port address 0010H, is connected to which data bus connections?
21. An 8-bit I/O device, located at I/O port address 100DH, is connected to which data bus connections?
22. The 82C55 has how many programmable I/O pin connections?
23. List the pins that belong to group A and to group B in the 82C55.
24. What two 82C55 pins accomplish internal I/O port address selection?
25. The RD connection on the 82C55 is attached to which 8086 system control bus connection?
26. Using a PAL16L8, interface an 82C55 to the 8086 microprocessor so that it functions at I/O locations 0380H, 0382H, 0384H and 0386H.
27. When the 82C55 is reset, its I/O ports are all initialized as \_\_\_\_\_.
28. What three modes of operation are available to the 82C55?
29. What is the purpose of the STB signal in strobed input operation of the 82C55?
30. Explain the operation of a simple four-coil stepper motor.
31. What sets the IBF pin in strobed input operation of the 82C55?
32. Write the software required to place a logic 1 on the PC7 pin of the 82C55 during strobed input operation.
33. How is the interrupt request pin (INTR) enabled in the strobed input mode of operation of the 82C55?
34. In strobed output operation of the 82C55, what is the purpose of the ACK signal?
35. What clears the OBF signal in strobed output operation of the 82C55?
36. Write the software required to decide if PC4 is a logic 1 when the 82C55 is operated in the strobed output mode.
37. Which group of pins is used during bi-directional operation of the 82C55?
38. What pins are general-purpose I/O pins during mode 2 operation of the 82C55?
39. What changes must be made to Figure 10–19 so it functions with a keyboard matrix that contains three rows and five columns?
40. What time is usually used to de-bounce a keyboard?
41. What is normally connected to the CLK pin of the 8279?
42. How many wait states are required to interface the 8279 to the 8086 microprocessor operating with an 8 MHz clock?
43. If the 8279 CLK pin is connected to a 3.0 MHz clock, program the internal clock.
44. What is an overrun error in the 8279?
45. What is the difference between *encoded* and *decoded* as defined for the 8279?
46. Interface the 8279 so that it functions at 8-bit I/O ports 40H–7FH. Use the 74ALS138 as a decoder and use either the upper or lower data bus.
47. Interface a 16-key keyboard and an 8-digit numeric display to the 8279.
48. The 8254 interval timer functions from DC to \_\_\_\_\_ Hz.
49. Each counter in the 8254 functions in how many different modes?
50. Interface an 8254 to function at I/O port addresses XX10H, XX12H, XX14H, and XX16H.  
Write the software required to cause counter 2 to generate an 80 KHz square-wave if the CLK input to counter 2 is 8 MHz.

51. What number is programmed in an 8254 counter to count 300 events?
52. If a 16-bit count is programmed into the 8254, which byte of the count is programmed first?
53. Explain how the read-back control word functions in the 8254.
54. Program counter 1 of the 8254 so it generates a continuous series of pulses that have a high time of 100  $\mu$ s and low time of 1  $\mu$ s. Make sure to indicate the CLK frequency required to accomplish this task.
55. Why does a 50 percent duty cycle cause the motor to stand still in the motor speed and direction control circuit presented in this chapter?
56. What is asynchronous serial data?
57. What is Baud rate?
58. Program the 16550 for operation using six data bits, even parity, one stop bit, and a Baud rate of 19,200 using a 18.432 MHz clock. (Assume that the I/O ports are numbered 20H and 22H.)
59. If the 16550 is to generate a serial signal at a Baud rate of 2400 Baud, and the Baud rate divisor is programmed for 16, what is the frequency of the signal?
60. Describe the following terms: *simplex*, *half-duplex*, and *full-duplex*.
61. How is the 16550 reset?
62. Write a procedure for the 16550 that transmits 16 bytes from a small buffer in the data segment (DS is loaded externally) address by SI (SI is loaded externally).
63. The DAC0830 converts an 8-bit digital input to an analog output in approximately \_\_\_\_\_.
64. What is the step voltage at the output of the DAC0830 if the reference voltage is -2.55 V?
65. Interface a DAC0830 to the 8086 so it operates at I/O port 400H.
66. Develop a program for the interface of Question 65 so the DAC0830 generates a triangular voltage wave-form. The frequency of this wave-form must be approximately 100 Hz.
67. The ADC0804 requires approximately \_\_\_\_\_ to convert an analog voltage into a digital code.
68. What is the purpose of the INTR pin on the ADC080X?
69. The WR pin on the ADC0804 is used for what purpose?
70. Interface an ADC0804 at I/O port 0260H for data and 0270H to test the INTR pin.
71. Develop a program for the ADC0804 in Question 70 so that it reads an input voltage once per 100 ms and stores the results in a memory array that is 100H bytes in length.

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# CHAPTER 11

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## Interrupts

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### INTRODUCTION

In this chapter, we expand our coverage of basic I/O and programmable peripheral interfaces by examining a technique called interrupt-processed I/O. An **interrupt** is a hardware-initiated procedure that interrupts whatever program is currently executing.

This chapter provides examples and a detailed explanation of the interrupt structure of the entire Intel family of microprocessors.

### CHAPTER OBJECTIVES

Upon completion of this chapter, you will be able to:

1. Explain the interrupt structure of the Intel family of microprocessors.
2. Explain the operation of software interrupt instructions INT, INTO, INT 3, and BOUND.
3. Explain how the interrupt enable flag bit (IF) modifies the interrupt structure.
4. Describe the function of the trap interrupt flag bit (TF) and the operation of trap-generated tracing.
5. Develop interrupt service procedures that control lower speed external peripheral devices.
6. Expand the interrupt structure of the microprocessor using the 8259A programmable interrupt controller and other techniques.
7. Explain the purpose and operation of a real-time clock.

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11-1

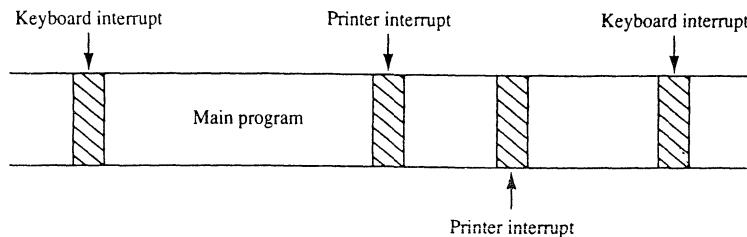
### BASIC INTERRUPT PROCESSING

In this section, we discuss the function of an interrupt in a microprocessor-based system and the structure and features of interrupts available to the Intel family of microprocessors.

#### The Purpose of Interrupts

Interrupts are particularly useful when interfacing I/O devices that provide or require data at relatively low data transfer rates. In Chapter 10, for instance, we saw a keyboard example using strobed input operation of the 82C55. In that example, software polled the 82C55 and its IBF bit to decide if data were available from the keyboard. If the person using the keyboard typed one

**FIGURE 11-1** A time line that indicates interrupt usage in a typical system



character per second, the software for the 82C55 waited an entire second between each keystroke for the person to type another key. This process is such a tremendous waste of time that designers have developed another process called *interrupt processing* to handle this situation.

Unlike the polling technique, interrupt processing allows the microprocessor to execute other software while the keyboard operator is thinking about what key to type next. As soon as a key is pressed, the keyboard encoder de-bounces the switch and puts out one pulse that interrupts the microprocessor. In this way, the microprocessor executes other software until the key is actually pressed when it reads a key and returns to the program that was interrupted. As a result, the microprocessor can print reports or complete any other task while the operator is typing a document and thinking about what to type next.

Figure 11-1 shows a time line that indicates a typist typing data on a keyboard, a printer removing data from the memory, and a program executing. The program is the main program that is interrupted for each keystroke and each character that is to print on the printer. Note that the keyboard interrupt service procedure, called by the keyboard interrupt, and the printer interrupt service procedure each take little time to execute.

## Interrupts

The interrupts of the entire Intel family of microprocessors include two hardware pins that request interrupts (INTR and NMI) and one hardware pin ( $\overline{\text{INTA}}$ ) that acknowledges the interrupt requested through INTR. In addition to the pins, the microprocessor also has software interrupts INT, INTO, INT 3, and BOUND. Two flag bits, IF (interrupt flag) and TF (trap flag), are also used with the interrupt structure and a special return instruction IRET (or IRETD in the 80386, 80486, or Pentium/Pentium Pro).

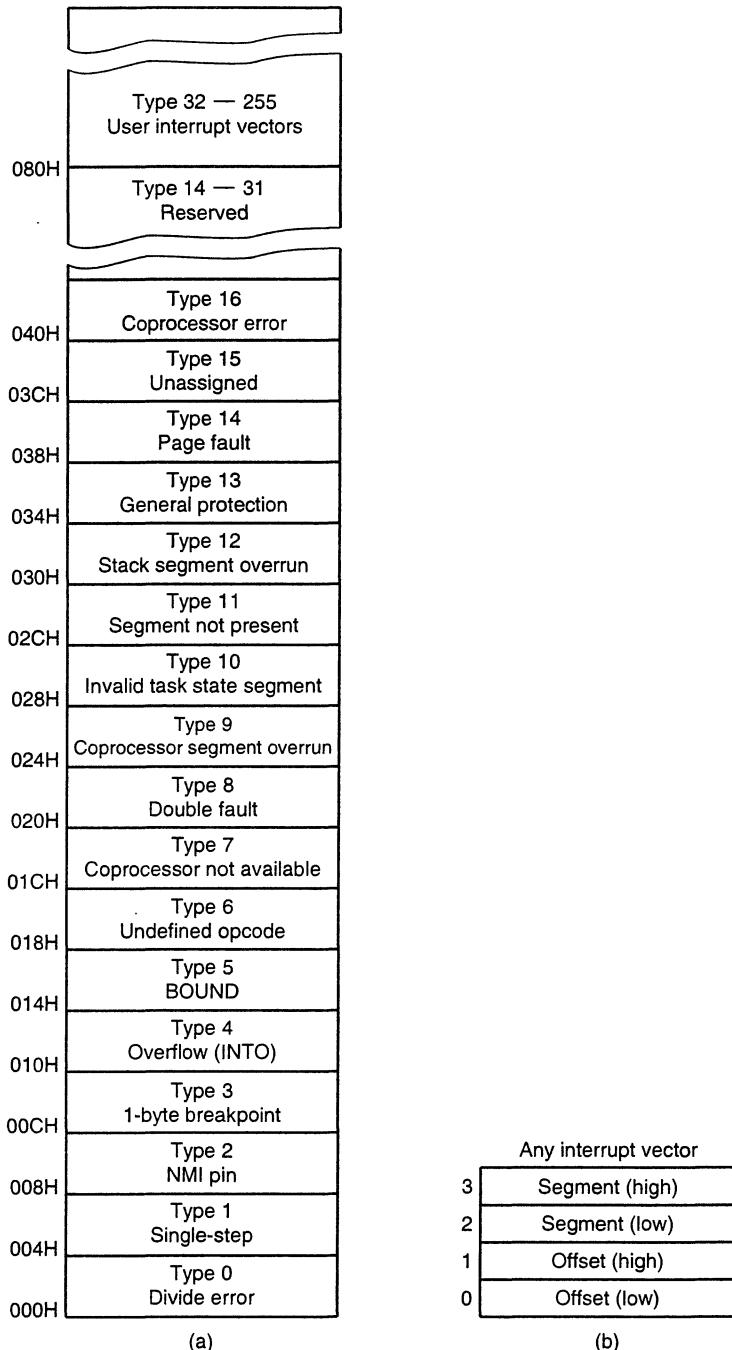
**Interrupt Vectors.** The interrupt vectors and vector table are crucial to an understanding of hardware and software interrupts. The **interrupt vector table** is located in the first 1,024 bytes of memory at addresses 000000H–0003FFH. It contains 256 different 4-byte interrupt vectors. An **interrupt vector** contains the address (segment and offset) of the interrupt service procedure.

Figure 11-2 illustrates the interrupt vector table for the microprocessor. The first five interrupt vectors are identical in all Intel microprocessor family members from the 8086 to the Pentium. Other interrupt vectors exist for the 80286 that are upward compatible to the 80386, 80486 and Pentium/Pentium Pro, but not downward compatible to the 8086 or 8088. Intel reserves the first 32 interrupt vectors for their use in various microprocessor family members. The last 224 vectors are available as user interrupt vectors. Each vector is four bytes long and contains the **starting address** of the interrupt service procedure. The first two bytes of the vector contain the offset address, and the last two bytes contain the segment address.

The following list describes the function of each dedicated interrupt in the microprocessor:

- Type 0** Divide Error—Occurs whenever the result of a division overflows or whenever an attempt is made to divide by zero.
- Type 1** Single-Step or Trap—Occurs after the execution of each instruction if the trap (TF) flag bit is set. Upon accepting this interrupt, the TF-bit is cleared so that the

**FIGURE 11–2** (a) The interrupt vector table for the microprocessor, and (b) the contents of an interrupt vector



interrupt service procedure executes at full speed. More detail is provided about this interrupt later in this section of the chapter.

#### Type 2

Non-maskable Hardware Interrupt—A result of placing a logic 1 on the NMI input pin to the microprocessor. This input is non-maskable, which means that it cannot be disabled.

- Type 3** One-Byte Interrupt—A special 1-byte instruction (INT 3) that uses this vector to access its interrupt service procedure. The INT 3 instruction is often used to store a breakpoint in a program for debugging.
- Type 4** Overflow—A special vector used with the INTO instruction. The INTO instruction interrupts the program if an overflow condition exists, as reflected by the overflow flag (OF).
- Type 5** BOUND—An instruction that compares a register with boundaries stored in the memory. If the contents of the register is greater than or equal to the first word in memory and less than or equal to the second word, no interrupt occurs because the contents of the register is within bounds. If the contents of the register is out of bounds, a type 5 interrupt ensues.
- Type 6** Invalid Opcode—Occurs whenever an undefined opcode is encountered in a program.
- Type 7** Coprocessor Not Available—Occurs when a coprocessor is not found in the system, as dictated by the machine status word (MSW) coprocessor control bits. If an ESC or WAIT instruction executes and the coprocessor is not found, a type 7 exception or interrupt occurs.
- Type 8** Double Fault—Activated whenever two separate interrupts occur during the same instruction.
- Type 9** Coprocessor Segment Overrun—Occurs if the ESC instruction (coprocessor opcode) memory operand extends beyond offset address FFFFH.
- Type 10** Invalid Task State Segment—Occurs if the TSS is invalid because the segment limit field is not 002BH or higher. In most cases this is caused because the TSS is not initialized.
- Type 11** Segment Not Present—Occurs when the P-bit (P = 0) in a descriptor indicates that the segment is not present or not valid.
- Type 12** Stack Segment Overrun—Occurs if the stack segment is not present (P = 0) or if the limit of the stack segment is exceeded.
- Type 13** General Protection—Occurs for most protection violation in the 80286–Pentium Pro protected mode system. (These errors occur in Windows as *general protection faults*). A list of these protection violations follows:
- a. Descriptor table limit exceeded
  - b. Privilege rules violated
  - c. Invalid descriptor segment type loaded
  - d. Write to code segment that is protected
  - e. Read from execute-only code segment
  - f. Write to read-only data segment
  - g. Segment limit exceeded
  - h. CPL = IOPL when executing CTS, HLT, LGDT, LIDT, LLDT, LMSW, or LTR
  - i. CPL > IOPL when executing CLI, IN, INS, LOCK, OUT, OUTS, and STI
- Type 14** Page Fault—Occurs for any page fault memory or code access in the 80386, 80486, and Pentium/Pentium Pro microprocessors.
- Type 16** Coprocessor Error—Takes effect whenever a coprocessor error (ERROR = 0) occurs for the ESCape or WAIT instructions for the 80386, 80486, and Pentium/Pentium Pro microprocessors only.
- Type 17** Alignment Check—Indicates that word, doubleword data are addressed at an odd memory location, or incorrect location in the case of a doubleword. This interrupt is active in the 80486 and Pentium/Pentium Pro microprocessors.

- Type 18** Machine Check—Activates a system memory management mode interrupt in the Pentium and Pentium Pro microprocessors.

### Interrupt Instructions: BOUND, INTO, INT, INT 3, and IRET

Of the five software interrupt instructions available to the microprocessor, INT and INT 3 are very similar, BOUND and INTO are conditional, and IRET is a special interrupt return instruction.

The BOUND instruction, which has two operands, compares a register with two words of memory data. For example, if the instruction BOUND AX,DATA is executed, AX is compared with the contents of DATA and DATA+1 and also with DATA+2 and DATA+3. If AX is less than the contents of DATA and DATA+1, a type 5 interrupt occurs. If AX is greater than DATA+2 and DATA+3, a type 5 interrupt occurs. If AX is within the bounds of these two memory words, no interrupt occurs.

The INTO instruction checks the overflow flag (OF). If OF = 1, the INTO instruction calls the procedure whose address is stored in interrupt vector type number 4. If OF = 0, then the INTO instruction performs no operation and the next sequential instruction in the program executes.

The INT n instruction calls the interrupt service procedure that begins at the address represented in vector number n. For example, an INT 80H or INT 128 call the interrupt service procedure whose address is stored in vector type number 80H (000200H–00203H). To determine the vector address, just multiply the vector type number (n) by 4. This gives the beginning address of the 4-byte long interrupt vector. For example, an INT 5 =  $4 \times 5$  or 20 (14H). The vector for INT 5 begins at address 000014H and continues to 000017H. Each INT instruction is stored in two bytes of memory with the first byte containing the opcode and the second the interrupt type number. The only exception to this is the INT 3 instruction, a 1-byte instruction. The INT 3 instruction is often used as a breakpoint interrupt because it is easy to insert a 1-byte instruction into a program. Breakpoints are often used to debug faulty software.

The IRET instruction is a special return instruction used to return for both software and hardware interrupts. The IRET instruction is much like a normal far RET, because it retrieves the return address from the stack. It is unlike the normal return because it also retrieves a copy of the flag register from the stack. An IRET instruction removes six bytes from the stack: two for the IP, two for the CS, and two for the flags.

In the 80386–Pentium Pro, there is also an IRETD instruction because these microprocessors can push the EFLAG register (32-bits) on the stack as well as the 32-bit EIP in the protected mode. If operated in the real mode, we use the IRET instruction with the 80386–Pentium Pro/80486 microprocessors.

### The Operation of a Real Mode Interrupt

When the microprocessor completes executing the current instruction, it determines whether an interrupt is active by checking (1) instruction executions, (2) single-step, (3) NMI, (4) coprocessor segment overrun, (5) INTR, and (6) INT instruction in the order presented. If one or more of these interrupt conditions are present, the following sequence of events occurs:

1. The contents of the flag register are pushed onto the stack.
2. Both the interrupt (IF) and trap (TF) flags are cleared. This disables the INTR pin and also the trap or single-step feature.
3. The contents of the code segment register (CS) are pushed onto the stack.
4. The contents of the instruction pointer (IP) are pushed onto the stack.
5. The interrupt vector contents are fetched and placed into both IP and CS so that the next instruction executes at the interrupt service procedure addressed by the vector.

Whenever an interrupt is accepted, the microprocessor stacks the contents of the flag register, CS and IP; clears both IF and TF; and jumps to the procedure addressed by the interrupt vector. After the flags are pushed onto the stack, IF and TF are cleared. These flags are returned

to the state prior to the interrupt when the IRET instruction is encountered at the end of the interrupt service procedure. Therefore, if interrupts were enabled prior to the interrupt service procedure, they are automatically re-enabled by the IRET instruction at the end of the procedure.

The return address (in CS and IP) is pushed onto the stack during the interrupt. Sometimes the return address points to the next instruction in the program, and sometimes it points to the instruction or point in the program where the interrupt occurred. Interrupt type numbers 0, 5, 6, 7, 8, 10, 11, 12, and 13 push a return address that points to the offending instruction, instead of the next instruction in the program. This allows the interrupt service procedure to possibly retry the instruction in certain error cases.

Some of the protected mode interrupts (types 8, 10, 11, 12, and 13) place an error code on the stack following the return address. The error code identifies the selector that caused the interrupt. In cases where no selector is involved, the error code is a 0.

### Operation of a Protected Mode Interrupt

In the protected mode, interrupts have exactly the same assignments as in real mode, but the interrupt vector table is different. In place of interrupt vectors, protected mode uses a set of 256 interrupt descriptors stored in an interrupt descriptor table (IDT). The interrupt descriptor table is  $256 \times 8$  (2K) bytes long with each descriptor containing eight bytes. The interrupt descriptor table is located at any memory location in the system by the interrupt descriptor table address register (IDTR).

Each entry in the IDT contains the address of the interrupt service procedure in the form of a segment selector and a 32-bit offset address. It also contains the P-bit (present) and DPL-bits to describe the privilege level of the interrupt. Figure 11-3 shows the contents of the interrupt descriptor.

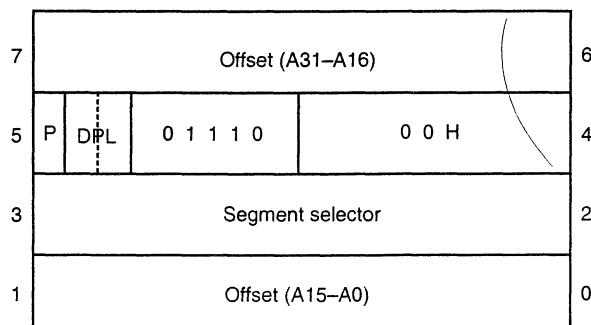
Real mode interrupt vectors can be converted into protected mode interrupts by copying the interrupt procedure addresses from the interrupt vector table and converting them to 32-bit offset addresses that are stored in the interrupt descriptors. A single selector and segment descriptor can be placed in the global descriptor table that identifies the first 1M byte of memory as the interrupt segment.

Other than the IDT and interrupt descriptors, the protected mode interrupt functions like the real mode interrupt. We return from both interrupts using the IRET or IRETD instruction. The only difference is that in protected mode the microprocessor accesses the IDT instead of the interrupt vector table.

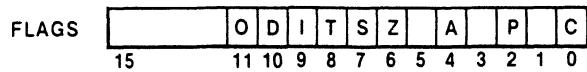
### Interrupt Flag Bits

The interrupt flag (IF) and the trap flag (TF) are both cleared after the contents of the flag register are stacked during an interrupt. Figure 11-4 illustrates the contents of the flag register and the location of IF and TF. When the IF-bit is set, it allows the INTR pin to cause an interrupt;

**FIGURE 11-3** The protected mode interrupt descriptor



**FIGURE 11–4** The 80286 flag register (Courtesy of Intel Corporation)



when the IF-bit is cleared, it prevents the INTR pin from causing an interrupt. When TF = 1, it causes a trap interrupt (type number 1) to occur after each instruction executes. This is why we often call trap a *single-step*. When TF = 0, normal program execution occurs. This flag bit allows debugging, as explained in later chapters that detail the 808386–Pentium Pro.

The interrupt flag is set and cleared by the STI and CLI instructions respectively. There are no special instructions that set or clear the trap flag. Example 11–1 shows an interrupt service procedure that turns tracing on by setting the trap flag bit on the stack from inside the procedure. Example 11–2 shows an interrupt service procedure that turns tracing off by clearing the trap flag on the stack from within the procedure.

#### EXAMPLE 11–1

```
;A procedure that sets TF to enable trap.
;
0000 TRON PROC NEAR
0000 50 PUSH AX ;save registers
0001 55 PUSH BP
0002 8B EC MOV BP,SP ;get SP
0004 8B 46 08 MOV AX,[BP+8] ;get flags from stack
0007 80 CC 01 OR AH,1 ;set TF
000A 89 46 08 MOV [BP+8],AX ;save flags
000D 5D POP BP ;restore registers
000E 58 POP AX
000F CF IRET
0010 TRON ENDP
```

#### EXAMPLE 11–2

```
;A procedure that clears TF to disable trap.
;
0000 TROFF PROC NEAR
0000 50 PUSH AX ;save registers
0001 55 PUSH BP
0002 8B EC MOV BP,SP ;get SP
0004 8B 46 08 MOV AX,[BP+8] ;get TF
0007 80 E4 FE AND AH,0FEH ;clear TF
000A 89 46 08 MOV [BP+8],AX ;save flags
000D 5D POP BP ;restore registers
000E 58 POP AX
000F CF IRET
0010 TROFF ENDP
```

In both examples, the flag register is retrieved from the stack by using the BP register, which by default addresses the stack segment. After the flags are retrieved, the TF-bit is either set (TRON) or cleared (TROFF) before returning from the interrupt service procedure. The IRET instruction restores the flag register with the new state of the trap flag.

*Trace Procedure.* Assuming that TRON is accessed by an INT 40H instruction and TROFF is accessed by an INT 41H instruction, Example 11–3 traces through a program immediately following the INT 40H instruction. The interrupt service procedure illustrated in Example 11–3 responds to interrupt type number 1 or a trap interrupt. Each time that this occurs—after each instruction executes following INT 40H—the TRACE procedure displays the contents of all the

16-bit microprocessor registers on the CRT screen. This provides a register trace of all the instructions between the INT 40H (TRON) and INT 41H (TROFF).

### EXAMPLE 11-3

```

 .MODEL TINY
0000 .CODE
0000 41 58 20 3D 20 42 RNAME DB 'AX = ','BX = ','CX = ','DX = '
 58 20 3D 20 43 58
 20 3D 20 44 58 20
 3D 20
0014 53 50 20 3D 20 42 DB 'SP = ','BP = ','SI = ','DI = '
 50 20 3D 20 53 49
 0 3D 20 44 49 20
 3D 20
0028 49 50 20 3D 20 46 DB 'IP = ','FL = ','CS = ','DS = '
 4C 20 3D 20 43 53
 20 3D 20 44 53 20
 3D 20
003C 45 53 20 3D 20 53 DB 'ES = ','SS = '
 53 20 3D 20

DISP MACRO PAR1
 PUSH AX
 PUSH DX
 MOV DL,PAR1
 MOV AH,6
 INT 21H
 POP DX
 POP AX
 ENDM

CRLF MACRO
 DISP 13
 DISP 10
 ENDM

0046 TRACE PROC FAR USES AX BP BX

0049 BB 0000 R MOV BX,OFFSET RNAME ;address names
CRLF
0060 E8 004D CALL DREG ;display AX
0063 58 POP AX ;get BX
0064 50 PUSH AX
0065 E8 0048 CALL DREG ;display BX
0068 8B C1 MOV AX,CX
006A E8 0043 CALL DREG ;display CX
006D 8B C2 MOV AX,DX
006F E8 003E CALL DREG ;display DX
0072 8B C4 MOV AX,SP
0074 83 C0 0C ADD AX,12
0077 E8 0036 CALL DREG ;display SP
007A 8B C5 MOV AX,BP
007C E8 0031 CALL DREG ;display BP
007F 8B C6 MOV AX,SI
0081 E8 002C CALL DREG ;display SI
0084 8B C7 MOV AX,DI
0086 E8 0027 CALL DREG ;display DI
0089 8B EC MOV BP,SP
008B 8B 46 06 MOV AX,[BP+6]
008E E8 001F CALL DREG ;display IP
0091 8B 46 0A MOV AX,[BP+10]
0094 E8 0019 CALL DREG ;display Flags
0097 8B 46 08 MOV AX,[BP+8]
009A E8 0013 CALL DREG ;display CX
009D 8C D8 MOV AX,DS
009F E8 000E CALL DREG ;display DS

```

```

00A2 8C C0 MOV AX,ES
00A4 E8 0009 CALL DREG ;display ES
00A7 8C D0 MOV AX,SS
00A9 E8 0004 CALL DREG ;display SS
 IRET

00B0 TRACE ENDP

00B0 DREG PROC NEAR USES CX
00B1 B9 0005 MOV CX,5 ;load count
00B4 DREG1: DISP CS:[BX] ;display character
00BF 43 INC BX ;address next
00C0 E2 F2 LOOP DREG1 ;repeat 5 times
00C2 B9 0004 MOV CX,4 ;load count
00C5 DREG2: ROL AX,1 ;position digit
00C7 D3 C8 ROL AX,1
00C9 D3 C8 ROL AX,1
00CB D3 C8 ROL AX,1
00CD 50 PUSH AX
00CE 24 0F AND AL,0FH ;convert to ASCII
 .IF AL > 9
 ADD AL,7
 .ENDIF
00D6 04 30 ADD AL,30H
 DISP AL
00E2 58 POP AX
00E3 E2 E0 LOOP DREG2 ;repeat 4 times
 DISP '
 RET

00F1 DREG ENDP
 END

```

### Storing an Interrupt Vector in the Vector Table

In order to install an interrupt vector—sometimes called a *hook*—the assembler must address absolute memory. Example 11–4 shows how a new vector is added to the interrupt vector table by using the assembler and a DOS function call. Here INT 21H function call number 25H initializes the interrupt vector. Notice that the first thing done in this procedure is to save the old interrupt vector number using DOS INT 21H function call number 35H to read the current vector. Refer to Appendix A for more detail on DOS INT 21H function calls.

#### EXAMPLE 11–4

```

.MODEL TINY
.CODE
;A program that installs NEW40 at INT 40H.
;
.STARTUP
0100 EB 05 JMP START
0102 00000000 OLD DD ?
;
;new interrupt procedure
;
0106 NEW40 PROC FAR
0106 CF IRET
0107 NEW40 ENDP
-
0107 START: MOV AX,CS ;get data segment
0107 8C C8 MOV DS,AX
0109 8E D8

```

```

010B B4 35 MOV AH, 35H ;get old interrupt vector
010D B0 40 MOV AL, 40H
010F CD 21 INT 21H
0111 89 1E 0102 R MOV WORD PTR OLD,BX
0115 8C 06 0104 R MOV WORD PTR OLD+2,ES
;
;install new interrupt vector 40H
;
0119 BA 0106 R MOV DX,OFFSET NEW40
011C B4 25 MOV AH,25H
011E B0 40 MOV AL,40H
0120 CD 21 INT 21H
;
;leave NEW40 in memory
;
0122 BA 0107 R MOV DX,OFFSET START
0125 D1 EA SHR DX,1
0127 D1 EA SHR DX,1
0129 D1 EA SHR DX,1
012B D1 EA SHR DX,1
012D 42 INC DX
012E B8 3100 MOV AX,3100H
0131 CD 21 INT 21H
END

```

## 11-2

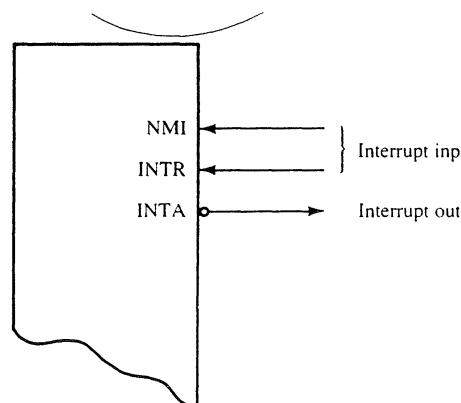
## HARDWARE INTERRUPTS

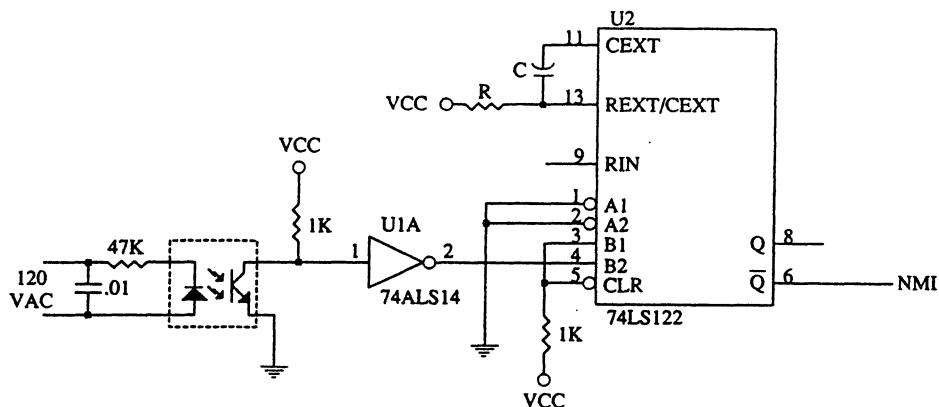
The microprocessor has two hardware interrupt inputs: non-maskable interrupt (NMI) and interrupt request (INTR). Whenever the NMI input is activated, a type 2 interrupt occurs because NMI is internally decoded. The INTR input must be externally decoded to select a vector. Any interrupt vector can be chosen for the INTR pin, but we usually use an interrupt type number between 20H and FFH. The INTA signal is also an interrupt pin on the microprocessor, but it is an output that is used in response to the INTR input to apply a vector type number to the data bus connections D7-D0. Figure 11-5 shows the three user interrupt connections on the microprocessor.

The **non-maskable interrupt** (NMI) is an edge-triggered input that requests an interrupt on the positive edge (0-to-1 transition). After a positive edge, the NMI pin must remain a logic 1 until it is recognized by the microprocessor. Note that before the positive edge is recognized, the NMI pin must be a logic 0 for at least two clocking periods.

The NMI input is often used for parity errors and other major system faults such as power failures. Power failures are easily detected by monitoring the AC power line and causing an NMI

**FIGURE 11-5** The interrupt pins on all versions of the Intel microprocessor





**FIGURE 11–6** A power failure detection circuit

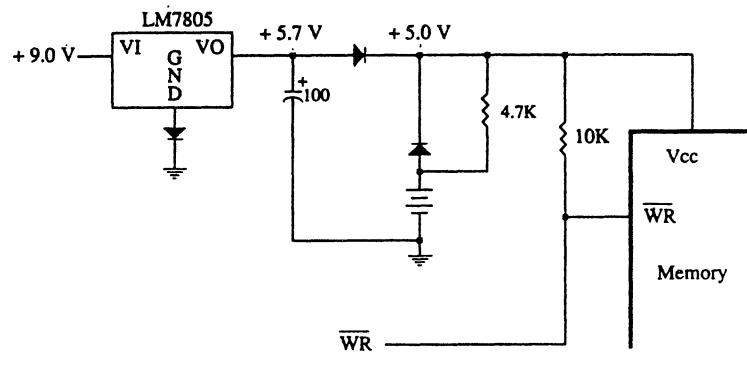
interrupt whenever AC power drops out. In response to this type of interrupt, the microprocessor stores all the internal register in a battery-backed-up memory or an EEPROM. Figure 11–6 shows a power failure detection circuit that provides a logic 1 to the NMI input whenever AC power is interrupted.

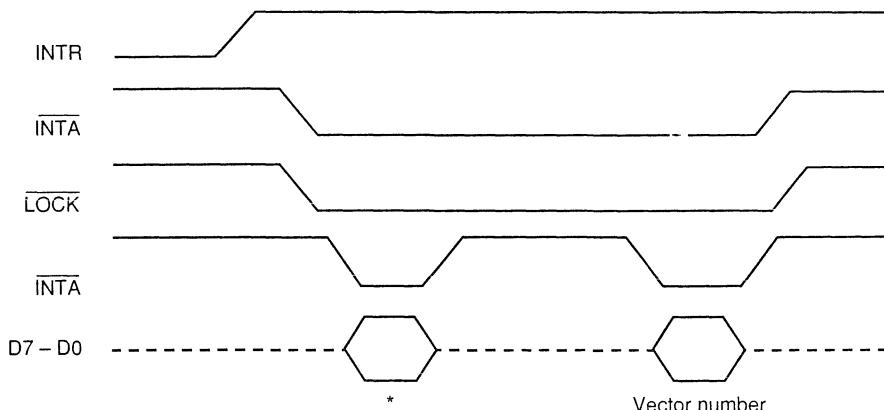
In this circuit, an optical isolator provides isolation from the AC power line. The output of the isolator is shaped by a Schmitt-trigger inverter that provides a 60 Hz pulse to the trigger input of the 74LS122 retriggerable monostable multivibrator. The values of R and C are chosen so that the 74LS122 has an active pulse width of 33 ms or 2 AC input periods. Because the 74LS122 is retriggerable, as long as AC power is applied, the Q output remains triggered at a logic 1 and  $\bar{Q}$  remains a logic 0.

If the AC power fails, the 74LS122 no longer receives trigger pulses from the 74ALS14, which means that Q returns to a logic 0 and  $\bar{Q}$  returns to a logic 1, interrupting the microprocessor through the NMI pin. The interrupt service procedure, not shown here, stores the contents of all internal registers and other data into a battery-backed-up memory. This system assumes that the system power supply has a large enough filter capacitor to provide energy for at least 75 ms after the AC power ceases.

Figure 11–7 shows a circuit that supplies power to a memory after the DC power fails. Here diodes are used to switch supply voltages from the DC power supply to the battery. The diodes used are standard silicon diodes because the power supply to this memory circuit is elevated above +5.0V to +5.7V. Also notice that the resistor is used to trickle-charge the battery, which is either NiCAD, Lithium, or a gel cell.

**FIGURE 11–7** A battery-backed-up memory system using a NiCad, lithium, or gel cell





**FIGURE 11–8** The timing of the INTR input and INTA output. \*Note: This portion of the data bus is ignored and usually contains the vector number.

When DC power fails, the battery provides a reduced voltage to the  $V_{CC}$  connection on the memory device. Most memory devices will retain data with  $V_{CC}$  voltages as low as 1.5V so the battery voltage does not need to be +5.0V. The  $\overline{WR}$  pin is pulled to  $V_{CC}$  during a power outage so no data will be written to the memory.

### INTR and $\overline{\text{INTA}}$

The **interrupt request input** (INTR) is level-sensitive, which means that it must be held at a logic 1 level until it is recognized. The INTR pin is set by an external event and cleared inside the interrupt service procedure. This input is automatically disabled once it is accepted by the microprocessor and re-enabled by the IRET instruction at the end of the interrupt service procedure. The 80386–Pentium Pro use the IRETD instruction in the protected mode of operation.

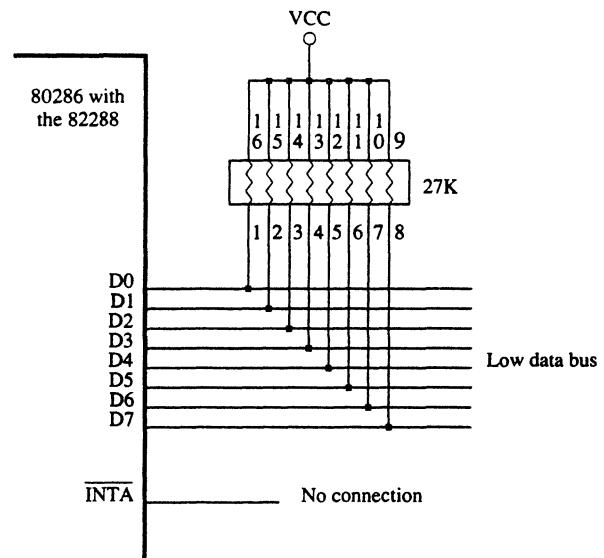
The microprocessor responds to the INTR input by pulsing the INTA output in anticipation of receiving an interrupt vector type number on data bus connection  $D_7$ – $D_0$ . Figure 11–8 shows the timing diagram for the INTR and  $\overline{\text{INTA}}$  pins of the microprocessor. There are two  $\overline{\text{INTA}}$  pulses generated by the system that are used to insert the vector type number on the data bus.

Figure 11–9 illustrates a simple circuit that applies interrupt vector type number FFH to the data bus in response to an INTR. Notice that the  $\overline{\text{INTA}}$  pin is not connected in this circuit. Because resistors are used to pull the data bus connections ( $D_0$ – $D_7$ ) high, the microprocessor automatically sees vector type number FFH in response to the INTR input. This is possibly the least expensive way to implement the INTR pin on the microprocessor.

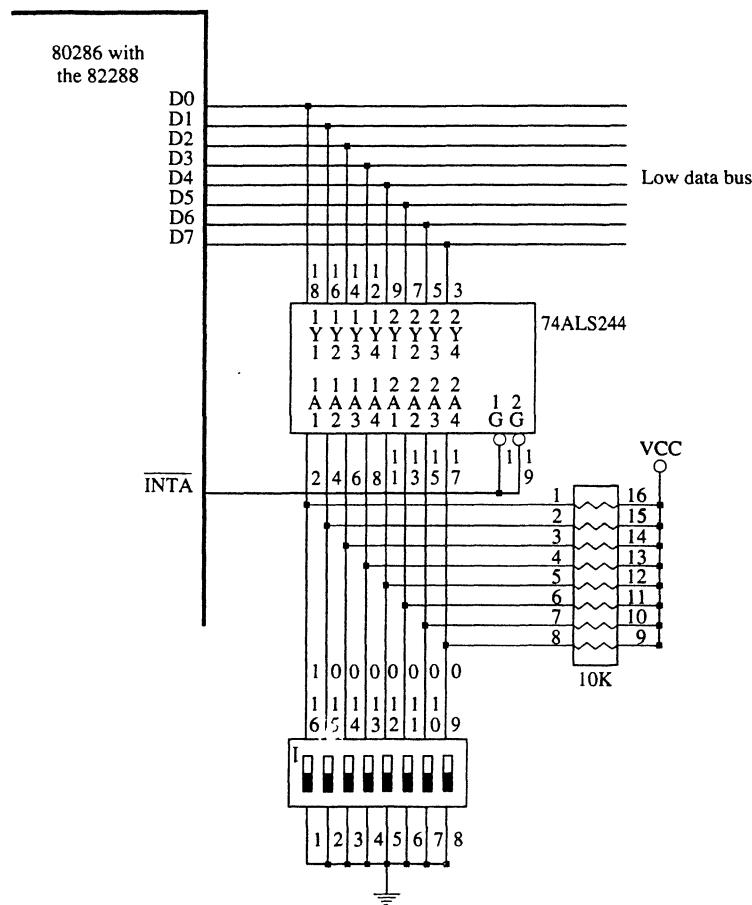
**Using a Three-state Buffer for INTA.** Figure 11–10 shows how interrupt vector type number 80H is applied to the data bus ( $D_0$ – $D_7$ ) in response to an INTR. In response to the INTR, the microprocessor outputs the INTA that is used to enable a 74ALS244 three-state octal buffer. The octal buffer applies the interrupt vector type number to the data bus in response to the INTA pulse. The vector type number is easily changed with the DIP switches that are shown in this illustration.

**Making the INTR Input Edge-triggered.** Often we need an edge-triggered input instead of a level-sensitive input. The INTR input can be converted to an edge-triggered input by using a D-type flip-flop, as illustrated in Figure 11–11. Here the clock input becomes an edge-triggered interrupt request input, and the clear input is used to clear the request when the INTA signal is output by the microprocessor. Also note that the RESET signal initially clears the flip-flop so that no interrupt is requested when the system is first powered.

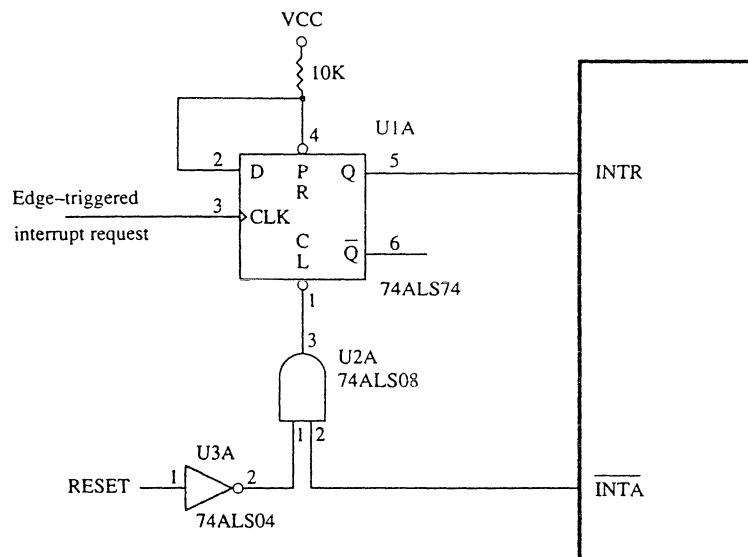
**FIGURE 11–9** A simple method for generating interrupt vector type number FFH in response to INTR



**FIGURE 11–10** A circuit that applies any interrupt vector type number in response to INTA. Here the circuit is applying type number 80H.



**FIGURE 11-11** Converting INTR into an edge-triggered interrupt request input



### The 82C55 Keyboard Interrupt

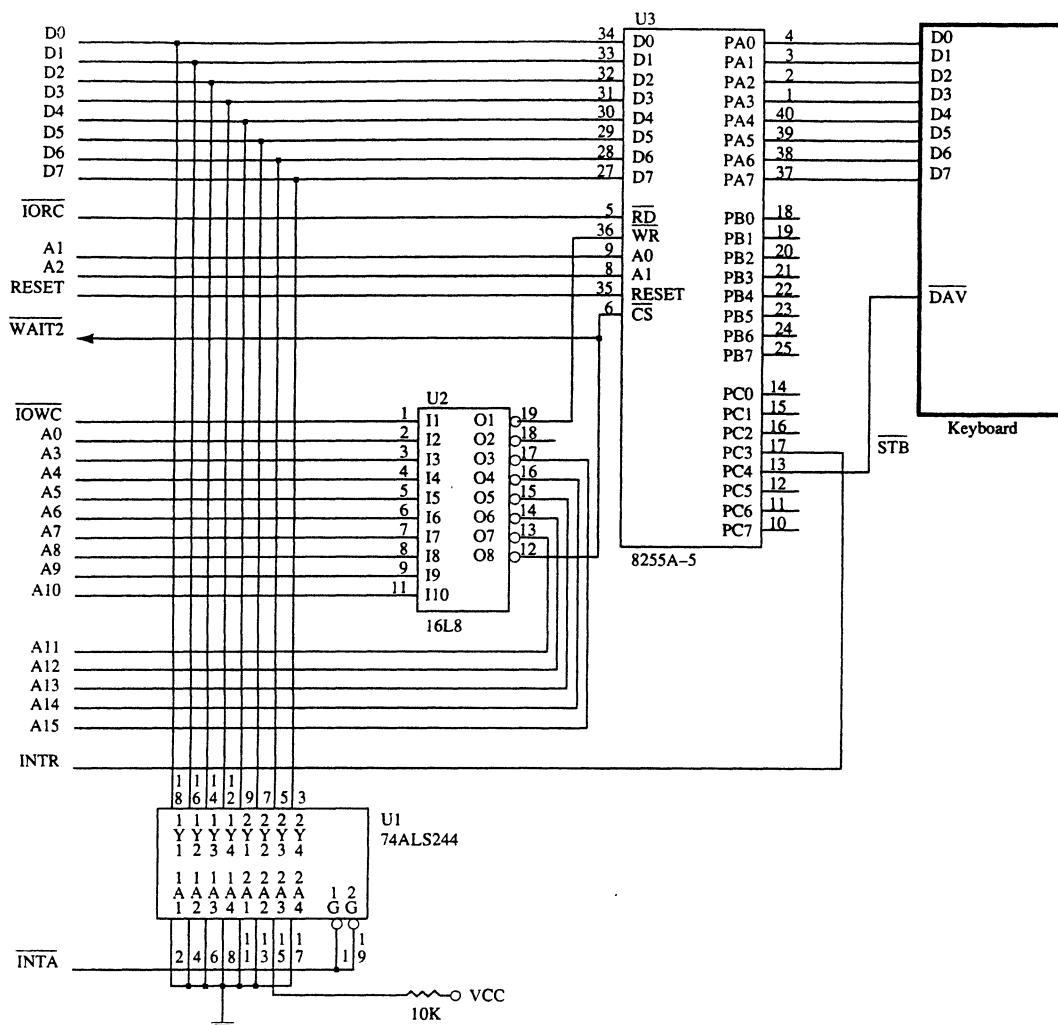
The keyboard example presented in Chapter 10 provides a simple example of the operation of the INTR input and an interrupt. Figure 11-12 illustrates the interconnection of the 82C55 with the microprocessor and the keyboard. It also shows how a 74ALS244 octal buffer is used to provide the microprocessor with interrupt vector type number 40H in response to the keyboard interrupt during the INTA pulse.

The 82C55 is decoded at 80386SX I/O port address 0500H, 0502H, 0504H, and 0506H by a PAL16L8 (the program is not illustrated). The 82C55 is operated in mode 1 (strobed input mode) so whenever a key is typed, the INTR output ( $PC_3$ ) becomes a logic 1, requesting an interrupt through the INTR pin on the microprocessor. The INTR pin remains high until the ASCII data are read from port A. In other words, every time a key is typed, the 82C55 requests a type 40H interrupt through the INTR pin. The  $\overline{DAV}$  signal from the keyboard causes data to be latched into port A and also causes INTR to become a logic 1.

Example 11-5 illustrates the interrupt service procedure for the keyboard. It is very important that all registers affected by an interrupt be saved before they are used. In the software required to initialize the 82C55 (not shown here), the FIFO is initialized so that both pointers are equal, the INTR request pin is enabled through the INTE bit inside the 82C55, and the mode of operation is programmed.

#### EXAMPLE 11-5

```
;An interrupt service procedure that reads a key
;from the keyboard in Figure 11-12.
;
= 0500 PORTA EQU 500H
= 0506 CNTR EQU 506H
0000 0100 [FIFO DB 256 DUP (?) ;queue
 00
]
0100 0000 INP DW ?
0102 0000 OUTP DW ? ;input pointer
 ;output pointer
0104 KEY PROC FAR USES AX BX DI DX
```



**FIGURE 11-12** An 8255A-5 interfaced to a keyboard from the microprocessor system using interrupt vector 40H

```

 0108 2E: 8B 1E 0100 R MOV BX,CS:INP ;load input pointer
 010D 2E: 8B 3E 0102 R MOV DI,CS:OUTP ;load output pointer
 0112 FE C3 INC BL ;test for queue = full

 0114 3B DF
 0116 74 11 CMP BX,DI
 0118 FE CB JE FULL ;if queue is full
 011A BA 0500 DEC BL
 011D EC MOV DX,PORTA
 011E 2E: 88 07 IN AL,DX ;get data from 82C55
 0121 2E: FE 06 0100 R MOV CS:[BX],AL ;save data in queue
 0126 EB 07 90 INC BYTE PTR INP
 0129 JMP DONE
 0129 B0 08 MOV AL,8 ;disable 82C55 interrupt
 012B BA 0506 MOV DX,CNTR
 012E EE OUT DX,AL
 012F DONE: IRET
 012F
 0134 KEY ENDP

```

The procedure is fairly short because the 80386SX already knows that keyboard data are available when the procedure is called. Data are input from the keyboard and then stored in the FIFO (first-in, first-out) buffer. Most keyboard interfaces contain a FIFO that is at least 16 bytes in depth. The FIFO in this example is 256 bytes, which is more than adequate for a keyboard interface. Notice how the INC BYTE PTR INP is used to add one to the input pointer and also make sure that it always addresses data in the queue.

This procedure first checks to see if the FIFO is full. A full condition is indicated when the input point (INP) is one byte below the output pointer (OUTP). If the FIFO is full, the interrupt is disabled with a bit set/reset command to the 82C55, and a return from the interrupt occurs. If the FIFO is not full, the data are input from port A, and the input pointer is incremented before a return occurs.

Example 11-6 shows the procedure that removes data from the FIFO. This procedure first determines whether the FIFO is empty by comparing the two pointers. If the pointers are equal, the FIFO is empty, and the software waits at the EMPTY loop where it continuously tests the pointers. The EMPTY loop is interrupted by the keyboard interrupt, which stores data into the FIFO so it is no longer empty. This procedure returns with the character in register AH.

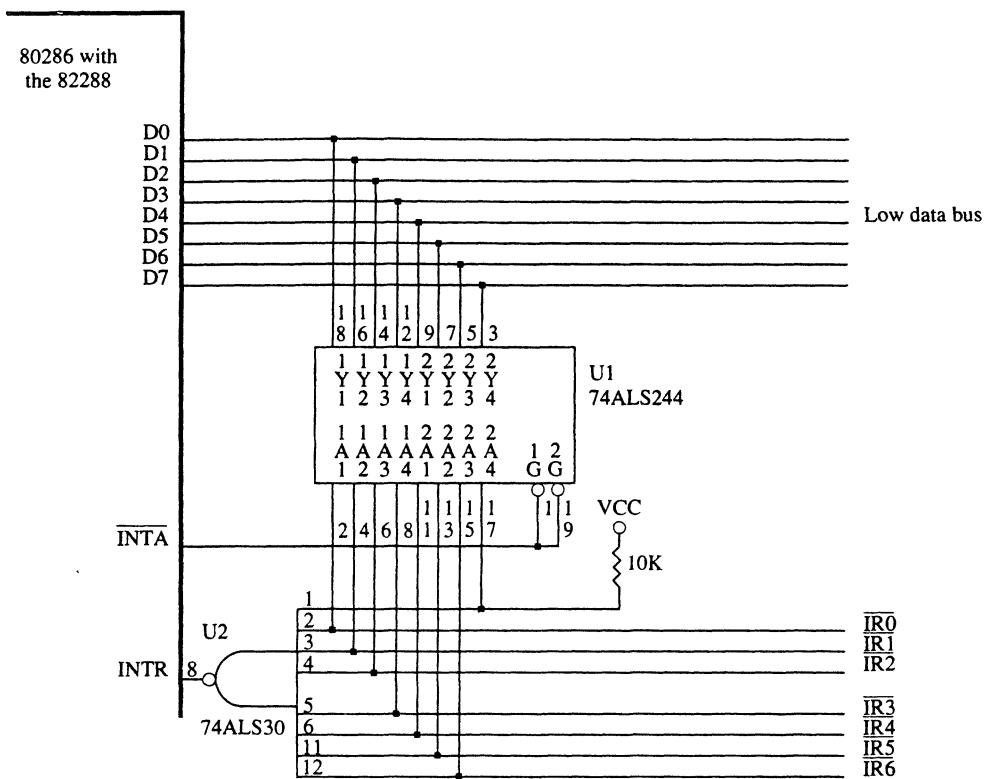
### EXAMPLE 11-6

```
;A procedure that reads data from the queue of
;Example 11-5 and returns with it in AH.
;
0134 READ PROC FAR USES BX DI DX
;
0137 EMPTY:
0137 2E: 8B 1E 0100 R MOV BX,CS:INP ;load input pointer
013D 2E: 8B 3E 0102 R MOV DI,CS:OUTP ;load output pointer
0142 3B DF CMP BX,DI
0144 74 F2 JE EMPTY ;if queue is empty
;
0146 2E: 8A 25 MOV AH,CS:[DI] ;get data
0149 B0 09 MOV AL,9 ;enable 82C55 interrupt
014B BA 0506 MOV DX,CNTR
014E EE OUT DX,AL
014F 2E: FE 06 0102 R INC BYTE PTR CS:OUTP
RET
;
0157 READ ENDP
```

This text covers three of the more common methods of expanding the interrupt structure of the microprocessor. In this section, we explain how, with software and some hardware modification of the circuit in Figure 11-10, it is possible to expand the INTR input so that it accepts seven interrupt inputs. We also explain how to “daisy-chain” interrupts by software polling. In the next section, we describe a third technique in which up to 63 interrupting inputs can be added by means of the 8259A programmable interrupt controller.

### Using the 74ALS244 to Expand

The modification shown in Figure 11-13 allows the circuit in Figure 11-10 to accommodate up to seven additional interrupt inputs. The only hardware change is the addition of an 8-input NAND gate, which provides the INTR signal to the microprocessor when any of the  $\overline{IR}$  inputs becomes active.



**FIGURE 11–13** Expanding the INTR input from one to seven interrupt request lines

*Operation.* If any of the  $\overline{IR}$  inputs become a logic 0, then the output of the NAND gate goes to a logic 1 and requests an interrupt through the INTR input. Which interrupt vector is fetched during the INTA pulse depends on which interrupt request line becomes active. Table 11–1 shows the interrupt vectors used by a single interrupt request input.

If two or more interrupt request inputs are simultaneously active, a new interrupt vector is generated. For example, if  $\overline{IR1}$  and  $\overline{IR0}$  are both active, the interrupt vector generated is FCH (252). Priority is resolved at this location. If the  $\overline{IR0}$  input is to have the higher priority, the vector address for IR0 is stored at vector location FCH. The entire top half of the vector table and its 128 interrupt vectors must be used to accommodate all possible conditions of these seven interrupt request inputs. This seems wasteful, but in many dedicated applications it is a cost-effective approach to interrupt expansion.

**TABLE 11–1** Single interrupt request for Figure 11–13

| $\overline{IR6}$ | $\overline{IR5}$ | $\overline{IR4}$ | $\overline{IR3}$ | $\overline{IR2}$ | $\overline{IR1}$ | $\overline{IR0}$ | Vector |
|------------------|------------------|------------------|------------------|------------------|------------------|------------------|--------|
| 1                | 1                | 1                | 1                | 1                | 1                | 0                | FEH    |
| 1                | 1                | 1                | 1                | 1                | 0                | 1                | FDH    |
| 1                | 1                | 1                | 1                | 0                | 1                | 1                | FBH    |
| 1                | 1                | 1                | 0                | 1                | 1                | 1                | F7H    |
| 1                | 1                | 0                | 1                | 1                | 1                | 1                | EFH    |
| 1                | 0                | 1                | 1                | 1                | 1                | 1                | DFH    |
| 0                | 1                | 1                | 1                | 1                | 1                | 1                | BFH    |

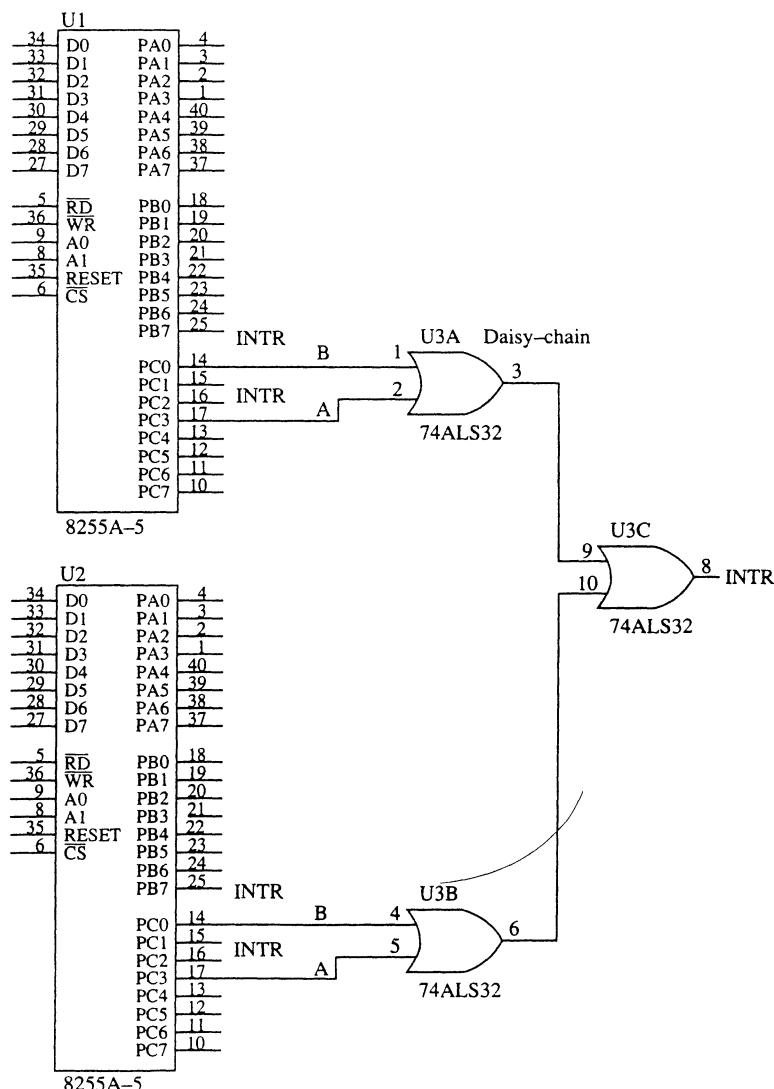
### Daisy-Chained Interrupt

Expansion by means of a daisy-chained interrupt is in many ways better than using the 74ALS244 interrupt expansion because it requires only one interrupt vector. The task of determining priority is left to the interrupt service procedure. Setting priority for a daisy-chain does require additional software execution time, but in general this is a much better approach to expanding the interrupt structure of the microprocessor.

Figure 11-14 illustrates a set of two 82C55 peripheral interfaces with their four INTR outputs daisy-chained and connected to the single INTR input of the microprocessor. If any interrupt output becomes a logic 1, so does the INTR input to the microprocessor, causing an interrupt.

When a daisy-chain is used to request an interrupt, it is better to pull the data bus connections ( $D_0$ – $D_7$ ) high using pull-up resistors so that interrupt vector FFH is used for the chain. Actually, any interrupt vector can be used to respond to a daisy-chain. In the circuit, any of the four

**FIGURE 11-14** Two 8255A-5 PIAs connected to the INTR outputs are daisy-chained to produce an INTR signal for the 80286.



INTR outputs from the two 82C55s will cause the INTR pin on the microprocessor to go high, requesting an interrupt.

When the INTR pin does go high with a daisy-chain, the hardware gives no direct indication as to which 82C55 or which INTR output caused the interrupt. The task of locating which INTR output became active is up to the interrupt service procedure, which must poll the 82C55s to determine which output caused the interrupt.

Example 11-7 illustrates the interrupt service procedure that responds to the daisy-chain interrupt request. This procedure polls each 82C55 and each INTR output to decide which interrupt service procedure to utilize.

### EXAMPLE 11-7

```
;A procedure that services the daisy-chain interrupt
;of Figure 11-14.
;
= 0504 C1 EQU 504H ;first 82C55
= 0604 C2 EQU 604H ;second 82C55
= 0001 MASK1 EQU 1 ;INTRB
= 0008 MASK2 EQU 8 ;INTRA

0000 POLL PROC FAR USES AX DX

0002 BA 0504 MOV DX,C1 ;address first 82C55
0005 EC IN AL,DX ;get port C
0006 A8 01 TEST AL,MASK1
0008 75 0F JNZ LEVEL_0 ;if INTRB is set
000A A8 08 TEST AL,MASK2
000C 75 13 JNZ LEVEL_1 ;if INTRA is set

000E BA 0604 MOV DX,C2 ;address second 82C55
0011 EC IN AL,DX ;get port C
0012 A8 01 TEST AL,MASK1
0014 75 1B JNZ LEVEL_2 ;if INTRB is set
0016 EB 29 00 JMP LEVEL_3 ;for INTRA
.
0019 POLL ENDP
```

## 11-4

### 8259A PROGRAMMABLE INTERRUPT CONTROLLER

The 8259A programmable interrupt controller (PIC) adds eight vectored priority encoded interrupts to the microprocessor. This controller can be expanded without additional hardware to accept up to 64 interrupt request inputs. This expansion requires a master 8259A and eight 8259A slaves.

#### General Description of the 8259a

Figure 11-15 shows the pin-out of the 8259A. The 8259A is easy to connect to the microprocessor because all of its pins are direct connections except the CS pin, which must be decoded, and the WR pin, which must have an I/O bank write pulse. Following is a description of each pin on the 8259A:

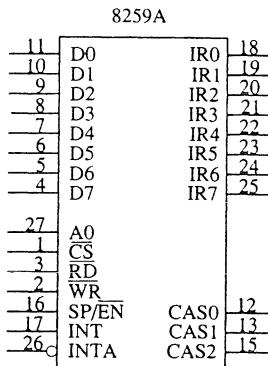
##### D<sub>7</sub>-D<sub>0</sub>

The **bi-directional data connections** are normally connected to either the upper or lower data bus on the 80386SX microprocessor or the data bus on the 8088. If an 80486 or Pentium/Pentium Pro is used, then they connect to any 8-bit bank.

##### IR<sub>7</sub>-IR<sub>0</sub>

**Interrupt request** inputs are used to request an interrupt and to connect to a slave in a system with multiple 8259As..

**FIGURE 11–15** The pin-out of the 8259A programmable interrupt controller (PIC)



**WR**

The **write** input connects to either the lower or upper write strobe signal in a 16-bit system or any other bus write strobe in any size system.

**RD**

The **read** input connects to the  $\overline{IORC}$  signal.

**INT**

The **interrupt** output connects to the INTR pin on the microprocessor from the master, and is connected to a master IR pin on a slave.

**INTA**

**Interrupt acknowledge** is an input that connects to the  $\overline{INTA}$  signal on the system. In a system with a master and slaves, only the master  $\overline{INTA}$  signal is connected.

**A<sub>0</sub>**

The  $A_0$  address input selects different command words within the 8259A.

**CS**

**Chip select** enables the 8259A for programming and control.

**SP/EN**

**Slave program/enable buffer** is a dual-function pin. When the 8259A is in buffered mode, this pin is an output that controls the data bus transceivers in a large microprocessor-based system. When the 8259A is not in buffered mode, this pin programs the device as a master (1) or a slave (0).

**CAS<sub>2</sub>-CAS<sub>0</sub>**

The **cascade** lines are used as outputs from the master to the slaves for cascading multiple 8259As in a system.

## Connecting a Single 8259A

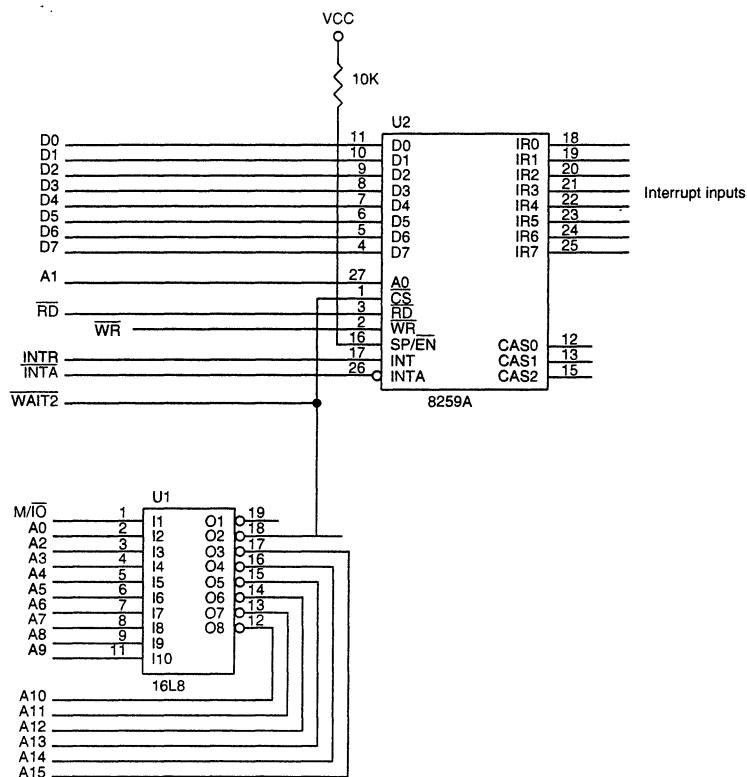
Figure 11–16 shows a single 8259A connected to the 8086 microprocessor. Here the SP/ $\overline{EN}$  pin is pulled high to indicate that it is a master. Also note that the 8259A is decoded at I/O ports 0400H and 0402H by the PAL16L8 (no program shown). Like other peripherals discussed in Chapter 10, the 8259A requires four wait states for it to function properly with a 16MHz 80386SX and more for some other versions of the Intel microprocessor family.

## Cascading Multiple 8259As

Figure 11–17 shows two 8259As connected to the 80386SX microprocessor in a way that is often found in the AT-style computer, which has two 8259As for interrupts. The XT- or PC- style computer uses one 8259A at interrupt vectors 08H–0FH. The AT-style computer uses interrupt vector 0AH as a cascade input from a second 8259A located at vectors 70H–77H. Appendix A contains a table that lists the functions of all the interrupt vectors used in the PC-, XT-, and AT-style computers.

This circuit uses vectors 08H–0FH and I/O ports 0300H and 0302H for U1, the master, and vectors 70H–77H and I/O ports 0304H and 0306H for U2, the slave. Notice that we also include data bus buffers to illustrate the use of the SP/EN pin on the 8259A. These buffers are used only in very large systems that have many devices connected to their data bus connections. In practice, we seldom find these buffers.

**FIGURE 11–16** An 8259A interfaced to the 8086 microprocessor



## Programming the 8259A

The 8259A is programmed by initialization and operation command words. **Initialization command words** (ICWs) are programmed before the 8259A is able to function in the system and dictate the basic operation of the 8259A. **Operation command words** (OCWs) are programmed during the normal course of operation and allow the 8259A to function properly.

**Initialization Command Words.** There are four initialization command words (ICWs) for the 8259A that are selected when the A<sub>0</sub> pin is a logic 1. When the 8259A is first powered up, it must be sent ICW1, ICW2, and ICW4. If the 8259A is programmed in cascade mode by ICW1, then we also must program ICW3. So if a single 8259A is used in a system, ICW1, ICW2, and ICW4 must be programmed. If cascade mode is used in a system, then all four ICWs must be programmed. Refer to Figure 11–18 for the format of all four ICWs. The following is a description of each ICW:

- ICW1** Programs the basic operation of the 8259A. To program this ICW for 8086–Pentium Pro operation, we place a logic 1 in bit IC4. Bits ADI, A<sub>7</sub>, A<sub>6</sub>, and A<sub>5</sub> are don't cares for microprocessor operation and only apply to the 8259A when used with an 8-bit 8085 microprocessor (not covered in this textbook). This ICW selects single or cascade operation by programming the SNGL bit. If cascade operation is selected, we must also program ICW3. The LTIM bit determines whether the interrupt request inputs are positive edge-triggered or level-triggered.
- ICW2** Selects the vector number used with the interrupt request inputs. For example, if we decide to program the 8259A so that it functions at vector locations 08H–0FH, we place a 08H into this command word. Likewise, if we decide to program the 8259A for vectors 70H–77H, we place a 70H in this ICW.

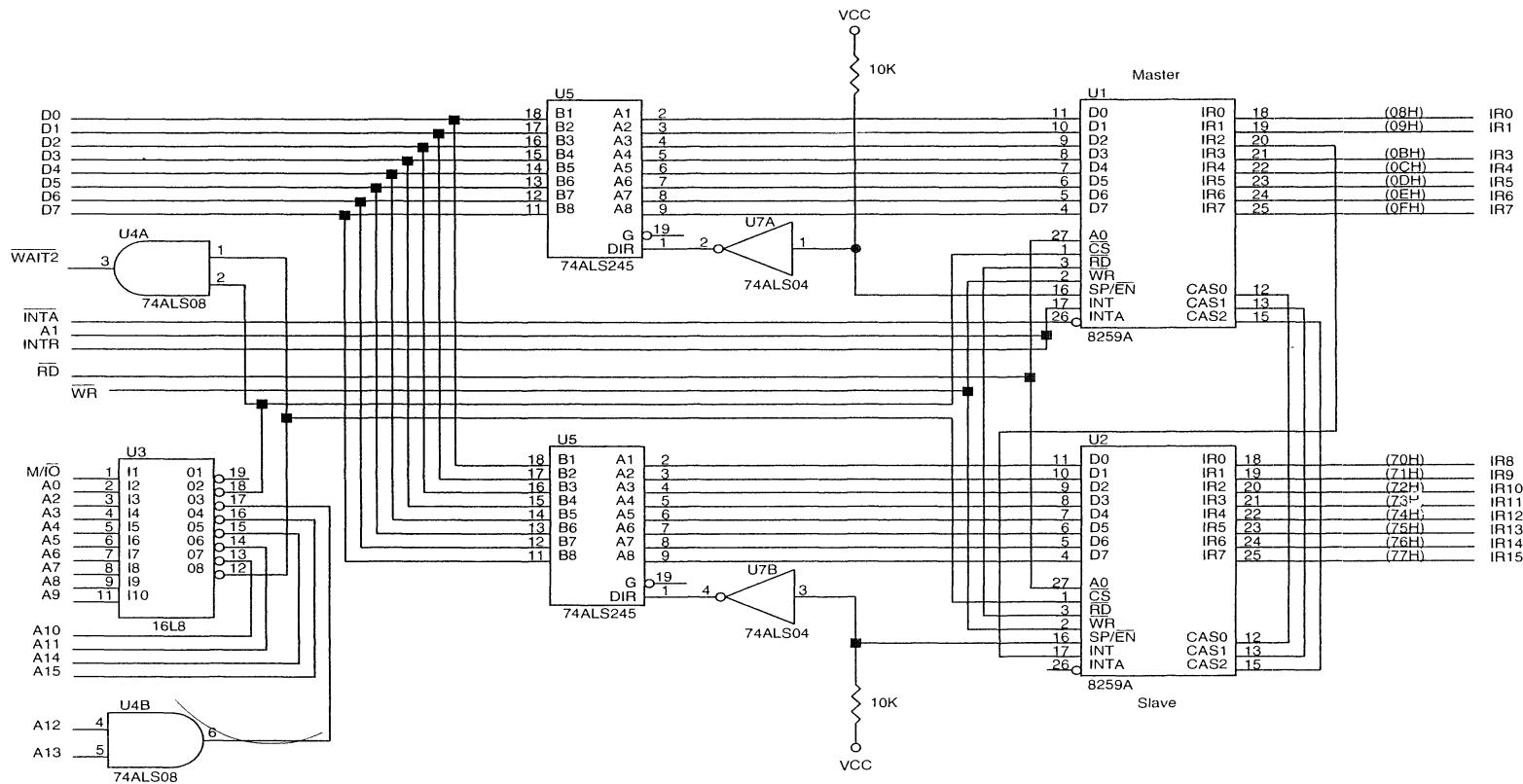
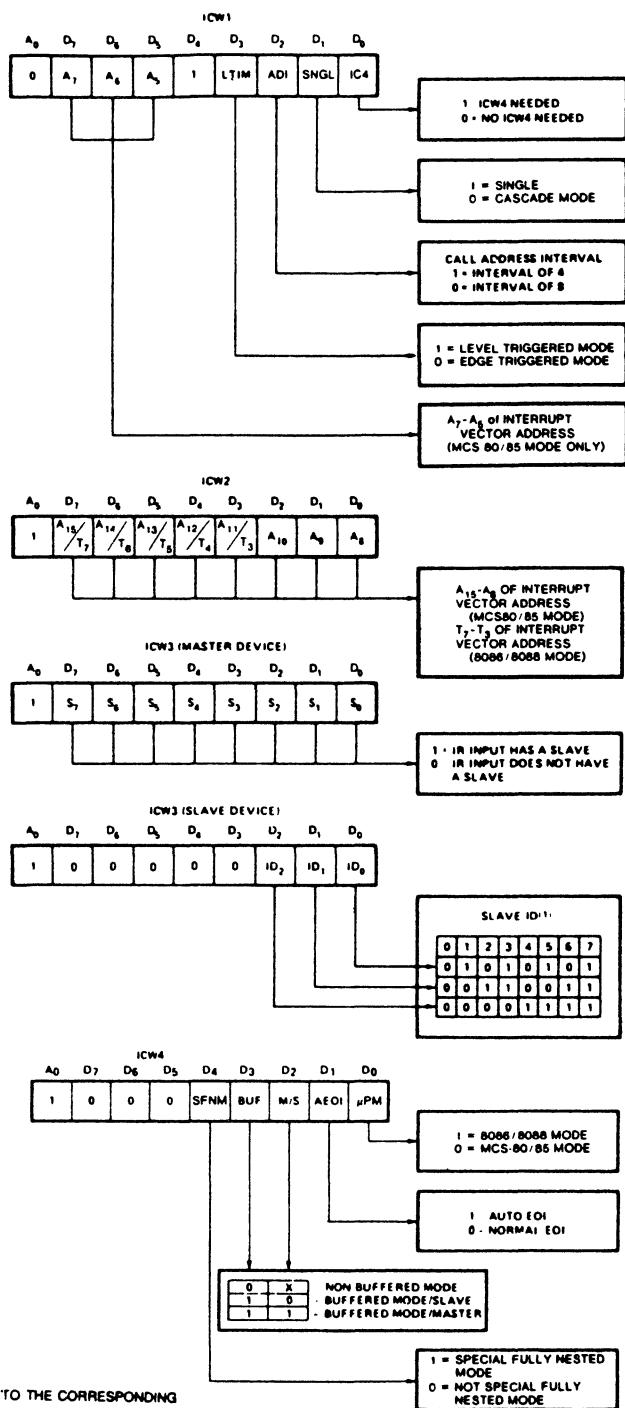


FIGURE 11-17 Two 8259As interfaced to the 8259A at I/O ports 0300H and 0302H for the master and 0304H and 0306H for the slave

**FIGURE 11–18** The 8259A initialization command words (ICWs) (Courtesy of Intel Corporation)



### ICW3

Is used only when ICW1 indicates that the system is operated in cascade mode. This ICW indicates where the slave is connected to the master. For example, in Figure 11–18 we connected a slave to IR2. To program ICW3 for this connection, in both master and slave, we place a 04H in ICW3. Suppose we have two slaves

connected to a master using IR0 and IR1. The master is programmed with an ICW3 of 03H; one slave is programmed with an ICW3 of 01H and the other with an ICW3 of 02H.

- ICW4** Is programmed for use with the 8086–Pentium Pro microprocessor. This ICW is not programmed in a system that functions with the 8085 microprocessors. The rightmost bit must be a logic 1 to select operation with the 8086–Pentium Pro microprocessors and the remaining bits are programmed as follows:
- SFNM—Selects the special fully nested mode of operation for the 8259A if a logic 1 is placed in this bit. This allows the highest priority interrupt request from a slave to be recognized by the master while it is processing another interrupt from a slave. Normally, only one interrupt request is processed at a time and others are ignored until the process is complete.

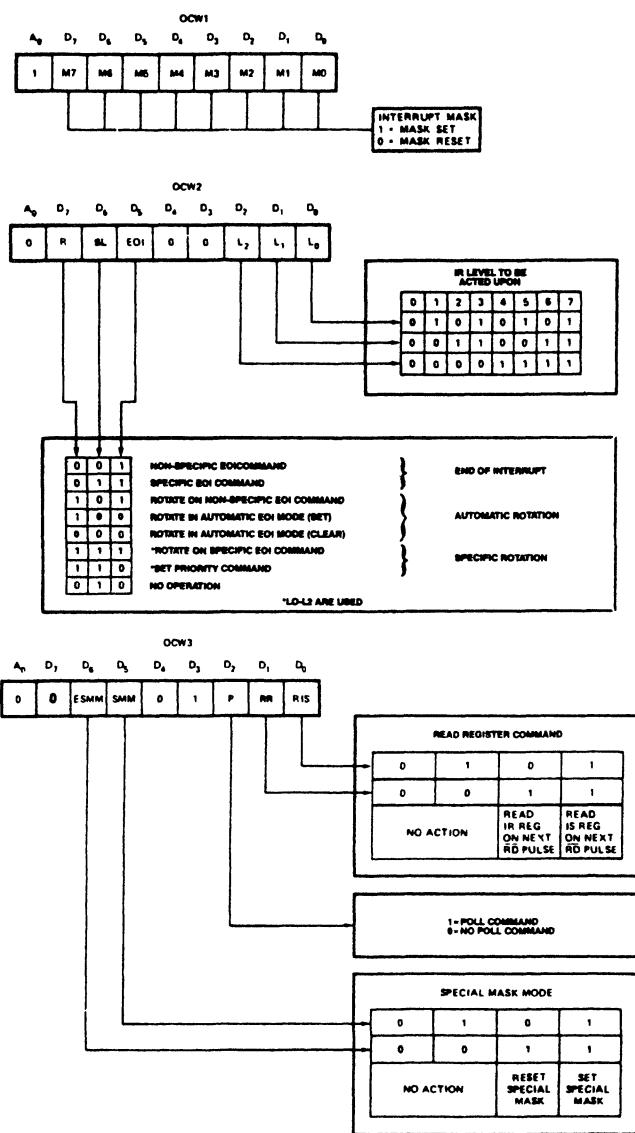
BUF and M/S—Buffer and master slave are used together to select buffered operation or nonbuffered operation for the 8259A as a master or a slave

AEOI—Selects automatic or normal end of interrupt (discussed more fully under operation command words). The EOI commands of OCW2 are used only if the AEOI mode is not selected by ICW4. If AEOI is selected, the interrupt automatically resets the interrupt request bit and does not modify priority. This is the preferred mode of operation for the 8259A and reduces the length of the interrupt service procedure.

**Operation Command Words.** The operation command words (OCWs) are used to direct the operation of the 8259A once it is programmed with the ICW. The OCWs are selected when the  $A_0$  pin is at a logic 0 level, except for OCW1, which is selected when  $A_0$  is a logic 1. Figure 11-19 lists the binary bit patterns for all three operation command words of the 8259A. Following is a list describing the function of each OCW:

- OCW1** Is used to set and read the interrupt mask register. When a mask bit is set, it will *turn off* (mask) the corresponding interrupt input. The mask register is read when OCW1 is read. Because the state of the mask bits is unknown when the 8259A is first initialized, OCW1 must be programmed after programming the ICW upon initialization.
- OCW2** Is programmed only when the AEOI mode is not selected for the 8259A. In this case, this OCW selects how the 8259A responds to an interrupt. The modes are listed as follows:
- Nonspecific End-of-Interrupt—A command sent by the interrupt service procedure to signal the end of the interrupt. The 8259A automatically determines which interrupt level was active and resets the correct bit of the interrupt status register. Resetting the status bit allows the interrupt to take action again or a lower priority interrupt to take effect.
- Specific End-of-Interrupt—A command that allows a specific interrupt request to be reset. The exact position is determined with bits L2–L0 of OCW2.
- Rotate-on-Nonspecific EOI—A command that functions exactly like the nonspecific end-of-interrupt command except that it rotates interrupt priorities after resetting the interrupt status register bit. The level reset by this command becomes the lowest priority interrupt. For example, if IR4 was just serviced by this command, it becomes the lowest priority interrupt input and IR5 becomes the highest priority.
- Rotate-on-Automatic EOI—A command that selects automatic EOI with rotating priority. This command must be sent to the 8259A only once if this mode is desired. If this mode must be turned off, use the clear command.

**FIGURE 11–19** The 8259A operational command words (OCWs) (Courtesy of Intel Corporation)

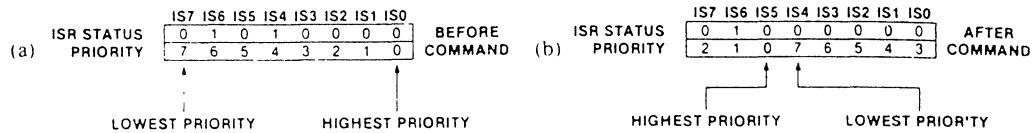


**Rotate-on-Specific EOI**—Functions as the specific EOI, except that it selects rotating priority.

**Set Priority**—Allows the programmer to set the lowest priority interrupt input using the L<sub>2</sub>–L<sub>0</sub> bits.

**OCW3** Selects the register to be read, the operation of the special mask register, and the poll command. If polling is selected, the P-bit must be set and then output to the 8259A. The next read operation will read the poll word. The rightmost three bits of the poll word indicate the active interrupt request with the highest priority. The leftmost bit indicates whether there is an interrupt, and must be checked to determine whether the rightmost three bits contain valid information.

**Status Register.** Three status registers are readable in the 8259A: interrupt request register (IRR), in-service register (ISR), and interrupt mask register (IMR). (Refer to Figure 11–20 for all



**FIGURE 11-20** The 8259A in-service register (ISR). (a) Before IR<sub>4</sub> is accepted, and (b) after IR<sub>4</sub> is accepted. (Courtesy of Intel Corporation)

three status registers; they all have the same bit configuration.) The IRR is an 8-bit register that indicates which interrupt request inputs are active. The ISR is an 8-bit register that contains the level of the interrupt being serviced. The IMR is an 8-bit register that holds the interrupt mask bits and indicates which interrupts are masked off.

Both the IRR and ISR are read by programming OCW3, and IMR is read through OCW1. To read the IMR, A0 = 1; to read either IRR or ISR, A0 = 0. Bit positions D0 and D1 of OCW3 select which register (IRR or ISR) is read when A0 = 0.

## 8259A Programming Example

Figure 11-21 illustrates the 8259A programmable interrupt controller connected to a 16550 programmable communications controller. In this circuit, the INTR pin from the 16550 is connected to the programmable interrupt controller's interrupt request input IR0. An IR0 occurs whenever (1) the transmitter is ready to send another character, (2) the receiver has received a character, (3) an error is detected while receiving data, and (4) a modem interrupt occurs. Notice that the 16550 is decoded at I/O ports 40H and 47H, and the 8259A is decoded at 8-bit I/O ports 48H and 49H. Both devices are interfaced to data bus of an 8088 microprocessor.

**Initialization Software.** The first portion of the software for this system must program both the 16550 and the 8259A and then enable the INTR pin on the 8088 so that interrupts can take effect. Example 11-8 lists the software required to program both devices and enable INTR. This software uses two memory FIFOs that hold data for the transmitter and for the receiver. Each memory FIFO is 16K bytes long and is addressed by a pair of pointers (input and output).

### EXAMPLE 11-8

```

;Initialization software for the 16550 and 8259A
;of the circuit in Figure 11-21.
;
= 0048 PIC1 EQU 48H ;8259A control A0 = 0
= 0049 PIC1 EQU 49H ;8259A control A0 = 1
= 001B ICW1 EQU 1bH ;8259A ICW1
= 0080 ICW2 EQU 80H ;8259A ICW2
= 0003 ICW4 EQU 3 ;8259A ICW4
= 00FE OCW1 EQU 0FEH ;8259A OCW1
= 0043 LINE EQU 43H ;16550 line register
= 0040 LSB EQU 40H ;16550 Baud divisor LSB
= 0041 MSB EQU 41H ;16550 Baud divisor MSB
= 0042 FIFO EQU 42H ;16550 FIFO register
= 0041 ITR EQU 41H ;16550 interrupt register

0000 START PROC NEAR
;
;Program 16550, but do not enable interrupts yet
;
0000 B0 8A MOV AL,10001010B ;enable Baud divisor
0002 E6 43 OUT LINE,AL
;
0004 B0 78 MOV AL,120 ;program Baud rate
0006 E6 40 OUT LSB,AL ;9600 Baud rate
0008 B0 00 MOV AL,0
;
```

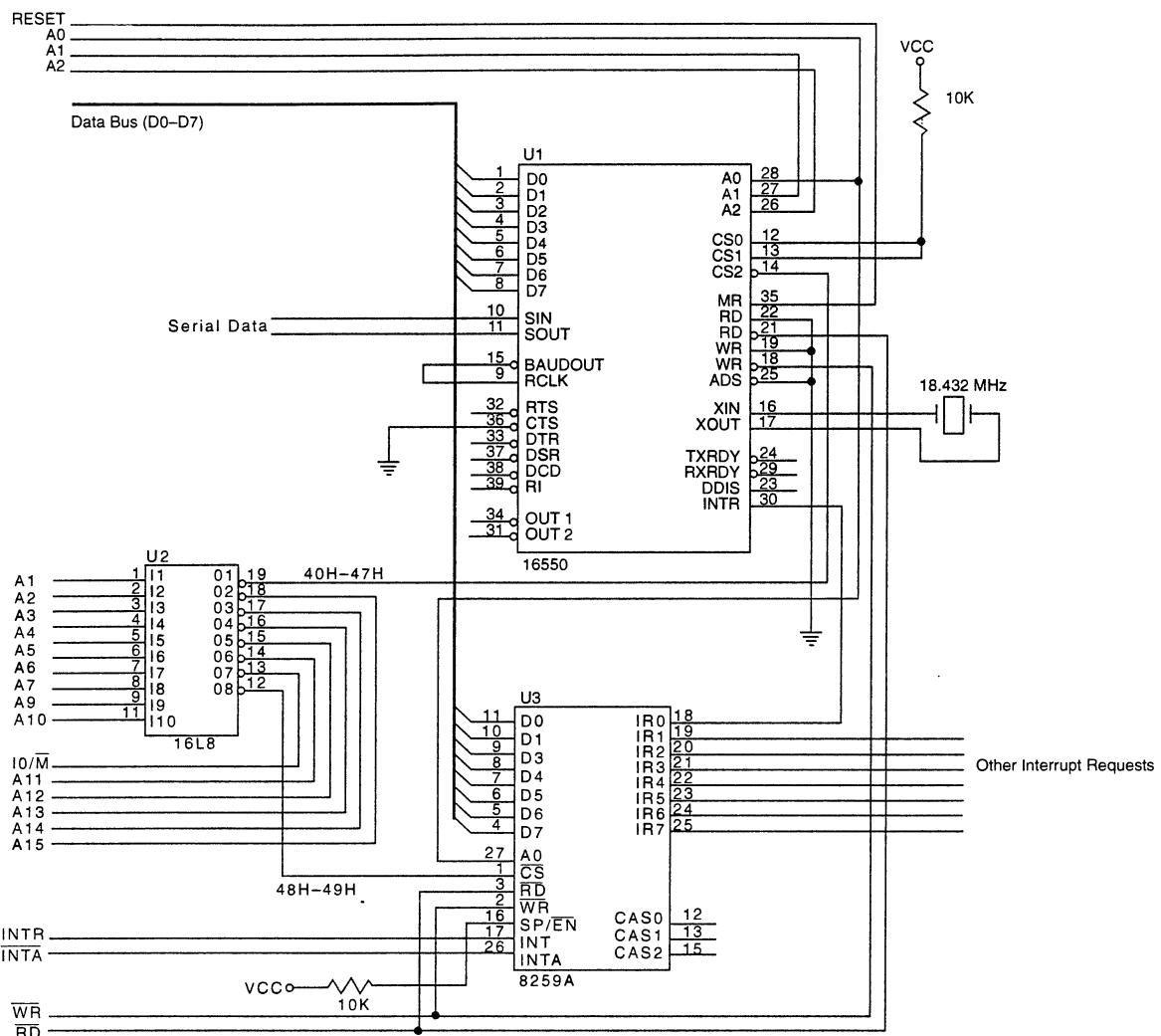


FIGURE 11-21 The 16550 UART interfaced to the 8088 microprocessor through the 8259A

|                 |     |                                       |
|-----------------|-----|---------------------------------------|
| 000A E6 41      | OUT | MSB, AL                               |
| 000C B0 0A      | MOV | AL, 00001010B ;program 7-data, odd    |
| 000E E6 43      | OUT | LINE, AL ;parity, one stop            |
| 0010 B0 07      | MOV | AL, 00000111B ;enable transmitter and |
| 0012 E6 42      | OUT | FIFO, AL ;and receiver                |
| ;               |     |                                       |
| ; Program 8259A |     |                                       |
| ;               |     |                                       |
| 0014 B0 1B      | MOV | AL, ICW1 ;program ICW1                |
| 0016 E6 48      | OUT | PIC1, AL                              |
| 0018 B0 80      | MOV | AL, ICW2 ;program ICW2                |
| 001A E6 49      | OUT | PIC2, AL                              |
| 001C B0 03      | MOV | AL, ICW4 ;program ICW4                |
| 001E E6 49      | OUT | PIC2, AL                              |
| ;               |     |                                       |
| 0020 B0 FE      | MOV | AL, OCW1 ;program OCW1                |
| 0022 E6 49      | OUT | PIC2, AL                              |

```

0024 FB STI ;enable system INTR pin
;
;enable 16550 interrupts
;
0025 B0 07 MOV AL,5 ;enable receiver and
0027 E6 41 OUT ITR,AL ;error interrupts
0029 C3 RET

002A START ENDP

```

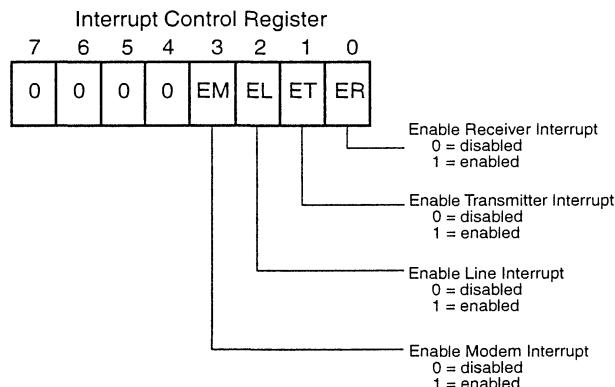
The first portion of the procedure (START) programs the 16550 UART for operation with seven data bits, odd parity, one stop bit, and a Baud rate clock of 9600. The FIFO control register also enables both the transmitter and receiver.

The second part of the procedure programs the 8259A with its three ICWs and its one OCW. The 8259A is set up to function at interrupt vectors 80H–87H and operates with automatic EOI. The ICW enables the interrupt for the 16550 UART. Also enabled is the INTR pin of the microprocessor by using the STI instruction.

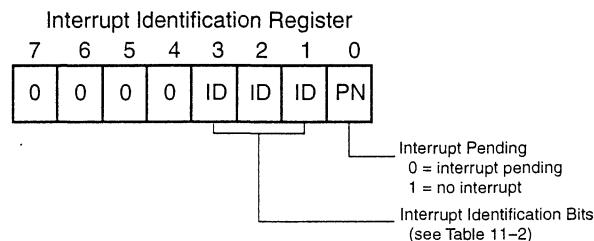
The final part of the software enables the receiver and error interrupts of the 16550 UART through the interrupt control register. The transmitter interrupt is not enabled until data are available for transmission. Refer to Figure 11–22 for the contents of the interrupt control register of the 16550 UART. Notice that the control register can enable or disable the receiver, transmitter, line status (error), and modem interrupts.

*Handling the 16550 UART Interrupt Request.* Because the 16550 generates only one interrupt request for various interrupts, the interrupt handler must poll the 16550 to determine what type of interrupt has occurred. This is accomplished by examining the interrupt identification register (see Figure 11–23). Note that the interrupt identification register (read-only) shares the same I/O port as the FIFO control register (write-only).

**FIGURE 11–22** The 16550 interrupt control register



**FIGURE 11–23** The 16550 interrupt identification register



The interrupt identification register indicates if an interrupt is pending and also the type of interrupt. It also shows if the transmitter and receiver FIFO memories are enabled. Refer to Table 11–2 for the contents of the interrupt control bits.

The interrupt service procedure must examine the contents of the interrupt identification register to determine what event caused the interrupt and pass control to the appropriate procedure for the event. Example 11–9 shows the first part of an interrupt handler that passes control to RECV for a receiver data interrupt, TRANS for a transmitter data interrupt, and ERR for a line status error interrupt. Note that the modem status is not tested in this example.

### EXAMPLE 11–9

```

;Interrupt handler for the 16550 UART of
;Figure 11–21.
;
0000 INT80 PROC FAR

0000 50 PUSH AX
0001 E4 42 IN AL, 42H ;input interrupt ID reg
0003 3C 06 CMP AL, 6 ;test for error
0005 74 20 JE ERR ;for receiver error

0007 3C 02 CMP AL, 2 ;test for transmitter
0009 74 55 JE TRANS ;for transmitter ready

000B 3C 04 CMP AL, 4 ;test for receiver
000D 74 11 JE RECV ;for receiver ready

```

*Receiving Data from the 16550.* The data received by the 16550 are stored, not only the FIFO within the UART, but also in a FIFO memory until the software in the main program can use them. The FIFO memory used for received data is 16K bytes long, so many characters can easily be stored and received before any intervention from the microprocessor is required to empty the receiver's memory FIFO. The receiver memory FIFO is stored in the extra segment so string instructions, using the DI register, can be used to access it.

Receiving data from the 16550 requires two procedures: one reads the data register of the 16550 each time that the INTR pin requests an interrupt and stores it into the memory FIFO, and the other reads data from the memory FIFO from the main program.

TABLE 11–2 The interrupt control bits of the 16550

| Bit3 | Bit2 | Bit1 | Bit0 | Priority | Type                                                                                                  | Reset Control                       |
|------|------|------|------|----------|-------------------------------------------------------------------------------------------------------|-------------------------------------|
| 0    | 0    | 0    | 1    | —        | No interrupt                                                                                          | —                                   |
| 0    | 1    | 1    | 0    | 1        | Receiver error (parity, framing, overrun, or break)                                                   | Reset by reading the line register  |
| 0    | 1    | 0    | 0    | 2        | Receiver data available                                                                               | Reset by reading the data           |
| 1    | 1    | 0    | 0    | 2        | Character time-out, nothing has been removed from the receiver FIFO for at least four character times | Reset by reading the data           |
| 0    | 0    | 1    | 0    | 3        | Transmitter empty                                                                                     | Reset by writing to the transmitter |
| 0    | 0    | 0    | 0    | 4        | Modem status                                                                                          | Reset by reading the modem status   |

Note: 1 is the highest priority and 4 the lowest.

Example 11-10 lists the procedure used to read data from the memory FIFO from the main program. This procedure assumes that the pointers (IIN and IOUT) are initialized in the initialization dialog for the system (not shown). The READ procedure returns with AL containing a character read from the memory FIFO. If the memory FIFO is empty, the procedure returns with the carry flag bit set to a logic 1. If AL contains a valid character, the carry flag bit is cleared upon return from READ.

Notice how the FIFO is reused by changing the address from the top of the FIFO to the bottom whenever it exceeds the start of the FIFO plus 16K. This is located at the CMP instruction at offset address 0015. Also notice that interrupts are enabled at the end of this procedure in case they are disabled by a full memory FIFO condition by the RECV interrupt procedure.

### EXAMPLE 11-10

```

;A procedure that reads one character from the memory
;FIFO and returns with it in AL.
;if the FIFO is empty the return occurs with Carry = 1.
;
0000 READ PROC NEAR USES BX DI
;
0002 26: 8B 3E 4002 R MOV DI,IOUT ;get output pointer
0007 26: 8B 1E 4000 R MOV BX,IIN ;get input pointer
;
000C 3B DF CMP BX,DI ;compare pointers
000E F9 STC DI ;set carry flag
000F 74 16 JE DONE1 ;if empty
;
0011 26: BA 06 MOV AL,ES:[DI] ;get data from FIFO
0014 47 INC DI ;address next byte
0015 81 FF 4000 R CMP DI,OFFSET FIFO+16*1024
0019 26: 89 3E 4002 R MOV IOUT,DI ;save pointer
001E 76 07 JBE DONE ;if within bounds
0020 26: C7 06 4002 R MOV IOUT,OFFSET FIFO
0000 R
;
0027 . DONE:
0027 F8 CLC DI ;clear carry flag
0028 . DONE1:
0028 9C PUSHF DI ;save carry flag
0029 E4 41 IN AL,41H ;read interrupt control
002B 06 05 OR AL,5 ;enable receiver interrupts
002D E6 41 OUT 41H,AL ;enable receiver interrupts
002F 9D POPF DI ;popf
0030 . RET
;
0033 READ ENDP
;
```

Example 11-11 lists the RECV interrupt service procedure that is called each time the 16550 receives a character for the microprocessor. In this example, this interrupt uses vector type number 80H, which must address the interrupt handler of Example 11-9. Each time this interrupt occurs, the REVC procedure is accessed by the interrupt handler reading a character from the 16550. The RECV procedure stores the character into the memory FIFO. If the memory FIFO is full, the receiver interrupt is disabled by the interrupt control register within the 16550. This may result in lost data, but at least it will not cause the interrupt to overrun valid data already stored in the memory FIFO. Any error conditions detected by the 8251A store a ? (3FH) in the memory FIFO. Note that errors are detected by the ERR portion of the interrupt handler (not shown).

### EXAMPLE 11-11

```

;RECV portion of the interrupt handler in Example
;11-9.
;
0020 RECV: PUSH BX ;continues from Exa 11-9
0020 53 ;save registers
;
```

```

0021 57 PUSH DI
0022 56 PUSH SI
0023 26: 8B 1E 4002 R MOV BX,IOUT ;load output pointer
0028 26: 8B 36 4000 R MOV SI,IIN ;load input pointer
002D 8B FE MOV DI,SI
002F 46 INC SI
0030 81 FE 4000 R CMP SI,OFFSET FIFO+16*1024 .
0034 76 03 JBE NEXT
0036 BE 0000 R MOV SI,OFFSET FIFO
0039 NEXT:
0039 3B DE CMP BX,SI ;is FIFO full?
003B 74 0B JE FULL ;if it is full
003D E4 40 IN AL,40H ;read 16550 receiver
003F AA STOSB ;save it in FIFO
0040 26: 89 36 4000 R MOV IIN,SI ;save input pointer
0045 EB 06 90 JMP DONE ;end up
0048 FULL:
0048 E4 41 IN AL,41H ;read interrupt control
004A 24 FA AND AL,OFAH ;disable receiver
004C E6 41 OUT 41H,AL
004E DONE:
004E B0 20 MOV AL,20H ;signal 8259A EOI
0050 E6 49 OUT 49H,AL
0052 5E POP SI ;restore registers
0053 5F POP DI
0054 5B POP BX
0055 58 POP AX
0056 CF IRET

```

*Transmitting Data to the 16550.* Data are transmitted to the 16550 in much the same manner as they are received, except that the interrupt service procedure removes transmit data from a second 16K-byte memory FIFO.

Example 11–12 lists the procedure that fills the output FIFO. It is similar to the procedure listed in Example 11–10, except that it determines whether the FIFO is full instead of empty.

### EXAMPLE 11–12

```

;A procedure that places data into the memory FIFO for
;transmission by the transmitter interrupt.
;AL = character to be transmitted.
;
0000 SAVE PROC NEAR USES BX DI SI
;
0003 26: 8B 36 8004 R MOV SI,OIN ;get input pointer
0008 26: 8B 1E 8006 R MOV BX,OOUT ;get output pointer
000D 8B FE MOV DI,SI
000F 46 INC SI
0010 81 FE 8004 R CMP SI,OFFSET OFIFO+16*1024
0014 76 03 JBE NEXT
0016 BE 4004 R MOV SI,OFFSET OFIFO
0019 NEXT:
0019 3B DE CMP BX,SI
001B 74 06 JE DONE ;if full
001D AA STOSB ;save data in OFIFO
001E 26: 89 36 8004 R MOV OIN,SI
0023 DONE:
0023 E4 41 IN AL,41H ;read interrupt control
0025 06 01 OR AL,1 ;enable transmitter
0027 E6 41 OUT 41H,AL
002D ENDP

```

Example 11–13 lists the interrupt service subroutine for the 16550 UART transmitter. This procedure is a continuation of the interrupt handler presented in Example 11–9 and is similar to the RECV procedure of Example 11–11, except that it determines whether the FIFO is empty rather than full. Note that we do not include an interrupt service procedure for the break interrupt or any errors.

**EXAMPLE 11-13**

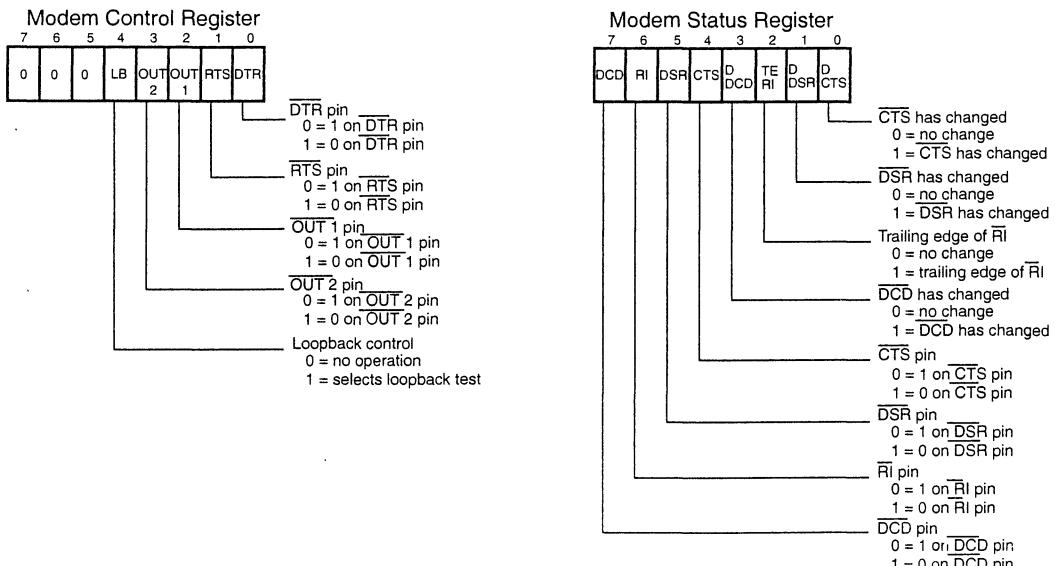
```

;Interrupt service procedure for the 16550
;transmitter.

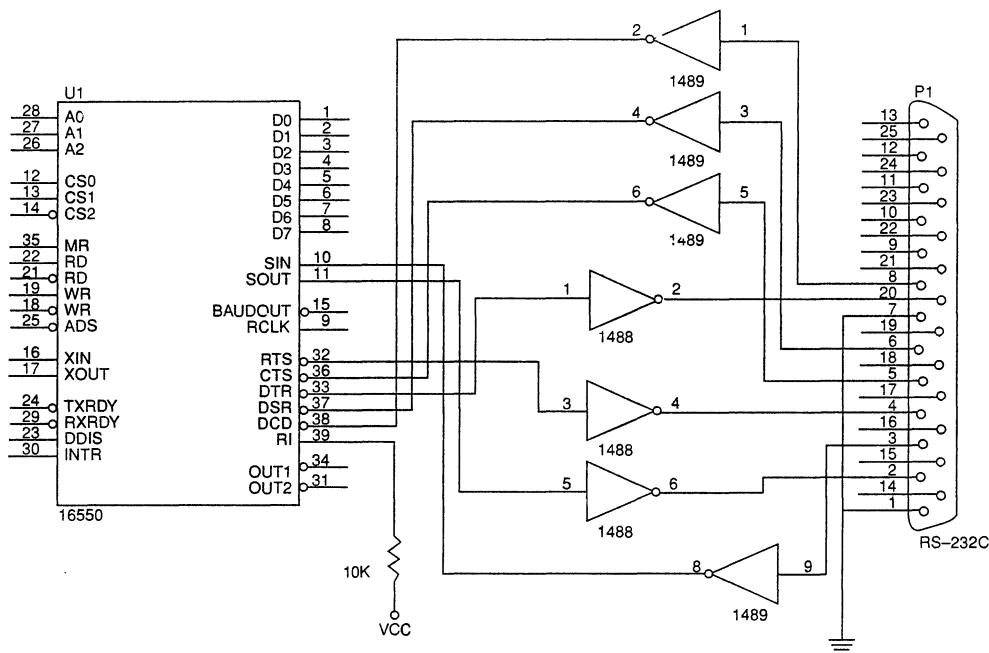
0060 53 TRANS:
0061 57 PUSH BX ;save registers
0062 26: 8B 1E 8004 R PUSH DI
0068 26: 8B 3E 8006 R MOV BX,OIN ;load input pointer
006D 3B DF MOV DI,OOUT ;load output pointer
006F 74 17 CMP BX,DI
0071 26: 8A 05 JE EMPTY ;if empty
0074 E6 40 MOV AL,ES:[DI] ;get character
0076 40 OUT 40H,AL ;send it to UART
0077 81 FF 8004 R INC DI
007B 76 03 JBE NEXT1
007D BF 4004 R MOV DI,OFFSET OFIFO
0080 NEXT1:
0080 26: 89 3E 8006 R MOV OOUT,DI
0085 EB 07 90 JMP DONES
0088 EMPTY:
0088 E4 41 IN AL,41H ;read interrupt control
008A 24 FD AND AL,OFDH ;disable transmitter
008C E6 41 OUT 41H,AL
008E DONES:
008E B0 20 MOV AL,20H ;signal 8259A EOI
0090 E6 49 OUT 49H,AL
0092 5F POP DI
0093 5B POP BX
0094 58 POP AX
0095 CF IRET

```

The 16550 also contains a scratch register. This is a general purpose register that can be used in any way deemed necessary by the programmer. Also contained within the 16550 are a modem control register and a modem status register. These registers allow the modem to cause interrupt and also control the operation of the 16550 with a modem. Refer to Figure 11-24 for the contents of both the modem status register and the modem control register.



**FIGURE 11-24** The 16550 modem control and modem status registers



**FIGURE 11–25** The 16550 interfaced to RS-232C using 1488 line drivers and 1489 line receivers

The modem control register uses bit positions 0–3 to control various pins on the 16550. Bit position 4 enables the internal loop-back test for testing purposes. The modem status register allows the status of the modem pins to be tested; it also allows the modem pins to be checked for a change or, in the case of RI, a trailing edge.

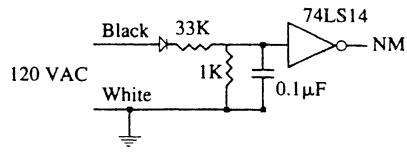
Figure 11–25 illustrates the 16550 UART connected to an RS-232C interface that is often used to control a modem. Included in this interface are line driver and receiver circuits used to convert between TTL levels on the 16550 to RS-232C levels found on the interface. Note that RS-232C levels are usually +12V for a logic 0 and –12V for a logic 1 level.

In order to transmit or receive data through the modem, the  $\overline{DTR}$  pin is activated (logic 0) and the UART then waits for the  $\overline{DSR}$  pin to become a logic 0 from the modem, indicating that the modem is ready. Once this handshake is complete, the UART sends the modem a logic 0 on the  $\overline{RTS}$  pin. When the modem is ready, it returns the  $\overline{CTS}$  signal (logic 0) to the UART. Communications can now commence. The  $\overline{DCD}$  signal from the modem is an indication that the modem has detected a carrier. This signal must also be tested before communications can begin.

This section of the text presents a real-time clock as an example use of an interrupt. A **real-time clock** keeps time in real time—that is, in hours and minutes. The example illustrated here keeps time in hours, minutes, seconds, and 1/60 seconds using four memory locations to hold the BCD time of day.

Figure 11–26 illustrates a simple circuit that uses the 60 Hz AC power line to generate a periodic interrupt request signal for the NMI interrupt input pin. Although we are using a signal

**FIGURE 11–26** Converting the AC power line to a 60 Hz TTL signal for the NMI input



from the AC power line, which varies slightly in frequency from time to time, it is accurate over a period of time.

The circuit uses a signal from the 120 VAC power line that is conditioned by a Schmitt-trigger inverter before it is applied to the NMI interrupt input. Note that you must make certain that the power line ground is connected to the system ground in this schematic. The power line ground (neutral) connection is the large flat pin on the power line. The narrow flat pin is the hot side or 120 VAC side of the line.

The software for the real-time clock contains an interrupt service procedure that is called 60 times per second and a procedure that updates the count located in four memory locations. Example 11–14 lists both procedures along with the four bytes of memory used to hold the BCD time of day.

#### EXAMPLE 11–14

```

.MODEL TINY
0000 .CODE
 .STARTUP
0100 EB 04 JMP TIMES
0102 00 TIME DB ? ;1/60 second counter
0103 00 DB ?
0104 00 DB ?
0105 00 DB ? ;seconds counter
 ;minutes counter
 ;hours counter
;
;Interrupt handler for NMI
;
0106 TIMES PROC FAR
;
0106 50 PUSH AX ;save registers
0107 56 PUSH SI
;
0108 B4 60 MOV AH,60H ;load modulus 60
010A BE 0102 R MOV SI,OFFSET TIME ;address time
010D E8 0014 CALL UP ;increment 1/60 counter
0110 75 0F JNZ DONE
0112 E8 000F CALL UP ;increment seconds
0115 75 0A JNZ DONE
0117 E8 000A CALL UP ;increment minutes
011A 75 05 JNZ DONE
011C B4 24 MOV AH,24H ;load modulus 24
011E E8 0003 CALL UP ;increment minutes
0121 DONE:
0121 5E POP SI ;reload registers
0122 58 POP AX
0123 CF IRET
;
0124 TIMES ENDP
;
0124 UP PROC NEAR
;
0124 2E: 8A 04 MOV AL,CS:[SI] ;get count
0127 46 INC SI ;address next counter
0128 04 01 ADD AL,1 ;increment count
012A 27 DAA
012B 2E: 88 44 FF MOV CS:[SI-1],AL ;save count
012F 2A C4 SUB AL,AH ;test modulus

```

```

0131 75 04 JNZ UP1
0133 2E 88 44 FF MOV CS:[SI-1],AL ;clear count
0137 UP1:
0137 C3 RET
0138 UP ENDP
END

```

## 11-6

## SUMMARY

1. An interrupt is a hardware- or software-initiated call that interrupts the currently executing program at any point and calls a procedure. The procedure is called by the interrupt handler or an interrupt service procedure.
2. Interrupts are useful when an I/O device needs to be serviced only occasionally at low data transfer rates.
3. The microprocessor has five instructions that apply to interrupts: BOUND, INT, INT 3, INTO, and IRET. The INT and INT 3 instructions call procedures with addresses stored in interrupt vector whose type is indicated by the instruction. The BOUND instruction is a conditional interrupt that uses interrupt vector type number 5. The INTO instruction is a conditional interrupt that interrupts a program only if the overflow flag is set. Finally, the IRET instruction is used to return from interrupt service procedures.
4. The microprocessor has three pins that apply to its hardware interrupt structure: INTR, NMI, and INTA. The interrupt inputs are INTR and NMI, which are used to request interrupts. INTA is an output used to acknowledge the INTR interrupt request.
5. Real mode interrupts are referenced through a vector table that occupies memory locations 00000H–003FFH. Each interrupt vector is four bytes long and contains the offset and segment addresses of the interrupt service procedure. In protected mode, the interrupts reference the interrupt descriptor table (IDT) that contains 256 interrupt descriptors. Each interrupt descriptor contains a segment selector and a 32-bit offset address.
6. Two flag bits are used with the interrupt structure of the microprocessor: trap (TF) and interrupt enable (IF). The IF flag bit enables the INTR interrupt input, and the TF flag bit causes interrupts to occur after the execution of each instruction as long as TF is active.
7. The first 32 interrupt vector locations are reserved for Intel use, with many predefined in the microprocessor. The last 224 interrupt vectors are for user use and can perform any function desired.
8. Whenever an interrupt is detected, the following events occur: (1) the flags are pushed onto the stack, (2) the IF and TF flag bits are both cleared, (3) the IP and CS registers are both pushed onto the stack, and (4) the interrupt vector is fetched from the interrupt vector table and the interrupt service subroutine is accessed through the vector address.
9. Tracing or single-stepping is accomplished by setting the TF flag bit. This causes an interrupt to occur after the execution of each instruction for debugging.
10. The non-maskable interrupt input (NMI) calls the procedure whose address is stored at interrupt vector type number 2. This input is positive-edge triggered.
11. The INTR pin is not internally decoded as is the NMI pin. Instead, INTA is used to apply the interrupt vector type number to data bus connections D<sub>0</sub>–D<sub>7</sub> during the INTA pulse.
12. Methods of applying the interrupt vector type number to the data bus during INTA vary widely. One method uses resistors to apply interrupt type number FFH to the data bus, while another uses a three-state buffer to apply any vector type number.
13. The 8259A programmable interrupt controller (PIC) adds at least eight interrupt inputs to the microprocessor. If more interrupts are needed, this device can be cascaded to provide up to 64 interrupt inputs.

14. Programming the 8259A is a two-step process. First, a series of initialization command words (ICWs) are sent to the 8259A; then a series of operation command words (OCWs) are sent.
15. The 8259A contains three status registers: IMR (interrupt mask register), ISR (in-service register), and IRR (interrupt request register).
16. A real-time clock is used to keep time in real-time. In most cases, time is stored in either binary or BCD form in several memory locations.

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## 11-7

## QUESTIONS AND PROBLEMS

1. What is interrupted by an interrupt?
2. Define the term *interrupt*.
3. What is called by an interrupt?
4. Why do interrupts free up time for the microprocessor?
5. List the interrupt pins found on the microprocessor.
6. List the five interrupt instructions for the microprocessor.
7. What is an interrupt vector?
8. Where are the interrupt vectors located in the microprocessor's memory?
9. How many different interrupt vectors are found in the interrupt vector table?
10. Which interrupt vectors are reserved by Intel?
11. Explain how a type 0 interrupt occurs.
12. Where is the interrupt descriptor table located for protected mode operation?
13. Each protected mode interrupt descriptor contains what information?
14. Describe the differences between a protected and real mode interrupt.
15. Describe the operation of the BOUND instruction.
16. Describe the operation of the INTO instruction.
17. What memory locations contain the vector for an INT 44H instruction?
18. Explain the operation of the IRET instruction.
19. What is the purpose of interrupt vector type number 7?
20. List the events that occur when an interrupt becomes active.
21. Explain the purpose of the interrupt flag (IF).
22. Explain the purpose of the trap flag (TF).
23. How is IF cleared and set?
24. How is TF cleared and set?
25. The NMI interrupt input automatically vectors through which vector type number?
26. Does the INTA signal activate for the NMI pin?
27. The INTR input is \_\_\_\_\_-sensitive.
28. The NMI input is \_\_\_\_\_-sensitive.
29. When the INTA signal becomes a logic 0, it indicates that the microprocessor is waiting for an interrupt \_\_\_\_\_ number to be placed on the data bus ( $D_0$ - $D_7$ ).
30. What is a FIFO?
31. Develop a circuit that places interrupt type number 86H on the data bus in response to the INTR input.
32. Develop a circuit that places interrupt type number CCH on the data bus in response to the INTR input.
33. Explain why pull-up resistors on  $D_0$ - $D_7$  cause the microprocessor to respond with interrupt vector type number FFH for the INTA pulse.
34. What is a daisy-chain?
35. Why must interrupting devices be polled in a daisy-chained interrupt system?
36. What is the 8259A?

37. How many 8259As are required to have 64 interrupt inputs?
38. What is the purpose of the IR0–IR7 pins on the 8259A?
39. When are the CAS2–CAS0 pins used on the 8259A?
40. Where is a slave INT pin connected on the master 8259A in a cascaded system?
41. What is an ICW?
42. What is an OCW?
43. How many ICWs are needed to program the 8259A when operated as a single master in a system?
44. Where is the vector type number stored in the 8259A?
45. Where is the sensitivity of the IR pins programmed in the 8259A?
46. What is the purpose of ICW1?
47. What is a non-specific EOI?
48. Explain priority rotation in the 8259A.
49. What is the purpose of IRR in the 8259A?
50. At which I/O ports is the master 8259A PIC found in the personal computer?
51. At which I/O ports is the slave 8259A found in the personal computer?

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# CHAPTER 12

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## Direct Memory Access and DMA-Controlled I/O

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### INTRODUCTION

In previous chapters, we discussed basic and interrupt-processed I/O. Now we turn to the final form of I/O called **direct memory access** (DMA). The DMA I/O technique provides direct access to the memory while the microprocessor is temporarily disabled. This allows data to be transferred between memory and the I/O device at a rate that is limited only by the speed of the memory components in the system or the DMA controller. The DMA transfer speed can approach 15–20 M-byte transfer rates with today's high-speed RAM memory components.

DMA transfers are used for many purposes, but more common are DRAM refresh, video displays for refreshing the screen, and disk memory system reads and writes. The DMA transfer is also used to do high-speed memory-to-memory transfers.

This chapter also explains the operation of disk memory systems and video systems that are often DMA processed. Disk memory includes floppy, fixed, and optical disk storage. Video systems include digital and analog monitors.

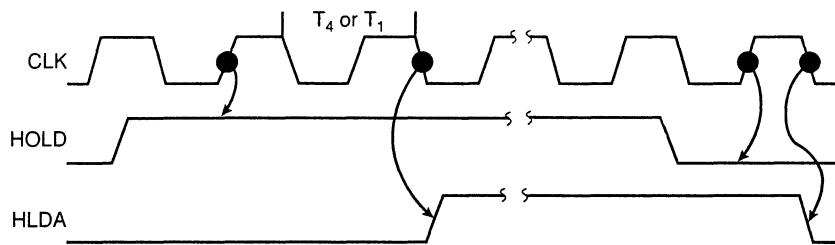
### CHAPTER OBJECTIVES

Upon completion of this chapter, you will be able to:

1. Describe a DMA transfer.
2. Explain the operation of the HOLD and HLDA direct memory access control signals.
3. Explain the function of the 8237 DMA controller when used for DMA transfers.
4. Program the 8237 to accomplish DMA transfers.
5. Describe the disk standards found in personal computer systems.
6. Describe the various video interface standards that are found in the personal computer.

Two control signals are used to request and acknowledge a direct memory access (DMA) transfer in the microprocessor-based system. The HOLD pin is an input used to request a DMA action, and the HLDA pin is an output that acknowledges the DMA action. Figure 12-1 shows the timing that is typically found on these two DMA control pins.

**FIGURE 12-1** HOLD and HLDA timing for the 8086/8088 microprocessors



Whenever the HOLD input is placed at a logic 1 level, a DMA action (hold) is requested. The microprocessor responds, within a few clocks, by suspending the execution of the program and by placing its address, data, and control bus at their high-impedance states. The high-impedance state causes the microprocessor to appear as if it has been removed from its socket. This state allows external I/O devices or other microprocessors to gain access to the system buses so memory can be accessed directly.

As the timing diagram indicates, HOLD is sampled in the middle of any clocking cycle. Thus, the hold can take effect at any time during the operation of any instruction in the microprocessor. As soon as the microprocessor recognizes the hold, it stops executing software and enters hold cycles. Note that the HOLD input has a higher priority than the INTR or NMI interrupt inputs. Interrupts take effect at the end of an instruction, while a HOLD takes effect in the middle of an instruction. The only microprocessor pin that has a higher priority than a HOLD is the RESET pin. Note that the HOLD input may not be active during a RESET or the reset is not guaranteed.

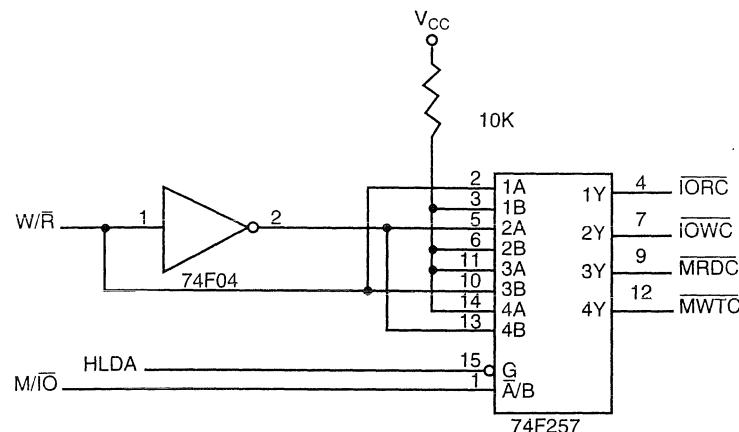
The HLDA signal becomes active to indicate that the microprocessor has indeed placed its buses at their high-impedance states, as can be seen in the timing diagram. Note that there are a few clock cycles between the time that HOLD changes until the time that HLDA changes. The HLDA output is a signal to the external requesting device that the microprocessor has relinquished control of its memory and I/O space. You could call the HOLD input a DMA request input and the HLDA output a DMA grant signal.

### Basic DMA Definitions

Direct memory accesses normally occur between an I/O device and memory without the use of the microprocessor. A **DMA read** transfers data from the memory to the I/O device. A **DMA write** transfers data from an I/O device to memory. In both operations, the memory and I/O are controlled simultaneously, which is why the system contains separate memory and I/O control signals. This special control bus structure of the microprocessor allows DMA transfers. A DMA read causes the **MRDC** and **IOWC** signals both to activate, transferring data from the memory to the I/O device. A DMA write causes the **MWTC** and **IORC** signals both to activate. These control bus signals are available to all microprocessors in the Intel family, except the 8086/8088 system. The 8086/8088 require their generation with either a system controller or a circuit such as the one illustrated in Figure 12-2. The DMA controller provides the memory with its address, and a signal from the controller (**DACK**) selects the I/O device during the DMA transfer.

The data transfer speed is determined by the speed of the memory device or a DMA controller that often controls DMA transfers. If the memory speed is 100 ns, DMA transfers occur at rates of up to 1/100 ns or 10 M-bytes per second. If the DMA controller in a system functions at a maximum rate of 5 MHz and we still use 100 ns memory, the maximum transfer rate is 5 MHz because the DMA controller is slower than the memory. In many cases, the DMA controller slows the speed of the system when DMA transfers occur.

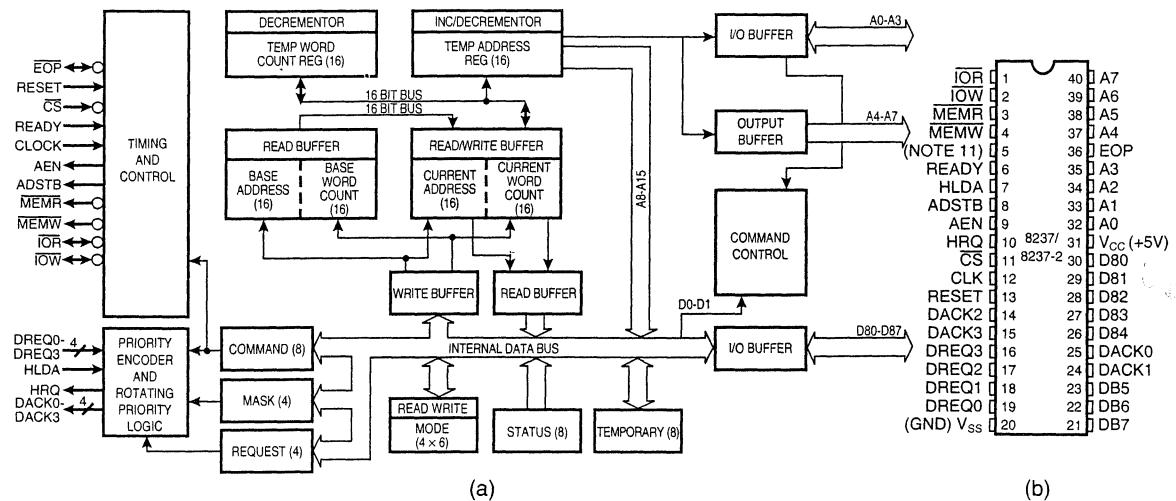
**FIGURE 12-2** A circuit that generates system control signals in a DMA environment



## 12-2 THE 8237 DMA CONTROLLER

The 8237 DMA controller supplies the memory and I/O with control signals and memory address information during the DMA transfer. The 8237 is actually a special purpose microprocessor whose job is high-speed data transfer between memory and the I/O. Figure 12-3 shows the pin-out and block diagram of the 8237 programmable DMA controller. Although this device may not appear as a discrete component in modern microprocessor-based systems, it does appear within system controller chip sets found in most newer systems. Although not described because of its complexity, the chip set (82357 ISP or integrated peripheral controller), and its integral set of two DMA controllers, are programmed exactly as the 8237. The ISP also provides a pair of 8259A programmable interrupt controllers for the system.

The 8237 is a four-channel device that is compatible to the 8086/8088 microprocessors. The 8237 can be expanded to include any number of DMA channel inputs, although four channels



**FIGURE 12-3** The 8237A-5 programmable DMA controller. (a) Block diagram, and (b) pin-out (Courtesy of Intel Corporation)

seem to be adequate for many small systems. The 8237 is capable of DMA transfers at rates of up to 1.6M bytes per second. Each channel is capable of addressing a full 64K-byte section of memory and can transfer up to 64K bytes with a single programming.

### *Pin Definitions*

|                                          |                                                                                                                                                                                                                                                                                                                                                                     |
|------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>CLK</b>                               | The <b>clock</b> input is connected to the system clock signal as long as that signal is 5 MHz or less. In the 8086/8088 system, the clock must be inverted for the proper operation of the 8237.                                                                                                                                                                   |
| <b>CS</b>                                | <b>Chip select</b> enables the 8237 for programming. The <b>CS</b> pin is normally connected to the output of a decoder. The decoder does not use the 8086/8088 control signal <b>IO/M</b> ( <b>M/I<sub>O</sub></b> ) because it contains the new memory and I/O control signals ( <b>MEMR</b> , <b>MEMW</b> , <b>I<sub>O</sub>R</b> , and <b>I<sub>O</sub>W</b> ). |
| <b>RESET</b>                             | The <b>reset</b> pin clears the command, status, request, and temporary registers. It also clears the first/last flip-flop and sets the mask register. This input primes the 8237 so it is disabled until programmed otherwise.                                                                                                                                     |
| <b>READY</b>                             | A logic 0 on the <b>ready</b> input causes the 8237 to enter wait states for slower memory and/or I/O components.                                                                                                                                                                                                                                                   |
| <b>HLDA</b>                              | A <b>hold acknowledge</b> signals the 8237 that the microprocessor has relinquished control of the address, data, and control buses.                                                                                                                                                                                                                                |
| <b>DREQ<sub>3</sub>–DREQ<sub>0</sub></b> | The <b>DMA request</b> inputs are used to request a DMA transfer for each of the four DMA channels. Because the polarity of these inputs is programmable, they are either active-high or active-low inputs.                                                                                                                                                         |
| <b>DB<sub>7</sub>–DB<sub>0</sub></b>     | The <b>data bus</b> pins are connected to the microprocessor data bus connections and are used during the programming of the DMA controller.                                                                                                                                                                                                                        |
| <b>I<sub>O</sub>R</b>                    | <b>I/O read</b> is a bi-directional pin used during programming and during a DMA write cycle.                                                                                                                                                                                                                                                                       |
| <b>I<sub>O</sub>W</b>                    | <b>I/O write</b> is a bi-directional pin used during programming and during a DMA read cycle.                                                                                                                                                                                                                                                                       |
| <b>EOP</b>                               | <b>End-of-process</b> is a bi-directional signal that is used as an input to terminate a DMA process or as an output to signal the end of the DMA transfer. This input is often used to interrupt a DMA transfer at the end of a DMA cycle.                                                                                                                         |
| <b>A<sub>3</sub>–A<sub>0</sub></b>       | These <b>address pins</b> select an internal register during programming and also provide part of the DMA transfer address during a DMA action.                                                                                                                                                                                                                     |
| <b>A<sub>7</sub>–A<sub>4</sub></b>       | These <b>address pins</b> are outputs that provide part of the DMA transfer address during a DMA action.                                                                                                                                                                                                                                                            |
| <b>HRQ</b>                               | <b>Hold request</b> is an output that connects to the HOLD input of the microprocessor in order to request a DMA transfer.                                                                                                                                                                                                                                          |
| <b>DACK<sub>3</sub>–DACK<sub>0</sub></b> | <b>DMA channel acknowledge</b> outputs acknowledge a channel DMA request. These outputs are programmable as either active-high or active-low signals. The DACK outputs are often used to select the DMA-controlled I/O device during the DMA transfer.                                                                                                              |
| <b>AEN</b>                               | The <b>address enable</b> signal enables the DMA address latch connected to the DB <sub>7</sub> –DB <sub>0</sub> pins on the 8237. It is also used to disable any buffers in the system connected to the microprocessor.                                                                                                                                            |
| <b>ADSTB</b>                             | <b>Address strobe</b> functions as ALE, except that it is used by the DMA controller to latch address bits A <sub>15</sub> –A <sub>8</sub> during the DMA transfer.                                                                                                                                                                                                 |

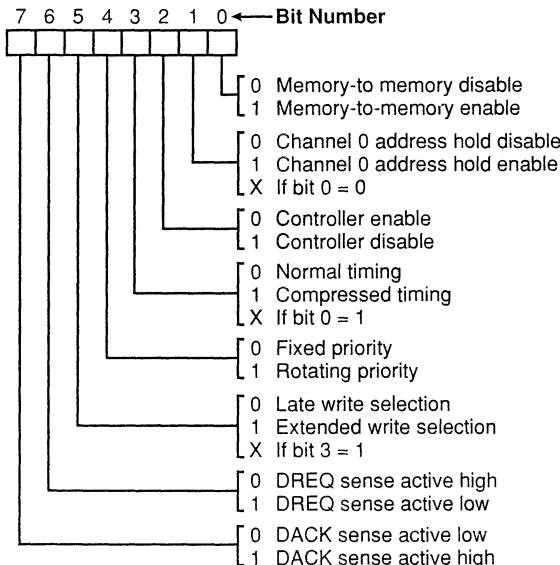
- MEMR**      **Memory read** is an output that causes memory to read data during a DMA read cycle.
- MEMW**      **Memory write** is an output that causes memory to write data during a DMA write cycle.

#### *Internal Registers*

- CAR**      The **current address register** is used to hold the 16-bit memory address used for the DMA transfer. Each channel has its own current address register for this purpose. When a byte of data is transferred during a DMA operation, the CAR is either incremented or decremented, depending on how it is programmed.
- CWCR**      The **current word count register** programs a channel for the number of bytes (up to 64K) transferred during a DMA action. The number loaded into this register is one less than the number of bytes transferred. For example, if a 10 is loaded into the CWCR, then 11 bytes are transferred during the DMA action.
- BA and BWC**      The **base address (BA)** and **base word count (BWC)** registers are used when auto-initialization is selected for a channel. In the auto-initialization mode, these registers are used to reload both the CAR and CWCR after the DMA action is completed. This allows the same count and address to be used to transfer data from the same memory area.
- CR**      The **command register** programs the operation of the 8237 DMA controller. Figure 12-4 depicts the function of the command register.

The command register uses bit position 0 to select the memory-to-memory DMA transfer mode. Memory-to-memory DMA transfers use DMA channel 0 to hold the source address and DMA channel 1 to hold the destination address. (This is similar to the operation of a MOVSB instruction.) A byte is read from the address accessed by channel 0 and saved within the 8237 in a temporary holding register. Next, the 8237 initiates a memory write cycle where the contents of the temporary holding register are written into the address selected by DMA channel 1. The number of bytes transferred are determined by the channel 1 count register.

**FIGURE 12-4** 8237A-5  
command register (Courtesy  
of Intel Corporation)



The channel 0 address hold enable bit (bit position 1) programs channel 0 for memory-to-memory transfers. For example, if you must fill an area of memory with data, channel 0 can be held at the same address while channel 1 changes for memory-to-memory transfer. This copies the contents of the address accessed by channel 0 into a block of memory accessed by channel 1.

The controller enable/disable bit (bit position 2) turns the entire controller on and off. The normal and compressed bit (bit position 3) determines whether a DMA cycle contains two (compressed) or four (normal) clocking periods. Bit position 5 is used in normal timing to extend the write pulse so that it appears one clock earlier in the timing for I/O devices that require a wider write pulse.

Bit position 4 selects priority for the four DMA channel DREQ inputs. In the fixed priority scheme, channel 0 has the highest priority and channel 3 has the lowest. In the rotating priority scheme, the most recently serviced channel assumes the lowest priority. For example, if channel 2 just had access to a DMA transfer, it assumes the lowest priority and channel 3 assumes the highest priority position. Rotating priority is an attempt to give all channels equal priority.

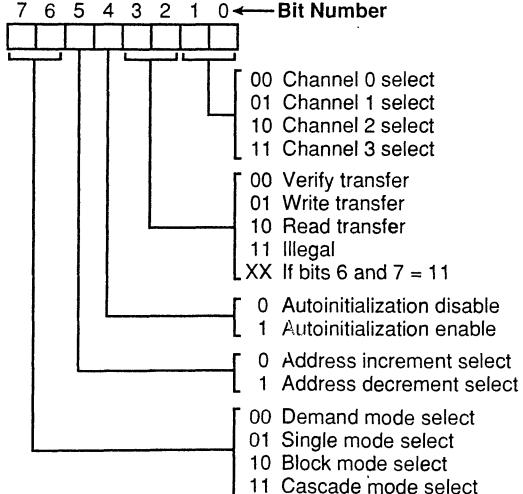
The remaining two bits (bit positions 6 and 7) program the polarities of the DREQ inputs and the DACK outputs.

**MR** The mode register programs the mode of operation for a channel. Note that each channel has its own mode register (see Figure 12–5) as selected by bit positions 1 and 0. The remaining bits of the mode register select the operation, auto-initialization, increment/decrement, and mode for the channel. Verification operations generate the DMA addresses without generating the DMA memory and I/O control signals.

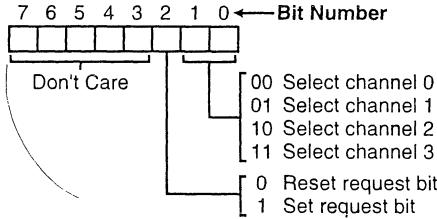
The modes of operation include demand mode, single mode, block mode, and cascade mode. Demand mode transfers data until an external EOP is input or until the DREQ input becomes inactive. Single mode releases the HOLD after each byte of data is transferred. If the DREQ pin is held active, the 8237 again requests a DMA transfer through the DRQ line to the microprocessor's HOLD input. Block mode automatically transfers the number of bytes indicated by the count register for the channel. DREQ need not be held active through the block mode transfer. Cascade mode is used when more than one 8237 is present in a system.

**RR** The request register is used to request a DMA transfer via software (see Figure 12–6). This is very useful in memory-to-memory transfers where an external signal is not available to begin the DMA transfer.

**FIGURE 12–5** 8237A–5 mode register (Courtesy of Intel Corporation)



**FIGURE 12–6** 8237A–5 request register (Courtesy of Intel Corporation)

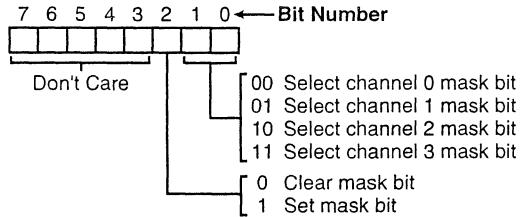


**MRSR** The **mask register set/reset** sets or clears the channel mask, as illustrated in Figure 12–7. If the mask is set, the channel is disabled. Recall that the RESET signal sets all channel masks to disable them.

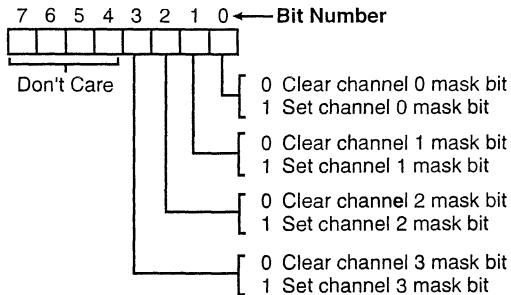
**MSR** The **mask register** (see Figure 12–8) clears or sets all of the masks with one command instead of individual channels as with the MRSR.

**SR** The **status register** shows the status of each DMA channel (see Figure 12–9). The TC bits indicate if the channel has reached its terminal count (transferred all of its bytes). Whenever the terminal count is reached, the DMA transfer is terminated for most modes of operation. The request bits indicate if the DREQ input for a given channel is active.

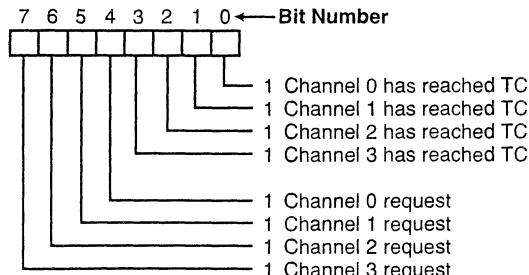
**FIGURE 12–7** 8237A–5 mask register set/reset mode (Courtesy of Intel Corporation)



**FIGURE 12–8** 8237A–5 mask register (Courtesy of Intel Corporation)



**FIGURE 12–9** 8237A–5 status register (Courtesy of Intel Corporation)



## Software Command

Three software commands are used to control the operation of the 8237. These commands do not have a binary bit pattern, as do the various control registers within the 8237. A simple output to the correct port number enables the software command. Figure 12–10 shows the I/O port assignments that access all registers and the software commands.

The function of the software commands are explained in the following list:

- Clear the first/last flip-flop**—Clears the first/last (F/L) flip-flop within the 8237. The F/L flip-flop selects which byte (low or high order) is read/written in the current address and current count registers. If F/L = 0, the low order byte is selected; if F/L = 1, the high-order byte is selected. Any read or write to the address or count register automatically toggles the F/L flip-flop.
- Master clear**—Acts exactly the same as the RESET signal to the 8237. As with the RESET signal, this command disables all channels.
- Clear mask register**—Enables all four DMA channels.

## Programming the Address and Count Registers

Figure 12–11 illustrates the I/O port locations for programming the count and address registers for each channel. Notice that the state of the F/L flip-flop determines whether the LSB or MSB is programmed. If the state of the F/L flip-flop is unknown, the count and address could be programmed incorrectly. It is also important that the DMA channel be disabled before its address and count are programmed.

There are four steps required to program the 8237: (1) the F/L flip-flop is cleared using a clear F/L command, (2) the channel is disabled, (3) the LSB and then MSB of the address are programmed, and (4) the LSB and MSB of the count are programmed. Once these four operations are performed, the channel is programmed and ready to use. Additional programming is required to select the mode of operation before the channel is enabled and started.

## The 8237 Connected to the 80X86 Microprocessor

Figure 12–12 shows an 80X86-based system that contains the 8237 DMA controller.

The address enable (AEN) output of the 8237 controls the output pins of the latches and the outputs of the 74LS257 (E). During normal 80X86 operation (AEN = 0), latches A and C and the multiplexer (E) provide address bus bits A<sub>19</sub>–A<sub>16</sub> and A<sub>7</sub>–A<sub>0</sub>. The multiplexer provides the

**FIGURE 12–10** 8237A–5 command and control port assignments (Courtesy of Intel Corporation)

| Signals |    |    |    |            |            | Operation                      |
|---------|----|----|----|------------|------------|--------------------------------|
| A3      | A2 | A1 | A0 | <u>IOR</u> | <u>IOW</u> |                                |
| 1       | 0  | 0  | 0  | 0          | 1          | Read Status Register           |
| 1       | 0  | 0  | 0  | 1          | 0          | Write Command Register         |
| 1       | 0  | 0  | 1  | 0          | 1          | Illegal                        |
| 1       | 0  | 0  | 1  | 1          | 0          | Write Request Register         |
| 1       | 0  | 1  | 0  | 0          | 1          | Illegal                        |
| 1       | 0  | 1  | 0  | 1          | 0          | Write Single Mask Register Bit |
| 1       | 0  | 1  | 1  | 0          | 1          | Illegal                        |
| 1       | 0  | 1  | 1  | 1          | 0          | Write Mode Register            |
| 1       | 1  | 0  | 0  | 0          | 1          | Illegal                        |
| 1       | 1  | 0  | 0  | 1          | 0          | Clear Byte Pointer Flip/Flop   |
| 1       | 1  | 0  | 1  | 0          | 1          | Read Temporary Register        |
| 1       | 1  | 0  | 1  | 1          | 0          | Master Clear                   |
| 1       | 1  | 1  | 0  | 0          | 1          | Illegal                        |
| 1       | 1  | 1  | 0  | 1          | 0          | Clear Mask Register            |
| 1       | 1  | 1  | 1  | 0          | 1          | Illegal                        |
| 1       | 1  | 1  | 1  | 1          | 0          | Write All Mask Register Bits   |

| Channel | Register                    | Operation | Signals |        |        |        |        |        | Internal Flip-Flop | Data Bus DB0-DB7 |                 |
|---------|-----------------------------|-----------|---------|--------|--------|--------|--------|--------|--------------------|------------------|-----------------|
|         |                             |           | CS      | IOR    | IOW    | A3     | A2     | A1     | A0                 |                  |                 |
| 0       | Base and Current Address    | Write     | 0<br>0  | 1<br>0 | 0<br>0 | 0<br>0 | 0<br>0 | 0<br>0 | 0<br>0             | 0<br>1           | A0-A7<br>A8-A15 |
|         | Current Address             | Read      | 0<br>0  | 0<br>0 | 1<br>1 | 0<br>0 | 0<br>0 | 0<br>0 | 0<br>0             | 0<br>1           | A0-A7<br>A8-A15 |
|         | Base and Current Word Count | Write     | 0<br>0  | 1<br>1 | 0<br>0 | 0<br>0 | 0<br>0 | 0<br>1 | 1<br>1             | 0<br>1           | W0-W7<br>W8-W15 |
|         | Current Word Count          | Read      | 0<br>0  | 0<br>0 | 1<br>1 | 0<br>0 | 0<br>0 | 0<br>1 | 1<br>1             | 0<br>1           | W0-W7<br>W8-W15 |
| 1       | Base and Current Address    | Write     | 0<br>0  | 1<br>1 | 0<br>0 | 0<br>0 | 0<br>0 | 1<br>1 | 0<br>0             | 0<br>1           | A0-A7<br>A8-A15 |
|         | Current Address             | Read      | 0<br>0  | 0<br>0 | 1<br>1 | 0<br>0 | 0<br>0 | 1<br>1 | 0<br>0             | 0<br>1           | A0-A7<br>A8-A15 |
|         | Base and Current Word Count | Write     | 0<br>0  | 1<br>1 | 0<br>0 | 0<br>0 | 0<br>0 | 1<br>1 | 1<br>1             | 0<br>1           | W0-W7<br>W8-W15 |
|         | Current Word Count          | Read      | 0<br>0  | 0<br>0 | 1<br>1 | 0<br>0 | 0<br>0 | 1<br>1 | 1<br>1             | 0<br>1           | W0-W7<br>W8-W15 |
| 2       | Base and Current Address    | Write     | 0<br>0  | 1<br>1 | 0<br>0 | 0<br>0 | 1<br>1 | 0<br>0 | 0<br>0             | 0<br>1           | A0-A7<br>A8-A15 |
|         | Current Address             | Read      | 0<br>0  | 0<br>0 | 1<br>1 | 0<br>0 | 1<br>1 | 0<br>0 | 0<br>0             | 0<br>1           | A0-A7<br>A8-A15 |
|         | Base and Current Word Count | Write     | 0<br>0  | 1<br>1 | 0<br>0 | 0<br>0 | 1<br>1 | 0<br>0 | 1<br>1             | 0<br>1           | W0-W7<br>W8-W15 |
|         | Current Word Count          | Read      | 0<br>0  | 0<br>0 | 1<br>1 | 0<br>0 | 1<br>1 | 0<br>0 | 1<br>1             | 0<br>1           | W0-W7<br>W8-W15 |
| 3       | Base and Current Address    | Write     | 0<br>0  | 1<br>1 | 0<br>0 | 0<br>0 | 1<br>1 | 1<br>1 | 0<br>0             | 0<br>1           | A0-A7<br>A8-A15 |
|         | Current Address             | Read      | 0<br>0  | 0<br>0 | 1<br>1 | 0<br>0 | 1<br>1 | 1<br>1 | 0<br>0             | 0<br>1           | A0-A7<br>A8-A15 |
|         | Base and Current Word Count | Write     | 0<br>0  | 1<br>1 | 0<br>0 | 0<br>0 | 1<br>1 | 1<br>1 | 1<br>1             | 0<br>1           | W0-W7<br>W8-W15 |
|         | Current Word Count          | Read      | 0<br>0  | 0<br>0 | 1<br>1 | 0<br>0 | 1<br>1 | 1<br>1 | 1<br>1             | 0<br>1           | W0-W7<br>W8-W15 |

FIGURE 12-11 8237A-5 DMA channel I/O port addresses (Courtesy of Intel Corporation)

system control signals as long as the 80X86 is in control of the system. During a DMA action (AEN = 1), latches A and C are disabled along with the multiplexer (E). Latches D and B now provide address bits  $A_{19}-A_{16}$  and  $A_{15}-A_8$ . Address bus bits  $A_7-A_0$  are provided directly by the 8237 and contain a part of the DMA transfer address. The control signals MEMR, MEMW, IOR, and IOW are also provided by the DMA controller.

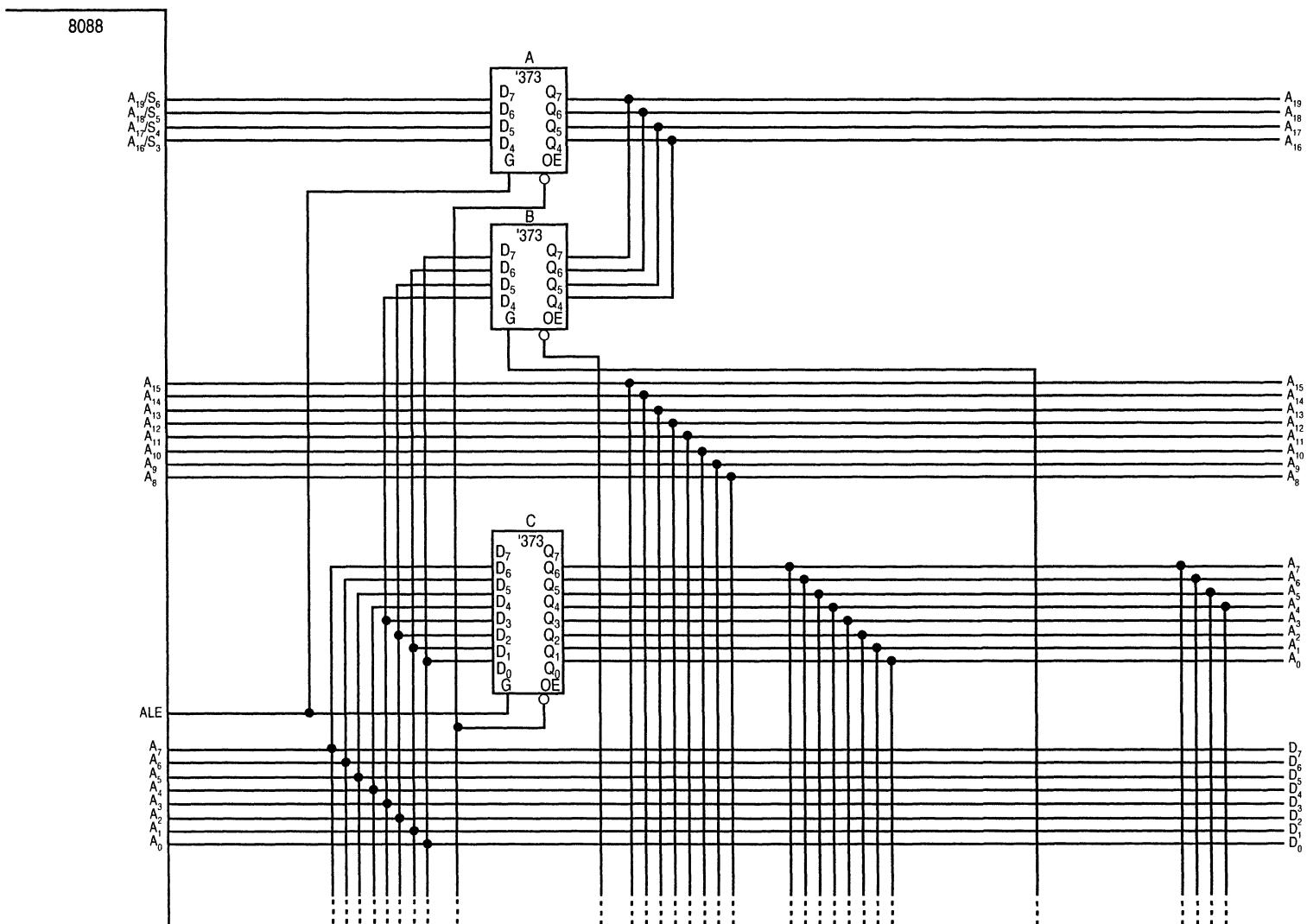
The address strobe output (ADSTB) of the 8237 clocks the address ( $A_{15}-A_8$ ) into latch D during the DMA action so that the entire DMA transfer address becomes available on the address bus. Address bus bits  $A_{19}-A_{16}$  are provided by latch B, which must be programmed with these four address bits before the controller is enabled for the DMA transfer. The DMA operation of the 8237 is limited to a transfer of not more than 64K bytes within the same 64K-byte section of the memory.

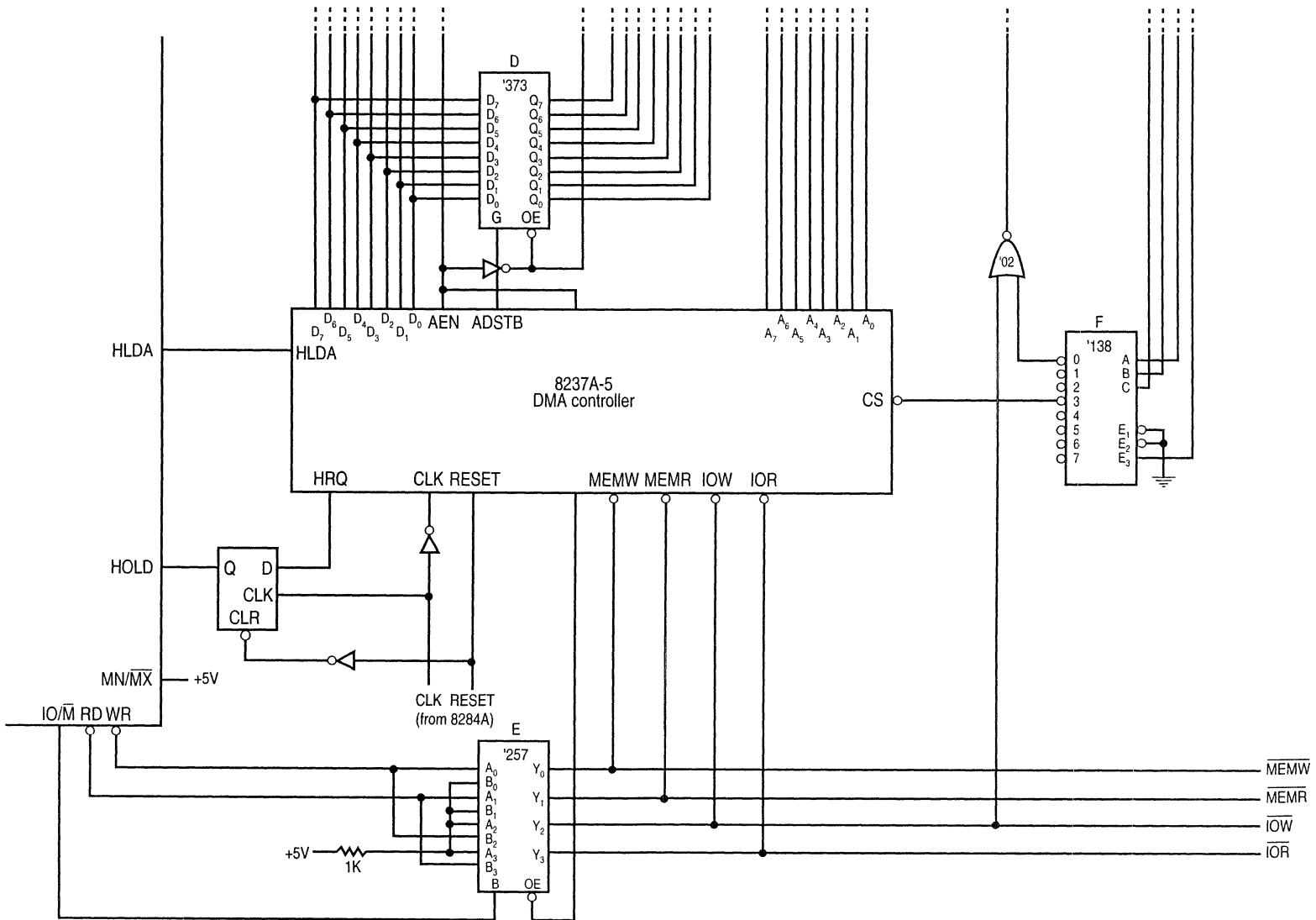
The decoder (F) selects the 8237 for programming and also the 4-bit latch (B) for the uppermost four address bits. The decoder in this system enables the 8237 for I/O port addresses XX60H-XX7FH and the I/O latch (B) for ports XX00H-XX1FH. Notice that the decoder output is combined with the IOW signal to generate an active-high clock for the latch (B).

During normal 80X86 operation, the DMA controller and integrated circuits B and D are disabled. During a DMA action, integrated circuits A, C, and E are disabled so that the 8237 can take control of the system through the address, data, and control buses.

In the personal computer, the two DMA controllers are programmed at I/O ports 0000H-000FH for DMA channels 0-3 and ports 00C0H-00DFH for DMA channels 4-7. Note that the second controller is programmed at even addresses only, so the channel 4 base and current

**FIGURE 12–12** Complete 8088 minimum mode DMA system (pp. 476–477)





address is programmed at I/O port 00C0H and the channel 4 base and current count is programmed at port 00C2H. The page register, which holds address bits A23–A16 of the DMA address, are located at I/O ports 0087H (CH-0), 0083H (CH-1), 0081H (CH-2), 0082H (CH-3), (no channel 4), 008BH (CH-5), 0089H (CH-6), and 008AH (CH-7). The page register functions as the address latch described with the examples in this text.

### Memory-to-Memory Transfer with the 8237

The memory-to-memory transfer is much more powerful even than the automatically repeated MOVSB instruction. While the repeated MOVSB instruction takes the 8088 4.2 µs per byte, the 8237 requires only 2.0 µs per byte. This is over twice as fast as a software data transfer. This is not true if an 80386, 80486, or Pentium/Pentium Pro is in use in the system.

*Sample Memory-to-memory DMA Transfer.* Suppose that the contents of memory locations 10000H–13FFFH are to be transferred into memory locations 14000H–17FFFH. This is accomplished with a repeated string move instruction or, at a much faster rate, with the DMA controller.

Example 12–1 illustrates the software required to initialize the 8237 and program latch B in Figure 12–12 for this DMA transfer.

#### EXAMPLE 12-1

```
;A procedure that transfers a block of data using the
;8237A DMA controller in Figure 12-12. This is a
;memory-to-memory block transfer.
;
;Calling parameters:
; SI = source address ✓
; DI = destination address ✓
; CX = count ✓
; ES = segment of source and destination ✓
;
= 0010 LATCHB EQU 10H ;latch B
= 007C CLEAR_F EQU 7CH ;F/L flip flop
= 0070 CH0_A EQU 70H ;channel 0 address
= 0072 CH1_A EQU 72H ;channel 1 address
= 0073 CH1_C EQU 73H ;channel 1 count
= 007B MODE EQU 7BH ;mode
= 0078 CMMD EQU 78H ;command
= 007F MASKS EQU 7FH ;masks
= 0079 REQ EQU 79H ;request register
= 0078 STATUS EQU 78H ;status register

0000 TRANS PROC FAR USES AX
;
0001 8C C0 MOV AX,ES ;program latch B
0003 8A C4 MOV AL,AH
0005 C0 E8 04 SHR AL,4
0008 B6 10 OUT LATCHB,AL
000A E6 7C OUT CLEAR_F,AL ;clear F/L flip-flop
;
000C 8C C0 MOV AX,ES ;program source address
000E C1 E0 04 SHL AX,4
0011 03 C6 ADD AX,SI ;form source offset
0013 E6 70 OUT CH0_A,AL
0015 8A C4 MOV AL,AH
0017 E6 70 OUT CH0_A,AL
;
0019 8C C0 MOV AX,ES ;program destination address
001B C1 E0 04 SHL AX,4
001E 03 C7 ADD AX,DI ;form destination offset
0020 E6 72 OUT CH1_A,AL
0022 8A C4 MOV AL,AH
0024 E6 72 OUT CH1_A,AL
```

```

0026 0B C1 MOV AX,CX ;program count
0028 18 DEC AX ;adjust count
0029 E6 73 OUT CH1_C,AL
002B BA C4 MOV AL,AH
002D BF 73 OUT CH1_C,AL

002F B0 58 MOV AL,88H ;program mode
0031 E6 7B OUT MODE,AL

0033 B0 85 MOV AL,85H ;
0035 E6 7B OUT MODE,AL

0037 B0 01 MOV AL,1 ;enable block transfer
0039 E6 78 OUT CMMMD,AL

003B B0 0E MOV AL,0EH ;unmask channel 0
003D E6 7F OUT MASKS,AL

003F B0 04 MOV AL,4 ;start DMA transfer
0041 E6 79 OUT REQ,AL

0043 E4 78 .REPEAT /;wait until DMA complete
IN AL,STATUS
.UNTIL AL &1

RET

TRANS ENDP

```

Programming the DMA controller requires a few steps, as illustrated in Example 12-1. The leftmost digit of the 5-digit address is sent to latch B. Next, the channels are programmed after the F/L flip-flop is cleared. Note that we use channel 0 as the source and channel 1 as the destination for a memory-to-memory transfer. The count is next programmed with a value that is one less than the number of bytes to be transferred. Next, the mode register of each channel is programmed, the command register selects a block move, channel 0 is enabled, and a software DMA request is initiated. Before return is made from the procedure, the status register is tested for a terminal count. Recall that the terminal count flag indicates that the DMA transfer is completed. The TC also disables the channel, preventing additional transfers.

*Sample Memory Fill Using the 8237.* In order to fill an area of memory with the same data, the channel 0 source register is programmed to point to the same address throughout the transfer. This is accomplished with the channel 0 hold mode. The controller copies the contents of this single memory location to an entire block of memory addressed by channel 1. This has many useful applications. For example, suppose that a video display must be cleared. This operation can be performed using the DMA controller with the channel 0 hold mode and a memory-to-memory transfer. If the video display contains 80 columns and 25 lines, it has 2,000 display positions that must be set to 20H (an ASCII space) to clear the screen.

Example 12-2 shows a procedure that clears an area of memory addressed by ES:DI. The CX register transfer the number of bytes to be cleared to the CLEAR procedure. Notice that this procedure is nearly identical to Example 12-1, except that the command register is programmed so the channel 0 address is held. The source address is programmed as the same address as ES:DI and then the destination is programmed as one location beyond ES:DI. Also note that this program is designed to function with the hardware in Figure 12-12 and will not function in the personal computer unless you have the same hardware.

#### EXAMPLE 12-2

```

;A procedure that clears an area of memory using the
;8237A DMA controller in Figure 12-12. This is a
;memory-to-memory block transfer with a channel 0 hold.

```

```

;
;Calling parameters:
; DI = offset address of area cleared
; ES = segment address of area cleared
; CX = number of bytes cleared
;

= 0010 LATCHB EQU 10H ;latch B
= 007C CLEAR_F EQU 7CH ;F/L flip flop
= 0070 CH0_A EQU 70H ;channel 0 address
= 0072 CH1_A EQU 72H ;channel 1 address
= 0073 CH1_C EQU 73H ;channel 1 count
= 007B MODE EQU 7BH ;mode
= 0078 CMMRD EQU 78H ;command
= 007F MASKS EQU 7FH ;masks
= 0079 REQ EQU 79H ;request register
= 0078 STATUS EQU 78H ;status register
= 0000 ZERO EQU 0H ;zero

0000 CLEAR PROC FAR USES AX

0001 8C C0 MOV AX,ES ;program latch B
0003 8A C4 MOV AL,AH
0005 C0 E8 04 SHR AL,4
0008 E6 10 OUT LATCHB,AL

000A E6 7C OUT CLEAR_F,AL ;clear F/L flip-flop

000C 2E: A0 0000 MOV AL,CS:ZERO
0010 26: 88 05 MOV ES:[DI],AL ;save zero in first byte

0013 8C C0 MOV AX,ES ;program source address
0015 C1 E0 04 SHL AX,4
0018 03 C7 ADD AX,DI ;form source offset
001A E6 70 OUT CH0_A,AL
001C 8A C4 MOV AL,AH
001E E6 70 OUT CH0_A,AL

0020 8C C0 MOV AX,ES ;program destination address
0022 C1 E0 04 SHL AX,4
0025 03 C7 ADD AX,DI ;form destination offset
0027 48 INC AX
0028 E6 72 OUT CH1_A,AL
002A 8A C4 MOV AL,AH
002C E6 72 OUT CH1_A,AL

002E 8B C1 MOV AX,CX ;program count
0030 48 DEC AX ;adjust count
0031 48 DEC AX
0032 E6 73 OUT CH1_C,AL
0034 8A C4 MOV AL,AH
0036 E6 73 OUT CH1_C,AL

0038 B0 88 MOV AL,88H ;program mode
003A E6 7B OUT MODE,AL
003C B0 85 MOV AL,85H
003E E6 7B OUT MODE,AL

0040 B0 03 MOV AL,3 ;enable block hold transfer
0042 E6 78 OUT CMMD,AL

0044 B0 0E MOV AL,0EH ;unmask channel 0
0046 E6 7F OUT MASKS,AL

0048 B0 04 MOV AL,4 ;start DMA transfer
004A E6 79 OUT REQ,AL

.REPEAT .REPEAT ;wait until DMA complete

```

```

004C E4 78 IN AL, STATUS
 .UNTIL AL &1
 RET

0054 CLEAR ENDP

```

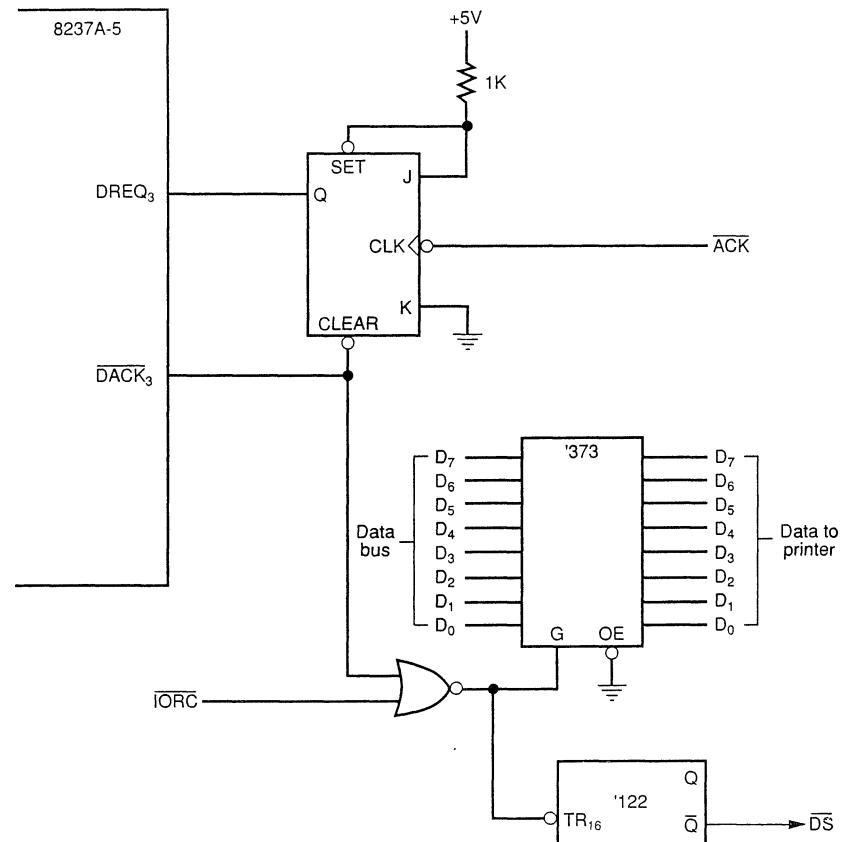
### DMA-Processed Printer Interface

Figure 12–13 illustrates the hardware added to Figure 12–12 for a DMA-controlled printer interface. Little additional circuitry is added for this interface to a Centronics-type parallel printer. The latch is used to capture the data as they are sent to the printer during the DMA transfer. The write pulse passed through to the latch during the DMA action also generates the data strobe ( $\overline{DS}$ ) signal to the printer through the single-shot. The  $\overline{ACK}$  signal returns from the printer each time it is ready for additional data. In this circuit,  $\overline{ACK}$  is used to request a DMA action through a flip-flop.

Notice that the I/O device is not selected by decoding the address on the address bus. During the DMA transfer, the address bus contains the memory address and cannot contain the I/O port address. In place of the I/O port address, the  $\overline{DACK}_3$  output from the 8237 selects the latch by gating the write pulse through an OR gate.

Software that controls this interface is simple because only the address of the data and the number of characters to be printed are programmed. Once programmed, the channel is enabled, and the DMA action transfers a byte at a time to the printer interface each time that the interface receives the  $\overline{ACK}$  signal from the printer.

**FIGURE 12–13** DMA-processed printer interface



The procedure that prints data from the current data segment is illustrated in Example 12-3. This procedure programs the 8237, but doesn't actually print anything. Printing is accomplished by the DMA controller and the printer interface.

### EXAMPLE 12-3

```
;A procedure that prints data via the printer interface
;in Figure 12-13.
;
;Calling parameters:
; BX = offset address of printer data
; DS = segment address of printer data
; CX = number of bytes to print
;
= 0010 LATCHB EQU 10H ;latch B
= 007C CLEAR_F EQU 7CH ;F/L flip flop
= 0076 CH3_A EQU 76H ;channel 0 address
= 0077 CH3_C EQU 77H ;channel 1 count
= 007B MODE EQU 7BH ;mode
= 0078 CMMRD EQU 78H ;command
= 007F MASKS EQU 7FH ;masks
= 0079 REQ EQU 79H ;request register

0000 PRINT PROC FAR USES AX CX BX

0003 66| B8 00000000 MOV EAX,0
0009 8C D8 MOV AX,DS ;program latch B
000B 66| C1 E8 04 SHR EAX,4
000F 50 PUSH AX
0010 66| C1 E8 10 SHR EAX,16
0014 E6 10 OUT LATCHB,AL

0016 58 POP AX ;program address
0017 E6 76 OUT CH3_A,AL
0019 8A C4 MOV AL,AH
001B E6 76 OUT CH3_A,AL

001D 8B C1 MOV AX,CX ;program count
001F 48 DEC AX ;adjust count
0020 E6 77 OUT CH3_C,AL
0022 8A C4 MOV AL,AH
0024 E6 77 OUT CH3_C,AL

0026 B0 0B MOV AL,0BH ;program mode
0028 E6 7B OUT MODE,AL

002A B0 00 MOV AL,0 ;enable block hold transfer
002C E6 78 OUT CMMRD,AL

002E B0 07 MOV AL,7 ;unmask channel 3
0030 E6 7F OUT MASKS,AL
RET

0036 PRINT ENDP
```

A secondary procedure is needed to determine if the DMA action has been completed. Example 12-4 lists the secondary procedure that tests the DMA controller to see if the DMA transfer is complete. The TEST\_P procedure is called before programming the DMA controller to see if the prior transfer is complete.

### EXAMPLE 12-4

```
;A procedure that tests for a complete DMA action.

= 0078 STATUS EQU 78H ;status register
0000 TEST_P PROC NEAR USES AX
```

```
0001 E4 78 .REPEAT
 IN AL,STATUS
 .UNTIL AL &8

 RET
0009 TEST_P ENDP
```

Printed data can be double-buffered by first loading buffer 1 with data to be printed. Next, the PRINT procedure is called to begin printing buffer 1. Because it takes very little time to program the DMA controller, a second buffer (buffer 2) can be filled with new printer data while the first buffer (buffer 1) is printed by the printer interface and DMA controller. This process is repeated until all data are printed.

---

## 12-3

## SHARED-BUS OPERATION

Complex present-day computer systems have so many tasks to perform that some systems are using more than one microprocessor to accomplish the work. This is called a **multiprocessing** system. We also sometimes call this a *distributed* system. A system that performs more than one task is called a **multitasking** system. In systems that contain more than one microprocessor, some method of control must be developed and employed. In a distributed, multiprocessing, multitasking environment, each microprocessor accesses two buses: (1) the local bus and (2) the remote or shared bus.

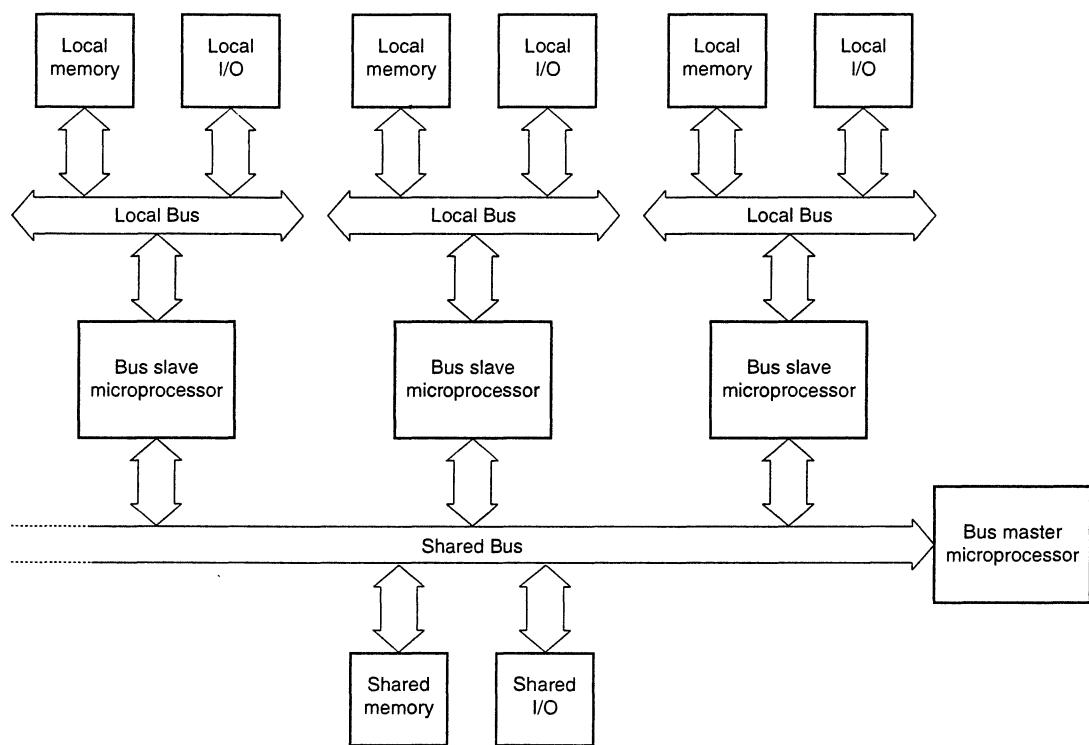
This section of the text describes shared bus operation for the 8086 and 8088 microprocessors using the 8289 bus arbiter. The 80286 uses the 82289 bus arbiter and the 80386/80486 use the 82389. The Pentium and Pentium Pro directly support a multiuser environment, as described in Chapters 15 and 16. These systems are much more complex and difficult to illustrate at this point in the text, but their terminology and operation is essentially the same as for the 8086/8088.

The local bus is connected to memory and I/O devices that are directly accessed by a single microprocessor without any special protocol or access rules. The remote (shared) bus contains memory and I/O that are accessed by any microprocessor in the system. Figure 12-14 illustrates this idea with a few microprocessors. Note that the personal computer is also configured in the same manner as the system in Figure 12-14. The bus master is the main microprocessor in the personal computer. What we call the local bus in the personal computer is the shared bus in this illustration. The ISA bus is operated as a slave to the personal computer's microprocessor as well as any other devices attached to the shared bus.

### Types Of Buses Defined

The **local bus** is the bus that is resident to the microprocessor. The local bus contains the resident or local memory and I/O. All microprocessors studied thus far in this text are considered local bus systems. The local memory and local I/O are accessed by the microprocessor that is directly connected to them.

A **shared bus** is one that is connected to all microprocessors in the system. The shared bus is used to exchange data between microprocessors in the system. A shared bus may contain memory and I/O devices that are accessed by all microprocessors in the system. Access to the shared bus is controlled by some form or arbiter that allows only a single microprocessor to access the system's shared bus space. As mentioned, the shared bus in the personal computer is what we often call the local bus in the personal computer, because it is local to the microprocessor in the personal computer.



**FIGURE 12–14** A block diagram illustrating the shared and local buses

Figure 12–15 shows an 8088 microprocessor that is connected as a remote bus master. The term **bus master** applies to any device (microprocessor or otherwise) that can control a bus containing memory and I/O. The 8237 DMA controller presented earlier in the chapter is an example of a remote bus master. The DMA controller gained access to the system memory and I/O space to cause a data transfer. Likewise, a remote bus master gains access to the shared bus for the same purpose. The difference is that the remote bus master microprocessor can execute variable software, whereas the DMA controller can only transfer data.

Access to the shared bus is accomplished using the HOLD pin on the microprocessor for the DMA controller. Access to the shared bus for the remote bus master is accomplished via a bus arbiter. The **bus arbiter** functions to resolve priority between bus masters and allows only one device at a time to access the shared bus.

Notice in Figure 12–15 that the 8088 microprocessor has an interface to both a local, resident bus and the shared bus. This configuration allows the 8088 to access local memory and I/O or, through the bus arbiter and buffers, the shared bus. The task assigned to the microprocessor might be data communications and it may, after collecting a block of data from the communications interface, pass those data on to the shared bus and shared memory so other microprocessors attached to the system can access the data. This allows many microprocessors to share common data. In the same manner, multiple microprocessors can be assigned various tasks in the system, drastically improving throughput.

### The Bus Arbiter

Before Figure 12–15 can be fully understood, the operation of the bus arbiter must be grasped. The 8289 bus arbiter controls the interface of a bus master to a shared bus. Although the 8289 is not the only bus arbiter, it is designed to function with the 8086/8088 microprocessors, so it is

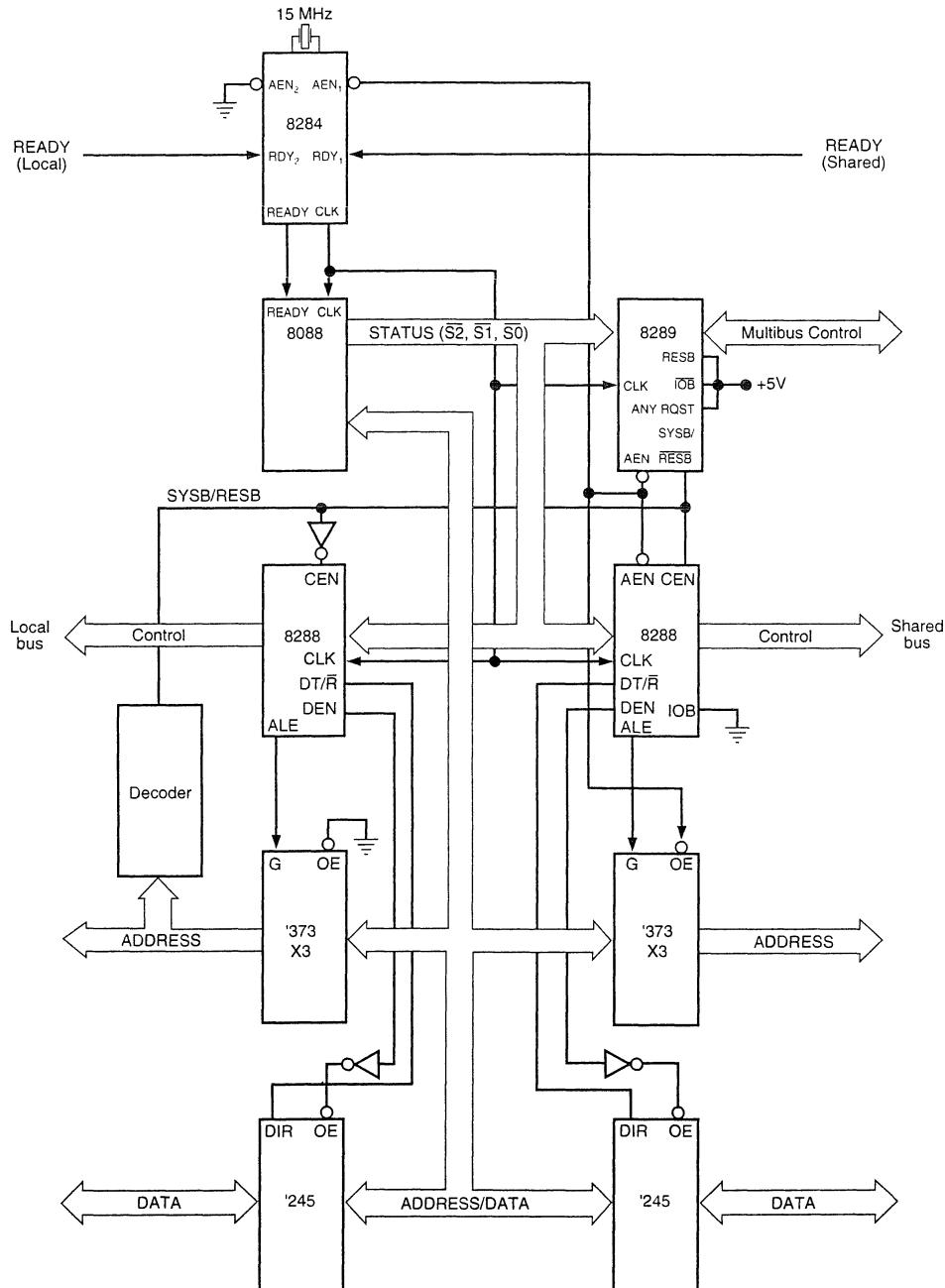
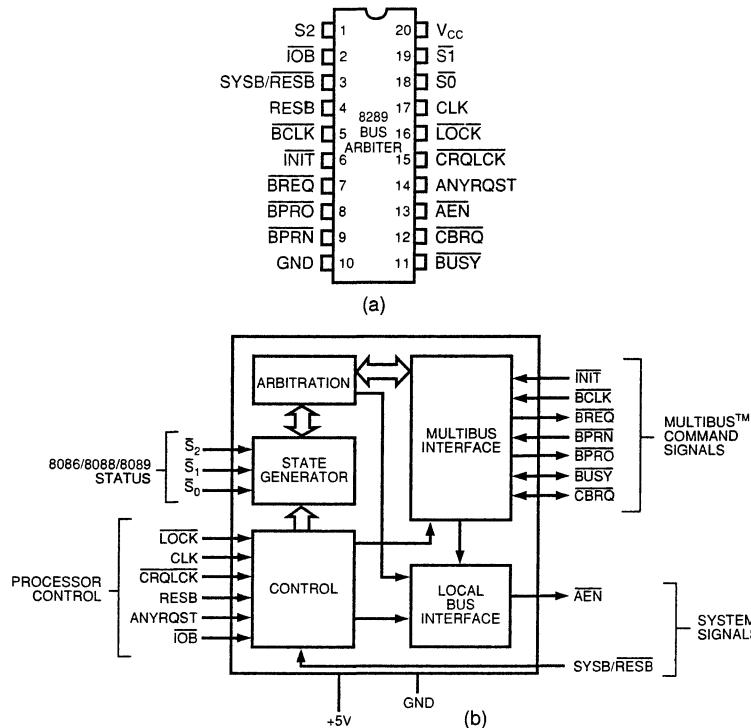


FIGURE 12-15 The 8088 operated in the remote mode illustrating the local and shared bus connections

presented here. Each bus master or microprocessor requires an arbiter for the interface to the shared bus, which Intel calls the Multibus and IBM calls the Micro Channel.

The shared bus is used only to pass information from one microprocessor to another; otherwise, the bus masters function in their own local bus modes using their own local programs, memory, and I/O space. Microprocessors connected in a system such as this are often called *parallel* or *distributed* processors because they can execute software and perform tasks in parallel.

**FIGURE 12–16** The 8289 pin-out and block diagram  
(Courtesy of Intel Corporation)



**8289 Architecture.** Figure 12–16 illustrates the pin-out and block diagram of the 8289 bus arbiter. The left side of the block diagram depicts the connections to the microprocessor. The right side denotes the 8289 connection to the shared (remote) bus or Multibus.

The 8289 controls the shared bus by causing the READY input to the microprocessor to become a logic 0 (not ready) if access to the shared bus is denied. **Blocking** occurs whenever another microprocessor is accessing the shared bus. As a result, the microprocessor requesting access is blocked by the logic 0 applied to its READY input. When the READY pin is a logic 0, the microprocessor and its software wait until access to the shared bus is granted by the arbiter. In this manner, one microprocessor at a time gains access to the shared bus. No special instructions are required for bus arbitration with the 8289 bus arbiter since arbitration is accomplished strictly by the hardware.

#### Pin Definitions

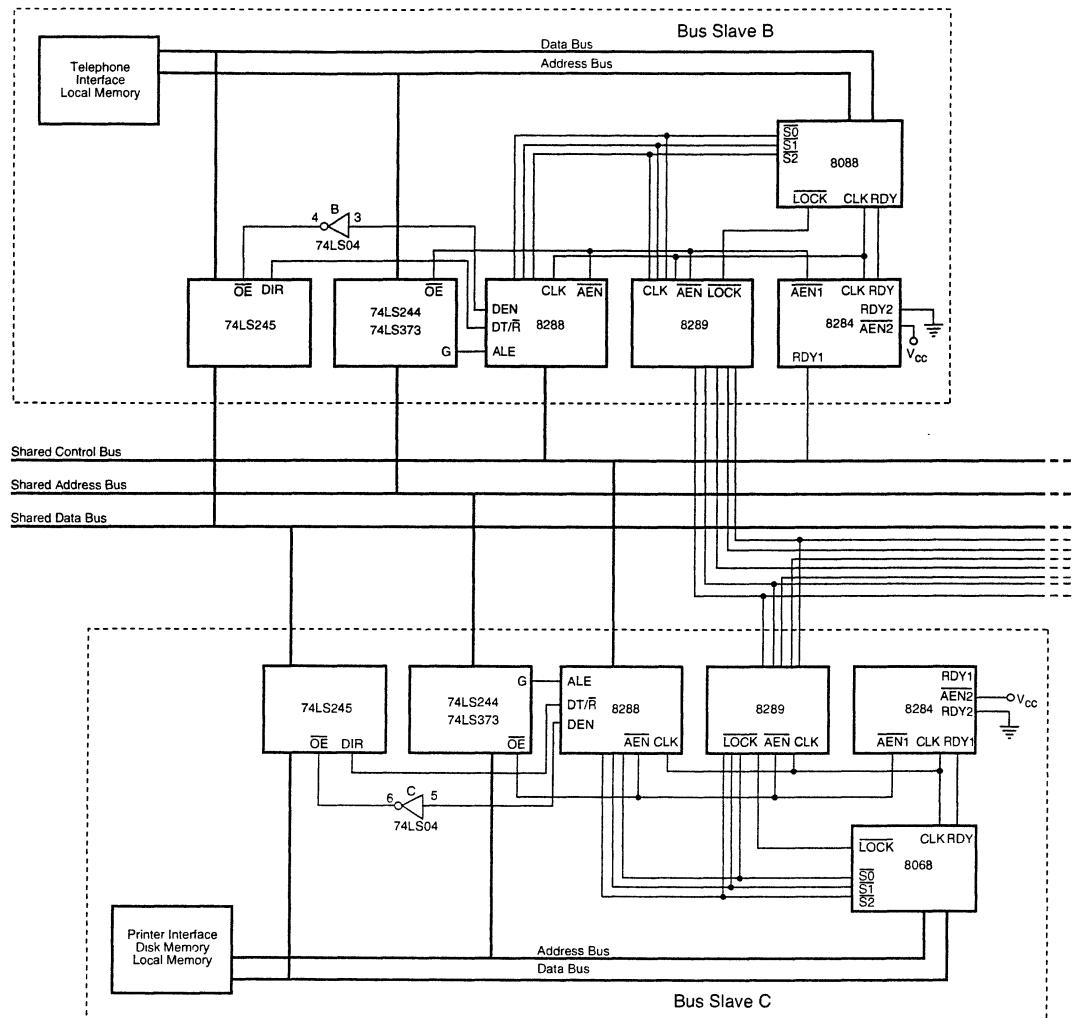
|                |                                                                                                                                                                                                                                                                                                        |
|----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>AEN</b>     | The <b>address enable</b> output causes the bus drivers in a system to switch to their three-state, high-impedance state.                                                                                                                                                                              |
| <b>ANYRQST</b> | The <b>any request</b> input is a strapping option that prevents a lower priority microprocessor from gaining access to the shared bus. If tied to a logic 0, normal arbitration occurs, and a lower priority microprocessor can gain access to the shared bus if $\overline{CBRQ}$ is also a logic 0. |
| <b>BCLK</b>    | The <b>bus clock</b> input synchronizes all sharec -bus masters.                                                                                                                                                                                                                                       |
| <b>BPRN</b>    | The <b>bus priority</b> input allows the 8289 to acquire the shared bus on the next falling edge of the $\overline{BLCK}$ signal.                                                                                                                                                                      |
| <b>BPRO</b>    | The <b>bus priority</b> output is a signal that is used to resolve priority in a system that contains multiple bus masters.                                                                                                                                                                            |

|                           |                                                                                                                                                                                                                                                                                                                                                                                                |
|---------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>BREQ</b>               | The <b>bus request</b> output is used to request access to the shared bus.                                                                                                                                                                                                                                                                                                                     |
| <b>BUSY</b>               | The <b>busy</b> input/output indicates, as an output, that an 8289 has acquired the shared bus. As an input, $\overline{\text{BUSY}}$ is used to detect that another 8289 has acquired the shared bus.                                                                                                                                                                                         |
| <b>CBRQ</b>               | The <b>common bus request</b> input/output is used when a lower priority microprocessor is asking for the use of the shared bus. As an output, $\overline{\text{CBRQ}}$ becomes a logic 0 whenever the 8289 requests the shared bus, and remains low until the 8289 obtains access to the shared bus.                                                                                          |
| <b>CLK</b>                | The <b>clock</b> input is generated by the 8284A clock generator and provides the internal timing source to the 8289.                                                                                                                                                                                                                                                                          |
| <b>CRQLCK</b>             | The <b>common request lock</b> input prevents the 8289 from surrendering the shared bus to any of the 8289s in the system. This signal functions in conjunction with the $\overline{\text{CBRQ}}$ pin.                                                                                                                                                                                         |
| <b>INIT</b>               | The <b>initialization</b> input resets the 8289 and is normally connected to the system RESET signal.                                                                                                                                                                                                                                                                                          |
| <b>IOB</b>                | The <b>I/O bus</b> input selects whether the 8289 operates in a shared-bus system (if selected by RESB) with I/O ( $\overline{\text{IOB}} = 0$ ) or with memory and I/O ( $\overline{\text{IOB}} = 1$ ).                                                                                                                                                                                       |
| <b>LOCK</b>               | The <b>lock</b> input prevents the 8289 from allowing any other microprocessor from gaining access to the shared bus. An 8086/8088 instruction that contains a LOCK prefix will prevent other microprocessors from accessing the shared bus.                                                                                                                                                   |
| <b>RESB</b>               | The <b>resident-bus</b> input is a strapping connection that allows the 8289 to operate in systems that have either a shared-bus or resident-bus system. If RESB is a logic 1, the 8289 is configured as a shared-bus master. If RESB is a logic 0, the 8289 is configured as a local-bus master. When configured as a shared-bus master, access is requested through the SYSB/RESB input pin. |
| <b>S2, S1,<br/>and S0</b> | The <b>status</b> inputs initiate shared-bus requests and surrenders. These pins connect to the 8288 system bus controller status pins.                                                                                                                                                                                                                                                        |
| <b>SYSB/<br/>RESB</b>     | The <b>system bus/resident bus</b> input selects the shared-bus system when placed at a logic 1 or the resident local bus when placed at a logic 0.                                                                                                                                                                                                                                            |

*General 8289 Operation.* As the pin descriptions demonstrate, the 8289 can be operated in three basic modes: (1) I/O peripheral bus mode, (2) resident bus mode, and (3) single-bus mode. Refer to Table 12-1 for the connections required to operate the 8289 in these modes. In the **I/O peripheral bus mode**, all devices on the local bus are treated as I/O, including memory, and are accessed by I/I instructions. All memory references access the shared bus and all I/O access the resident local bus. The **resident bus mode** allows memory and I/O accesses on both the local and shared buses. Finally, the **single-bus mode** interfaces a microprocessor to a shared-bus, but the microprocessor has no local memory or local I/O. In many systems, one microprocessor is set up as the shared-bus master (single-bus mode) to control the shared bus and become the shared-bus master. The **shared-bus master** controls the system through shared memory and I/O. Additional

**TABLE 12-1** 8289 modes of operation

| Mode                     | Pin Connections                                   |
|--------------------------|---------------------------------------------------|
| Single bus               | $\overline{\text{IOB}} = 1$ and $\text{RESB} = 0$ |
| Resident bus             | $\overline{\text{IOB}} = 1$ and $\text{RESB} = 1$ |
| I/O bus                  | $\overline{\text{IOB}} = 0$ and $\text{RESB} = 0$ |
| I/O bus and resident bus | $\overline{\text{IOB}} = 0$ and $\text{RESB} = 1$ |



**FIGURE 12-17** Three 8088 microprocessors that share a common bus system. Microprocessor A is the bus master in control of the shared memory and CRT terminal. Microprocessor B is a bus slave controlling its local telephone interface and memory. Microprocessor C is also a slave that controls a printer, disk memory system, and local memory.

microprocessors are connected to the shared bus as resident or I/O peripheral bus masters. These additional bus masters usually perform independent tasks that are reported to the shared-bus master through the shared bus.

**System Illustrating Single-bus and Resident-bus Connections.** Single-bus operation interfaces a microprocessor to a shared bus that contains both I/O and memory resources that are shared by other microprocessors. Figure 12-17 illustrates three 8088 microprocessors, each connected to a shared bus. Two of the three microprocessors operate in the resident-bus mode, while the third operates in the single-bus mode. Microprocessor A, in Figure 12-17, operates in the single-bus mode and has no local bus. This microprocessor only accesses the shared memory and I/O space. Microprocessor A is often referred to as the **system bus master** because it is responsible for coordinating the main memory and I/O tasks. The remaining two microprocessors (B and C)

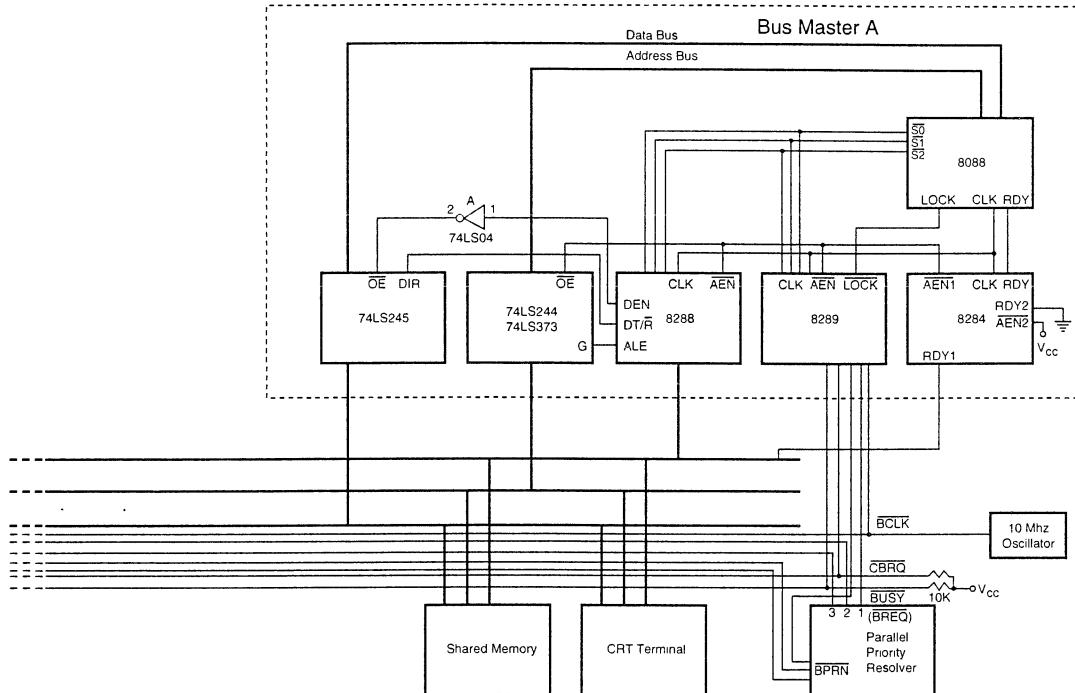


FIGURE 12-17 (continued)

are connected in the resident-bus mode, which allows them access to both the shared bus and their own local buses. These resident-bus microprocessors are used to perform tasks that are independent from the system bus master. In fact, the only time that the system bus master is interrupted from performing its tasks is when one of the two resident-bus microprocessors needs to transfer data between itself and the shared bus. This connection allows all three microprocessors to perform tasks simultaneously, yet data can be shared between microprocessors when needed.

In Figure 12-17, the bus master (A) allows the user to operate with a video terminal that allows the execution of programs and generally controls the system. Microprocessor B handles all telephone communications and passes this information to the shared memory in blocks. This means that microprocessor B waits for each character to be transmitted or received and controls the protocol used for the transfers. For example, suppose that a 1K-byte block of data is transmitted across the telephone interface and this occurs at the rate of 100 characters per second. This means that the transfer requires 10 seconds. Rather than tie up the bus master for 10 seconds, microprocessor B patiently performs the data transfer from its own local memory and the local communications interface. This frees the bus master for other tasks. The only time that microprocessor B interrupts the bus master is to transfer data between the shared memory and its local memory system. This requires only a few hundred microseconds from the bus master and the main system.

Microprocessor C is used as a print spooler. Its only task is to print data on the printer. Whenever the bus master requires printed output, it transfers the task to microprocessor C. Microprocessor C then accesses the shared memory and captures the data to be printed and stores it in its own local memory. Data are then printed from the local memory, freeing the bus master to perform other tasks. This allows the system to execute a program with the bus master, transfer data through the communications interface with microprocessor B, and print information on the printer with microprocessor C. These tasks all execute simultaneously. There is no limit to the

number of microprocessors connected to a system or the number of tasks performed simultaneously using this technique. The only limit is that introduced by the system design and the designer's ingenuity.

### Priority Logic Using The 8289

In applications that use the 8289, there is always more than one microprocessor connected to a shared bus. Because only one can access the shared bus at a time, some method of resolving priority must be employed. Priority prevents more than one microprocessor from accessing the bus at a time. There are two methods for resolving priority with the 8289 bus arbiter: the daisy-chain (serial) and the parallel-priority schemes.

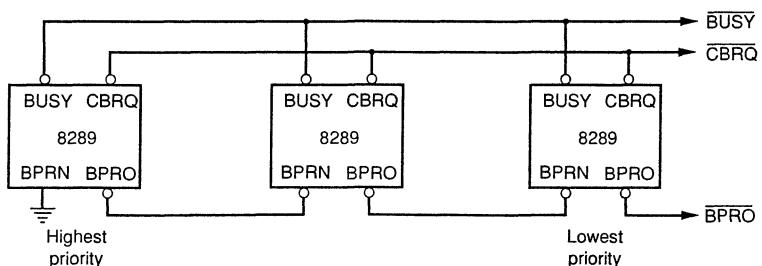
**Daisy-Chain Priority.** The daisy-chain priority scheme connects the  $\overline{\text{BPRQ}}$  output to the  $\overline{\text{BPRN}}$  input of the next-lower priority 8289 and is the least expensive to implement. Figure 12-18 illustrates the daisy-chain scheme for connecting several 8289s in a system. Because the  $\overline{\text{BPRN}}$  input of the higher priority 8289 is grounded, it gets an immediate acknowledgment whenever its microprocessor requests access to the shared bus. The  $\overline{\text{BPRQ}}$  output is a logic 0 if the 8289 and its microprocessor are inactive, and a logic 1 if the 8289 and its microprocessor are actively using the shared bus. If no requests are active, all  $\overline{\text{BPRN}}$  inputs will see a logic 0. As soon as the highest priority 8289 receives a bus acknowledgment, its  $\overline{\text{BPRQ}}$  output goes high, blocking all lower priority 8289s from accessing the shared bus. If more than one 8289 receives an acknowledgment, more than one 8289 will function at the same time. This scheme is seldom used because two microprocessors can access the shared bus at a time. For this reason Intel recommends that this scheme be limited to no more than three 8289s in a system that use a bus clock of 10 MHz or less. With this frequency bus clock, no conflict occurs and only one microprocessor accesses the shared bus at a time. If more arbiters are connected, Intel suggests that the priority be resolved using the parallel scheme.

### Parallel Priority

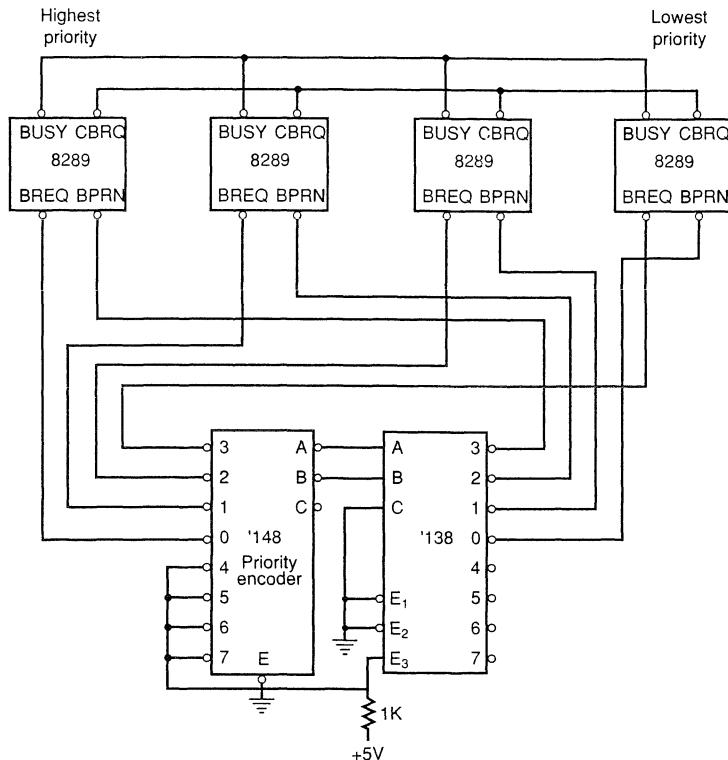
Figure 12-19 illustrates a parallel-priority scheme where four 8289 bus arbiters are connected with a parallel circuit. Here a 74LS148, eight-input priority encoder is used to resolve priority conflicts in parallel. In this example, only four of the inputs are used to resolve priority for the four 8289s. The four unused encoder inputs are pulled up to a logic 1 to disable these unneeded inputs to the encoder. Note that this circuit can be expanded to provide priority for up to eight 8289s with their microprocessors.

The circuit in Figure 12-19 functions as follows. If all 8289 arbiters are idle (no requests for the shared bus through the  $\text{SYSB}/\overline{\text{RESB}}$  input), all  $\overline{\text{BREQ}}$  outputs are high and the outputs of the 74LS148 are logic 1s (A and B are both 1). This means that the highest priority 8289 will gain access to the shared bus if it is requested by its microprocessor. On the other hand, if a lower priority request is made, the  $\overline{\text{BREQ}}$  output becomes a logic 0. This causes the priority encoder to

**FIGURE 12-18** Daisy-chain 8289 priority resolver



**FIGURE 12-19** Parallel-priority resolver for the 8289



place a logic 0 on the corresponding  $\overline{\text{BREQ}}$  input pin of the 8289, allowing access to the shared bus. For example, if the rightmost 8289 places a logic 0 on its  $\overline{\text{BREQ}}$  output pin, the priority encoder will have a zero on input 3. This causes the 74LS148 to generate a 00 on its output pins. The 00 causes the 74LS138 to activate the  $\overline{\text{BPRN}}$  input of the rightmost 8289, giving it access to the shared bus. This also locks out any other request, because the  $\text{BUSY}$  signal becomes a logic 0. If simultaneous requests occur, they are automatically prioritized by the 74LS148, preventing conflicts no matter how many 8289s are connected in a system. For this reason, this priority scheme is desirable.

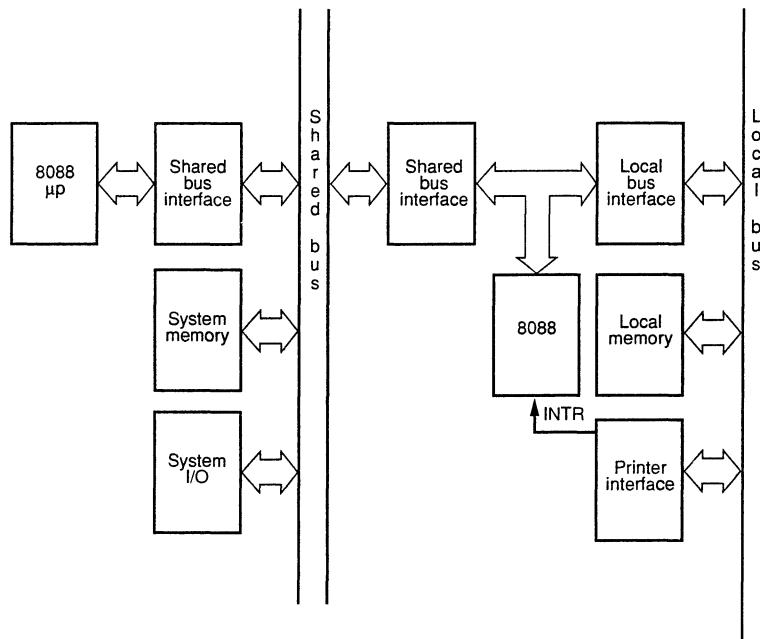
### Print Spooler and Interface

Figure 12-20 shows the block diagram of a printer interface and spooler (print queue) controlled by an 8088 microprocessor. Here two microprocessors are placed in a system with one, the system bus master, operated in single-bus mode, and a second operated in the resident-bus mode. Because two microprocessors exist, one can print data while the other is used to process new information in the interim.

In this interface, the slave microprocessor transfers data to the printer from its local memory without intervention from the system bus master. Data are transferred to the local memory of the slave microprocessor whenever it accesses the shared memory for additional data.

*Single-mode Bus-master Interface.* Figure 12-21 illustrates the 8088 bus master, operated in single mode, interfaced to the shared bus. The shared bus master has access to every memory location and I/O device on the shared bus. The  $\overline{\text{BCLK}}$  signal is generated by an 8284A clock generator used as a 10 MHz oscillator.

**FIGURE 12-20** Block diagram of two 8088s used to control a printer interface and print spooler



The 8289 arbiter is operated with no I/O bus, no resident bus, and ANYRQST pulled high so that the shared bus can be accessed for all memory and I/O transfers. This system uses the daisy-chain priority scheme, which means that the BREQ signal is not connected. This interface allows the slave microprocessor to access shared memory whenever necessary and thus prevents the slave microprocessor from locking the bus for too long.

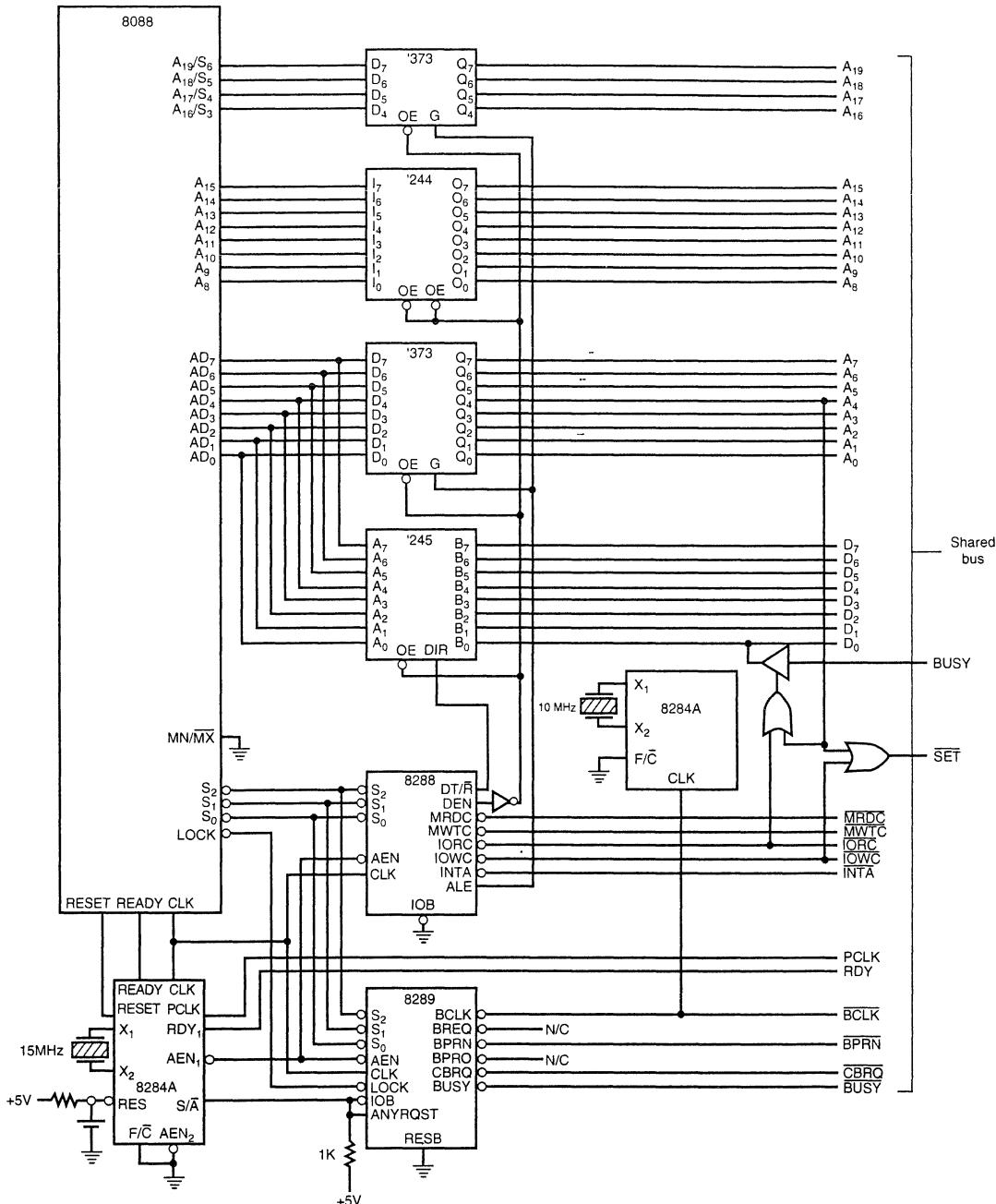
In addition to the normal bus signals, this circuit also provides the shared bus with a 2.5 MHz PCLK signal for any I/O device. The RDY input is shown in case system memory and I/O require wait states.

*Resident-bus Operation of the Slave 8088.* Figure 12-22 illustrates the slave 8088 microprocessor that functions as a print spooler. This microprocessor is connected as a resident-bus master. This illustration depicts the resident-local-bus interface as well as the shared-bus interface.

Whenever the slave 8088 microprocessor accesses memory above location 7FFFFH, it places a logic 1 on the SYS/RESB input to the 8289 and the CEN pin of the shared-bus master's 8288. This requests access to the shared bus through the 8289 bus arbiter. If the address is below 80000H, the SYS/RESB pin on the 8289 is grounded and a logic 1 is placed on the CEN pin of the local bus 8288. This requests access to the resident-local bus for control of the printer and resident-local bus memory. Notice that no attempt is made to access the shared-bus I/O because the purpose of the slave 8088 is to access the printer interface on its local bus as local I/O.

Figure 12-23 shows the memory maps of both the slave 8088 local memory and the shared memory and the local memory of the 8088 bus master. The bus master has access to all of the shared memory, while the slave can only access locations 80000H–FFFFFH. Transfers to the print spooler are made through the upper half of the shared memory.

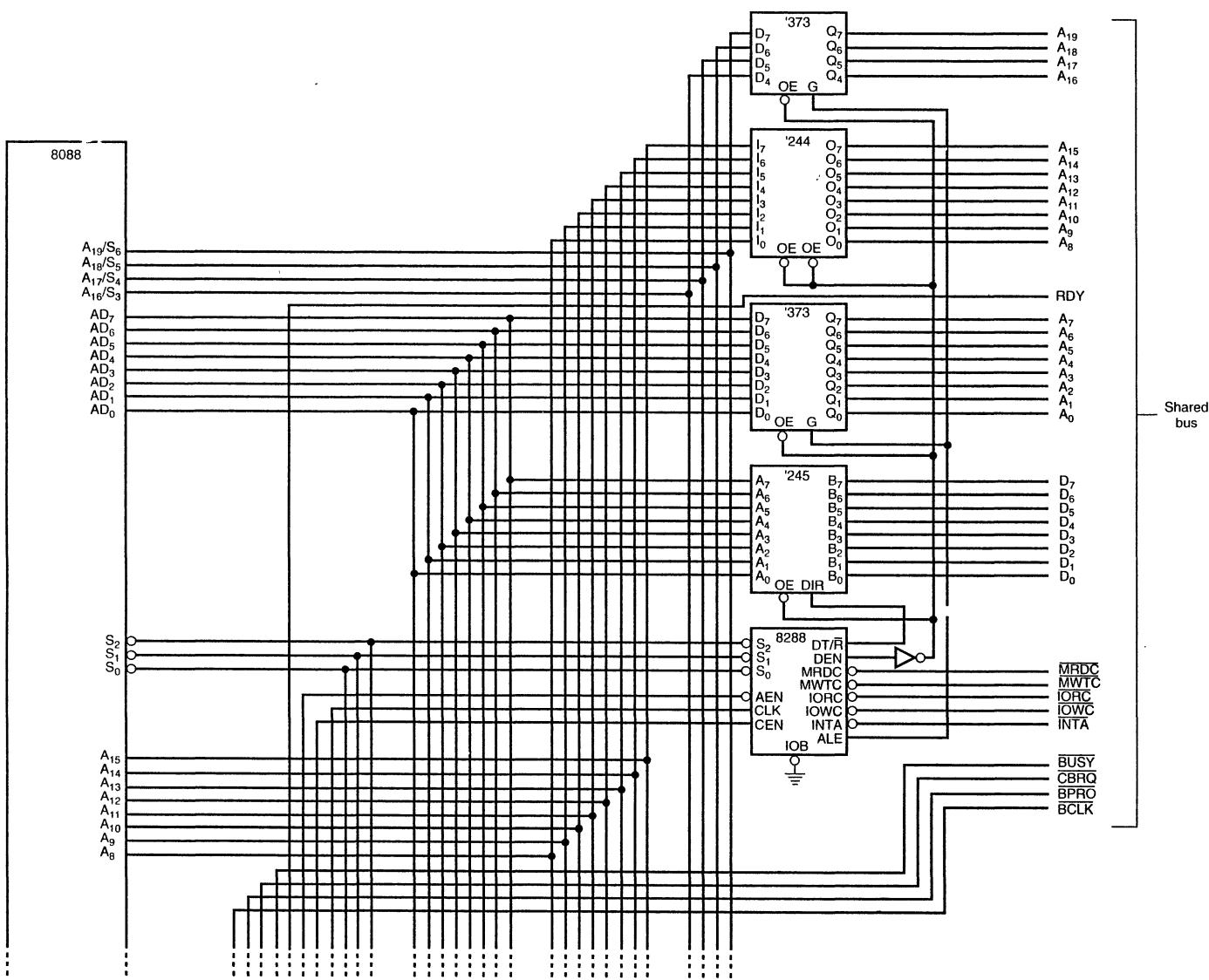
The resident-local bus in this system contains EPROM, DRAM, and a printer interface. The EPROM contains the program that controls the slave 8088, the DRAM contains the data for the printer, and printer interface controls the printer. Figure 12-24 illustrates these three devices on the resident-local bus of the slave 8088 microprocessor.

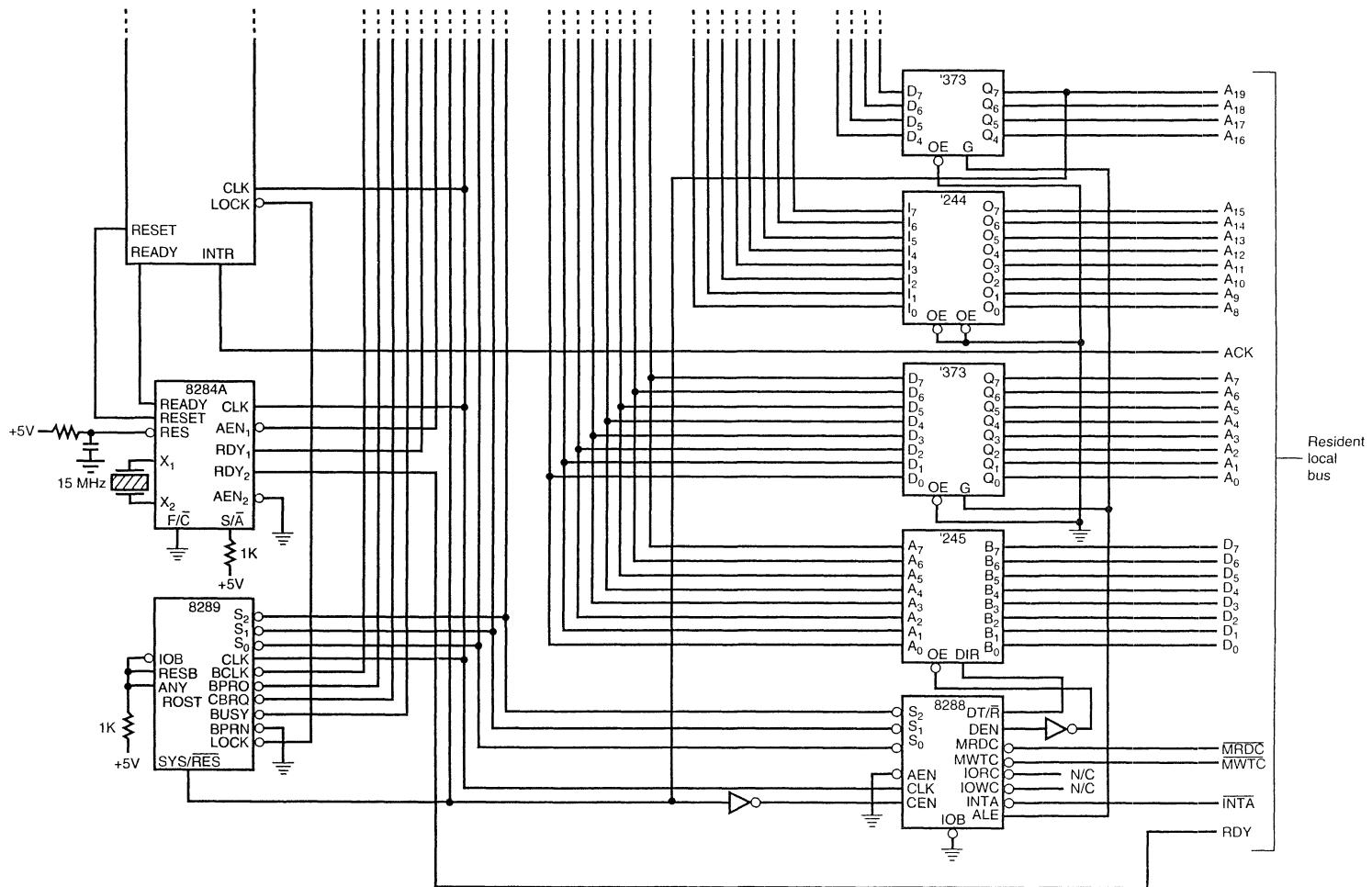


**FIGURE 12-21** An 8088 connected for the single-bus mode of operation

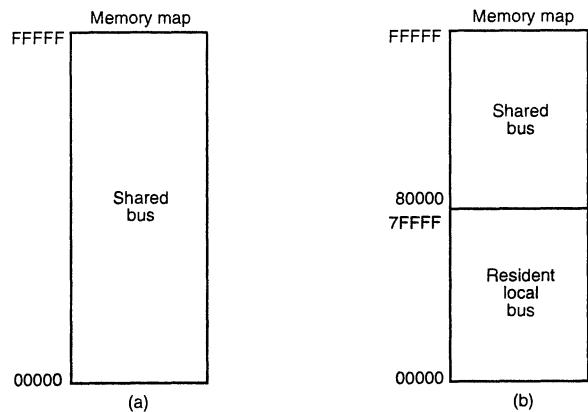
The decoder in Figure 12-24 selects EPROM for locations 00000H–0FFFFH, the printer for locations 10000H–1FFFFH, and the DRAM for locations 20000H–7FFFFH. This allows the spooler to hold up to 384K bytes of data (see Figure 12-25). If the printer can produce 1,000 lines per minute (high-speed printer), then this represents about three minutes of printing and about 50–75 printed pages of data. If the system is expanded with a fixed memory system, the

**FIGURE 12–22** The 8088 shown with both a shared and a local bus. (pp. 494–495)

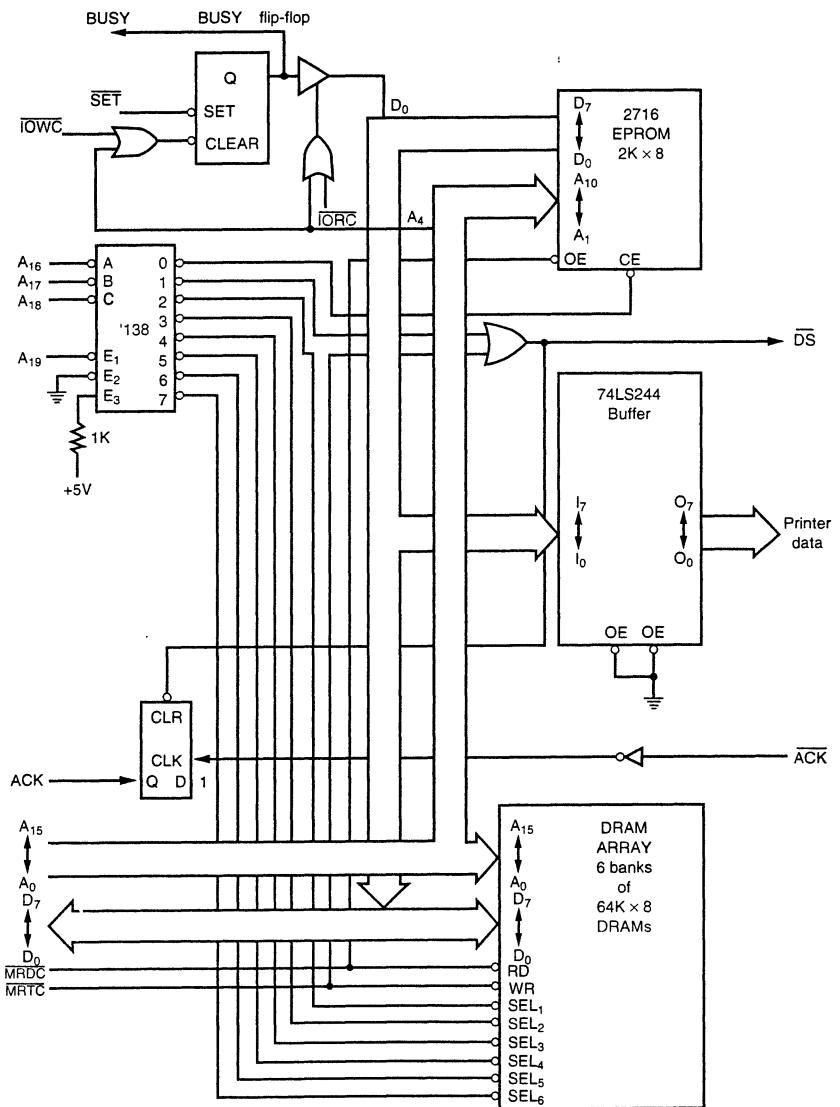




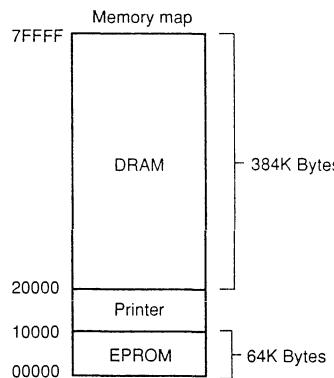
**FIGURE 12-23** Memory maps for the print spooler.  
 (a) Shared-bus master, and  
 (b) bus-slave memory map



**FIGURE 12-24** Resident local bus for the print spooler



**FIGURE 12-25** 8088 resident local bus memory map



capacity of the spooler can become almost boundless because of the huge capacity of a modern fixed-disk memory system. For simplicity's sake, this is not added to this example.

The printer is interfaced to the slave microprocessor through a 74LS244 that is operated as a strobed output interrupting device. Whenever the printer completes printing a character, as signaled by the ACK signal, an interrupt is generated, causing the slave microprocessor to retrieve data from the print queue for the printer. This process continues until the queue is empty, at which time the slave microprocessor disables interrupt requests until new information is placed in the queue for printing.

*Print Spooler Software.* The software for the print spooler is fairly straightforward. The entire software listing is provided in sections, so a study can be made of initialization, data transfer, and interrupt-controlled printer service procedures. The only software not illustrated is that which is required to program and initialize the system. When the system is initialized, the input and output pointers of the queue are both set up with address 20000H. This condition (equal pointers) indicates that the queue is empty. The segment portion of the pointers contains 2000H, and the offset portion contains 0000H.

Example 12-5 lists the software that transfers data into the print spooler from the shared bus. In this software, the bus master loads a block of shared memory with printer data, called a *print buffer* (BUFFER beginning at location 80002H), and then signals the slave 8088 that data are available through a flip-flop, which acts as an indicator to the slave. This flag flip-flop is set by the master whenever printer data are available and cleared by the slave after the slave has removed the data from the shared memory. One additional piece of information is also placed in the shared memory for the slave—the length of the block of data. Location 80000H holds a word that indicates the length of the printed block of data. The maximum size of the buffer is 64K bytes.

#### EXAMPLE 12-5

```

;A procedure found in the master system that tests the
;FLAG to determine if the slave is busy. If the slave
;is not busy, data are transferred to the print buffer
;and the FLAG is set to indicate that data are available
;for printing.
;
;Calling parameters:
;
; DS:SI = address of printer data
; CX = number of bytes to print
;
0000 LOAD PROC FAR USES ES
;
;REPEAT ;test FLAG
0001 E4 00 IN AL, 0
 .UNTIL AL==0
 .REPEAT
 IN AL, 0
 .UNTIL AL==0

```

```

0007 BF 0002 MOV DI,2 ;offset of buffer
000A B8 8000 MOV AX,8000H ;segment of buffer & count
000D 8E C0 MOV ES,AX
000F 26: 89 0E 0000 MOV ES:[0],CX ;save count
0014 F3/ A4 REP MOVSB ;save data to buffer
0016 B0 FF MOV AL,0FFH
0018 E6 00 OUT 0,AL ;set FLAG
 RET

001C LOAD ENDP

```

Once the slave notices a logic 1 in the flag flip-flop, it begins transferring data from the shared memory into its own local memory. The data are stored in the local memory organized as a FIFO (first-in, first out) or queue. In this example, the size of the queue is 384K bytes. Example 12-6 lists the software used by the slave to load the queue from the shared memory buffer. In this software, the slave tests the flag flip-flop to see if the master has filled the buffer in the shared memory. If the buffer is filled, the slave microprocessor transfers its contents form the shared memory into its queue. Once the transfer is complete, the slave clears the flag flip-flop so the master may begin filling the buffer with additional printer data.

### EXAMPLE 12-6

```

;A procedure found in the slave system that tests the
;FLAG to determine if data are available for printing.
;If data are available, data are transferred into the
;queue for the printer.
;
0000 TRANS PROC FAR

 .REPEAT ;test FLAG
 IN AL,0
 TEST AL,1
 .UNTIL AL == 0 ;if not finished

0008 B8 8000 MOV AX,8000H ;segment of buffer & count
000B 8E D8 MOV DS,AX
000D B8 0E 0000 MOV CX,DS:[0] ;get count
0011 BE 0002 MOV SI,2 ;address buffer

0014 E8 000D CALL FILL ;fill queue

0017 FB STI
0018 E6 00 OUT 0,AL ;clear FLAG
001A EB E4 JMP TRANS

001C TRANS ENDP
;
;Data used with FILL
;
001C 0000 IN_PS DW ? ;input pointer
001E 0000 IN_PO DW ? ;
0020 0000 OUT_PS DW ? ;
0022 0000 OUT_PO DW ? ;output pointer
;
;Procedure that fills the printer queue.
;
0024 FILL PROC NEAR

0024 FC CLD ;clear direction
0025 2E: A1 001C R MOV AX,CS:IN_PS
0029 8E C0 MOV ES,AX
002B 2E: 8B 3E 001E R MOV DI,CS:IN_PO ;load input address
 .REPEAT
 .REPEAT

```

```

0030 E8 0014 CALL TESTF ;test for full queue
 .UNTIL !ZERO? ;while full
0035 A4 MOVSB ;store byte
0036 E8 0024 CALL INCSP ;increment pointer
0037 8C C0 MOV AX,ES
0038 2E A3 001C R MOV CS:IN_PS,AX
003F 2E: 89 3E 001E R MOV CS:IN_PO,DI ;save input pointer
 .UNTILCXZ
0046 C3 RET
0047 FILL ENDP

0047 TESTF PROC NEAR USES DI DS
0047 E8 0011 CALL INCP ;increment pointer
004C 8C D8 MOV AX,DS
004E 2E: 3B 06 0020 R CMP AX,CS:OUT_PS
0053 75 05 JNE TESTF1
0055 2E: 3B 3E 0022 R CMP DI,CS:OUT_PO
005A TESTF1: RET

005D TESTF ENDP

005D INCP PROC NEAR
005D 47 INC DI
 .IF DI == 0
0062 8C C0 MOV AX,ES
0064 05 1000 ADD AX,1000H
 .IF AX == 8000H
006C B8 2000 MOV AX,2000H
 .ENDIF
006F 8E C0 MOV ES,AX
 .ENDIF
0071 C3 RET

0072 INCP ENDP

```

Example 12-7 lists the software that prints data from the queue. This software is interrupt driven, and therefore runs as a background program virtually hidden from the software listed in Example 12-6, except for the interrupt enable instruction. Whenever the printer interface, through a flip-flop, indicates that it is ready to accept additional data, an interrupt occurs, calling this interrupt service procedure. The procedure extracts data from the queue and sends them to the printer.

### EXAMPLE 12-7

```

0072 PRINT PROC FAR USES AX BP DS DI ES
0077 E8 0023 CALL TESTE ;if empty
 .IF ZERO? ;interrupt off
007C 8B EC MOV BP,SP
007E 8B 46 0C MOV AX,[BP+12]
0081 80 E4 FD AND AH,0FDH
0084 89 46 0C MOV [BP+12],AX
 .ELSE
0089 B8 1000 MOV AX,1000H
008C 8E C0 MOV ES,AX
008E 8A 05 MOV AL,[DI]
0090 26: A2 0000 MOV ES:[0],AL ;print data
0094 E8 001E CALL INCO
 .ENDIF
IRET

009D PRINT ENDP

```

```

009D TESTE PROC NEAR
009D 2E: A1 0020 R MOV AX,CS:OUT_PS
00A1 8E D8 MOV DS,AX
00A3 2E: 8B 3E 0022 R MOV DI,CS:OUT_PO
00A8 2E: 3B 06 001C R CMP AX,CS:IN_PS
00AD 75 05 JNE TESTE1
00AF 2E: 3B 3E 001E R CMP DI,CS:IN_PO
00B4 TESTE1:
00B4 C3 RET
00B5 TESTE ENDP
00B5 INCO PROC NEAR
00B5 47 INC DI
 .IF DI == 0
00BA 8C D8 MOV AX,DS
00BC 05 1000 ADD AX,1000H
 .IF AX == 8000H
00C4 B8 2000 MOV AX,2000H
 .ENDIF
00C7 8E D8 MOV DS,AX
00C9 2E: A3 0020 R MOV CS:OUT_PS,AX
 .ENDIF
00CD 2E: 89 3E 0022 R MOV CS:OUT_PO,DI
00D2 C3 RET
00D3 INCO ENDP

```

## 12-4

## DISK MEMORY SYSTEMS

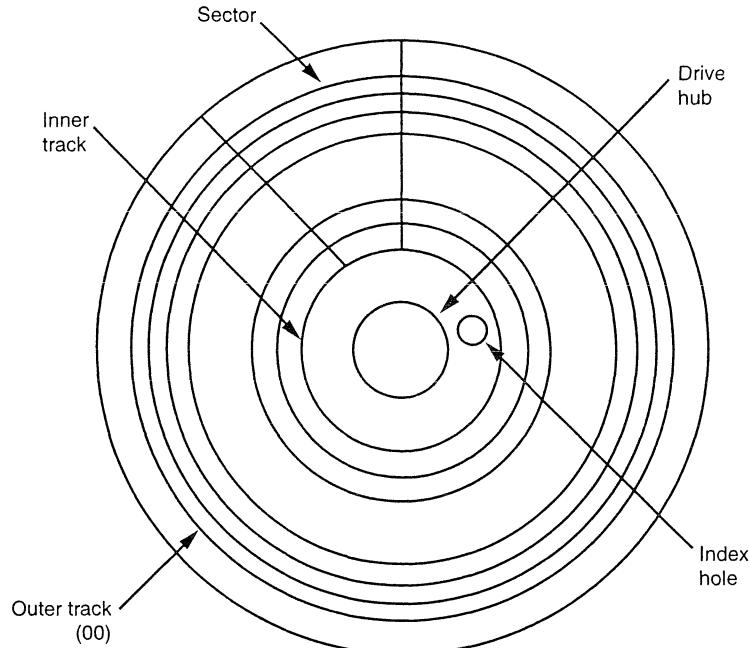
Disk memory is used to store long-term data. Many types of disk storage systems are available today. All disk memory systems use magnetic media except the optical disk memory, which stores data on a plastic disk. Optical disk memory is either a **CD-ROM** (compact disc/read-only memory) that is read, but never written, or a **WORM** (write once/read mostly) that is read most of the time, but can be written once by a laser beam. Also becoming available is optical disk memory that can be read and written many times, but with a limitation on the number of write operations allowed. This section of the chapter provides an introduction to disk memory systems so that they may be used with computer systems. It also provides detail of their operation.

### Floppy Disk Memory

The most common and the most basic form of disk memory is the floppy or flexible disk. This magnetic recording media is available in three sizes: the 8" **standard**, 5<sup>1</sup>/<sub>4</sub>" **mini-floppy**, and the 3<sup>1</sup>/<sub>2</sub>" **micro-floppy**. Today the 8" standard version has all but disappeared, giving way to the mini- and micro-floppy disks. The 8" disk is too large and difficult to handle and stockpile. To solve this problem, industry developed the 5<sup>1</sup>/<sub>4</sub>" mini-floppy disk. Today, the micro-floppy disk is quickly replacing the mini-floppy in newer systems because of its reduced size, ease of storage, and durability. Even so, many systems are still marketed with both the mini- and micro-floppy disk drives. In fact, one vendor markets a single disk drive that accepts both the 5<sup>1</sup>/<sub>4</sub>" and 3<sup>1</sup>/<sub>2</sub>" floppy disks.

All disks have several things in common. They are all organized so data are stored in tracks. A **track** is a concentric ring of data stored on a surface of a disk. Figure 12-26 illustrates the surface of a 5<sup>1</sup>/<sub>4</sub>" mini-floppy disk showing a track that is divided into sectors. A **sector** is a common subdivision of a track that is designed to hold a reasonable amount of data. In many

**FIGURE 12-26** The format of a 5<sup>1</sup>/<sub>4</sub>" floppy disk



systems, a sector holds either 512 or 1,024 bytes of data. The size of a sector can vary from 128 bytes to the length of one entire track.

Notice from the illustration that there is a hole through the disk that is labeled an index hole. The **index hole** is designed so the electronic system that reads the disk is able to find the beginning of a track and its first sector (00). Tracks are numbered from track 00, the outermost track, in increasing value toward the center or innermost track. Sectors are often numbered from sector 00 on the outermost track to whatever value is required to reach the innermost track and its last sector.

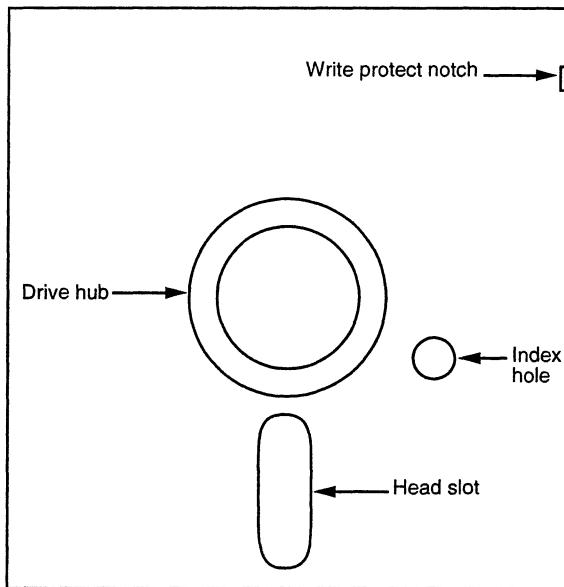
**The 5 1/4" Mini-Floppy Disk.** Today, the 5<sup>1</sup>/<sub>4</sub>" floppy is probably the most popular disk size used with older microcomputer systems. Figure 12-27 illustrates this mini-floppy disk. The floppy disk is rotated at 300 RPM inside its semi-rigid plastic jacket. The head mechanism in a floppy disk drive makes physical contact with the surface of the disk, eventually causing wear and damage to the disk.

Today, most mini-floppy disks are double-sided. This means that data are written on both the top and bottom surfaces of the disk. A set of tracks is called a **cylinder** and consists of one top and one bottom track. For example, cylinder 00 consists of the outermost top and bottom tracks.

Floppy disk data are stored in the double-density format, which uses a recording technique called MFM (**modified frequency modulation**) to store the information. **Double-density, double-sided** (DSDD) disks are normally organized with 40 tracks of data on each side of the disk. A double-density disk track is typically divided into nine sectors with each sector containing 512 bytes of information. This means that the total capacity of a double-density, double-sided disk is 40 tracks per side × 2 sides × 9 sectors per track × 512 bytes per sector, or 368,640 (360K) bytes of information.

Earlier disk memory systems used single-density and FM (**frequency modulation**) to store information in 40 tracks on one or two sides of the disk. Each of the eight or nine sectors on the single-density disk stored 256 bytes of data. This meant that a single-density disk stored 90K bytes of data per side. A single-density, double-sided disk stored 180K bytes of data.

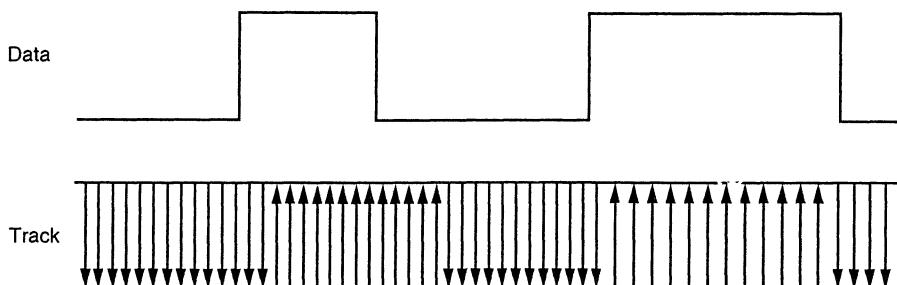
**FIGURE 12-27** The 5<sup>1/4</sup>" mini-floppy disk



Also common today are **high-density (HD)** mini-floppy disks. A high density mini-floppy disk contains 80 tracks of information per side with eight sectors per track. Each sector contains 1,024 bytes of information. This gives the 5<sup>1/4</sup>" high density mini-floppy disk a total capacity of 80 tracks per side × 2 sides × 15 sectors per track × 512 bytes per sector, or 1,228,800 (approximately 1.2M) bytes of information.

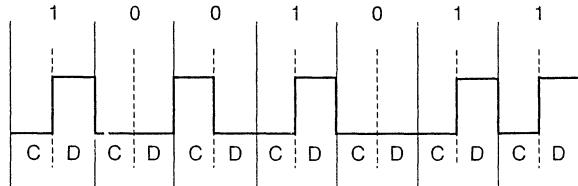
The magnetic recording technique used to store data on the surface of the disk is called **non-return to zero (NRZ)** recording. With NRZ recording, magnetic flux placed on the surface of the disk never returns to zero. Figure 12-28 illustrates the information stored in a portion of a track. It also shows how the magnetic field encodes the data. Note that arrows are used in this illustration to show the polarity of the magnetic field stored on the surface of the disk.

The main reason that this form of magnetic encoding was chosen is that it automatically erases old information when new information is recorded. If another technique were used, a separate erase head would be required. The mechanical alignment of a separate erase head and a separate read/write head is virtually impossible. The magnetic flux density of the NRZ signal is so intense that it completely saturates (magnetizes) the surface of the disk, erasing all prior data. It also ensures that information will not be affected by noise, because the amplitude of the magnetic field contains no information. The information is stored in the placement of the changes of magnetic field.



**FIGURE 12-28** The nonreturn to zero (NRZ) recording technique

**FIGURE 12-29** Modified frequency modulation (MFM) used with disk memory



Data are stored in the form of MFM (modified frequency modulation) in modern floppy disk systems. The MFM recording technique stores data in the form illustrated in Figure 12-29. Notice that each bit time is  $2 \mu\text{s}$  wide on a double-density disk. This means that data are recorded at the rate of 500,000 bits per second. Each  $2 \mu\text{s}$  bit time is divided into two parts. One part is designated to hold a clock pulse, and the other holds a data pulse. If a clock pulse is present, it is  $1 \mu\text{s}$  wide, as is a data pulse. Clock and data pulses are never present at the same time in one bit period. (Note that high-density disk drives half these times, so that a bit time is  $1 \mu\text{s}$  and a clock or data pulse is  $0.5 \mu\text{s}$  wide. This also doubles the transfer rate to 1 million bits per second.)

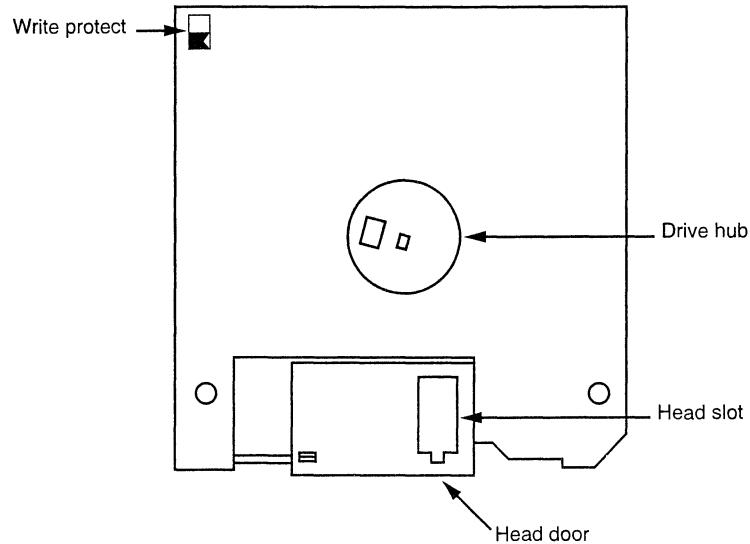
If a data pulse is present, the bit time represents a logic 1. If no data or no clock is present, the bit time represents a logic 0. If a clock pulse is present with no data pulse, the bit time also represents a logic 0. The rules followed when data are stored using MFM are:

1. A data pulse is always stored for a logic 1.
2. No data and no clock are stored for the first logic 0 in a string of logic 0's.
3. The second and subsequent logic 0's in a row contain a clock pulse, but no data pulse.

The reason that a clock is inserted as the second and subsequent zero in a row is to maintain synchronization as data are read from the disk. The electronics used to recapture the data from the disk drive use a phase-locked loop to generate a clock and a data window. The phase-locked loop needs a clock or data to maintain synchronized operation.

*The 3½" Micro-floppy Disk.* Another very popular disk size is the 3½" micro-floppy disk. Recently, this size floppy disk has begun to sell very well; in the future, it promises to be the dominant size floppy disk. The micro-floppy disk is a much-improved version of the mini-floppy disk described earlier. Figure 12-30 illustrates the 3½" micro-floppy disk.

**FIGURE 12-30** The 3½" micro-floppy disk



Disk designers noticed several shortcomings of the mini-floppy, a scaled-down version of the 8" standard floppy, soon after it was released. Probably one of the biggest problems with the mini-floppy is that it is packaged in a semi-rigid plastic cover that bends easily. The micro-floppy is packaged in a rigid plastic jacket that will not bend easily. This provides a much greater degree of protection to the disk inside the jacket.

Another problem with the mini-floppy is the head slot that continually exposes the surface of the disk to contaminants. This problem is also corrected on the micro-floppy because it is constructed with a spring-loaded sliding head door. The head door remains closed until the disk is inserted into the drive. Once inside the drive, the drive mechanism slides the door open, exposing the surface of the disk to the read/write heads. This provides a great deal of protection to the surface of the micro-floppy disk.

Yet another improvement is the sliding plastic write-protection mechanism on the micro-floppy disk. On the mini-floppy disk, a piece of tape was placed over a notch on the side of the jacket to prevent writing. This plastic tape easily becomes dislodged inside disk drives, causing problems. On the micro-floppy, an integrated plastic slide has replaced the tape write-protection mechanism. To write-protect (prevent writing) the micro-floppy disk, the plastic slide is moved to *open* the hole though the disk jacket. This allows light to strike a sensor, which inhibits writing.

Still another improvement is the replacement of the index hole with a different drive mechanism. The drive mechanism on the mini-floppy allows the disk drive to grab the disk at any point. This requires an index hole so that the electronics can find the beginning of a track. The index hole is another trouble spot because it collects dirt and dust. The micro-floppy has a drive mechanism that is keyed so that it fits only one way inside the disk drive. The index hole is no longer required because of this keyed drive mechanism. Because of the sliding head mechanism and the fact that no index hole exists, the micro-floppy disk has no place to catch dust or dirt.

Two types of micro-floppy disks are widely available: the double-sided, double-density (DSDD) and the high-density (HD). The double-sided, double-density micro-floppy disk has 80 tracks per side with each track containing nine sectors. Each sector contains 512 bytes of information. This allows  $80 \text{ tracks per side} \times 2 \text{ sides} \times 9 \text{ sectors} \times 512 \text{ bytes per sector}$ , or 737,280 (720K) bytes of data to be stored on a double-density, double-sided floppy disk.

The high-density, double-sided micro-floppy disk stores even more information. The high-density version has 80 tracks per side, but the number of sectors is doubled to 18 per track. This format still uses 512 bytes per sector, as did the double-density format. The total number of bytes on a high-density, double-sided micro-floppy disk is  $80 \text{ tracks per side} \times 2 \text{ sides} \times 18 \text{ sectors per track} \times 512 \text{ bytes per sector}$ , or 1,474,560 (1.44M) bytes of information.

Recently a new size 3 $\frac{1}{2}$ " floppy disk has been introduced, the EHD (extended high density) floppy disk. This new format stores 2.88M bytes of data on a single floppy disk. At this time, EHD disks are expensive and will take time to become common. Also available are the floptical disk, which stores data magnetically using an optical tracking system. The floptical disk stores 21M bytes of data.

## Hard Disk Memory

Larger disk memory is available in the form of the **hard disk** drive. The hard disk drive is often called a *fixed disk* because it is not removable like the floppy disk. A hard disk is also often called a *rigid disk*. The term *Winchester drive* is also used to describe a hard disk drive, but less commonly today. Hard disk memory has a much larger capacity than floppy disk memory. Hard disk memory is available in sizes exceeding 1G byte of data. Common, low-cost (less than \$0.50 per megabyte) sizes are presently 850M bytes or 1G byte.

There are several differences between the floppy disk and the hard disk memory. The hard disk memory uses a flying head to store and read data from the surface of the disk. A flying head,

which is very small and light, does not touch the surface of the disk. It flies above the surface on a film of air that is carried with the surface of the disk as it spins. The hard disk typically spins at 3,000 to 5,200 RPM, which is more than 10 times faster than the floppy disk. This higher rotational speed allows the head to fly (just as an airplane flies) just over the top of the surface of the disk. This is an important feature because there is no wear on the hard disk's surface, as there is with the floppy disk.

Problems can arise because of flying heads. One problem is a head crash. If the power is abruptly interrupted or the hard disk drive is jarred, the head can crash onto the disk surface. This can damage the disk surface or the head. To help prevent crashes, some drive manufacturers have included a system that automatically parks the head when power is interrupted. This type of disk drive has auto-parking heads. When the heads are parked, they are moved to a safe landing zone (unused track) when the power is disconnected. Some drives are not auto-parking. These drives usually require a program that parks the heads on the innermost track before power is disconnected. The innermost track is a safe landing area because it is the very last track filled by the disk drive. Parking is the responsibility of the operator in such disk drives.

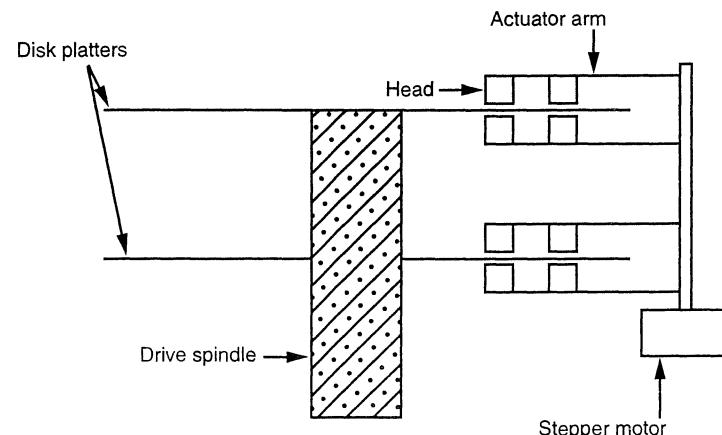
Another difference between a floppy disk drive and a hard disk drive are the number of heads and disk surfaces. A floppy disk drive has two heads, one for the upper surface and one for the lower surface. The hard disk drive may have up to eight disk surfaces (four platters) with up to two heads per surface. Each time that a new cylinder is obtained by moving the head assembly, 16 new tracks are available under the heads. Refer to Figure 12-31, which illustrates a hard disk system.

Heads are moved from track to track using either a stepper motor or a voice coil. The stepper motor is slow and noisy, while the voice coil mechanism is quiet and quick. Moving the head assembly requires one step per cylinder in a system that uses a stepper motor to position the heads. In a system that uses a voice coil, the heads can be moved many cylinders with one sweeping motion. This makes the disk drive faster when seeking new cylinders.

Another advantage of the voice coil system is that a servo mechanism can monitor the amplitude of the signal as it comes from the read head and make slight adjustments in the position of the heads. This is not possible with a stepper motor, which relies strictly on mechanics to position the head. Stepper-motor-type-head positioning mechanisms can often become misaligned with use, while the voice coil mechanism corrects for any misalignment.

Hard disk drives often store information in sectors that are 512 bytes long. Data are addressed in **clusters** of eight or more sectors that contain 4,096 bytes (or more) on most hard disk drives. Hard disk drives use either MFM or RLL to store information. MFM is described with floppy disk drives. **Run-length limited** (RLL) is described here.

**FIGURE 12-31** A hard disk drive that uses four heads per platter



A typical older MFM hard disk drive uses 18 sectors per track so that 18K bytes of data are stored per track. If a hard disk drive has a capacity of 40M bytes, it contains approximately 2,280 tracks. If the disk drive has two heads, this means that it contains 1,140 cylinders. If it contains four heads, then it has 570 cylinders. These specifications vary from disk drive to disk drive.

**RLL Storage.** Run-length limited (RLL) disk drives use a different method than MFM for encoding the data. The term RLL means that the run of zeros (zeros in a row) is limited. A common RLL encoding scheme in use today is RLL 2,7. This means that the run of zeros is always between two and seven. Table 12-2 illustrates the coding used with standard RLL.

Data are first encoded using Table 12-2 before being sent to the drive electronics for storage on the disk surface. Because of this encoding technique, it is possible to achieve a 50 percent increase in data storage on a disk drive when compared to MFM. The main difference is that the RLL drive often contains 27 tracks instead of the 18 found on the MFM drive. (Some RLL drives also use 35 sectors per track.)

It is interesting to note that in most cases, RLL encoding requires no change to the drive electronics or surface of the disk. The only difference is a slight decrease in the pulse width using RLL, which may require slightly finer oxide particles on the surface of the disk. Disk manufacturers test the surface of the disk and grade the disk drive as either an MFM certified or an RLL certified drive. Other than grading, there is no difference in the construction of the disk drive or the magnetic material that coats the surface of the disks.

Figure 12-32 shows a comparison of MFM data and RLL data. Notice that the amount of time (space) required to store RLL data is reduced when compared to MFM. Here a 101001011 is coded in both MFM and RLL so that these two standards can be compared. Notice that the width of the RLL signal has been reduced so that three pulses fit into the same space as a clock and a data pulse for MFM. A 40 M byte MFM disk can hold 60M bytes of RLL encoded data. Besides holding more information, the RLL drive can be written and read at a higher rate.

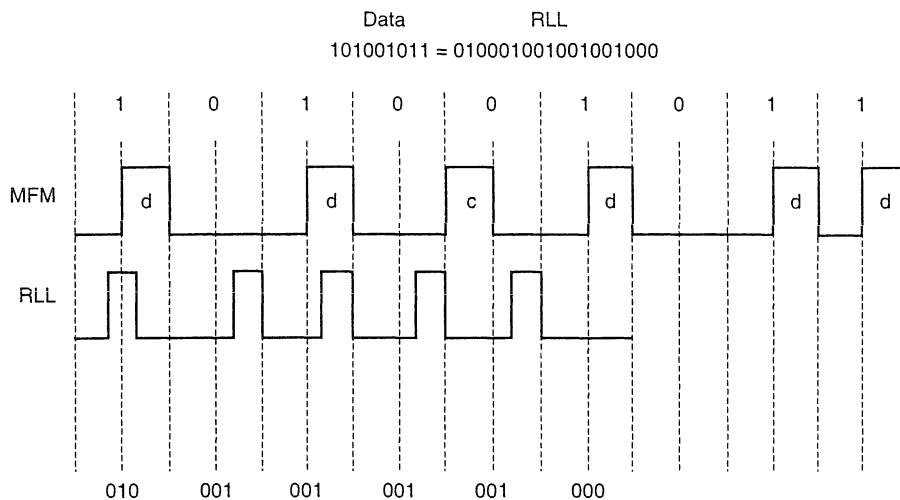
All hard disk drives use either MFM or RLL encoding. There are a number of disk drive interfaces in use today. The oldest is the ST-506 interface, which uses either MFM or RLL data. A disk system using this interface is also called either *MFM* or *RLL disk system*. Newer standards are also found in use today. These include ESDI, SCSI, and IDE. All of these newer standards use RLL even though they normally do not call attention to it. The main difference is the interface between the computer and the disk drive. The IDE system is becoming the standard hard disk memory interface.

The **enhanced small disk interface** (ESDI) system, which has disappeared, is capable of transferring data between itself and the computer at rates approaching 10M bytes per second. An ST-506 interface can approach a transfer rate of 860K bytes per second.

The **small computer system interface** (SCSI) system is also used because it allows up to seven different disk or other interfaces to be connected to the computer through same interface controller. SCSI is found in some PC-type computers and also in the Apple Macintosh system. An improved version, SCSI-II, has started to appear in some systems. In the future, this interface may be replaced with IDE in most applications.

**TABLE 12-2** Standard RLL  
2,7 coding

| <i>Input Data Stream</i> | <i>RLL Output</i> |
|--------------------------|-------------------|
| 000                      | 000100            |
| 10                       | 0100              |
| 010                      | 100100            |
| 0010                     | 00100100          |
| 11                       | 1000              |
| 011                      | 001000            |
| 0011                     | 00001000          |



**FIGURE 12-32** A comparison of MFM with RLL using data 101001011

The newest system is **integrated drive electronics** (IDE), which incorporates the disk controller in the disk drive and attaches the disk drive to the host system through a small interface cable. This allows many disk drives to be connected to a system without worrying about bus conflicts or controller conflicts. IDE drives are found in newer IBM PS-2 systems and many clones. Even Apple computer systems are starting to be found with IDE drives in place of the SCSI drives found in older Apple computers. The IDE interface is also capable of driving other I/O devices besides the hard disk. This interface also usually contains at least a 32K-byte cache memory for disk data. The cache speeds disk transfers. Common access times for an IDE drive are often less than 11 ms, whereas the access time for a floppy disk is about 200 ms.

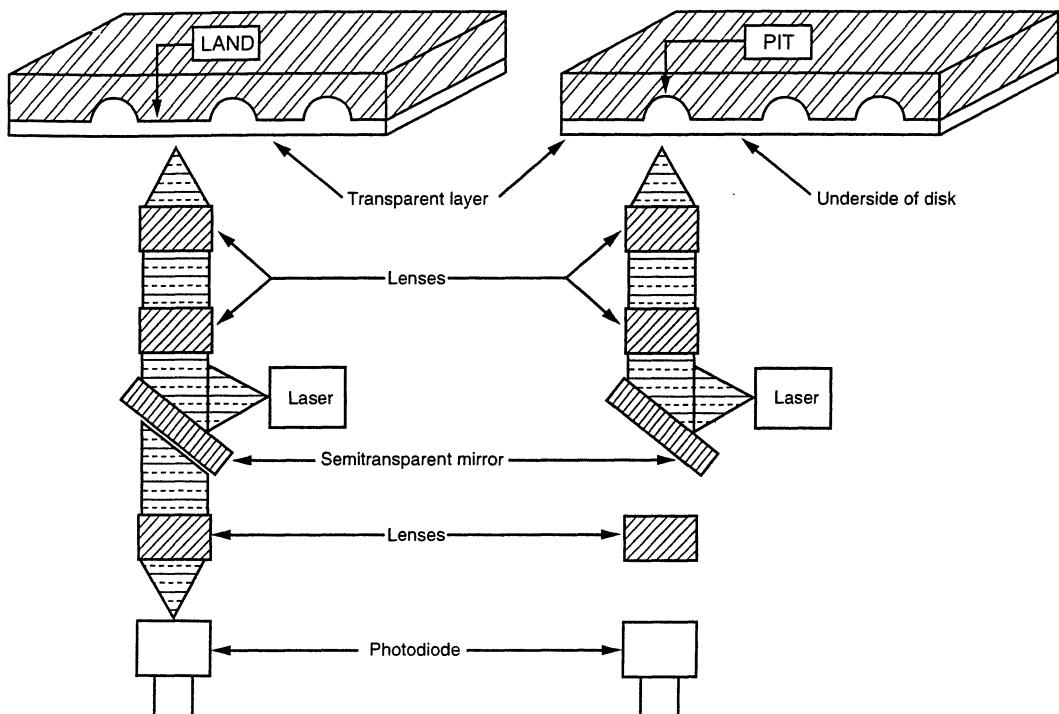
### Optical Disk Memory

Optical disk memory (see Figure 12-33) is commonly available in two forms: the CD-ROM (compact disc/read only memory) and the WORM (write once/read mostly). The CD-ROM is the lowest cost optical disk, but it suffers from lack of speed. Access times for a CD-ROM are typically 300 ms or longer, about the same as a floppy disk. (Note that slower CD-ROM devices are on the market and should be avoided.) Hard disk magnetic memory can have access times as little as 11 ms. A CD-ROM stores 660M bytes of data or a combination of data and musical passages. As systems develop and become more visually active, the use of the CD-ROM drive will become even more common.

The WORM drive sees far more commercial application than the CD-ROM. The problem is that its application is very specialized due to the nature of the WORM. Because data may only be written once, the main application is in the banking industry, insurance industry, and other massive data-storing organizations. The WORM is normally used to form an audit trail of transactions that are spooled onto the WORM and retrieved only during an audit. You might call the WORM an archiving device.

Many WORM and read/write optical disk memory systems are interfaced to the microprocessor using the SCSI or ESDI interface standards used with hard disk memory. The difference is that the current optical disk drives are no faster than the most floppy drives. Some CD-ROM drives are interfaced to the microprocessor through proprietary interfaces that are not compatible with other disk drives.

The main advantage of the optical disk is its durability. Because a solid-state laser beam is used to read the data from the disk, and the focus point is below a protective plastic coating, the



**FIGURE 12-33** The optical CD-ROM memory system

surface of the disk may contain small scratches and dirt particles and still be read correctly. This feature allows less care of the optical disk than a comparable floppy disk. About the only way to destroy data on an optical disk is to break or deeply scar the disk.

The read/write CD-ROM drive is here and its cost is dropping rapidly. In the near future we should start seeing the read/write CD-ROM drive replacing floppy disk drives. The main advantage is the vast storage available on the read/write CD-ROM. Soon the format will change so that many G bytes of data will be available. The new versatile (DVD) read/write CD-ROM should become available sometime in later 1996 or early 1997.

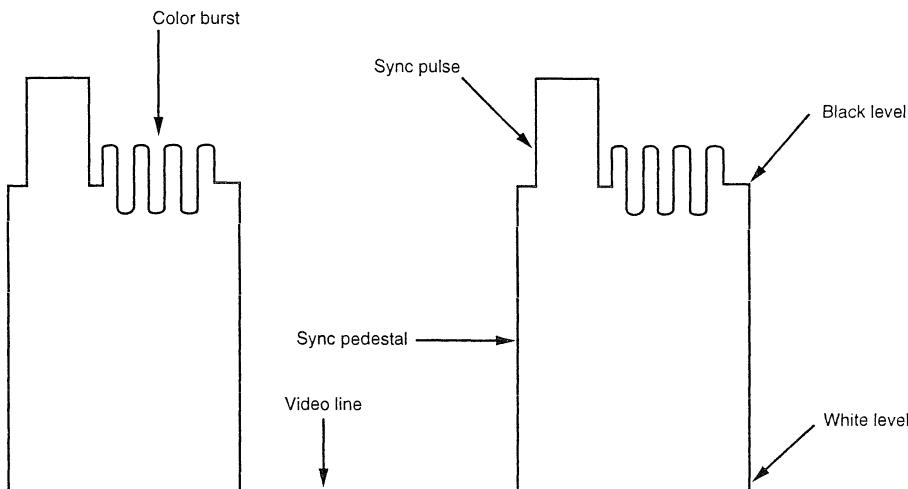
## 12-5

## VIDEO DISPLAYS

Modern video displays are OEM (**original equipment manufacturer**) devices that are usually purchased and incorporated into a system. Today there are many different types of video displays available. Of the types available, either color or monochrome versions are found.

Monochrome versions usually display information using amber, green, or paper-white displays. The paper-white display is becoming extremely popular for many applications. The most common of these applications are desktop publishing and computer-aided drafting (CAD).

The color displays are more diverse. Color display systems are available that accept information as a composite video signal much as your home television, as TTL voltage level signals (0 or 5V), and as analog signals (0–0.7V). Composite video displays are disappearing because the resolution available is too low. Today many applications require high-resolution graphics, which cannot be displayed on a composite display such as a home television receiver. Early composite video displays were found with Commodore 64, Apple 2, and similar computer systems.



**FIGURE 12-34** The composite video signal

## Video Signals

Figure 12-34 illustrates the signal sent to a composite video display. This signal is composed of several parts that are required for this type of display. The signals illustrated represent the signals sent to a color composite video monitor. Notice that these signals include not only video but sync pulses, sync pedestals, and a color burst. Also notice that an audio signal is not illustrated because it often does not exist. Rather than include audio with the composite video signal, audio is developed in the computer and output from a speaker inside the computer cabinet. It can also be developed by a sound system and output in stereo to external speakers. The major disadvantage of the composite video display is the resolution and color limitations. Composite video signals were designed to emulate television video signals so that a home television receiver could function as a video monitor.

Most modern video systems use direct video signals that are generated with separate sync signals. In a direct video system, video information is passed to the monitor through a cable that uses separate lines for video and also synchronization pulses. Recall that these signals were combined in a composite video signal.

A monochrome (one color) monitor uses one wire for video, one for horizontal sync, and one for vertical sync. Often these are the only signal wires found. A color video monitor uses three video signals. One signal represents red, another green, and the third blue. These monitors are often called RGB monitors for the video primary colors of light: red (R), green (G), and blue (B).

## The TTL RGB Monitor

The RGB monitor is available as either an analog or TTL monitor. The RGB monitor uses TTL level signals (0 or 5 V) as video inputs and a fourth line called intensity to allow a change in intensity. The RGB video TTL display can display a total of 16 different colors. The TTL RGB monitor is used in the CGA (**color graphics adapter**) system found in older computer systems.

Table 12-3 lists these 16 colors and also the TTL signals present to generate them. Eight of the 16 colors are generated at high intensity, and the other eight at low intensity. The three video colors are red, green, and blue. These are primary colors of light. The secondary colors are cyan, magenta, and yellow. Cyan is a combination of blue and green video signals and is blue-green in color. Magenta is a combination of blue and red video signals and is a purple color. Yellow (high-intensity) and brown (low-intensity) are both a combination of red and green video signals. If additional colors are desired, TTL video is not normally used. A scheme was developed using low

**TABLE 12–3** 16 colors found in the CGA display

| Intensity | Red | Green | Blue | Color          |
|-----------|-----|-------|------|----------------|
| 0         | 0   | 0     | 0    | Black          |
| 0         | 0   | 0     | 1    | Blue           |
| 0         | 0   | 1     | 0    | Green          |
| 0         | 0   | 1     | 1    | Cyan           |
| 0         | 1   | 0     | 0    | Red            |
| 0         | 1   | 0     | 1    | Magenta        |
| 0         | 1   | 1     | 0    | Brown          |
| 0         | 1   | 1     | 1    | White          |
| 1         | 0   | 0     | 0    | Gray           |
| 1         | 0   | 0     | 1    | Bright Blue    |
| 1         | 0   | 1     | 0    | Bright Green   |
| 1         | 0   | 1     | 1    | Bright Cyan    |
| 1         | 1   | 0     | 0    | Bright Red     |
| 1         | 1   | 0     | 1    | Bright Magenta |
| 1         | 1   | 1     | 0    | Yellow         |
| 1         | 1   | 1     | 1    | Bright White   |

and medium color TTL video signals, which provided 32 colors, but it had little application and never found widespread use in the field.

Figure 12–35 illustrates the connector most often found on the TTL RGB monitor or a TTL monochrome monitor. The connector illustrated is a 9-pin connector. Two of the connections are used for ground, three for video, two for synchronization or retrace signals, and one for intensity. Notice that pin 7 is labeled *normal video*. This is the pin used on a monochrome monitor for the luminance or brightness signal. Monochrome TTL monitors use the same 9-pin connector as RGB TTL monitors.

### The Analog RGB Monitor

In order to display more than 16 colors, an analog video display is required. These are often called analog RGB monitors. Analog RGB monitors still have three video input signals, but don't have the intensity input. Because the video signals are analog signals instead of two-level TTL signals, they are any voltage level between 0.0V and 0.7V. This allows an infinite number of colors to be displayed. This is because an infinite number of voltage levels between the minimum and maximum could be generated. In practice, a finite number of levels are generated. This is usually either 256K, 16M, or 24M colors, depending on the standard.

**FIGURE 12–35** The 9-pin connector found on a TTL monitor

| DB9               | Pin | Function           |
|-------------------|-----|--------------------|
| 5 9 4 8 3 7 2 6 1 | 1   | Ground             |
|                   | 2   | Ground             |
|                   | 3   | Red video          |
|                   | 4   | Green video        |
|                   | 5   | Blue video         |
|                   | 6   | Intensity          |
|                   | 7   | Normal video       |
|                   | 8   | Horizontal retrace |
|                   | 9   | Vertical retrace   |

| DB15                      | Pin | Function                                           |
|---------------------------|-----|----------------------------------------------------|
|                           | 1   | Red video                                          |
| 8 5 7 4 6 3 5 2 4 0 2 9 1 | 2   | Green video (monochrome video)                     |
|                           | 3   | Blue video                                         |
|                           | 4   | Ground                                             |
|                           | 5   | Ground                                             |
|                           | 6   | Red ground                                         |
|                           | 7   | Green ground (monochrome ground)                   |
|                           | 8   | Blue ground                                        |
|                           | 9   | Blocked as a key                                   |
|                           | 10  | Ground                                             |
|                           | 11  | Color detect (ground on a color monitor)           |
|                           | 12  | Monochrome detect (ground on a monochrome monitor) |
|                           | 13  | Horizontal retrace                                 |
|                           | 14  | Vertical retrace                                   |
|                           | 15  | Ground                                             |

FIGURE 12-36 The 15-pin connector found on an analog monitor

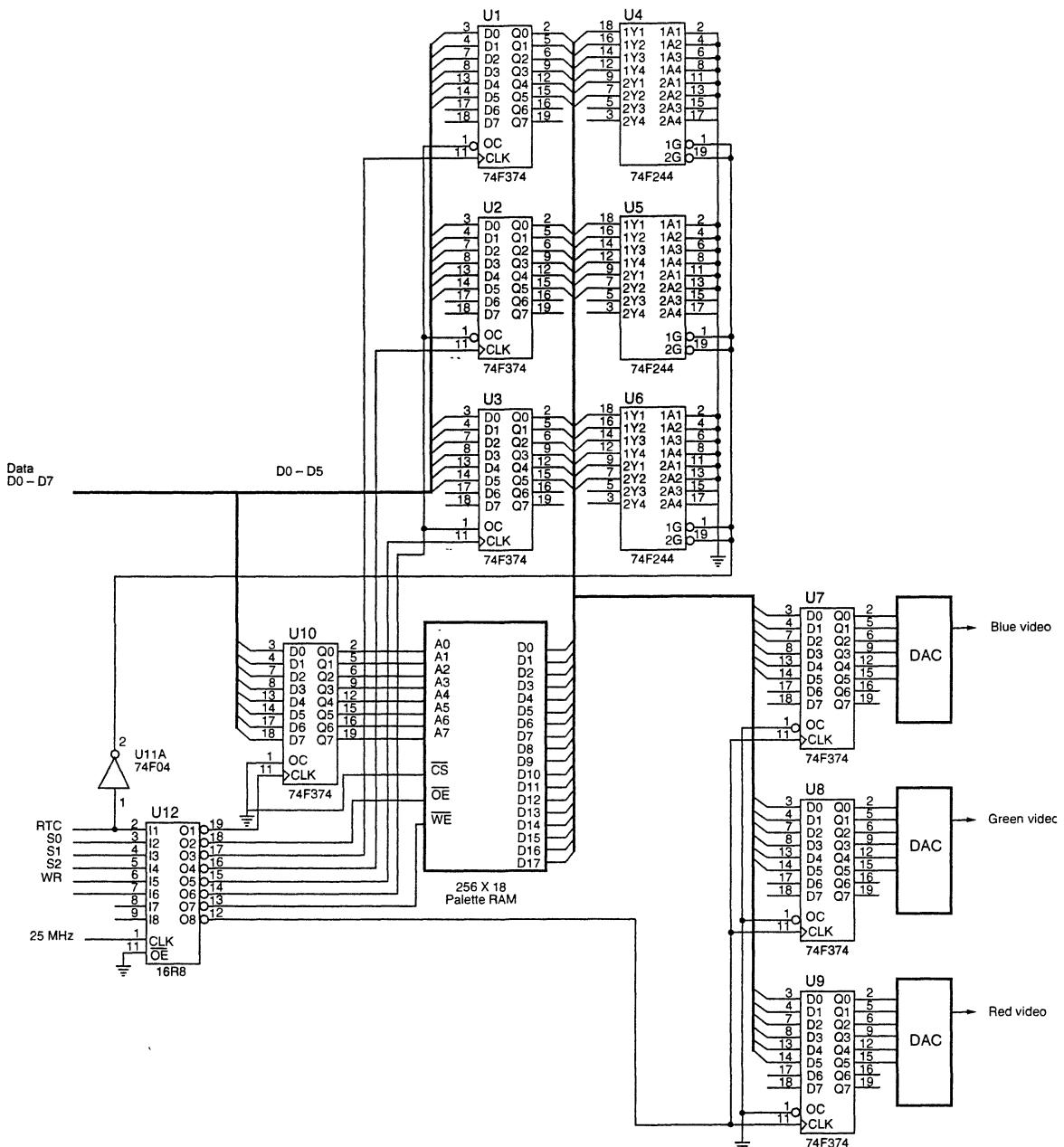
Figure 12-36 illustrates the connector used for an analog RGB or analog monochrome monitor. Notice that the connector has 15 pins and supports both RGB and monochrome analog displays. The way data are displayed on an analog RGB monitor depends upon the interface standard used with the monitor. Pin 9 is a key, which means that no hole exists on the female connector for this pin.

Most analog displays use a **digital-to-analog converter** (DAC) to generate each color video voltage. A common standard uses a 6-bit DAC for each video signal to generate 64 different voltage levels between 0V and 0.7 V. There are 64 different red video levels, 64 different green video levels, and 64 different blue video levels. This allows  $64 \times 64 \times 64$  or 262,144 (256K) different colors to be displayed.

Other arrangements are possible, but the speed of the DAC is critical. Most modern displays require an operating conversion time of 25 ns to 40 ns maximum. When converter technology advances, additional resolution at a reasonable price will become available. If 7-bit converters are used for generating video,  $128 \times 128 \times 128$  or 2,097,152 (2M) colors are displayed. In this system, a 21-bit color code is needed so that a 7-bit code is applied to each DAC. Eight bit converters also find applications and allow  $256 \times 256 \times 256$  or 16,777,216 (16M) colors.

Figure 12-37 illustrates the video generation circuit employed in many common video standards, such as the short-lived EGA (**enhanced graphics adapter**) and VGA (**variable graphics array**) as used with an IBM-PC. This circuit is used to generate VGA video. Notice that each color is generated with an 18-bit digital code. Six of the 18-bits are used to generate each video color voltage when applied to the inputs of a 6-bit DAC.

A high-speed palette SRAM (access time of less than 40 ns) is used to store 256 different 18-bit codes that represent 256 different hues. This 18-bit code is applied to the digital-to-analog converters. The address input to the SRAM selects one of the 256 colors stored as 18-bit binary codes. This system allows 256 colors out of a possible 256K colors to be displayed at one time. In order to select any of 256 colors, an 8-bit code stored in the computer's video display RAM is used to specify the color of a picture element. If more colors are used in a system, the code must be wider. For example, a system that displays 1,024 colors out of 256K colors requires a 10-bit code to address the SRAM, which contains 1,024 locations, each containing an 18-bit color code. Some newer systems use a larger palette SRAM to store up to 64K different color codes.



**FIGURE 12-37** Generation of VGA video signals

The Apple Macintosh IIci uses a 24-bit binary code to specify each color in its color video adapter. Each DAC is 8-bits wide. This means that each converter can generate 256 different video voltage levels. There are  $256 \times 256 \times 256$  or 16,777,216 different possible colors. As with the IBM VGA standard, only 256 colors are displayed at a time. The SRAM in the Apple interface is  $256 \times 24$  instead of  $256 \times 18$ .

Whenever a color is placed on the video display, provided RTC is a logic 0, the system sends the 8-bit code that represents a color to the D0-D7 connections. The PAL 16R8 then generates

a clock pulse for U10, which latches the color code. After 40 ns (one 25 MHz clock) the PAL generates a clock pulse for the DAC latches (U7, U8, and U9). This amount of time is required for the palette SRAM to look up the 18-bit contents of the memory location selected by U10. Once the color code (18-bit) is latched into U7–U9, the three DACs convert it to three video voltages for the monitor. This process is repeated for each 40 ns-wide picture element (pixel) that is displayed. The pixel is 40 ns wide because a 25 MHz clock is used in this system. Higher resolution is attainable if a higher clock frequency is used with the system.

If the color codes (18-bits) stored in the SRAM must be changed, this is always accomplished during retrace when RTC is a logic 1. This prevents any video noise from disrupting the image displayed on the monitor.

In order to change a color, the system uses the S0, S1, and S2 inputs of the PAL to select U1, U2, U3, or U10. First the address of the color to be changed is sent to latch U10. This addresses a location in the palette SRAM. Next, each new video color is loaded into U1, U2, and U3. Finally, the PAL generates a write pulse for the  $\overline{WE}$  input to the SRAM to write the new color code into the palette SRAM.

Retrace occurs 70.1 times per second in the vertical direction and 31,500 times per second in the horizontal direction for a  $640 \times 480$  display. During retrace, the video signal voltage sent to the display must be 0V. This causes black to be displayed during the retrace. Retrace itself is used to move the electron beam to the upper left-hand corner for vertical retrace and to the left margin of the screen for horizontal retrace.

The circuit illustrated causes U4–U6 buffers to be enabled so they apply 00000 each to the DAC latch for retrace. The DAC latches capture this code and generate 0V for each video color signal to blank the screen. By definition, 0V is considered the black level for video and 0.7V is considered full intensity on a video color signal.

The resolution of the display, for example  $640 \times 480$ , determines the amount of memory required for the video interface card. If this resolution is used with a 256 color display (8-bits per pixel), then  $640 \times 480$  bytes of memory (307,200) are required to store all of the pixels for the display. Higher resolution displays are possible, but as you can imagine even more memory is required. A  $640 \times 480$  display has 480 video raster lines and 640 pixels per line. A **raster line** is the horizontal line of video information that is displayed on the monitor. A **pixel** is the smallest subdivision of this horizontal line.

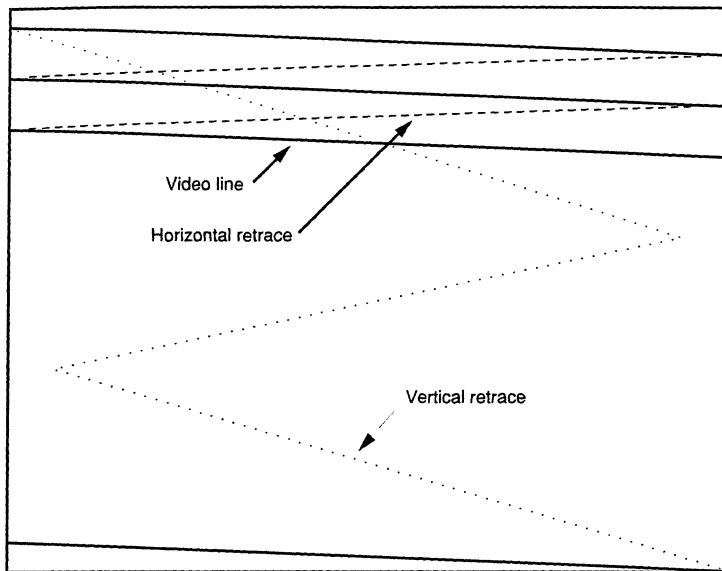
Figure 12-38 illustrates the video display showing the video lines and retrace. The slant of each video line in this illustration is greatly exaggerated, as is the spacing between lines. This illustration shows retrace in both the vertical and horizontal directions. In the case of a VGA display, as described, the vertical retrace occurs exactly 70.1 times per second and the horizontal retrace occurs exactly 31,500 times per second. (The Apple Macintosh IIci uses a vertical rate of 66.67 Hz and a horizontal rate of 35 KHz to generate a  $640 \times 480$  color display.)

In order to generate 640 pixels across one line, it takes  $40 \text{ ns} \times 640$  or  $25.6 \mu\text{s}$ . A horizontal time of 31,500 Hz allows a horizontal line time of  $1/31,500$  or  $31.746 \mu\text{s}$ . The difference between these two times is the retrace time allowed to the monitor. (The Apple Macintosh IIci has a horizontal line time of  $28.57 \mu\text{s}$ .)

Because the vertical retrace repetition rate is 70.1 Hz, the number of lines generated is determined by dividing the vertical time into the horizontal time. In the case of VGA display (a  $640 \times 400$  display), this is 449.358 lines. Only 400 of these lines are used to display information; the rest are lost during the retrace. Since 49.358 lines are lost during the retrace, the retrace time is  $49.358 \times 31.766 \mu\text{s}$ , or  $1,568 \mu\text{s}$ . It is during this relatively large amount of time that the color palette SRAM is changed or the display memory system is updated for a new video display. In the Apple Macintosh IIci computer ( $640 \times 480$ ), the number of lines generated is 525 lines. Of these total number of lines, 45 are lost during vertical retrace.

Other display resolutions are  $800 \times 600$  and  $1024 \times 768$ . The  $800 \times 600$  SVGA (super VGA) display is ideal for a 14" color monitor, while the  $1024 \times 768$  EVGA or XVGA (extended VGA) is ideal for a 21" or 25" monitor used in CAD systems. These resolutions sound like just

**FIGURE 12-38** A video screen illustrating the raster lines and retrace



another set of numbers, but realize that an average home television receiver has a resolution of approximately  $400 \times 300$ . The high-resolution display available on computer systems is much clearer than that available on home televisions. A resolution of  $1024 \times 768$  approaches that found in 35 mm film. The only disadvantage of the video display on a computer screen is the number of colors displayed at a time, but as time passes this will surely improve. Additional colors allow the image to appear more realistic because of subtle shadings that are required for a true high-quality life-like image.

If a display system operates with a 60 Hz vertical time and a 15,600 Hz horizontal time, the number of lines generated are  $15,600/60$  or 260 lines. The number of usable lines in this system is most likely 240 where 20 are lost during vertical retrace. It is clear that the number of scanning lines is adjustable by changing the vertical and horizontal scanning rates. The vertical scanning rate must be greater than or equal to 50 Hz or flickering will occur. The vertical rate must not be higher than about 75 Hz or problems with the vertical deflection coil may occur. The electron beam in a monitor is positioned by an electrical magnetic field generated by coils in a yoke that surrounds the neck of the picture tube. Since the magnetic field is generated by coils, the frequency of the signal applied to the coil is limited.

The horizontal scanning rate is also limited by the physical design of the coils in the yoke. Because of this, it is normal to find the frequency applied to the horizontal coils within a narrow range. This is usually 30,000 Hz–37,000 Hz or 15,000 Hz–17,000 Hz. Some newer monitors are called *multi-sync monitors* because the deflection coil is taped so that it can be driven with different deflection frequencies. Sometimes both the vertical and horizontal coils are taped for different vertical and horizontal scanning rates.

High-resolution displays use either interlaced or non-interlaced scanning. The non-interlaced scanning system is used in all standards except the highest. In the interlaced system, the video image is displayed by drawing half the image first with all of the odd scanning lines, then the other half is drawn using the even scanning lines. Obviously, this system is more complex and is more efficient only because the scanning frequencies are reduced by 50 percent in an interlaced system. For example, a video system that uses 60 Hz for the vertical scanning frequency and 15,720 Hz for the horizontal frequency generates 262 ( $15,720/60$ ) lines of video at the rate of 60 full frames per second. If the horizontal frequency is changed slightly to 15,750 Hz, 262.5 ( $15,750/60$ ) lines are generated so two full sweeps are required to draw one complete picture of

525 video lines. Notice how just a slight change in horizontal frequency doubled the number of raster lines.

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12-6

## SUMMARY

1. The HOLD input is used to request a DMA action, and the HLDA output signals that the hold is in effect. When a logic 1 is placed on the HOLD input, the microprocessor (1) stops executing the program, (2) places its address, data, and control bus at their high-impedance states, and (3) signals that the hold is in effect by placing a logic 1 on the HLDA pin.
2. A DMA read operation transfers data from a memory location to an external I/O device. A DMA write operation transfers data from an I/O device into the memory. Also available is a memory-to-memory transfer that allows data to be transferred between two memory locations using DMA techniques.
3. The 8237 direct memory access (DMA) controller is a four-channel device that can be expanded to include additional channels of DMA.
4. Disk memory comes in the form of floppy disk storage that is found as either the 5<sup>1</sup>/<sub>4</sub>" mini-floppy disk or 3<sup>1</sup>/<sub>2</sub>" micro-floppy disk. Both disks are found as double-sided, double density (DSDD) or as high-density (HD) storage devices. The DSDD 5<sup>1</sup>/<sub>4</sub>" disk stores 360K bytes of data, and the HD 5<sup>1</sup>/<sub>4</sub>" disk stores 1.2M bytes of data. The DSDD 3<sup>1</sup>/<sub>2</sub>" disk stores 720K bytes of data, and the HD 3<sup>1</sup>/<sub>2</sub>" disk stores 1.44M bytes of data.
5. Floppy disk memory data are stored using NRZ (non-return to zero) recording. This method saturates the disk with one polarity of magnetic energy for a logic 1 and the opposite polarity for a logic 0. In either case, the magnetic field never returns to zero. This technique eliminates the need for a separate erase head.
6. Data are recorded on disks by using either modified frequency modulation (MFM) or by run-length limited (RLL) encoding schemes. The MFM scheme records a data pulse for a logic 1, no data or clock for the first logic 0 of a string of zeros, and a clock pulse for the second and subsequent logic 0 in a string of zeros. The RLL scheme encodes data so 50 percent more information can be packed onto the same disk area. Most modern disk memory systems use the RLL encoding scheme.
7. Video monitors are either TTL or analog. The TTL monitor uses two discrete voltage levels of 0V and 5.0V. The analog monitor uses an infinite number of voltage levels between 0.0V and 0.7V. The analog monitor can display an infinite number of video levels, while the TTL monitor is limited to two video levels.
8. The color TTL monitor displays 16 different colors. This is accomplished through three video signals (red, green, and blue) and an intensity input. The analog color monitor can display an infinite number of colors through its three video inputs. In practice, the most common form of color analog display system (VGA) can display 256K different colors.
9. The video standards found today include VGA (640 × 480), SVGA (800 × 600) and EVGA or XEVGA (1024 × 768). In all three cases, the video information can be 256 colors out of a total possible 256K colors.

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12-7

## QUESTIONS AND PROBLEMS

1. Which microprocessor pins are used to request and acknowledge a DMA transfer?
2. Explain what happens whenever a logic 1 is placed on the HOLD input pin.
3. A DMA read transfers data from \_\_\_\_\_ to \_\_\_\_\_.

4. A DMA write transfers data from \_\_\_\_\_ to \_\_\_\_\_.
5. The DMA controller selects the memory location used for a DMA transfer through what bus signals?
6. The DMA controller selects the I/O device used during a DMA transfer by which pin?
7. What is a memory-to-memory DMA transfer?
8. Describe the effect on the microprocessor and DMA controller when the HOLD and HLDA pins are at their logic 1 levels.
9. Describe the effect on the microprocessor and DMA controller when the HOLD and HLDA pins are at their logic 0 levels.
10. The 8237 DMA controller is a \_\_\_\_\_ channel DMA controller.
11. If the 8237 DMA controller is decoded at I/O ports 2000H–200FH, what ports are used to program channel 1?
12. Which 8237 DMA controller register is programmed to initialize the controller?
13. How many bytes can be transferred by the 8237 DMA controller?
14. Write a sequence of instructions that transfer data from memory location 21000H–210FFH to 20000H–200FFH using channel 2 of the 8237 DMA controller. You must initialize the 8237 and use the latch described in Section 12–1 to hold  $A_{19}$ – $A_{16}$ .
15. Write a sequence of instructions that transfer data from memory to an external I/O device using channel 3 of the 8237. The memory area to be transferred is at location 20000H–20FFFH.
16. The 5<sup>1</sup>/<sub>4</sub>" disk is known as a \_\_\_\_\_-floppy disk.
17. The 3<sup>1</sup>/<sub>2</sub>" disk is known as a \_\_\_\_\_-floppy disk.
18. Data are recorded in concentric rings on the surface of a disk known as a \_\_\_\_\_.
19. A track is divided into sections of data called \_\_\_\_\_.
20. On a double-sided disk, the upper and lower tracks together are called a \_\_\_\_\_.
21. Why is NRZ recording used on a disk memory system?
22. Draw the timing diagram generated to write a 1001010000 using MFM encoding.
23. Draw the timing diagram generated to write a 1001010000 using RLL encoding.
24. What is a flying head?
25. Why must the heads on a hard disk be parked?
26. What is the difference between a voice coil head positioning mechanism and a stepper motor head positioning mechanism?
27. What is a WORM?
28. What is a CD-ROM?
29. What is the difference between a TTL monitor and an analog monitor?
30. What are the three primary colors of light?
31. What are the three secondary colors of light?
32. What is a pixel?
33. A video display with a resolution of  $800 \times 600$  contains \_\_\_\_\_ lines of video information with each line divided into \_\_\_\_\_ pixels.
34. Explain how a TTL RGB monitor can display 16 different colors.
35. Explain how an analog RGB monitor can display an infinite number of colors.
36. If an analog RGB video system uses 7-bit DACs, it can generate \_\_\_\_\_ different colors.
37. Why does standard VGA only allow 256 different colors out of 256K colors to be displayed at one time?
38. If a video system uses a vertical frequency of 60 Hz and a horizontal frequency of 32,400 Hz, how many raster lines are generated?

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# CHAPTER 13

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## The Arithmetic Coprocessor

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### INTRODUCTION

The Intel family of arithmetic coprocessors includes the 8087, 80287, 80387SX, 80387DX, and the 80487SX for use with the 80486SX microprocessor. The 80486DX and Pentium/Pentium Pro microprocessors contain their own built-in arithmetic coprocessors. Be aware that some of the cloned 80486 microprocessors (from IBM and Cyrix) do not contain arithmetic coprocessors. The instruction sets and programming for all devices are almost identical; the main difference is that each coprocessor is designed to function with a different Intel microprocessor. This chapter provides detail on the entire family of arithmetic coprocessors. Because the coprocessor is a part of the 80486DX, Pentium, and Pentium Pro, and because these microprocessors are commonplace, many programs now require or at least benefit from a coprocessor.

The family of coprocessors, which are labeled the 80X87, is able to multiply, divide, add, subtract, find the square root, partial tangent, partial arctangent, and logarithms. Data types include 16-, 32-, and 64-bit signed integers; 18-digit BCD data; and 32-, 64-, and 80-bit floating-point numbers. The operations performed by the 80X87 generally execute many times faster than equivalent operations written with the most efficient programs using the microprocessor's normal instruction set. With the improved Pentium coprocessor, operations execute at about 5 times faster than those performed by the 80486 microprocessor with an equal clock frequency. Note that the Pentium can often execute a coprocessor instruction and two integer instructions simultaneously. The Pentium Pro coprocessor is similar in performance to the Pentium coprocessor except that a few new instructions have been added: FMOV and FCOMI.

### CHAPTER OBJECTIVES

Upon completion of this chapter, you will be able to:

1. Convert between decimal data and signed integer, BCD, and floating-point data for use by the arithmetic coprocessor.
2. Explain the operation of the 80X87 arithmetic coprocessor.
3. Explain the operation and addressing modes of each arithmetic coprocessor instruction.
4. Develop programs that solve complex arithmetic problems using the arithmetic coprocessor.

## 13-1

## DATA FORMATS FOR THE ARITHMETIC COPROCESSOR

This section of the text presents the types of data used with all arithmetic coprocessor family members. (Refer to Table 13-1 for a listing of all Intel microprocessors and their companion coprocessors.) These data types include signed integer, BCD, and floating-point. Each has a specific use in a system, and many systems require all three data types. Note that assembly language programming with the coprocessor is often limited to modifying the coding generated by a high-level language such as C/C++. In order to accomplish any such modification, the instruction set and some basic programming concepts are required, which are presented in this chapter.

## Signed Integers

The signed integers used with the coprocessor are basically the same as those described in Chapter 1. When used with the arithmetic coprocessor, signed integers are 16- (word), 32- (short integer), or 64-bits (long integer) wide. Conversion between decimal and signed-integer format is handled in exactly the same manner as for the signed integers described in Chapter 1. As you will recall, positive numbers are stored in true form with a leftmost sign-bit of 0, and negative numbers are stored in two's complement form with a leftmost sign-bit of 1.

The word integers range in value from -32,768 to +32,767, the short integer range is  $\pm 2 \times 10^9$ , and the long integer range is  $\pm 9 \times 10^{18}$ . Integer data types are found in some applications that use the arithmetic coprocessor. Refer to Figure 13-1, which shows these three forms of signed-integer data.

Data are stored in memory using the same assembler directives described and used in earlier chapters. The DW directive defines words, DD defines short integers, and DQ defines long integers. Example 13-1 shows how several different sizes of signed-integers are defined for use by the assembler and arithmetic coprocessor.

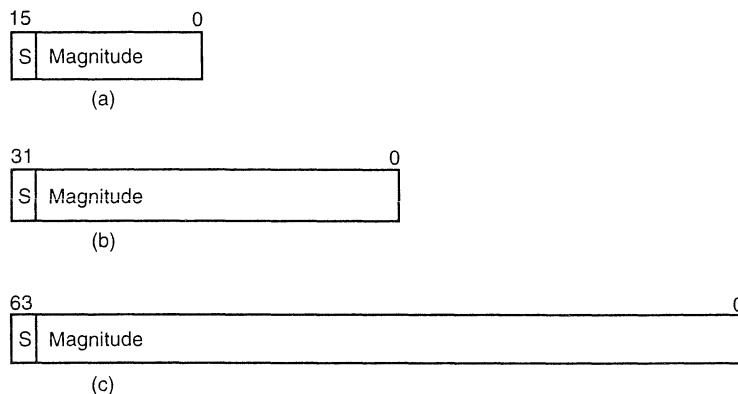
## EXAMPLE 13-1

|                       |       |    |        |                  |
|-----------------------|-------|----|--------|------------------|
| 0000 0002             | DATA1 | DW | +2     | ; 16-bit integer |
| 0002 FFDE             | DATA2 | DW | -34    | ; 16-bit integer |
| 0004 000004D2         | DATA3 | DD | +1234  | ; short integer  |
| 0008 FFFFFFF9C        | DATA4 | DD | -100   | ; short integer  |
| 000C 000000000005BA0  | DATA5 | DQ | +23456 | ; long integer   |
| 0014 FFFFFFFFFFFFFF86 | DATA6 | DQ | -122   | ; long integer   |

**TABLE 13-1** Microprocessor and Intel coprocessor compatibility

| <i>Microprocessor</i> | <i>Coprocessor</i>        |
|-----------------------|---------------------------|
| 8086                  | 8087                      |
| 8088                  | 8087                      |
| 80186                 | 80187                     |
| 80188                 | 80187                     |
| 80286                 | 80287                     |
| 80386SX               | 80387SX                   |
| 80386DX               | 80387DX                   |
| 80486SX               | 80487SX                   |
| 80486DX               | Built into microprocessor |
| Pentium               | Built into microprocessor |
| Pentium Pro           | Built into microprocessor |

**FIGURE 13-1** Integer formats for the 80X87 family of arithmetic coprocessors:  
 (a) word, (b) short, and  
 (c) long



Note: S = sign-bit

### Binary-Coded Decimal (BCD)

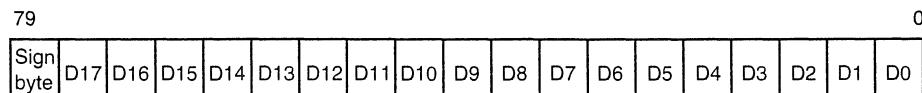
The binary-coded decimal (BCD) form requires 80-bits of memory. Each number is stored as an 18-digit packed integer in nine bytes of memory as two digits per byte. The tenth byte contains only a sign-bit for the 18-digit signed BCD number. Figure 13-2 shows the format of the BCD number used with the arithmetic coprocessor. Note that both positive and negative numbers are stored in true form and never in 10's complement form. The DT directive stores BCD data in the memory as illustrated in Example 13-2.

#### EXAMPLE 13-2

|      |       |    |       |                               |
|------|-------|----|-------|-------------------------------|
| 0000 | DATA1 | DT | 200   | ;200 decimal stored as BCD    |
| 000A |       |    |       |                               |
|      | DATA2 | DT | -10   | ;-10 decimal stored as BCD    |
| 0014 |       |    |       |                               |
|      | DATA3 | DT | 10020 | ;10,020 decimal stored as BCD |
|      |       |    |       |                               |

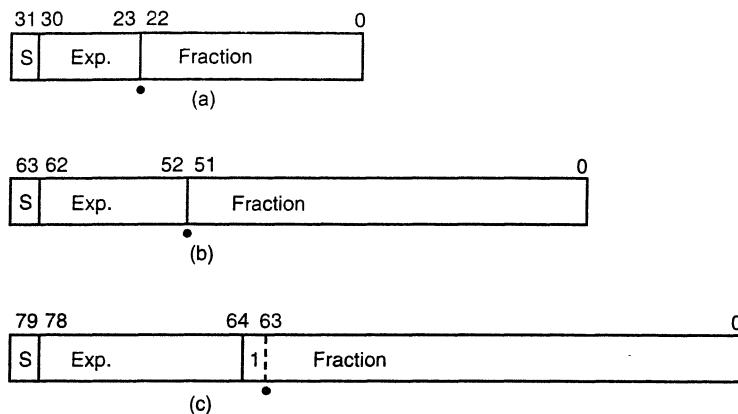
### Floating-Point

Floating-point numbers are often called *real numbers* because they hold signed integers, fractions, and mixed numbers. A floating-point number has three parts: a sign-bit, a biased exponent, and a significand. Floating-point numbers are written in scientific binary notation. The Intel family of arithmetic coprocessors supports three types of floating-point numbers: short (32-bits), long (64-bits), and temporary (80-bits). Refer to Figure 13-3 for the three forms of the floating-point number. Please note that the short form is also called a *single-precision number* and the long form is called a *double-precision number*. Sometimes the 80-bit temporary form is called an *extended-precision number*. The floating-point numbers, and the operations performed by the arithmetic coprocessor, conform to the IEEE-754 standard as adopted by all major personal computer software producers. This includes Microsoft, which has recently stopped supporting the



**FIGURE 13-2** BCD data format for the 80X87 family of arithmetic coprocessors

**FIGURE 13-3** Floating-point (real) format for the 80X87 family of arithmetic coprocessors. (a) Short (single-precision) with a bias of 7FH, (b) long (double-precision) with a bias of 3FFH, and (c) temporary (extended-precision) with a bias of 3FFFH



Note: S = sign-bit and Exp. = exponent

Microsoft floating-point format and also the ANSI floating-point standard popular in mainframe computer systems.

*Converting to Floating-point Form.* Converting from decimal to the floating-point form is a simple task that is accomplished through the following steps:

1. Convert the decimal number into binary.
2. Normalize the binary number.
3. Calculate the biased exponent.
4. Store the number in the floating-point format.

These four steps are illustrated for the decimal number  $100.25_{10}$  in Example 13-3. Here the decimal number is converted to a single-precision (32-bit) floating-point number.

### EXAMPLE 13-3

| Step | Result                                                                     |
|------|----------------------------------------------------------------------------|
| 1    | $100.25 = 1100100.01$                                                      |
| 2    | $1100100.01 = 1.10010001 \times 2^6$                                       |
| 3    | $110 + 01111111 = 10000101$                                                |
| 4    | Sign = 0<br>Exponent = 10000101<br>Significand = 1001000100000000000000000 |

In step three of Example 13-3, the biased exponent is the exponent, a  $2^6$  or 110, plus a bias of 01111111 (7FH) or 10000101 (85H). All single-precision numbers use a bias of 7FH, double-precision numbers use a bias of 3FFH, and extended-precision numbers use a bias of 3FFFH.

In Step 4 of Example 13-3, the information found in prior steps is combined to form the floating-point number. The leftmost bit is the sign-bit of the number. In this case it is a 0 because the number is  $+100.25_{10}$ . The biased exponent follows the sign-bit. The significand is a 23-bit number with an implied one-bit. Note that the significand of a number 1.XXXX is the XXXX portion. The 1. is an **implied one-bit** that is only stored in the extended-precision form of the floating point number as an explicit one-bit.

Some special rules apply to a few numbers. The number 0, for example, is stored as all zeros except for the sign-bit, which can be a logic 1 to represent a negative zero. The plus and

minus infinity is stored as logic 1's in the exponent with a significand of all zeros and the sign-bit that represents plus or minus. A NAN (not-a-number) is an invalid floating-point result that has all ones in the exponent with a significand that is not all zeros.

*Converting from Floating-point Form.* Conversion to a decimal number from a floating-point number is summarized in the following steps:

1. Separate the sign-bit, biased exponent, and significand.
2. Convert the biased exponent into a true exponent by subtracting the bias.
3. Write the number as a normalized binary number.
4. Convert it to a de-normalized binary number.
5. Convert the de-normalized binary number to decimal.

These five steps convert a single-precision floating-point number to decimal in Example 13-4. Notice how the sign-bit of 1 makes the decimal result negative. Also notice that the implied 1-bit is added to the normalized binary result in step 3.

#### EXAMPLE 13-4

| Step | Result                                                                    |
|------|---------------------------------------------------------------------------|
| 1    | Sign = 1<br>Exponent = 10000011<br>Significand = 100100100000000000000000 |
| 2    | 100 = 10000011 - 01111111                                                 |
| 3    | 1.1001001 × 2 <sup>4</sup>                                                |
| 4    | 11001.001                                                                 |
| 5    | -25.125                                                                   |

*Storing Floating-point Data in Memory.* Floating-point numbers are stored with the assembler using the DD directive for single-precision, DQ for double-precision, and DT for extended-precision. Some examples of floating-point data storage are shown in Example 13-5. The author discovered that the Microsoft MACRO assembler version 6.0 contains an error that does not allow a plus-sign to be used with positive floating-point numbers. A +92.45 must be defined as 92.45 for the assembler to function correctly. Microsoft has assured the author that this error has been corrected in version 6.11 of MASM if the REAL4, REAL8, or REAL10 directives are used in place of DD, DQ, and DT to specify floating-point data. Also note that the assembler provides access 8087 emulator if your system does not contain a Pentium Pro, Pentium, 80486, or any other microprocessor with a coprocessor. The emulator comes with all Microsoft high-level languages or as shareware programs such as EM87. The emulator is accessed by including the OPTION EMULATOR statement immediately following the .MODEL statement in a program. Be aware that the emulator does not emulate some of the coprocessor instructions. Do not use this option if your system contains a coprocessor. In all cases, you must include the .8087, .187, .287, .387, .487, or .587 switch to enable the generation of coprocessor instructions. Note that there is currently no switch for the Pentium Pro, but it will most likely be .80687 when Microsoft produces the next version of the assembler program.

#### EXAMPLE 13-5

```
0000 C377999A DATA7 DD -247.6 ;define single-precision
0004 40000000 DATA8 DD 2.0 ;define single-precision
0008 486F4200 DATA9 REAL4 2.45E+5 ;define single-precision
000C 4059100000000000 DATA10 DQ 100.25 ;define double-precision
```

```

0014 DATA11 REAL8 0.001235 ;define double-precision
 3F543BF~27136A40
001C DATA12 REAL10 33.9876 ;define extended-precision
 400487F34D6A161E4F76

```

## 13-2

## THE 80X87 ARCHITECTURE

The 80X87 is designed to operate concurrently with the microprocessor. Note that the 80486DX, Pentium, and Pentium Pro microprocessors contain their own internal and fully compatible versions of the 80387. With other family members, the coprocessor is an external integrated circuit that parallels most of the connections on the microprocessor. The 80X87 executes 68 different instructions. The microprocessor executes all normal instructions, and the 80X87 executes arithmetic coprocessor instructions. Both the microprocessor and coprocessor can execute their respective instructions simultaneously or concurrently. The numeric or arithmetic coprocessor is a special-purpose microprocessor that is specially designed to efficiently execute arithmetic and transcendental operations.

The microprocessor intercepts and executes the normal instruction set and the coprocessor intercepts and executes only the coprocessor instructions. Recall that the coprocessor instructions are actually escape (ESC) instructions. These instructions are used by the microprocessor to generate a memory address for the coprocessor so the coprocessor can execute a coprocessor instruction.

## Internal Structure of the 80X87

Figure 13–4 shows the internal structure of the arithmetic coprocessor. Notice that this device is divided into two major sections: the control unit and the numeric execution unit.

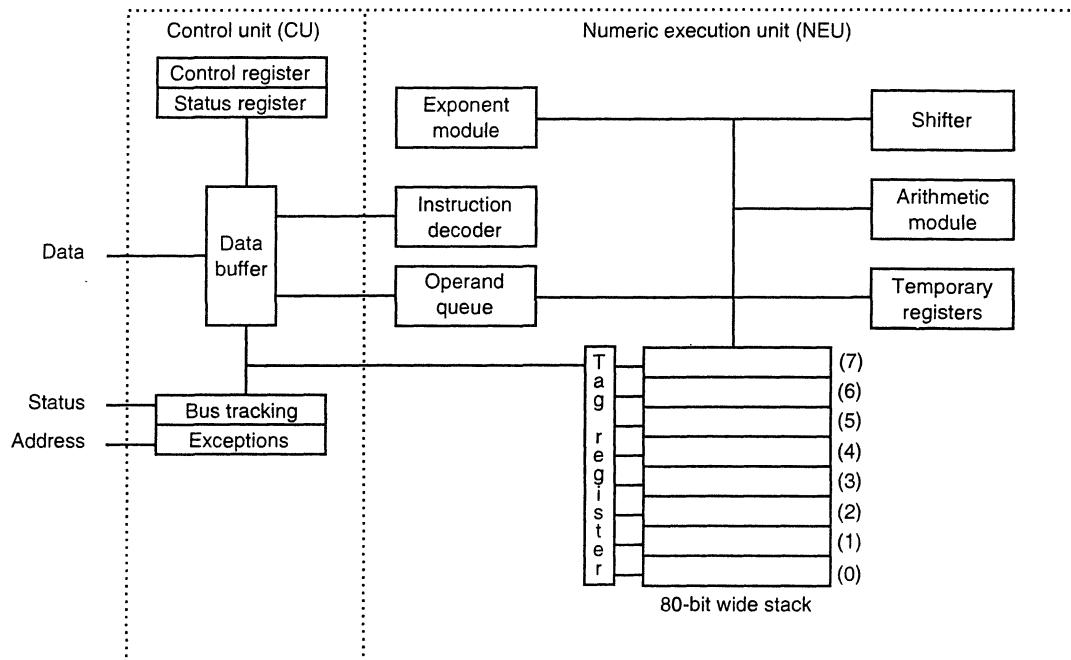


FIGURE 13–4 The internal structure of the 80X87 arithmetic coprocessor

The **control unit** interfaces the coprocessor to the microprocessor system data bus. Both of the devices monitor the instruction stream. If the instruction is an ESCape (coprocessor) instruction, the coprocessor executes it; if not, the microprocessor executes it.

The **numeric execution unit** (NEU) is responsible for executing all coprocessor instructions. The NEU has an eight-register stack that holds operands for arithmetic instructions and the results of arithmetic instructions. Instructions either address data in specific stack data registers or use a push and pop mechanism to store and retrieve data on the top of the stack. Other registers in the NEU are status, control, tag, and exception pointers. A few instructions transfer data between the coprocessor and the AX register in the microprocessor. The FSTSW AX instruction is the only instruction available to the coprocessor that allows direct communications to the microprocessor through the AX register. Note that the 8087 does not contain the FSTSW AX instruction.

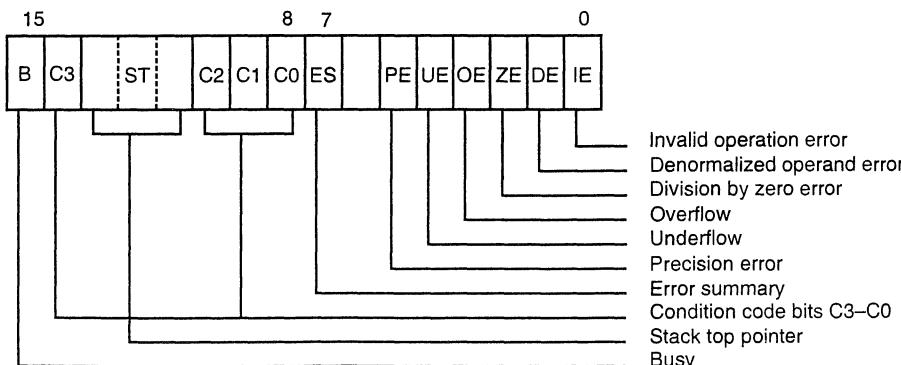
The stack within the coprocessor contains eight registers that are each 80-bits wide. These stack registers always contain an 80-bit extended precision floating-point number. The only time data appear as any other form is when they reside in the memory system. The coprocessor converts from signed integer, BCD, single-precision, or double-precision form as the data are moved between the memory and the coprocessor register stack.

**Status Register.** The **status register** (see Figure 13–5) reflects the overall operation of the coprocessor. The status register is accessed by executing the instruction (FSTSW), which stores the contents of the status register into a word of memory. The FSTSW AX instruction copies the status register directly to the microprocessor’s AX register on the 80287 or above coprocessor. Once status is stored in memory or the AX register, the bit positions of the status register can be examined by normal software. The coprocessor/microprocessor communications are carried out through the I/O ports 00FAH–00FFH on the 80287 and I/O ports 800000FAH–800000FFH on the 80386 through the Pentium Pro. Never use these I/O ports for interfacing I/O devices to the microprocessor.

The newer coprocessors (80287 and above) use status bit position 6 (SF) to indicate a stack overflow or underflow error. Following is a list of the status bits, except for SF, and their applications:

- B** The **busy bit** indicates that the coprocessor is busy executing a task. Busy can be tested by examining the status register or by using the FWAIT instruction. Newer coprocessors automatically synchronize with the microprocessor, so the busy flag need not be tested before performing additional coprocessor tasks.

**C3–C0** The **condition code bits** indicate conditions about the coprocessor (refer to Table 13–2 for a complete listing of each combination of these bits and their functions). Note that these bits have different meanings for different instructions, as indicated in the table. The top of the stack is denoted as ST in this table.



**FIGURE 13–5** The 80X87 arithmetic coprocessor status register

**TABLE 13–2** The 80X87 status register condition code bits

| <i>Instruction</i> | <i>C3</i> | <i>C2</i> | <i>C1</i> | <i>C0</i> | <i>Indication</i>            |
|--------------------|-----------|-----------|-----------|-----------|------------------------------|
| FTST, FCOM         | 0         | 0         | X         | 0         | ST > Operand                 |
|                    | 0         | 0         | X         | 1         | ST < Operand                 |
|                    | 1         | 0         | X         | 1         | ST = Operand                 |
|                    | 1         | 1         | X         | 1         | ST is not comparable         |
| FPREM              | Q1        | 0         | Q0        | Q2        | Rightmost 3-bits of quotient |
|                    | ?         | 1         | ?         | ?         | Incomplete                   |
| FXAM               | 0         | 0         | 0         | 0         | + unnormal                   |
|                    | 0         | 0         | 0         | 1         | + NAN                        |
|                    | 0         | 0         | 1         | 0         | - unnormal                   |
|                    | 0         | 0         | 1         | 1         | - NAN                        |
|                    | 0         | 1         | 0         | 0         | + normal                     |
|                    | 0         | 1         | 0         | 1         | + $\infty$                   |
|                    | 0         | 1         | 1         | 0         | - normal                     |
|                    | 0         | 1         | 1         | 1         | - $\infty$                   |
|                    | 1         | 0         | 0         | 0         | + 0                          |
|                    | 1         | 0         | 0         | 1         | Empty                        |
|                    | 1         | 0         | 1         | 0         | - 0                          |
|                    | 1         | 0         | 1         | 1         | Empty                        |
|                    | 1         | 1         | 0         | 0         | + denormal                   |
|                    | 1         | 1         | 0         | 1         | Empty                        |
|                    | 1         | 1         | 1         | 0         | - denormal                   |
|                    | 1         | 1         | 1         | 1         | Empty                        |

*Notes:* Unnormal = leading bits of the significand are zero; denormal = exponent at its most negative value; normal = standard floating-point form; NAN (not-a-number) = an exponent of all ones and a significand not equal to zero and the operand for FTST is zero.

- TOP** The **top-of-stack (ST)** bit indicates the current register addressed as the top-of-the-stack (ST). This is normally register 0.
- ES** The **error summary** bit is set if any unmasked error bit (PE, UE, OE, ZE, DE, or IE) is set. In the 8087 coprocessor, the error summary also caused a coprocessor interrupt. Since the 80287, the coprocessor interrupt has been absent from the family.
- PE** The **precision error** indicates that the result or operands exceed selected precision.
- UE** An **under-flow error** indicates a non-zero result that is too small to represent with the current precision selected by the control word.
- OE** An **overflow error** indicates a result that is too large to be represented. If this error is masked, the coprocessor generates infinity for an overflow error.
- ZE** A **zero error** indicates the divisor was zero while the dividend is a non-infinity or non-zero number.
- DE** A **denormalized error** indicates at least one of the operands is denormalized.
- IE** An **invalid error** indicates a stack overflow or underflow, indeterminate form (0/0, 0, -0, etc.), or the use of a NAN as an operand. This flag indicates errors such as those produced by taking the square root of a negative number, etc.

There are two ways to test the bits of the status register once they are moved into the AX register with the FSTSW AX instruction. One method uses the TEST instruction to test individual

bits of the status register. The other uses the SAHF instruction to transfer the leftmost eight bits of the status register into the microprocessor's flag register. Both methods are illustrated in Example 13-6. This example uses the DIV instruction to divide the top of the stack by the contents of DATA1 and the FSQRT instruction to find the square root of the top of the stack. The example also uses the FCOM instruction to compare the contents of the stack top with DATA1. Note that the conditional jump instructions are used with the SAHF instruction to test for the condition listed in Table 13-3. Although SAHF and conditional jumps cannot test all possible operating conditions of the coprocessor, they can help to reduce the complexity of certain tested conditions. Note that SAHF places C0 into the carry flag, C2 into the parity flag, and C3 into the zero flag.

### EXAMPLE 13-6

```
;Using TEST to isolate the divide-by-zero error bit.

0000 67& D8 35 00000000 R FDIV DATA1
0007 9B DF E FSTSW AX ;copy status register to AX
000A A9 000 TEST AX, 4 ;test bit position 2
000D 75 18 JNZ DIVIDE_ERROR

;Using TEST to isolate the invalid operation error bit
;after a FSQRT instruction.

000F D9 FA FSQRT
0011 9B DF E0 FSTSW AX ;copy status register to AX
0014 A9 0001 TEST AX, 1 ;test bit position 1
0017 75 0E JNZ FSQRT_ERROR

;Using the SAHF instruction and conditional jumps to
;test for the conditions in Table 13-3 after an FCOM.

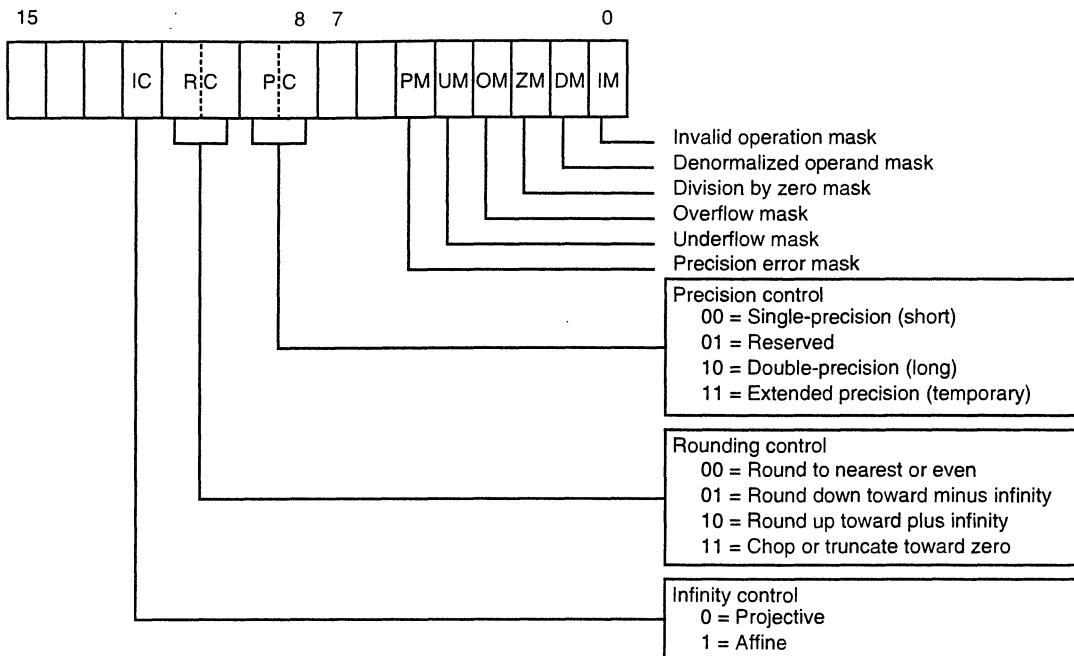
0019 67& D8 15 00000000 RFCOM DATA1
0020 9B DF E0 FSTSW AX ;copy status register to AX
0023 9E SAHF ;copy status bits to flags
0024 74 04 JE ST_EQUAL
0026 72 02 JB ST_BELOW
0028 77 00 JA ST_ABOVE
```

When the FXAM instruction and FSTSW AX are executed and followed by the SAHF instruction, the zero flag will contain C3. Notice from Table 13-2 that C3 indicates a +0 when set along with other error. The FXAM instruction could be used to test a divisor before a division for a zero value by using the JZ instruction following FXAM, FSTSW AX, and SAHF.

**Control Register.** The **control register** is pictured in Figure 13-6. The control register selects precision, rounding control, and infinity control. It also masks and unmasks the exception bits that correspond to the rightmost six bits of the status register. The FLDCW instruction is used to load a value into the control register.

**TABLE 13-3** Coprocessor conditions tested with the conditional jump instructions and SAHF after FCOM or FTST, as illustrated in Example 13-6

| <i>C3</i> | <i>C2</i> | <i>C0</i> | <i>Condition</i> | <i>Jump Instruction</i> |
|-----------|-----------|-----------|------------------|-------------------------|
| 0         | 0         | 0         | ST > Operand     | JA (jump if ST above)   |
| 0         | 0         | 1         | ST < Operand     | JB (jump if ST below)   |
| 1         | 0         | 0         | ST = Operand     | JE (jump if ST equal)   |



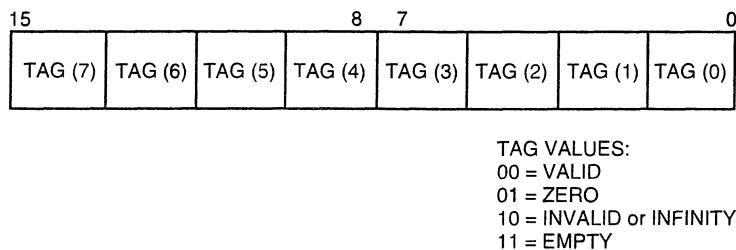
**FIGURE 13–6** The 80X87 arithmetic coprocessor control register

Following is a description of each bit or grouping of bits found in the control register:

- IC**      **Infinity control** selects either affine or projective infinity. Affine allows positive and negative infinity, while projective assumes infinity is unsigned.
- RC**      **Rounding control** determines the type of rounding as defined in Figure 13–6.
- PC**      The **precision control** sets the precision of the result as defined in Figure 13–6.
- Exception Masks**      Determine whether the error indicated by the exception affects the error bit in the status register. If a logic 1 is placed in one of the exception control bits, the corresponding status register bit is masked off.

**Tag Register.** The **tag register** indicates the contents of each location in the coprocessor stack. Figure 13–7 illustrates the tag register and the status indicated by each tag. The tag indicates whether a register is valid, zero, invalid or infinity, or empty. The only way that a program can view the tag register is by storing the coprocessor environment using the FSTENV, FSPEC, or FRSTOR instructions. Each of these instructions stores the tag register along with other coprocessor data.

**FIGURE 13–7** The 80X87 arithmetic coprocessor tag register



The arithmetic coprocessor executes over 68 different instructions. Whenever a coprocessor instruction references memory, the microprocessor automatically generates the memory address for the instruction. The coprocessor uses the data bus for data transfers during coprocessor instructions, and the microprocessor uses it during normal instructions. Also note that the 80287 uses the Intel reserved I/O ports 00F8H–00FFH for communications between the coprocessor and the microprocessor (even though the coprocessor only uses ports 00FCH–00FFH). These ports are used mainly for the FSTSW AX instruction. The 80387–Pentium Pro use I/O ports 800000F8H–800000FFH for this communications.

This section of the text describes the function of each instruction and lists its assembly language form. Because the coprocessor uses the microprocessor memory-addressing modes, not all possible forms of each instruction are illustrated. Each time that the assembler encounters one of the coprocessor mnemonic opcodes, it converts it into a machine language ESC instruction. The ESC instruction represents an opcode to the coprocessor.

### Data Transfer Instructions

There are three basic data transfers: floating-point, signed-integer, and BCD. The only time that data ever appear in the signed-integer or BCD form is in the memory. Inside the coprocessor, data are always stored as an 80-bit extended-precision floating-point number.

*Floating-point Data Transfers.* There are four traditional floating-point data transfer instructions in the coprocessor instruction set: FLD (load real), FST (store real), FSTP (store real and pop), and FXCH (exchange). A new instruction is added to the Pentium Pro called a *condition floating point move* instruction that uses the opcode FCMOV with a floating-point condition.

The FLD instruction loads floating-point memory data to the top of the internal stack, referred to as ST (stack top). This instruction stores the data on the top of the stack and then decrements the stack pointer by one. Data loaded to the top of the stack are from any memory location or from another coprocessor register. For example, an FLD ST(2) instruction copies the contents of register 2 to the stack top, which is ST. The top of the stack is register 0 when the coprocessor is reset or initialized. Another example is the FLD DATA7 instruction, which copies the contents of memory location DATA7 to the top of the stack. The size of the transfer is automatically determined by the assembler through the directives DD or REAL4 for single-precision, DQ or REAL 8 for double-precision, and DT or REAL10 for extended-precision.

The FST instruction stores a copy of the top of the stack into the memory location or coprocessor register indicated by the operand. At the time of storage, the internal, extended-precision floating-point number is rounded to the size of the floating-point number indicated by the control register.

The FSTP instruction stores a copy of the top of the stack into memory or any coprocessor register and then pops the data from the top of the stack. You might think of FST as a copy instruction and FSTP as a removal instruction.

The FXCH instruction exchanges the register indicated by the operand with the top of the stack. For example, the FXCH ST(2) instruction, exchanges the top of the stack with register 2.

*Integer Data Transfer Instructions.* The coprocessor supports three integer data transfer instructions: FILD (load integer), FIST (store integer), and FISTP (store integer and pop). These three instructions function as did FLD, FST, and FSTP, except that the data transferred are integer data. The coprocessor automatically converts the internal extended-precision floating-point data to integer data. The size of the data is determined by the way that the label is defined with DW, DD, or DQ in the assembly language program.

*BCD Data Transfer Instructions.* Two instructions load or store BCD signed-integer data. The FBLD instruction loads the top of the stack with BCD memory data, and the FBSTP stores the top of the stack and does a pop.

Example 13–7 shows how the assembler automatically adjusts the FLD, FILD, and FBLD instructions for different-sized operands. (Look closely at the machine-coded forms of the instructions.) Note that Example 13–7 begins with the .386 and .387 directives that identify the microprocessor as an 80386 and the coprocessor as an 80387. Note that if the 80286 microprocessor is in use with its coprocessor, the directives .286 and .287 appear. The assembler by default assumes that the software is assembled for an 8086/8088 with an 8087 coprocessor. The .486, .487, .586, and .587 switches are also available for use with the 80486 and Pentium microprocessors. Even though the program in Example 13–7 executes, CodeView or some other debugging tool must be used to view any changes to the coprocessor stack.

### EXAMPLE 13–7

```

 .MODEL SMALL
 .386 ;select 80386 microprocessor
 .387 ;select 80387 coprocessor
0000 .DATA
0000 41F00000 DATA1 DD 30.0 ;single-precision
0004 DATA2 DQ 100.25 ;double-precision
 4059100000000000
000C DATA3 DT 33.9876 ;extended-precision
 400487F34D6A161E4F76
0016 001E DATA4 DW 30 ;16-bit integer
0018 0000001E DATA5 DD 30 ;32-bit integer
001C DATA6 DQ 30 ;64-bit integer
 0000000000000001E
0024 DATA7 DT 30H ;BCD 30
 000000000000000030
0000 .CODE
 .STARTUP

0010 D9 06 0000 R FLD DATA1
0014 DD 06 0004 R FLD DATA2
0018 DB 2E 000C R FLD DATA3
001C DF 06 0016 R FILD DATA4
0020 DB 06 0018 R FILD DATA5
0024 DF 2E 001C R FILD DATA6

0028 DF 26 0024 R FBLD DATA7
 .EXIT
 END

```

*The Pentium Pro FCMOV Instruction.* The Pentium Pro contains a new instruction called FCMOV that also contains a condition. If the condition is true, the FCMOV instruction copies the source to the destination. The conditions tested by FCMOV and the opcodes used with FCMOV appear in Table 13–4. Notice that these conditions check for either an ordered or unordered. The testing for NAN and de-normalized numbers are not checked with FCMOV.

Example 13–8 shows how the FCMOV(B) (move if below) instruction is used to copy the contents of ST(2) to the stack top (ST) if the contents of ST(2) is below ST. Notice that the FCOM instruction must be used to perform the compare and the contents of the status register must still be copied to the flags for this instruction to function. More about the FCMOV instruction appears with the FCOMI instruction, which is also new to the Pentium Pro processor.

### EXAMPLE 13–8

```

FCOM ST(2) ;compare ST and ST(2)
FNSTSW AX ;copy floating flags to AX
SAHF ;copy floating flags to flags
FCMOVB ST(2) ;copy ST(2) to ST if below

```

**TABLE 13–4** The variation of the FCMOV instruction and conditions tested

| <i>Instruction</i> | <i>Condition</i>           |
|--------------------|----------------------------|
| FCMOVB             | Move if below              |
| FCMOVE             | Move if equal              |
| FCMOVBE            | Move if below or equal     |
| FCMOVU             | Move if unordered          |
| FCMOVNB            | Move if not below          |
| FCMOVNE            | Move if not equal          |
| FCMOVNBE           | Move if not below or equal |
| FCMOVNU            | Move if not ordered        |

## Arithmetic Instructions

Arithmetic instructions for the coprocessor include addition, subtraction, multiplication, division, and square root. The arithmetic-related instructions are scaling, rounding, absolute value, and changing the sign.

Table 13–5 shows the basic addressing modes allowed for the arithmetic operations. Each addressing mode is shown with an example using the FADD (real addition) instruction. All arithmetic operations are floating-point, except in some cases when memory data are referenced as an operand.

The classic stack form of addressing operand data (stack addressing) uses the top of the stack as the source operand and the next to the top of the stack as the destination operand. Afterwards, a pop removes the source datum from the stack; only the result in the destination register remains at the top of the stack. To use this addressing mode, the instruction is placed in the program without any operands such as FADD or FSUB. The FADD instruction adds ST to ST(1) and stores the answer at the top of the stack; it also removes the original two datum from the stack by popping. Note carefully that FSUB subtracts ST from ST(1) and leaves the difference at ST. Therefore, a reverse subtraction (FSUBR) subtracts ST(1) from ST and leaves the difference at ST. (Note that an error exists in Intel documentation, including the Pentium data book, that describes the operation of some reverse instructions.) Another use for reverse operations is finding a reciprocal ( $1/X$ ). This is accomplished, if X is at the top of the stack, by loading a 1.0 to ST (FLD1), followed by the FDIVR instruction. The FDIVR instruction divides ST(1) into ST, or X into 1, and leaves the reciprocal ( $1/X$ ) at ST.

The register-addressing mode uses ST for the top of the stack and ST(n) for another location where n is the register number. With this form, one operand must be ST and the other is ST(n). Note that to double the top of the stack, the FADD ST,ST(0) instruction is used where ST(0) also addresses the top of the stack. One of the two operands in the register-addressing

**TABLE 13–5** Arithmetic addressing modes

| <i>Mode</i>  | <i>Form</i> | <i>Example</i> |
|--------------|-------------|----------------|
| Stack        | ST(1),ST    | FADD           |
| Register     | ST,ST(n)    | FADD ST,ST(2)  |
|              | ST(n),ST    | FADD ST(2),ST  |
| Register pop | ST(n),ST    | FADDP ST(3),ST |
| Memory       | Operand     | FADD DATA2     |

*Note:* Stack addressing is fixed as ST(1),ST and includes a pop so only the result remains at the top of the stack; n = register number 0–7. Register addressing for any instruction can use a destination of ST or ST(n) as illustrated.

mode must be ST, while the other must be in the form ST(n), where n is a stack register 0–7. For many instructions, either ST or ST(n) can be the destination. It is fairly important that the top of the stack be ST(0). This is accomplished by resetting or initializing the coprocessor before using it in a program. Another example of register-addressing is FADD ST(1),ST where the contents of ST are added to ST(1) and the result is placed into ST(1).

The top of the stack is always used as the destination for the memory-addressing mode because the coprocessor is a stack-oriented machine. For example, the FADD DATA instruction adds the real-number contents of memory location DATA to the top of the stack.

*Arithmetic Operations.* The letter P in an opcode specifies a register pop after the operation (FADDP compared to FADD). The letter R in an opcode (subtraction and division only) indicates reverse mode. The reverse mode is useful for memory data because memory data normally subtract from the top of the stack. A reversed subtract instruction subtracts the top of the stack from memory and stores the result in the top of the stack. For example, if the top of the stack contains a 10 and memory location DATA1 contains a 1, the FSUB DATA1 instruction results in a +9 on the stack top and the FSUBR instruction results in a -9. Another example is FSUBR ST,ST(1), which will subtract ST from ST(1) and store the result on ST. A variant is FSUBR ST(1),ST, which will subtract ST(1) from ST and store the result on ST(1).

The letter I as a second letter in an opcode indicates that the memory operand is an integer. For example, the FADD DATA instruction is a floating-point addition, while the FIADD DATA is an integer addition that adds the integer at memory location DATA to the floating-point number at the top of the stack. The same rules apply to FADD, FSUB, FMUL, and FDIV instructions.

*Arithmetic-related Operations.* Other operations that are arithmetic in nature include FSQRT (square root), FSCALE (scale a number), FPREM/FPREM1 (find partial remainder), FRNDINT (round to integer), FXTRACT (extract exponent and significand), FABS (find absolute value), and FCHG (change sign). These instructions and the functions they perform follow:

|                     |                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|---------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>FSQRT</b>        | Finds the square root of the top of the stack and leaves the resultant square root at the top of the stack. An invalid error occurs for the square root of a negative number. For this reason, the IE bit of the status register should be tested whenever an invalid result can occur. The IE bit can be tested by loading the status register to AX with the FSTSW AX instruction, followed by TEST AX,1 to test the IE status bit. |
| <b>FSCALE</b>       | Adds the contents of ST(1) (interpreted as an integer) to the exponent at the top of the stack. FSCALE multiplies or divides rapidly by powers of two. The value in ST(1) must be between $2^{-15}$ and $2^{+15}$ .                                                                                                                                                                                                                   |
| <b>FPREM/FPREM1</b> | Performs modulo division of ST by ST(1). The resultant remainder is found in the top of the stack and has the same sign as the original dividend. Note that a modulo division results in a remainder without a quotient. Note also that FPREM is supported for the 8086 and 80287 and FPREM1 should be used in newer coprocessors.                                                                                                    |
| <b>FRNDINT</b>      | Rounds the top of the stack to an integer.                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>FXTRACT</b>      | Decomposes the number at the top of the stack into two separate parts that represent the value of the unbiased exponent and the value of the significand. The extracted significand is found at the top of the stack, and the unbiased exponent at ST(1). This instruction is often used to convert a floating-point number into a form that can be printed as a mixed number.                                                        |
| <b>FABS</b>         | Changes the sign of the top of the stack to positive.                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>FCHS</b>         | Changes the sign from positive to negative or negative to positive.                                                                                                                                                                                                                                                                                                                                                                   |

## Comparison Instructions

The comparison instructions all examine data at the top of the stack in relation to another element and return the result of the comparison in the status register condition code bits C3–C0. Comparisons that are allowed by the coprocessor are FCOM (floating-point compare), FCOMP (floating-point compare with a pop), FCOMPP (floating-point compare with two pops), FICOM (integer compare), FICOMP (integer compare and pop), FSTS (test), and FXAM (examine). New with the introduction of the Pentium Pro is the floating compare and move results to flags or FCOMI instruction. Following is a list of these instructions with a description of their functions:

|                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|-----------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>FCOM</b>                 | Compares the floating-point data at the top of the stack with an operand, which may be any register or any memory operand. If the operand is not coded with the instruction, the next stack element ST(1) is compared with the stack top ST.                                                                                                                                                                                                                   |
| <b>FCOMP and<br/>FCOMPP</b> | Both instructions perform as FCOM, but they also pop one or two datum from the stack.                                                                                                                                                                                                                                                                                                                                                                          |
| <b>FICOM and<br/>FICOMP</b> | The top of the stack is compared with the integer stored at a memory operand. In addition to the compare, FICOMP also pops the top of the stack.                                                                                                                                                                                                                                                                                                               |
| <b>FTST</b>                 | Tests the contents of the top of the stack against a zero. The result of the comparison is coded in the status register condition code bits, as illustrated in Table 13–2 with the status register. Also see Table 13–3 for a way of using SAHF and the conditional jump instruction with FTST.                                                                                                                                                                |
| <b>FXAM</b>                 | Examines the stack top and modifies the condition code bits to indicate whether the contents are positive, negative, normalized, etc. Refer back to the status register in Table 13–2.                                                                                                                                                                                                                                                                         |
| <b>FCOMI/<br/>FUCOMI</b>    | New to the Pentium Pro, this instruction compares in exactly the same manner as the FCOM instruction with one additional feature: it moves the floating-point flags into the flag register just as the FNSTSW AX and SAHF instruction did in Example 13–8. Intel has combined the FCOM, FNSTSW AX, and SAHF instructions to form FCOMI. Also available is the unordered compare or FUCOMI. Each is also available with a pop by appending the opcode with a P. |

## Transcendental Operations

The transcendental instructions include FPTAN (partial tangent), FPATAN (partial arctangent), FSIN (sine), FCOS (cosine), FSINCOS (sine and cosine), F2XM1 ( $2^x - 1$ ), FYL2X ( $Y \log_2 X$ ), and FYL2XP1 ( $Y \log_2 (X + 1)$ ). A list of these operations follows with a description of each transcendental operation:

|               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>FPTAN</b>  | Finds the partial tangent of $Y/X = \tan \theta$ . The value of $\theta$ is at the top of the stack and must be between 0 and $n/4$ radians for the 8087 and 80287 and less than 263 for the 80387, 80486/7, Pentium, and Pentium Pro microprocessors. The result is a ratio found as ST = X and ST(1) = Y. If the value is outside of the allowable range, an invalid error occurs as indicated by the status register IE bit. Also note that ST(7) must be empty for this instruction to function properly. |
| <b>FPATAN</b> | Finds the partial arctangent as $\theta = \text{ARCTAN } X/Y$ . The value of X is at the top of the stack, and Y is at ST(1). The values of X and Y must be as follows: $0 \leq Y < X < \infty$ . The instruction pops the stack and leaves $\theta$ at the top of the stack.                                                                                                                                                                                                                                 |
| <b>F2XM1</b>  | Finds the function $2^x - 1$ . The value of X is taken from the top of the stack and the result is returned to the top of the stack. To obtain $2^x$ , add one to the                                                                                                                                                                                                                                                                                                                                         |

**TABLE 13–6** Exponential functions

| Function | Equation               |
|----------|------------------------|
| $10^Y$   | $2^Y \times \log_2 10$ |
| $e^Y$    | $2^Y \times \log_2 e$  |
| $X^Y$    | $2^Y \times \log_2 X$  |

result at the top of the stack. The value of X must be in the range of  $-1$  and  $+1$ . The F2XM1 instruction is used to derive the functions listed in Table 13–6. Note that the constants  $\log_2 10$  and  $\log_2 e$  are built in as standard values for the coprocessor.

|                  |                                                                                                                                                                                                                                                                                                                                                                                                  |
|------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>FSIN/FCOS</b> | Finds the sine or cosine of the argument located in ST expressed in radians ( $360^\circ = 2\pi$ radians), with the result found in ST. The values of ST must be less than $2^{63}$ .                                                                                                                                                                                                            |
| <b>FSINCOS</b>   | Finds the sine and cosine of ST, expressed in radians, and leaves the results as $ST = \sin$ and $ST(1) = \cos$ . As with FSIN or FCOS, the initial value of ST must be less than $2^{63}$ .                                                                                                                                                                                                     |
| <b>FYL2X</b>     | Finds $Y \log_2 X$ . The value X is taken from the stack top, and Y is taken from ST(1). The result is found at the top of the stack after a pop. The value of X must range between 0 and $\infty$ , and the value of Y must be between $-\infty$ and $+\infty$ . A logarithm with any positive base (b) is found by the equation $\text{LOG}_b x = (\text{LOG}_2 b)^{-1} \times \text{LOG}_2 x$ |
| <b>FYL2XP1</b>   | Finds $Y \log_2 (X + 1)$ . The value of X is taken from the stack top, and Y is taken from ST(1). The result is found at the top of the stack after a pop. The value of X must range between 0 and $1 - \sqrt{2}/2$ , and the value of Y must be between $-\infty$ and $+\infty$ .                                                                                                               |

## Constant Operations

The coprocessor instruction set includes opcodes that return constants to the top of the stack. A list of these instructions appears in Table 13–7.

## Coprocessor Control Instructions

The coprocessor has control instructions for initialization, exception handling, and task switching. The control instructions have two forms. For example, FINIT initializes the coprocessor, as does FNINIT. The difference is that FNINIT does not cause any wait states, while FINIT does cause waits. The microprocessor waits for the FINIT instruction by testing the

**TABLE 13–7** Constant operations

| Instruction | Constant pushed to ST |
|-------------|-----------------------|
| FLDZ        | $+0.0$                |
| FLD1        | $+1.0$                |
| FLDP1       | $\pi$                 |
| FLDL2T      | $\log_2 10$           |
| FLDL2E      | $\log_2 e$            |
| FLDLG2      | $\log_{10} 2$         |
| FLDLN2      | $\log_e 2$            |

**Table 13-8** Coprocessor state after a reset or initialization

| Field       | Value       | Condition             |
|-------------|-------------|-----------------------|
| Infinity    | 0           | Projective            |
| Rounding    | 00          | Round to nearest      |
| Precision   | 11          | Extended precision    |
| Error masks | 11111       | Error bits disabled   |
| Busy        | 0           | Not busy              |
| C3-C0       | ????        | Unknown               |
| TOP         | 000         | Register 000 or ST(0) |
| ES          | 0           | No errors             |
| Error bits  | 00000       | No errors             |
| All tags    | 11          | Empty                 |
| Registers   | ST(0)-ST(7) | Not changed           |

BUSY pin on the coprocessor. All control instructions have these two forms. Following is a list of each control instruction with its function:

|                                |                                                                                                                                                                                                                                                                                                                                                   |
|--------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>FINIT/FNINIT</b>            | This instruction performs a reset operation on the arithmetic coprocessor (refer to Table 13-8 for the reset conditions). The coprocessor operates with a closure of projective (unsigned infinity), rounds to the nearest or even, and uses extended-precision when reset or initialized. It also sets register 0 as the top of the stack.       |
| <b>FSETPM</b>                  | Changes the addressing mode of the coprocessor to the protected-addressing mode. This mode is used when the microprocessor is also operated in the protected mode. As with the microprocessor, protected mode can only be exited by a hardware reset or, in the case of the 80386 through the Pentium Pro, with a change to the control register. |
| <b>FLDCW</b>                   | Loads the control register with the word addressed by the operand.                                                                                                                                                                                                                                                                                |
| <b>FSTCW/FNSTCW</b>            | Stores the control register into the word-sized memory operand.                                                                                                                                                                                                                                                                                   |
| <b>FSTSW AX/<br/>FNSTSW AX</b> | Copies the contents of the control register to the AX register. This instruction is not available to the 8087 coprocessor.                                                                                                                                                                                                                        |
| <b>FCLEX/FNCLEX</b>            | Clears the error flags in the status register and also the busy flag.                                                                                                                                                                                                                                                                             |
| <b>FSAVE/FNSAVE</b>            | Writes the entire state of the machine to memory. Figure 13-8 shows the memory layout for this instruction.                                                                                                                                                                                                                                       |
| <b>FRSTOR</b>                  | Restores the state of the machine from memory. This instruction is used to restore the information saved by FSAVE/FNSAVE.                                                                                                                                                                                                                         |
| <b>FSTENV/FNSTENV</b>          | Stores the environment of the coprocessor as shown in Figure 13-9.                                                                                                                                                                                                                                                                                |
| <b>FLDENV</b>                  | Reloads the environment saved by FSTENV/FNSTENV.                                                                                                                                                                                                                                                                                                  |
| <b>FINCST</b>                  | Increments the stack pointer.                                                                                                                                                                                                                                                                                                                     |
| <b>FDECSTP</b>                 | Decrements the stack pointer.                                                                                                                                                                                                                                                                                                                     |
| <b>FFREE</b>                   | Frees a register by changing the destination register's tag to empty. It does not affect the contents of the register.                                                                                                                                                                                                                            |
| <b>FNOP</b>                    | Floating-point coprocessor NOP.                                                                                                                                                                                                                                                                                                                   |
| <b>FWAIT</b>                   | Causes the microprocessor to wait for the coprocessor to finish an operation. FWAIT should be used before the microprocessor accesses memory data that is affected by the coprocessor.                                                                                                                                                            |

**FIGURE 13–8** Memory format when the 80X87 registers are saved with the FSAVE instruction

| Offset | 15       | 0                         |                          |
|--------|----------|---------------------------|--------------------------|
| 5CH    | S        | Exponent 0–14             |                          |
| 5AH    |          | Fraction 48–63            |                          |
| 58H    |          | Fraction 32–47            |                          |
| 56H    |          | Fraction 16–31            |                          |
| 54H    |          | Fraction 0–15             |                          |
| <hr/>  |          |                           |                          |
| 20H    | S        | Exponent 0–14             | Last stack element ST(7) |
| 1EH    |          | Fraction 48–63            |                          |
| 1CH    |          | Fraction 32–47            |                          |
| 1AH    |          | Fraction 16–31            |                          |
| 18H    |          | Fraction 0–15             |                          |
| 16H    | S        | Exponent 0–14             | Next stack element ST(1) |
| 14H    |          | Fraction 48–63            |                          |
| 12H    |          | Fraction 32–47            |                          |
| 10H    |          | Fraction 16–31            |                          |
| 0EH    |          | Fraction 0–15             |                          |
| 0CH    | OP 16–19 | 0                         |                          |
| 0AH    |          | Operand pointer (OP) 0–15 |                          |
| 08H    | IP 16–19 | Opcode                    |                          |
| 06H    |          | IP 0–15                   |                          |
| 04H    |          | Tag register              |                          |
| 02H    |          | Status register           |                          |
| 00H    |          | Control register          |                          |

**FIGURE 13–9** Memory format for the FSTENV instruction: (a) real mode and (b) protected mode

| Offset |          |                          | Offset |                  |  |
|--------|----------|--------------------------|--------|------------------|--|
| 0CH    | OP 16–19 | 0                        | 0CH    | Operand selector |  |
| 0AH    |          | Operand offset           | 0AH    |                  |  |
| 08H    | IP 16–19 | Opcode                   | 08H    | CS selector      |  |
| 06H    |          | Instruction pointer 0–15 | 06H    | IP offset        |  |
| 04H    |          | Tag register             | 04H    | Tag register     |  |
| 02H    |          | Status register          | 02H    | Status register  |  |
| 00H    |          | Control register         | 00H    | Control register |  |

(a)

(b)

## Coprocessor Instructions

Although the microprocessor circuitry has not been discussed, the instruction sets of these coprocessors and their differences with the other versions of the coprocessor can be discussed. These newer coprocessors contain the same basic instructions provided by the earlier versions, with a few additional instructions.

The 80387, 80486, 80487SX, and Pentium contain the following additional instructions: FCOS (cosine), FPREM1 (partial remainder), FSIN (sine), FSINCOS (sine and cosine), and FUCOM/FUCOMP/FUCOMPP (unordered compare). The sine and cosine instructions are the most-significant addition to the instruction set. In the earlier versions of the coprocessor, the sine

and cosine is calculated from the tangent. The Pentium Pro contains two new floating-point instructions: FCMOV (a conditional move) and FCOMI (a compare and move to flags).

Table 13-9 lists the instruction sets for all versions of the coprocessor. It also lists the number of clocking periods required to execute each instruction. Execution times are listed for the 8087,

**TABLE 13-9** The instruction set of the arithmetic coprocessor (pp. 535–550)

|                                                                                                                                                                                                                                                                                                     |                                                                           |             |        |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------|-------------|--------|
| <b>F2XM1</b> $2^{\text{ST}} - 1$                                                                                                                                                                                                                                                                    |                                                                           |             |        |
| 11011001 11110000                                                                                                                                                                                                                                                                                   |                                                                           |             |        |
| Example                                                                                                                                                                                                                                                                                             |                                                                           |             |        |
| F2XM1                                                                                                                                                                                                                                                                                               | 8087                                                                      | 310–630     |        |
|                                                                                                                                                                                                                                                                                                     | 80287                                                                     | 310–630     |        |
|                                                                                                                                                                                                                                                                                                     | 80387                                                                     | 211–476     |        |
|                                                                                                                                                                                                                                                                                                     | 80486/7                                                                   | 140–279     |        |
|                                                                                                                                                                                                                                                                                                     | Pentium                                                                   | 13–57       |        |
|                                                                                                                                                                                                                                                                                                     | Pentium Pro                                                               | (see notes) |        |
| <b>FABS</b> Absolute value of ST                                                                                                                                                                                                                                                                    |                                                                           |             |        |
| 11011001 11100001                                                                                                                                                                                                                                                                                   |                                                                           |             |        |
| Example                                                                                                                                                                                                                                                                                             |                                                                           |             |        |
| FABS                                                                                                                                                                                                                                                                                                | 8087                                                                      | 10–17       |        |
|                                                                                                                                                                                                                                                                                                     | 80287                                                                     | 10–17       |        |
|                                                                                                                                                                                                                                                                                                     | 80387                                                                     | 22          |        |
|                                                                                                                                                                                                                                                                                                     | 80486/7                                                                   | 3           |        |
|                                                                                                                                                                                                                                                                                                     | Pentium                                                                   | 1           |        |
|                                                                                                                                                                                                                                                                                                     | Pentium Pro                                                               |             |        |
| <b>FADD/FADDP/FIADD</b> Addition                                                                                                                                                                                                                                                                    |                                                                           |             |        |
| 11011000 oo000mmm disp      32-bit memory (FADD)<br>11011100 oo000mmm disp      64-bit memory (FADD)<br>11011d00 11000rrr      FADD ST,ST(rrr)<br>11011110 11000rrr      FADDP ST,ST(rrr)<br>11011110 oo000mmm disp      16-bit memory (FIADD)<br>11011010 oo000mmm disp      32-bit memory (FIADD) |                                                                           |             |        |
| Format                                                                                                                                                                                                                                                                                              |                                                                           |             |        |
| Examples                                                                                                                                                                                                                                                                                            |                                                                           |             |        |
| Clocks                                                                                                                                                                                                                                                                                              |                                                                           |             |        |
| FADD                                                                                                                                                                                                                                                                                                | FADD DATA                                                                 | 8087        | 70–143 |
| FADDP                                                                                                                                                                                                                                                                                               | FADD ST,ST(1)                                                             | 80287       | 70–143 |
| FIADD                                                                                                                                                                                                                                                                                               | FADDP<br>FIADD NUMBER<br>FADD ST,ST(3)<br>FADDP ST,ST(2)<br>FADD ST(2),ST | 80387       | 23–72  |
|                                                                                                                                                                                                                                                                                                     |                                                                           | 80486/7     | 8–20   |
|                                                                                                                                                                                                                                                                                                     |                                                                           | Pentium     | 1–7    |
|                                                                                                                                                                                                                                                                                                     |                                                                           | Pentium Pro |        |

| <b>FCLEX/FNCLEX</b> Clear errors                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |  |               |             |  |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|---------------|-------------|--|
| 11011011 11100010                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |  |               |             |  |
| Example                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |  | Clocks        |             |  |
| FCLEX<br>FNCLEX                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |  | 8087          | 2-8         |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |  | 80287         | 2-8         |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |  | 80387         | 11          |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |  | 80486/7       | 7           |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |  | Pentium       | 9           |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |  | Pentium Pro   |             |  |
| <b>FCOM/FCOMP/FCOMPP/FICOM/FICOMP</b> Compare                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |  |               |             |  |
| 11011000 oo010mmm disp      32-bit memory (FCOM)<br>11011100 oo010mmm disp      64-bit memory (FCOM)<br>11011000 11010rrr      FCOM ST(rrr)<br>11011000 oo011mmm disp      32-bit memory (FCOMP)<br>11011100 oo011mmm disp      64-bit memory (FCOMP)<br>11011000 11011rrr      FCOMP ST(rrr)<br>11011110 11011001      FCOMPP<br>11011110 oo010mmm disp      16-bit memory (FICOM)<br>11011010 oo010mmm disp      32-bit memory (FICOM)<br>11011110 oo011mmm disp      16-bit memory (FICOMP)<br>11011010 oo011mmm disp      32-bit memory (FICOMP) |  |               |             |  |
| Format                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |  | Examples      |             |  |
| FCOM<br>FCOMP<br>FCOMPP<br>FICOM<br>FICOMP                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |  | FCOM ST(2)    | 8087        |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |  | FCOMP DATA    | 80287       |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |  | FCOMPP        | 80387       |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |  | FICOM NUMBER  | 80486/7     |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |  | FICOMP DATA3  | Pentium     |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |  |               | Pentium Pro |  |
| <b>FCOMI/FUCOMI/COMIP/FUCOMIP</b> Compare and Load Flags                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |  |               |             |  |
| 11011011 11110rrr      FCOMI ST(rrr)<br>11011011 11101rrr      FUCOMI ST(rrr)<br>11011111 11110rrr      FCOMIP ST(rrr)<br>11011111 11101rrr      FUCOMIP ST(rrr)                                                                                                                                                                                                                                                                                                                                                                                     |  |               |             |  |
| Example                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |  | Clocks        |             |  |
| FCOM<br>FUCOMI<br>FCOMIP<br>FUCOMIP                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |  | FCOMI ST(2)   | 8087        |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |  | FUCOMI ST(4)  | 80287       |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |  | FCOMIP ST(0)  | 80387       |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |  | FUCOMIP ST(1) | 80486/7     |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |  |               | Pentium     |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |  |               | Pentium Pro |  |

| <b>FCMOVcc</b> Conditional Move        |                   |        |
|----------------------------------------|-------------------|--------|
| Format                                 | Examples          | Clocks |
| 11011010 11000rrr                      | FCMOVB ST(rrr)    |        |
| 11011010 11001rrr                      | FCMOVE ST(rrr)    |        |
| 11011010 11010rrr                      | FCMOVBE ST(rrr)   |        |
| 11011010 11011rrr                      | FCMOVU ST(rrr)    |        |
| 11011011 11000rrr                      | FCMOVNB ST(rrr)   |        |
| 11011011 11001rrr                      | FCMOVNE ST(rrr)   |        |
| 11011011 11010rrr                      | FCMOVENBE ST(rrr) |        |
| 11011011 11011rrr                      | FCMOVNU ST(rrr)   |        |
|                                        |                   |        |
| <b>FCOS</b> Cosine of ST               |                   |        |
| 11011001 11111111                      |                   |        |
| Example                                | Clocks            |        |
| FCOS                                   | 8087              | —      |
|                                        | 80287             | —      |
|                                        | 80387             | —      |
|                                        | 80486/7           | —      |
|                                        | Pentium           | —      |
|                                        | Pentium Pro       |        |
|                                        |                   |        |
| <b>FDECSTP</b> Decrement stack pointer |                   |        |
| 11011001 11110110                      |                   |        |
| Example                                | Clocks            |        |
| FDECSTP                                | 8087              | 6–12   |
|                                        | 80287             | 6–12   |
|                                        | 80387             | 22     |
|                                        | 80486/7           | 3      |
|                                        | Pentium           | 1      |
|                                        | Pentium Pro       |        |

|                                                                                                                                                                                                                                                                                                           |                 |             |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------|-------------|
| <b>FDISI/FNDISI</b> Disable interrupts                                                                                                                                                                                                                                                                    |                 |             |
| 11011011 11100001                                                                                                                                                                                                                                                                                         |                 |             |
| (ignored on the 80287, 80387, 80486/7, Pentium, and Pentium Pro)                                                                                                                                                                                                                                          |                 |             |
| Example                                                                                                                                                                                                                                                                                                   | Clocks          |             |
| FDISI                                                                                                                                                                                                                                                                                                     | 8087            |             |
| FNDISI                                                                                                                                                                                                                                                                                                    | 2–8             |             |
|                                                                                                                                                                                                                                                                                                           | 80287           |             |
|                                                                                                                                                                                                                                                                                                           | —               |             |
|                                                                                                                                                                                                                                                                                                           | 80387           |             |
|                                                                                                                                                                                                                                                                                                           | —               |             |
|                                                                                                                                                                                                                                                                                                           | 80486/7         |             |
|                                                                                                                                                                                                                                                                                                           | —               |             |
|                                                                                                                                                                                                                                                                                                           | Pentium         |             |
|                                                                                                                                                                                                                                                                                                           | —               |             |
|                                                                                                                                                                                                                                                                                                           | Pentium Pro     |             |
| <b>FDIV/FDIVP/FIDIV</b> Division                                                                                                                                                                                                                                                                          |                 |             |
| 11011000 oo110mmm disp      32-bit memory (FDIV)<br>11011100 oo100mmm disp      64-bit memory (FDIV)<br>11011d00 11111rrr      FDIV ST,ST(rrr)<br>11011110 11111rrr      FDIVP ST,ST(rrr)<br>11011110 oo110mmm disp      16-bit memory (FIDIV)<br>11011010 oo110mmm disp      32-bit memory (FIDIV)       |                 |             |
| Format                                                                                                                                                                                                                                                                                                    | Examples        | Clocks      |
| FDIV                                                                                                                                                                                                                                                                                                      | FDIV DATA       | 8087        |
| FDIVP                                                                                                                                                                                                                                                                                                     | FDIV ST,ST(3)   | 191–243     |
| FIDIV                                                                                                                                                                                                                                                                                                     | FDIVP           | 80287       |
|                                                                                                                                                                                                                                                                                                           | FIDIV NUMBER    | 191–243     |
|                                                                                                                                                                                                                                                                                                           | FDIV ST,ST(5)   | 80387       |
|                                                                                                                                                                                                                                                                                                           | FDIVP ST,ST(2)  | 88–140      |
|                                                                                                                                                                                                                                                                                                           | FDIV ST(2),ST   | 80486/7     |
|                                                                                                                                                                                                                                                                                                           |                 | 8–89        |
|                                                                                                                                                                                                                                                                                                           |                 | Pentium     |
|                                                                                                                                                                                                                                                                                                           |                 | 39–42       |
|                                                                                                                                                                                                                                                                                                           |                 | Pentium Pro |
| <b>FDIVR/FDIVRP/FIDIVR</b> Division reversed                                                                                                                                                                                                                                                              |                 |             |
| 11011000 oo111mmm disp      32-bit memory (FDIVR)<br>11011100 oo111mmm disp      64-bit memory (FDIVR)<br>11011d00 11110rrr      FDIVR ST,ST(rrr)<br>11011110 11110rrr      FDIVRP ST,ST(rrr)<br>11011110 oo111mmm disp      16-bit memory (FIDIVR)<br>11011010 oo111mmm disp      32-bit memory (FIDIVR) |                 |             |
| Format                                                                                                                                                                                                                                                                                                    | Examples        | Clocks      |
| FDIVR                                                                                                                                                                                                                                                                                                     | FDIVR DATA      | 8087        |
| FDIVRP                                                                                                                                                                                                                                                                                                    | FDIVR ST,ST(3)  | 191–243     |
| FIDIVR                                                                                                                                                                                                                                                                                                    | FDIVRP          | 80287       |
|                                                                                                                                                                                                                                                                                                           | FIDIVR NUMBER   | 191–243     |
|                                                                                                                                                                                                                                                                                                           | FDIVR ST,ST(5)  | 80387       |
|                                                                                                                                                                                                                                                                                                           | FDIVRP ST,ST(2) | 88–140      |
|                                                                                                                                                                                                                                                                                                           | FDIVR ST(2),ST  | 80486/7     |
|                                                                                                                                                                                                                                                                                                           |                 | 8–89        |
|                                                                                                                                                                                                                                                                                                           |                 | Pentium     |
|                                                                                                                                                                                                                                                                                                           |                 | 39–42       |
|                                                                                                                                                                                                                                                                                                           |                 | Pentium Pro |

|                                                    |                                                             |                                                             |
|----------------------------------------------------|-------------------------------------------------------------|-------------------------------------------------------------|
| <b>FENI/FNENI</b> Disable interrupts               |                                                             |                                                             |
| 11011011 11100000                                  |                                                             |                                                             |
| (ignored on the 80287, 80387, 80486/7 and Pentium) |                                                             |                                                             |
| Example                                            |                                                             | Clocks                                                      |
| FENI<br>FNENI                                      | 8087<br>80287<br>80387<br>80486/7<br>Pentium<br>Pentium Pro | 2-8<br>—<br>—<br>—<br>—<br>—                                |
| <b>FFREE</b> Free register                         |                                                             |                                                             |
| 11011101 11000rrr                                  |                                                             |                                                             |
| Format                                             | Examples                                                    | Clocks                                                      |
| FFREE                                              | FFREE<br>FFREE ST(1)<br>FFREE ST(2)                         | 8087<br>80287<br>80387<br>80486/7<br>Pentium<br>Pentium Pro |
| <b>FINCSTP</b> Increment stack pointer             |                                                             |                                                             |
| 11011001 11110111                                  |                                                             |                                                             |
| Example                                            |                                                             | Clocks                                                      |
| FINCSTP                                            | 8087<br>80287<br>80387<br>80486/7<br>Pentium<br>Pentium Pro | 6-12<br>6-12<br>21<br>3<br>1<br>—                           |

|                                                                                                                                                                                                                                                                                                                                    |               |               |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------|---------------|
| <b>FINIT/FNINIT</b> Initialize coprocessor                                                                                                                                                                                                                                                                                         |               |               |
| 11011001 11110110                                                                                                                                                                                                                                                                                                                  |               |               |
| Example                                                                                                                                                                                                                                                                                                                            | Clocks        |               |
| FINIT                                                                                                                                                                                                                                                                                                                              | 8087 2-8      |               |
| FNINIT                                                                                                                                                                                                                                                                                                                             | 80287 2-8     |               |
|                                                                                                                                                                                                                                                                                                                                    | 80387 33      |               |
|                                                                                                                                                                                                                                                                                                                                    | 80486/7 17    |               |
|                                                                                                                                                                                                                                                                                                                                    | Pentium 12-16 |               |
|                                                                                                                                                                                                                                                                                                                                    | Pentium Pro   |               |
| <b>FLD/FILD/FBLD</b> Load data to ST(0)                                                                                                                                                                                                                                                                                            |               |               |
| 11011001 oo000mmm disp 32-bit memory (FLD)<br>11011101 oo000mmm disp 64-bit memory (FLD)<br>11011011 oo101mmm disp 80-bit memory (FLD)<br>11011111 oo000mmm disp 16-bit memory (FILD)<br>11011011 oo000mmm disp 32-bit memory (FILD)<br>11011111 oo101mmm disp 64-bit memory (FILD)<br>11011111 oo100mmm disp 80-bit memory (FBLD) |               |               |
| Format                                                                                                                                                                                                                                                                                                                             | Examples      | Clocks        |
| FLD                                                                                                                                                                                                                                                                                                                                | FLD DATA      | 8087 17-310   |
| FILD                                                                                                                                                                                                                                                                                                                               | FILD DATA1    | 80287 17-310  |
| FBLD                                                                                                                                                                                                                                                                                                                               | FBLD DEC_DATA | 80387 14-275  |
|                                                                                                                                                                                                                                                                                                                                    |               | 80486/7 3-103 |
|                                                                                                                                                                                                                                                                                                                                    |               | Pentium 1-3   |
|                                                                                                                                                                                                                                                                                                                                    |               | Pentium Pro   |
| <b>FLD1</b> Load +1.0 to ST(0)                                                                                                                                                                                                                                                                                                     |               |               |
| 11011001 11101000                                                                                                                                                                                                                                                                                                                  |               |               |
| Example                                                                                                                                                                                                                                                                                                                            | Clocks        |               |
| FLD1                                                                                                                                                                                                                                                                                                                               | 8087 15-21    |               |
|                                                                                                                                                                                                                                                                                                                                    | 80287 15-21   |               |
|                                                                                                                                                                                                                                                                                                                                    | 80387 24      |               |
|                                                                                                                                                                                                                                                                                                                                    | 80486/7 4     |               |
|                                                                                                                                                                                                                                                                                                                                    | Pentium 2     |               |
|                                                                                                                                                                                                                                                                                                                                    | Pentium Pro   |               |

|                                         |                    |       |        |
|-----------------------------------------|--------------------|-------|--------|
| <b>FLDZ</b>                             | Load +0.0 to ST(0) |       |        |
| 11011001 11101110                       |                    |       |        |
| Example                                 |                    |       | Clocks |
| FLDZ                                    | 8087               | 11-17 |        |
|                                         | 80287              | 11-17 |        |
|                                         | 80387              | 20    |        |
|                                         | 80486/7            | 4     |        |
|                                         | Pentium            | 2     |        |
|                                         | Pentium Pro        |       |        |
| <b>FLDPi</b> Load $\pi$ to ST(0)        |                    |       |        |
| 11011001 11101011                       |                    |       |        |
| Example                                 |                    |       | Clocks |
| FLDPi                                   | 8087               | 16-22 |        |
|                                         | 80287              | 16-22 |        |
|                                         | 80387              | 40    |        |
|                                         | 80486/7            | 8     |        |
|                                         | Pentium            | 3-5   |        |
|                                         | Pentium Pro        |       |        |
| <b>FLDL2E</b> Load $\log_2 e$ to ST(0)  |                    |       |        |
| 11011001 11101010                       |                    |       |        |
| Example                                 |                    |       | Clocks |
| FLDL2E                                  | 8087               | 15-21 |        |
|                                         | 80287              | 15-21 |        |
|                                         | 80387              | 40    |        |
|                                         | 80486/7            | 8     |        |
|                                         | Pentium            | 3-5   |        |
|                                         | Pentium Pro        |       |        |
| <b>FLDL2T</b> Load $\log_2 10$ to ST(0) |                    |       |        |
| 11011001 11101001                       |                    |       |        |
| Example                                 |                    |       | Clocks |
| FLDL2T                                  | 8087               | 16-22 |        |
|                                         | 80287              | 16-22 |        |
|                                         | 80387              | 40    |        |
|                                         | 80486/7            | 8     |        |
|                                         | Pentium            | 3-5   |        |
|                                         | Pentium Pro        |       |        |

|                                          |                               |             |        |  |
|------------------------------------------|-------------------------------|-------------|--------|--|
| <b>FLDLG2</b> Load $\log_{10}2$ to ST(0) |                               |             |        |  |
| 11011001 11101000                        |                               |             |        |  |
| Example                                  |                               |             | Clocks |  |
| FLDLG2                                   | 8087                          | 18-24       |        |  |
|                                          | 80287                         | 18-24       |        |  |
|                                          | 80387                         | 41          |        |  |
|                                          | 80486/7                       | 8           |        |  |
|                                          | Pentium                       | 3-5         |        |  |
|                                          | Pentium Pro                   |             |        |  |
| <b>FLDLN2</b> Load $\log_e2$ to ST(0)    |                               |             |        |  |
| 11011001 11101101                        |                               |             |        |  |
| Example                                  |                               |             | Clocks |  |
| FLDLN2                                   | 8087                          | 17-23       |        |  |
|                                          | 80287                         | 17-23       |        |  |
|                                          | 80387                         | 41          |        |  |
|                                          | 80486/7                       | 8           |        |  |
|                                          | Pentium                       | 3-5         |        |  |
|                                          | Pentium Pro                   |             |        |  |
| <b>FLDCW</b> Load control register       |                               |             |        |  |
| 11011001 oo101mmm disp                   |                               |             |        |  |
| Format                                   | Examples                      |             | Clocks |  |
| FLDCW                                    | FLDCW DATA<br>FLDCW STATUS    | 8087        | 7-14   |  |
|                                          |                               | 80287       | 7-14   |  |
|                                          |                               | 80387       | 19     |  |
|                                          |                               | 80486/7     | 4      |  |
|                                          |                               | Pentium     | 7      |  |
|                                          |                               | Pentium Pro |        |  |
|                                          |                               |             |        |  |
| <b>FLDENV</b> Load environment           |                               |             |        |  |
| 11011001 oo100mmm disp                   |                               |             |        |  |
| Format                                   | Examples                      |             | Clocks |  |
| FLDENV                                   | FLDENV ENVIRON<br>FLDENV DATA | 8087        | 35-45  |  |
|                                          |                               | 80287       | 25-45  |  |
|                                          |                               | 80387       | 71     |  |
|                                          |                               | 80486/7     | 34-44  |  |
|                                          |                               | Pentium     | 32-37  |  |
|                                          |                               | Pentium Pro |        |  |
|                                          |                               |             |        |  |

| <b>FMUL/FMULP/FIMUL</b> Multiplication    |                          |                       |  |  |  |
|-------------------------------------------|--------------------------|-----------------------|--|--|--|
| Format                                    | Examples                 | Clocks                |  |  |  |
| FMUL<br>FMULP<br>FIMUL                    | 11011000 oo001mmm disp   | 32-bit memory (FMUL)  |  |  |  |
|                                           | 11011100 oo001m:m:m disp | 64-bit memory (FMUL)  |  |  |  |
|                                           | 11011d00 11001rrr        | FMUL ST,ST(rrr)       |  |  |  |
|                                           | 11011110 11001rrr        | FMULP ST,ST(rrr)      |  |  |  |
|                                           | 11011110 oo001mmm disp   | 16-bit memory (FIMUL) |  |  |  |
|                                           | 11011010 oo001mmm disp   | 32-bit memory (FIMUL) |  |  |  |
| <b>FNOP</b> No operation                  |                          |                       |  |  |  |
| 11011001 11010000                         |                          |                       |  |  |  |
| Example                                   | Clocks                   |                       |  |  |  |
| FNOP                                      | 8087                     | 10–16                 |  |  |  |
|                                           | 80287                    | 10–16                 |  |  |  |
|                                           | 80387                    | 12                    |  |  |  |
|                                           | 80486/7                  | 3                     |  |  |  |
|                                           | Pentium                  | 1                     |  |  |  |
|                                           | Pentium Pro              |                       |  |  |  |
| <b>FPATAN</b> Partial arctangent of ST(0) |                          |                       |  |  |  |
| 11011001 11110011                         |                          |                       |  |  |  |
| Example                                   | Clocks                   |                       |  |  |  |
| FPATAN                                    | 8087                     | 250–800               |  |  |  |
|                                           | 80287                    | 250–800               |  |  |  |
|                                           | 80387                    | 314–487               |  |  |  |
|                                           | 80486/7                  | 218–303               |  |  |  |
|                                           | Pentium                  | 17–173                |  |  |  |
|                                           | Pentium Pro              |                       |  |  |  |

|                                          |             |         |
|------------------------------------------|-------------|---------|
| <b>FPREM</b> Partial remainder           |             |         |
| 11011001 11111000                        |             |         |
| Example                                  | Clocks      |         |
| FPREM                                    | 8087        | 15–190  |
|                                          | 80287       | 15–190  |
|                                          | 80387       | 74–155  |
|                                          | 80486/7     | 70–138  |
|                                          | Pentium     | 16–64   |
|                                          | Pentium Pro |         |
| <b>FPREM1</b> Partial remainder (IEEE)   |             |         |
| 11011001 11110101                        |             |         |
| Example                                  | Clocks      |         |
| FPREM1                                   | 8087        | —       |
|                                          | 80287       | —       |
|                                          | 80387       | 95–185  |
|                                          | 80486/7     | 72–167  |
|                                          | Pentium     | 20–70   |
|                                          | Pentium Pro |         |
| <b>FPTAN</b> Partial tangent of ST(0)    |             |         |
| 11011001 11110010                        |             |         |
| Example                                  | Clocks      |         |
| FPTAN                                    | 8087        | 30–450  |
|                                          | 80287       | 30–450  |
|                                          | 80387       | 191–497 |
|                                          | 80486/7     | 200–273 |
|                                          | Pentium     | 17–173  |
|                                          | Pentium Pro |         |
| <b>FRNDINT</b> Round ST(0) to an integer |             |         |
| 11011001 11111100                        |             |         |
| Example                                  | Clocks      |         |
| FRNDINT                                  | 8087        | 16–50   |
|                                          | 80287       | 16–50   |
|                                          | 80387       | 66–80   |
|                                          | 80486/7     | 21–30   |
|                                          | Pentium     | 9–20    |
|                                          | Pentium Pro |         |

| <b>FRSTOR</b> Restore state            |                                               |             |         |  |
|----------------------------------------|-----------------------------------------------|-------------|---------|--|
| 11011101 oo110mmm disp                 |                                               |             |         |  |
| Format                                 | Examples                                      | Clocks      |         |  |
| FRSTOR                                 | FRSTOR DATA<br>FRSTOR STATE<br>FRSTOR MACHINE | 8087        | 197–207 |  |
|                                        |                                               | 80287       | 197–207 |  |
|                                        |                                               | 80387       | 308     |  |
|                                        |                                               | 80486/7     | 120–131 |  |
|                                        |                                               | Pentium     | 70–95   |  |
|                                        |                                               | Pentium Pro |         |  |
| <b>FSAVE/FNSAVE</b> Save machine state |                                               |             |         |  |
| 11011101 oo110mmm disp                 |                                               |             |         |  |
| Format                                 | Examples                                      | Clocks      |         |  |
| FSAVE<br>FNSAVE                        | FSAVE STATE<br>FNSAVE STATUS<br>FSAVE MACHINE | 8087        | 197–207 |  |
|                                        |                                               | 80287       | 197–207 |  |
|                                        |                                               | 80387       | 375     |  |
|                                        |                                               | 80486/7     | 143–154 |  |
|                                        |                                               | Pentium     | 124–151 |  |
|                                        |                                               | Pentium Pro |         |  |
| <b>FSCALE</b> Scale ST(0) by ST(1)     |                                               |             |         |  |
| 11011001 11111101                      |                                               |             |         |  |
| Example                                | Clocks                                        |             |         |  |
| FSCALE                                 |                                               | 8087        | 32–38   |  |
|                                        |                                               | 80287       | 32–38   |  |
|                                        |                                               | 80387       | 67–86   |  |
|                                        |                                               | 80486/7     | 30–32   |  |
|                                        |                                               | Pentium     | 20–31   |  |
|                                        |                                               | Pentium Pro |         |  |
| <b>FSETPM</b> Set protected mode       |                                               |             |         |  |
| 11011011 11100100                      |                                               |             |         |  |
| Example                                | Clocks                                        |             |         |  |
| FSETPM                                 |                                               | 8087        | —       |  |
|                                        |                                               | 80287       | 2–18    |  |
|                                        |                                               | 80387       | 12      |  |
|                                        |                                               | 80486/7     | —       |  |
|                                        |                                               | Pentium     | —       |  |
|                                        |                                               | Pentium Pro |         |  |

|                                              |             |         |
|----------------------------------------------|-------------|---------|
| <b>FSIN</b> Sine of ST(0)                    |             |         |
| 11011001 11111110                            |             |         |
| Example                                      | Clocks      |         |
| FSIN                                         | 8087        | —       |
|                                              | 80287       | —       |
|                                              | 80387       | 122–771 |
|                                              | 80486/7     | 193–279 |
|                                              | Pentium     | 16–126  |
|                                              | Pentium Pro |         |
| <b>FSINCOS</b> Find sine and cosine of ST(0) |             |         |
| 11011001 11111011                            |             |         |
| Example                                      | Clocks      |         |
| FSINCOS                                      | 8087        | —       |
|                                              | 80287       | —       |
|                                              | 80387       | 194–809 |
|                                              | 80486/7     | 243–329 |
|                                              | Pentium     | 17–137  |
|                                              | Pentium Pro |         |
| <b>FSQRT</b> Square root of ST(0)            |             |         |
| 11011001 11111010                            |             |         |
| Example                                      | Clocks      |         |
| FSQRT                                        | 8087        | 180–186 |
|                                              | 80287       | 180–186 |
|                                              | 80387       | 122–129 |
|                                              | 80486/7     | 83–87   |
|                                              | Pentium     | 70      |
|                                              | Pentium Pro |         |

| <b>FST/FSTP/FIST/FISTP/FBSTP</b>      |                          | <b>Store</b>                  |                    |
|---------------------------------------|--------------------------|-------------------------------|--------------------|
| <b>Format</b>                         | <b>Examples</b>          | <b>Clocks</b>                 |                    |
| FST<br>FSTP<br>FIST<br>FISTP<br>FBSTP | 11011001 oo0010mmm disp  | 32-bit memory (FST)           | 8087      15–540   |
|                                       | 11011101 oo0010mmm disp  | 64-bit memory (FST)           | 80287      15–540  |
|                                       | 11011101 11010rrr        | FST ST(rrr)                   | 80387      11–534  |
|                                       | 11011011 oo0011mmm disp  | 32-bit memory (FSTP)          | 80486/7      3–176 |
|                                       | 11011101 oo0011mmm disp  | 64-bit memory (FSTP)          | Pentium      1–3   |
|                                       | 11011011 oo00111mmm disp | 80-bit memory (FSTP)          | Pentium Pro        |
|                                       | 11011101 11001rrr        | FSTP ST(rrr)                  |                    |
| <b>FSTCW/FNSTCW</b>                   |                          | <b>Store control register</b> |                    |
| 11011001 oo00111mmm disp              |                          |                               |                    |
| <b>Format</b>                         | <b>Examples</b>          | <b>Clocks</b>                 |                    |
| FSTCW<br>FNSTCW                       | FSTCW CONTROL            | 8087                          | 12–18              |
|                                       | FNSTCW STATUS            | 80287                         | 12–18              |
|                                       | FSTCW MACHINE            | 80387                         | 15                 |
|                                       |                          | 80486/7                       | 3                  |
|                                       |                          | Pentium                       | 2                  |
|                                       |                          | Pentium Pro                   |                    |
| <b>FSTENV/FNSTENV</b>                 |                          | <b>Store environment</b>      |                    |
| 11011001 oo00110mmm disp              |                          |                               |                    |
| <b>Format</b>                         | <b>Examples</b>          | <b>Clocks</b>                 |                    |
| FSTENV<br>FNSTENV                     | FSTENV CONTROL           | 8087                          | 40–50              |
|                                       | FNSTENV STATUS           | 80287                         | 40–50              |
|                                       | FSTENV MACHINE           | 80387                         | 103–104            |
|                                       |                          | 80486/7                       | 58–67              |
|                                       |                          | Pentium                       | 48–50              |
|                                       |                          | Pentium Pro                   |                    |

| <b>FSTSW/FNSTSW</b>        |                                                                          | Store status register                                       |
|----------------------------|--------------------------------------------------------------------------|-------------------------------------------------------------|
| 11011101 oo111mmm disp     |                                                                          |                                                             |
| Format                     | Examples                                                                 | Clocks                                                      |
| FSTSW<br>FNSTSW            | FSTSW CONTROL<br>FNSTSW STATUS<br>FSTSW MACHINE<br>FSTSW AX              | 8087<br>80287<br>80387<br>80486/7<br>Pentium<br>Pentium Pro |
| <b>FSUB/FSUBP/FISUB</b>    |                                                                          | Subtraction                                                 |
| 11011000 oo100mmm disp     |                                                                          | 32-bit memory (FSUB)                                        |
| 11011100 oo100mmm disp     |                                                                          | 64-bit memory (FSUB)                                        |
| 11011d00 11101rrr          |                                                                          | FSUB ST,ST(rrr)                                             |
| 11011110 11101rrr          |                                                                          | FSUBP ST,ST(rrr)                                            |
| 11011110 oo100mmm disp     |                                                                          | 16-bit memory (FISUB)                                       |
| 11011010 oo100mmm disp     |                                                                          | 32-bit memory (FISUB)                                       |
| Format                     | Examples                                                                 | Clocks                                                      |
| FSUB<br>FSUBP<br>FISUB     | FSUB DATA<br>FSUB ST,ST(2)<br>FSUB ST(2),ST<br>FSUBP<br>FISUB DATA3      | 8087<br>80287<br>80387<br>80486/7<br>Pentium<br>Pentium Pro |
| <b>FSUBR/FSUBRP/FISUBR</b> |                                                                          | Reverse subtraction                                         |
| 11011000 oo101mmm disp     |                                                                          | 32-bit memory (FSUBR)                                       |
| 11011100 oo101mmm disp     |                                                                          | 64-bit memory (FSUBR)                                       |
| 11011d00 11100rrr          |                                                                          | FSUBR ST,ST(rrr)                                            |
| 11011110 11100rrr          |                                                                          | FSUBRP ST,ST(rrr)                                           |
| 11011110 oo101mmm disp     |                                                                          | 16-bit memory (FISUBR)                                      |
| 11011010 oo101mmm disp     |                                                                          | 32-bit memory (FISUBR)                                      |
| Format                     | Examples                                                                 | Clocks                                                      |
| FSUBR<br>FSUBRP<br>FISUBR  | FSUBR DATA<br>FSUBR ST,ST(2)<br>FSUBR ST(2),ST<br>FSUBRP<br>FISUBR DATA3 | 8087<br>80287<br>80387<br>80486/7<br>Pentium<br>Pentium Pro |

|                                                                                                       |                 |             |       |
|-------------------------------------------------------------------------------------------------------|-----------------|-------------|-------|
| <b>FTST</b> Compare ST(0) with + 0.0                                                                  |                 |             |       |
| 11011001 11100100                                                                                     |                 |             |       |
| Example                                                                                               |                 |             |       |
| FTST                                                                                                  |                 | Clocks      |       |
|                                                                                                       | 8087            | 38-48       |       |
|                                                                                                       | 80287           | 38-48       |       |
|                                                                                                       | 80387           | 28          |       |
|                                                                                                       | 80486/7         | 4           |       |
|                                                                                                       | Pentium         | 1-4         |       |
|                                                                                                       | Pentium Pro     |             |       |
| <b>FUCOM/FUCOMP/FUCOMPP</b> Unordered compare                                                         |                 |             |       |
| 11011101 11100rrr FUCOM ST,ST(rrr)<br>11011101 11101rr FUCOMP ST,ST(rrr)<br>11011101 11101001 FUCOMPP |                 |             |       |
| Format                                                                                                | Examples        | Clocks      |       |
| FUCOM                                                                                                 | FUCOM ST,ST(2)  | 8087        | —     |
| FUCOMP                                                                                                | FUCOM           | 80287       | —     |
| FUCOMPP                                                                                               | FUCOMP ST,ST(3) | 80387       | 24-26 |
|                                                                                                       | FUCOMP          | 80486/7     | 4-5   |
|                                                                                                       | FUCOMPP         | Pentium     | 1-4   |
|                                                                                                       |                 | Pentium Pro |       |
| <b>FWAIT</b> Wait                                                                                     |                 |             |       |
| 10011011                                                                                              |                 |             |       |
| Example                                                                                               |                 |             |       |
| FWAIT                                                                                                 |                 | Clocks      |       |
|                                                                                                       | 8087            | 4           |       |
|                                                                                                       | 80287           | 3           |       |
|                                                                                                       | 80387           | 6           |       |
|                                                                                                       | 80486/7         | 1-3         |       |
|                                                                                                       | Pentium         | 1-3         |       |
|                                                                                                       | Pentium Pro     |             |       |
| <b>FXAM</b> Examine ST(0)                                                                             |                 |             |       |
| 11011001 11100101                                                                                     |                 |             |       |
| Example                                                                                               |                 |             |       |
| FXAM                                                                                                  |                 | Clocks      |       |
|                                                                                                       | 8087            | 12-23       |       |
|                                                                                                       | 80287           | 12-23       |       |
|                                                                                                       | 80387           | 30-38       |       |
|                                                                                                       | 80486/7         | 8           |       |
|                                                                                                       | Pentium         | 21          |       |
|                                                                                                       | Pentium Pro     |             |       |

|                                                                                                                                                                                                                                                   |               |             |          |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------|-------------|----------|
| <b>FXCH</b> Exchange ST(0) with another register                                                                                                                                                                                                  |               |             |          |
| 11011001 11001rrr      FXCH ST,ST(rrr)                                                                                                                                                                                                            |               |             |          |
| Format                                                                                                                                                                                                                                            | Examples      | Clocks      |          |
| FXCH                                                                                                                                                                                                                                              | FXCH ST,ST(1) | 8087        | 10-15    |
|                                                                                                                                                                                                                                                   | FXCH          | 80287       | 10-15    |
|                                                                                                                                                                                                                                                   | FXCH ST,ST(4) | 80387       | 18       |
|                                                                                                                                                                                                                                                   |               | 80486/7     | 4        |
|                                                                                                                                                                                                                                                   |               | Pentium     | 1        |
|                                                                                                                                                                                                                                                   |               | Pentium Pro |          |
| <b>FTRACT</b> Extract components of ST(0)                                                                                                                                                                                                         |               |             |          |
| 11011001 11110100                                                                                                                                                                                                                                 |               |             |          |
| Example                                                                                                                                                                                                                                           | Clocks        |             |          |
| FTRACT                                                                                                                                                                                                                                            |               | 8087        | 27-55    |
|                                                                                                                                                                                                                                                   |               | 80287       | 27-55    |
|                                                                                                                                                                                                                                                   |               | 80387       | 70-76    |
|                                                                                                                                                                                                                                                   |               | 80486/7     | 16-20    |
|                                                                                                                                                                                                                                                   |               | Pentium     | 13       |
|                                                                                                                                                                                                                                                   |               | Pentium Pro |          |
| <b>FYL2X</b> ST(1) x $\log_2$ ST(0)                                                                                                                                                                                                               |               |             |          |
| 11011001 11110001                                                                                                                                                                                                                                 |               |             |          |
| Example                                                                                                                                                                                                                                           | Clocks        |             |          |
| FYL2X                                                                                                                                                                                                                                             |               | 8087        | 900-1100 |
|                                                                                                                                                                                                                                                   |               | 80287       | 900-1100 |
|                                                                                                                                                                                                                                                   |               | 80387       | 120-538  |
|                                                                                                                                                                                                                                                   |               | 80486/7     | 196-329  |
|                                                                                                                                                                                                                                                   |               | Pentium     | 22-111   |
|                                                                                                                                                                                                                                                   |               | Pentium Pro |          |
| <b>FXL2XP1</b> ST(1) x log2 [ST(0) + 1.0]                                                                                                                                                                                                         |               |             |          |
| 11011001 11111001                                                                                                                                                                                                                                 |               |             |          |
| Example                                                                                                                                                                                                                                           | Clocks        |             |          |
| FXL2XP1                                                                                                                                                                                                                                           |               | 8087        | 700-1000 |
|                                                                                                                                                                                                                                                   |               | 80287       | 700-1000 |
|                                                                                                                                                                                                                                                   |               | 80387       | 257-547  |
|                                                                                                                                                                                                                                                   |               | 80486/7     | 171-326  |
|                                                                                                                                                                                                                                                   |               | Pentium     | 22-103   |
|                                                                                                                                                                                                                                                   |               | Pentium Pro |          |
| Notes: d = direction, where d = 0 for ST as the destination, and d = 1 for ST as the source; rrr = floating-point register number; oo = mode; mmm = r/m field; and disp = displacement. Intel has not released clock timings for the Pentium Pro. |               |             |          |

80287, 80387, 80486, 80487, Pentium, and Pentium Pro. To determine the execution time of an instruction, the clock time is multiplied by the listed execution time. The FADD instruction requires 70–143 clocks for the 80287. Suppose that an 8 MHz clock is used with the 80287. The clocking period is 1/8 MHz or 125 ns. The FADD instruction requires between 8.75  $\mu$ s and 17.875  $\mu$ s to execute. Using a 33 MHz (33 ns) 80486DX2, this instruction requires between 0.264  $\mu$ s and 0.65  $\mu$ s to execute. On the Pentium, the FADD instruction requires from 1–7 clocks, so the FADD requires between 0.00752  $\mu$ s and 0.05264  $\mu$ s if operated at 133 MHz (7.52 ns). The Pentium Pro is even faster than the Pentium.

Table 13–9 uses some shorthand notations to represent the displacement that may or may not be required for an instruction that uses a memory-addressing mode. It also uses the abbreviation *mmm* to represent a register/memory addressing mode, and *rrr* to represent one of the floating-point coprocessor registers ST(0)–ST(7). The D (destination)-bit that appears in some instruction opcodes defines the direction of the data flow as in FADD ST,ST(2) or FADD ST(2),ST. The D-bit is a logic 0 for flow towards ST, as in FADD ST,ST(2), where ST holds the sum after the addition; it is a logic 1 for FADD ST(2),ST, where ST(2) holds the sum.

Also note that some instructions allow a choice of whether a wait is inserted. For example, the FSTSW AX instruction copies the status register into AX. The FNSTSW AX instruction also copies the status register to AX, but without a wait.

## 13–4

## PROGRAMMING WITH THE ARITHMETIC COPROCESSOR

This section of the chapter provides programming examples for the arithmetic coprocessor. Each example is chosen to illustrate a programming technique for the coprocessor.

### Calculating the Area of a Circle

This first programming example illustrates a simple method of addressing the coprocessor stack. First, recall that the equation for calculating the area of a circle is  $A = \pi R^2$ . A program that performs this calculation is listed in Example 13–9. Note that this program takes test data from an array called RAD that contains five sample radii. The five areas are stored in a second array called AREA. No attempt is made in this program to use the data from the AREA array.

#### EXAMPLE 13–9

```
;A short program that finds the area of five circles whose
;radii are stored in array RAD.
;
 .MODEL SMALL
 .386 ;select 80386
 .387 ;select 80387
 .DATA
0000 4015C28F RAD DD 2.34,5.66,9.33,234.5,23.4
 40B51EB8
 411547AE
 436A8000
 41BB3333
0014 0005 [AREA DD 5 DUP (?) ;source element 0
 00000000 ;destination element 0
]
0000
 .CODE
 .STARTUP
0010 BE 0000 MOV SI,0
0013 BF 0000 MOV DI,0
0016 B9 0005 MOV CX,5
0019
 MAIN1: FLD RAD [SI] ;count of 5
0019 D9 84 0000 R
 FLD RAD [SI] ;radius to ST
```

```
001D D8 C8 FMUL ST,ST(0) ;square radius
001F D9 EB FLDPI ;n to ST
0021 DE C9 FMUL ;multiply ST = ST x ST(1)
0023 D9 9D 0014 R FSTP AREA [DI] ;save area
0027 46 INC SI
0028 47 INC DI
0029 E2 EE LOOP MAIN1
 .EXIT
 END
```

Although this is a simple program, it does illustrate the operation of the stack. To provide a better understanding of the operation of the stack, Figure 13–10 shows the contents of the stack after each instruction of Example 13–9 executes. Note that only one pass through the loop is illustrated, because the program calculates five areas.

The first instruction loads the contents of memory location RAD [SI], one of the elements of the array, to the top of the stack. Next, the FMUL ST,ST(0) instruction squares the radius on the top of the stack. The FLDPI instruction loads n to the stack top. The FMUL instructions uses the classic stack addressing mode to multiply ST by ST(1). After the multiplication, the prior values of ST and ST(1) are removed from the stack and the product replaces them at the top of the stack. Finally, the FSTP [DI] instruction copies the top of the stack, the area, to an array memory location AREA and clears the stack.

Also notice how care is taken to always remove all stack data. This is important because if data remain on the stack at the end of the procedure, the stack top will no longer be register 0. This could cause problems because software assumes that the top of the stack is register 0. Another way of ensuring that the coprocessor is initialized is to place the FINIT (initialization) instruction at the start of the program.

## Finding the Resonant Frequency

An equation commonly used in electronics is the formula for determining the resonant frequency of an LC circuit. The equation solved by the program illustrated in Example 13–10 is  $\text{Fr} = 1/2\pi\sqrt{LC}$ . This example uses L1 for the inductance L, C1 for the capacitor C, and RESO for the resultant resonant frequency.

**EXAMPLE 13–10**

```

;A sample program that finds the resonant frequency of an LC
;tank circuit.
;
 .MODEL SMALL
 .386
 .387
0000 .DATA
0000 00000000 RESO DD ? ;resonant frequency
0004 358637BD L1 DD 0.000001 ;inductance
0008 358637BD C1 DD 0.000001 ;capacitance
000C 40000000 TWO DD 2.0 ;constant
0000 .CODE
 .STARTUP
0010 D9 06 0004 R FLD L1 ;get L
0014 D8 0E 0008 R FMUL C1 ;find LC

0018 D9 FA FSQRT ;find \sqrt{LC}

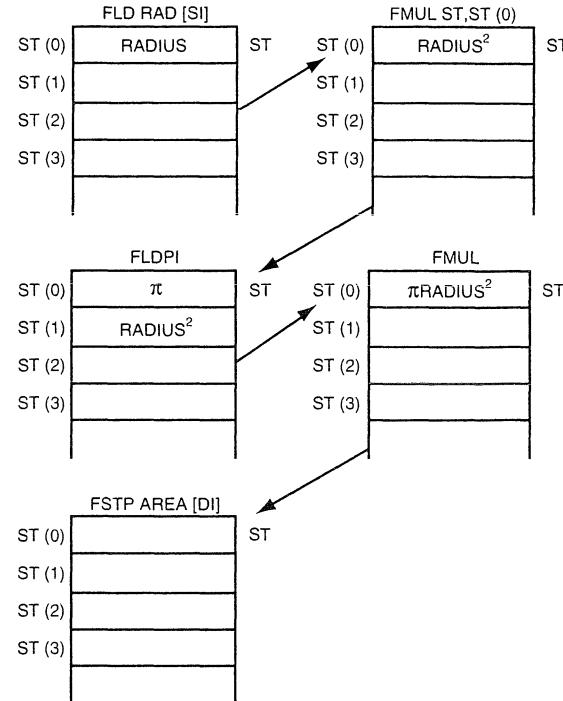
001A D8 0E 000C R FMUL TWO ;find $2\sqrt{LC}$

001E D9 EB FLDPI ;get π
0020 DE C9 FMUL ;get $2\pi\sqrt{LC}$

0022 D9 E8 FLD1 ;get 1
0024 DE F1 FDIVR ;form $1/(2\pi\sqrt{LC})$

```

**FIGURE 13-10** Operation of the stack for Example 13-9. Note that the stack is shown after the execution of the indicated instruction.



0026 D9 1E 0000 R

FSTP RESO

```
.EXIT
END
```

; save frequency

Notice the straightforward manner in which the program solves this equation. Very little extra data manipulation is required because of the stack inside the coprocessor. Also notice how the constant TWO is defined for the program and how the DIVRP, using classic stack addressing, is used to form the reciprocal. If you own a reverse-polish entry calculator, such as those produced by Hewlett-Packard, you are familiar with stack addressing. If not, using the coprocessor will increase your experience with this type of entry.

### Finding the Roots Using the Quadratic Equation

This example illustrates how to find the roots of a polynomial expression ( $ax^2 + bx + c = 0$ ) using the quadratic equation. The quadratic equation is

$$b \pm \frac{\sqrt{b^2 - 4ac}}{2a}$$

Example 13-11 illustrates a program that finds the roots ( $R1$  and  $R2$ ) for the quadratic equation. The constants are stored in memory locations  $A1$ ,  $B1$ , and  $C1$ . Note that no attempt is made to determine the roots if they are imaginary. This example tests for imaginary roots and exits to DOS with a zero in the roots ( $R1$  and  $R2$ ) if it finds them. In practice, imaginary roots could be solved for and stored in a separate set of result memory locations.

#### EXAMPLE 13-11

```
;A program that finds the roots of a polynomial equation using
;the quadratic equation. Note imaginary roots are indicated if
;both root 1 (R1) and root 2 (R2) are zero.
```

```

;
 .MODEL SMALL
 .386
 .387
0000 .DATA
0000 40000000 TWO DD 2.0
0004 40800000 FOUR DD 4.0
0008 3F800000 A1 DD 1.0
000C 00000000 B1 DD 0.0
0010 C1100000 C1 DD -9.0
0014 00000000 R1 DD ?
0018 00000000 R2 DD ?
0000 .CODE
 .STARTUP
0010 D9 EE FLDZ
0012 D9 16 0014 R FST R1 ;clear roots
0016 D9 1E 0018 R FSTP R2
001A D9 06 0000 R FLD TWO
001E D8 0E 0008 R FMUL A1 ;form 2a
0022 D9 06 0004 R FLD FOUR
0026 D8 0E 0008 R FMUL A1
002A D8 0E 0010 R FMUL C1 ;form 4ac
002E D9 06 000C R FLD B1
0032 D8 0E 000C R FMUL B1 ;form b2
0036 DE E1 FSUBR
0038 D9 E4 FTST
003A 9B DF E0 FSTSW AX
003D 9E SAHF
003E 74 0E JZ ROOTS1
0040 D9 FA FSQRT
0042 9B DF E0 FSTSW AX
0045 A9 0001 TEST AX,1
0048 74 04 JZ ROOTS1
004A DE D9 FCOMP
004C EB 18 JMP ROOTS2 ;end
004E D9 06 000C R ROOTS1:
004E FLD B1
0052 D8 E1 FSUB ST,ST(1)
0054 D8 F2 FDIV ST,ST(2)
0056 D9 1E 0014 R FSTP R1 ;save root 1
005A D9 06 000C R FLD B1
005E DE C1 FADD
0060 DE F1 FDIVR
0062 D9 1E 0018 R FSTP R2 ;save root 2
0066 ROOTS2:
0066 .EXIT
 END

```

### Using a Memory Array to Store Results

The next programming example illustrates the use of a memory array and the scaled-indexed addressing mode to access the array. Example 13-12 shows a program that calculates 100 values of inductive reactance. The equation for inductive reactance is  $XL = 2\pi FL$ . In this example, the frequency range is from 10Hz to 1000Hz for F and an inductance of 4H. Notice how the instruction `FSTP DWORD PTR CS:[EDI+4*ECX]` is used to store the reactance for each frequency beginning with the last at 1000Hz and ending with the first at 10Hz. Also notice how the `FCOMP` instruction is used to clear the stack just before the `RET` instruction.

#### EXAMPLE 13-12

```

;A program that calculates the inductive reactance of L
;at a frequency range of 10Hz to 1000Hz and stores them
;in array XL. Note that the increment is 10Hz.
 .MODEL SMALL

```

```

 .386
 .387
0000 .DATA
0000 40800000 L DD 4.0 ;4.0H test value
0004 0064 [XL DD 100 DUP (?) 00000000
]
0194 447A0000 F DD 1000.0 ;start at 1000Hz
0198 41200000 TEN DD 10.0 ;increment of 10Hz
0000 .CODE
 .STARTUP
0010 66| B9 00000064 MOV ECX,100 ;load count
0016 66| BF 00000000 R MOV EDI,OFFSET XL-4 ;address result
001C D9 EB FLDPI ;get π
001E D8 C0 FADD ST,ST(0) ;form 2π
0020 D8 0E 0000 R FMUL L ;form 2πL
0024 L1:
0024 D9 06 0194 R FLD F ;get F
0028 D8 C9 FMUL ST,ST(1)
002A 67& D9 1C 8F FSTP DWORD PTR [EDI+4*ECX]
002E D9 06 0194 R FLD F
0032 D8 26 0198 R FSUB TEN ;change frequency
0036 D9 1E 0194 R FSTP F
003A E2 E8 LOOP L1
003C D8 D9 FCOMP
 .EXIT
 END

```

## Displaying a Single-Precision Floating-Point Number

This section of the text shows how to take the floating-point contents of a 32-bit single-precision floating-point number and display it on the video display. The procedure displays the floating-point number as a mixed number with an integer part and a fractional part separated by a decimal point. In order to simplify the procedure, a limit is placed on the display size of the mixed number so the integer portion is a 32-bit binary number and the fraction is a 24-bit binary number. The procedure will not function properly for larger or smaller numbers.

Example 13-13 lists a program that calls a procedure for displaying the contents of memory location NUMB on the video display at the current cursor position. The procedure first tests the sign of the number and displays a minus sign for a negative number. After displaying the minus sign, if needed, the number is made positive by the FABS instruction. Next, it is divided into an integer and fractional part and stored at WHOLE and FRACT. Notice how the FRNDINT instruction is used to round the top of the stack (using the chop mode) to form the whole number part of NUMB. The whole number part is then subtracted from the original number to generate the fractional part. This is accomplished with the FSUB instruction that subtracts the contents of ST(1) from ST.

### EXAMPLE 13-13

```

;A program that displays the floating-point contents of NUMB
;as a mixed decimal number.
 .MODEL SMALL
 .386
 .387
0000 .DATA
0000 C50B0200 NUMB DD -2224.125 ;test data
0004 0000 TEMP DW ?
0006 00000000 WHOLE DD ?
000A 00000000 FRACT DD ?
0000 .CODE
 .STARTUP
0010 E8 000B CALL DISP ;display NUMB

```

```

.EXIT
;
;A procedure that displays the ASCII code from AL.
;
0017 DISPS PROC NEAR
0017 B4 06 MOV AH,6 ;display AL
0019 8A D0 MOV DL,AL
001B CD 21 INT 21H
001D C3 RET

001E DISPS ENDP
;
;A procedure that displays the floating-point contents of NUMB
;in decimal form.
;
001E DISP PROC NEAR
001E 9B D9 3E 0004 R FSTCW TEMP ;save current control word
0023 81 0E 0004 R 0C00 OR TEMP,0C00H ;set rounding to chop
0029 D9 2E 0004 R FLDCW TEMP
002D D9 06 0000 R FLD NUMB ;get NUMB
0031 D9 E4 FTST
0033 9B DF E0 FSTSW AX ;status to AX
0036 25 4500 AND AX,4500H ;get C3, C2, and C0
003E B0 2D MOV AL,'-'
0040 E8 FFD4 CALL DISPS
0043 D9 E1 FABS
0045 D9 C0 .ENDIF
0047 D9 FC FLD ST
0049 DB 16 0006 R FRNDINT ;get integer part
004D DE E1 FIST WHOLE
004F D9 E1 FSUBR
0051 D9 1E 000A R FSTP FRACT ;save fraction
0055 66| A1 0006 R MOV EAX,WHOLE
0059 66| BB 0000000A MOV EBX,10
005F B9 0000 MOV CX,0
0062 53 PUSH BX
0063 66| BA 00000000 .WHILE 1 ;divide until quotient = 0
0069 66| F7 F3 MOV EDX,0
006C 80 C2 30 DIV EBX
006F 52 ADD DL,30H
0075 41 PUSH DX
007B 6A 2C .BREAK .IF EAX == 0
007D B9 0000 INC CX
007E .IF CX == 3
007F PUSH ','
0080 MOV CX,0
0081 .ENDIF
0082 5A .ENDW
0083 .WHILE 1 ;display whole number part
0084 POP DX
0085 .BREAK .IF DX == BX
0086 MOV AL,DL
0087 E8 FF8B CALL DISPS
0088 .ENDW
0089 5A MOV AL,'.'
0090 E8 FF84 CALL DISPS
0091 66| A1 000A R MOV EAX,FRACT
0092 9B D9 3E 0004 R FSTCW TEMP ;save current control word
0093 81 36 0004 R 0C00 XOR TEMP,0C00H ;set rounding to nearest
0094 D9 2E 0004 R FLDCW TEMP
0095 D9 06 000A R FLD FRACT
0096 D9 F4 FXTRACT
0097 D9 1E 000A R FSTP FRACT
0098 D9 E1 FABS

```

```

00B2 DB 1E 0006 P FISTP WHOLE
J0B6 66| 8B 0E 0006 R MOV ECX,WHOLE
00BB 66| A1 000A R MOV EAX,FRACT
0CBF 66| C1 E0 09 SHL EAX,9
00C3 66| D3 D8 RCR EAX,CL
 .REPEAT
00C6 66| F7 E3 MUL EBX
00C9 66| 50 PUSH EAX
00CB 66| 92 XCHG EAX,EDX
00CD 04 30 ADD AL,30H
00CF E8 FF45 CALL DISPS
00D2 66| 58 POP EAX
 .UNTIL EAX == 0
00D9 C3 RET
00DA DISP ENDP
 END

```

The last part of the procedure displays the whole number part followed by the fractional part. The techniques are the same as introduced earlier in the text—dividing a number by ten and displaying the remainders in reverse order converts and displays an integer. A multiplication by 10 converts a fraction to decimal for displaying. Note that the fractional part may contain a rounding error for certain values. This occurs because the number has not been adjusted to remove the rounding error that is inherent in floating-point fractional numbers.

### Reading a Mixed Number from the Keyboard

If floating-point arithmetic is used in a program, a method of reading the number from the keyboard and converting it to floating-point must be developed. The procedure listed in Example 13-14 reads a signed mixed number from the keyboard and converts it to a floating-point number located at memory location NUMB.

#### EXAMPLE 13-14

```

;A program that reads a mixed number from the keyboard.
;The result is stored at memory location NUMB as a
;double-precision floating-point number.
;
 .MODEL SMALL
 .386
 .387
0000 .DATA
0000 00 SIGN DB ?
0001 0000 TEMP1 DW ?
0003 41200000 TEN DD 10.0 ;10.0
0007 00000000 NUMB DD ? ;result
0000 .CODE
 GET MACRO ;read key macro
 MOV AH,1
 INT 21H
 ENDM
 .STARTUP
0010 D9 EE FLDZ ;clear ST
 GET ;read a character
 .IF AL == '+'
 MOV SIGN,0 ;clear sign indicator
 GET
 .ENDIF
 .IF AL == '-'
 MOV SIGN,1 ;set sign indicator
 GET
 .ENDIF
 .REPEAT
001A C6 06 0000 R 00
0027 C6 06 0000 R 01

```

```

0030 D8 0E 0003 R FMUL TEN ;multiply result by 10
0034 B4 00 MOV AH,0
0036 2C 30 SUB AL,30H ;convert from ASCII
0038 A3 0001 R MOV TEMP1,AX
003B DE 06 0001 R FIADD TEMP1 ;add it to result
 GET
 .UNTIL AL < '0' || AL > '9'
 .IF AL == '.' ;do if -
 FLD1 ;get one
 .WHILE 1
 FDIV TEN
 GET
 .BREAK .IF AL < '0' || AL > '9'
 MOV AH,0
 SUB AL,30H ;convert from ASCII
0061 B4 00 MOV TEMP1,AX
0063 2C 30 FILD TEMP1
0065 A3 0001 R FMUL ST,ST(1)
0068 DF 06 0001 R FADD ST(2),ST
006C D8 C9 FCOMP
006E DC C2 FCOMP
0070 D8 D9 FCMP
 .ENDW
 FCOMP ;clear stack
 .ENDIF
 .IF SIGN == 1
 FCHS ;make negative
 .ENDIF
 FSTP NUMB ;save result
 .EXIT
 END

```

Unlike other examples in this chapter, Example 13–14 uses some of the high-level language constructs presented in earlier chapters to reduce its size. Here the sign is first read from the keyboard, if present, and saved for later use, as a 0 for positive and a 1 for negative, in adjusting the sign of the resultant floating-point number. Next, the integer portion of the number is read. Notice how the .REPEAT–.UNTIL loop is used to read the number until something other than a number (0–9) is typed. This portion terminates with a period, space, or carriage return. If a period is typed, then the procedure continues and reads a fractional part by using an .IF–.ENDIF construct. If a space or carriage return is entered, the number is converted to floating-point form and stored at NUMB. Notice how a .WHILE–.ENDW loop is used to convert the fractional part of the number. The whole number portion is converted with a multiply by 10, and the fractional portion is converted with a divide by 10.

1. The arithmetic coprocessor functions in parallel with the microprocessor. This means that the microprocessor and coprocessor can execute their respective instructions simultaneously.
2. The data types manipulated by the coprocessor include signed-integer, floating-point, and binary-coded decimal (BCD).
3. There are three forms of integers used with the coprocessor: word (16-bits), short (32-bits) and long (64-bits). Each integer contains a signed number in true magnitude for positive numbers and two's complement form for negative numbers.
4. A BCD number is stored as an 18-digit number in 10 bytes of memory. The most-significant byte contains the sign-bit, and the remaining nine bytes contain an 18-digit packed BCD number.
5. The coprocessor supports three types of floating-point numbers: single-precision (32-bits), double-precision (64-bits), and extended precision (80-bits). A floating-point number has

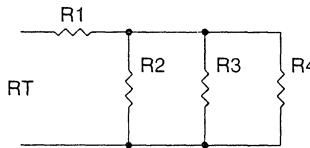
three parts: the sign, biased exponent, and significand. In the coprocessor, the exponent is biased with a constant and the integer bit of the normalized number is not stored in the significand, except in the extended-precision form.

6. Decimal numbers are converted to floating-point numbers by (a) converting the number to binary, (b) normalizing the binary number, (c) adding the bias to the exponent, and (d) storing the number in floating-point form.
7. Floating-point numbers are converted to decimal by (a) subtracting the bias from the exponent, (b) unnormalizing the number, and (c) converting it to decimal.
8. The 80287 uses I/O space for the execution of some of its instructions. This space is invisible to the program and is used internally by the 80286/80287 system. These 16-bit I/O addresses (00F8H–00FFH) must not be used for I/O data transfers in a system that contains an 80287. The 80387, 80486/7, Pentium, and Pentium Pro use I/O addresses 800000F8H–800000FFH.
9. The coprocessor contains a status register that indicates busy, what conditions follow a compare or test, the location of the top of the stack, and the state of the error bits. The FSTSW AX instruction, followed by SAHF, is often used with conditional jump instructions to test for some coprocessor conditions.
10. The control register of the coprocessor contains control bits that select infinity, rounding, precision, and error masks.
11. The following directives are often used with the coprocessor for storing data: DW (define word), DD (define doubleword), DQ (define quadword) and DT (define 10 bytes).
12. The coprocessor uses a stack to transfer data between itself and the memory system. Generally, data are loaded to the top of the stack or removed from the top of the stack for storage.
13. All internal coprocessor data are always in the 80-bit extended-precision form. The only time that data are in any other form is when they are stored or loaded from the memory.
14. The coprocessor addressing modes include the classic stack mode, register, register with a pop, and memory. Stack addressing is implied and the data at ST become the source, ST(1) the destination, and the result is found in ST after a pop.
15. The coprocessor's arithmetic operations include addition, subtraction, multiplication, division, and square root.
16. There are transcendental functions in the coprocessor's instruction set. These functions find the partial tangent or arctangent,  $2^x - 1$ ,  $Y \log_2 X$ , and  $Y \log_2 (X + 1)$ . The 80387, 80486/7, Pentium, and Pentium Pro also include sine and cosine functions.
17. Constants are stored inside the coprocessor that provide  $+0.0$ ,  $+1.0$ ,  $\pi$ ,  $\log_2 10$ ,  $\log_2 e$ ,  $\log_{10} 2$ , and  $\log_e 2$ .
18. The 80387 functions with the 80386 microprocessor and the 80487SX functions with the 80486SX microprocessor, but the 80486DX, Pentium, and Pentium Pro contain their own internal arithmetic coprocessor. The instruction performed by the earlier versions are available on these coprocessors. In addition to these instructions, the 80387, 80486/7, Pentium, and Pentium Pro can also find the sine and cosine.
19. The Pentium Pro contains two new floating-point instructions: FCMOV and FCOMI. The FCMOV instruction is a conditional move; the FCOMI performs the same task as FCOM, but it also places the floating-point flags into the system flag register.

1. List the three types of data that are loaded or stored in memory by the coprocessor.
2. List the three integer data types, the range of the integers stored in them, and the number of bits allotted to each.
3. Explain how a BCD number is stored in memory by the coprocessor.

4. List the three types of floating-point numbers used with the coprocessor and the number of binary bits assigned to each.
5. Convert the following decimal numbers into single-precision floating-point numbers:
  - (a) 28.75
  - (b) 624
  - (c) -0.615
  - (d) +0.0
  - (e) -1000.5
6. Convert the following single-precision floating-point numbers into decimal:
  - (a) 11000000 11110000 00000000 00000000
  - (b) 00111111 00010000 00000000 00000000
  - (c) 01000011 10011001 00000000 00000000
  - (d) 01000000 00000000 00000000 00000000
  - (e) 01000001 00100000 00000000 00000000
  - (f) 00000000 00000000 00000000 00000000
7. Explain what the coprocessor does when a normal microprocessor instruction executes.
8. Explain what the microprocessor does when a coprocessor instruction executes.
9. What is the purpose of the C3-C0 bits in the status register?
10. What operation is accomplished with the FSTSW AX instruction?
11. What is the purpose of the IE bit in the status register?
12. How can SAHF and a conditional jump instruction be used to determine if the top of the stack (ST) is equal to register ST(2)?
13. How is the rounding mode selected in the 80X87?
14. What coprocessor instruction uses the microprocessor's AX register?
15. What I/O ports are reserved for coprocessor use with the 80287?
16. How are data stored inside the coprocessor?
17. What is a NAN?
18. Whenever the coprocessor is reset, the top of the stack register is register number \_\_\_\_\_.
19. What does the term *chop* mean in the rounding control bits of the control register?
20. What is the difference between affine and projective infinity control?
21. What microprocessor instruction forms the opcodes for the coprocessor?
22. The FINIT instruction selects \_\_\_\_\_-precision for all coprocessor operations.
23. Using assembler pseudo-opcodes, form statements that accomplish the following:
  - (a) Store a 23.44 into a double-precision floating-point memory location named FROG.
  - (b) Store a -123 into a 32-bit signed integer location named DATA3.
  - (c) Store a -23.8 into a single-precision floating-point memory location named DATA1.
  - (d) Reserve a double-precision memory location named DATA2.
24. Describe how the FST DATA instruction functions. Assume that DATA is defined as a 64-bit memory location.
25. What does the FILD DATA instruction accomplish?
26. Form an instruction that adds the contents of register 3 to the top of the stack.
27. Describe the operation of the FADD instruction.
28. Choose an instruction that subtracts the contents of register 2 from the top of the stack and stores the result in register 2.
29. What is the function of the FBSTP DATA instruction?
30. What is the difference between a forward and a reverse division?
31. What is the purpose of the Pentium Pro FCOMI instruction?
32. What does a Pentium Pro FCMOVE instruction accomplish?
33. What must occur before executing any FCMOV instruction?
34. Develop a procedure that finds the reciprocal of the single-precision floating-point number. The number is passed to the procedure in EAX and must be returned as a reciprocal in EAX.

**FIGURE 13-11** The series/parallel circuit  
Question 48



$$RT = R1 + \frac{1}{\frac{1}{R2} + \frac{1}{R3} + \frac{1}{R4}}$$

35. What is the difference between the FTST instruction and FXAM?
36. Explain what the F2XM1 instruction calculates.
37. Which coprocessor status register bit should be tested after the FSQRT instruction executes?
38. Which coprocessor instruction pushes n onto the top of the stack?
39. Which coprocessor instruction places a 1.0 at the top of the stack?
40. What will FFREE ST(2) accomplish when executed?
41. Which instruction stores the environment?
42. What does the FSAVE instruction save?
43. Develop a procedure that finds the area of a rectangle ( $A = L \times W$ ). Memory locations for this procedure are single-precision floating-point locations A, L, and W.
44. Write a procedure that finds the capacitive reactance ( $XC = 1/2\pi FC1$ .). Memory locations for this procedure are single-precision floating-point locations XC, F, and C1.
45. Develop a procedure that generates a table of square roots for the integers 2 through 10. The results must be stored as single-precision floating point numbers in an array called ROOTS.
46. When is the FWAIT instruction used in a program?
47. What is the difference between the FSTSW and FNSTSW instruction?
48. Given the series/parallel circuit and equation illustrated in Figure 13-11, develop a program using single-precision values for R1, R2, R3, and R4 that finds the total resistance and stores the result at single-precision location RT.
49. Develop a procedure that finds the cosine of a single-precision floating-point number. The angle, in degrees, is passed to the procedure in EAX, and the cosine is returned in EAX. Recall that FCOS finds the cosine of an angle expressed in radians.
50. Given two arrays of double-precision floating-point data (ARRAY1 and ARRAY2) that each contain 100 elements, develop a procedure that finds the product of ARRAY1 times ARRAY2 and stores the double-precision floating-point result in a third array (ARRAY3).
51. Develop a procedure that takes the single-precision contents of register EBX times n and stores the result in register EBX as a single-precision floating-point number. You must use memory to accomplish this task.
52. Write a procedure that raises a single-precision floating-point number X to the power Y. Parameters are passed to the procedure with EAX = X and EBX = Y. The result is passed back to the calling sequence in ECX.
53. Given that the  $\text{LOG}_{10} X = (\text{LOG}_2 10)^{-1} \times \text{LOG}_2 X$ , write a procedure called LOG10 that finds the  $\text{LOG}_{10}$  of the value at the stack top. Return the  $\text{LOG}_{10}$  at the stack top at the end of the procedure.
54. Use the procedure developed in Question 53 to solve the equation Gain in decibels =  $20 \text{LOG}_{10} (V_{\text{out}}/V_{\text{in}})$ . The program should take arrays of single-precision values for VOUT and VIN and store the decibel gains in a third array called DBG. There are 100 values for VOUT and VIN.

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# CHAPTER 14

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## Bus Interface

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### INTRODUCTION

Many applications require a knowledge of the bus systems located within the personal computer. At times, main boards from personal computers are used as core systems in industrial applications. These systems often require custom interfaces attached to one of the buses on the main board. This chapter presents the ISA (industry standard architecture) bus, the VESA local bus, and the PCI (peripheral component interconnect) bus. Also provided are some simple interfaces to each of these bus systems as design guides.

### CHAPTER OBJECTIVES

Upon completion of this chapter you will be able to:

1. Detail the pin connections and signal bus connections on the ISA, VESA local, and PCI buses.
2. Develop simple interfaces that connect to the ISA, VESA local, and PCI buses.
3. Program interface places on boards that connect to the ISA, VESA local, and PCI buses.

---

14-1

### THE ISA BUS

The ISA or **industry standard architecture** bus has been around since the very start of the IBM-compatible personal computer system (circa 1982). In fact, any card from the very first personal computer will plug into and function in any of the most modern Pentium Pro-based computers. This is all made possible by the ISA bus interface found in all of these machines, which is still compatible with the early personal computers.

#### Evolution of the ISA Bus

The ISA bus has changed from its early days. Over the years, the ISA bus has evolved from the original 8-bit standard to the 16-bit standard found in most systems today. Along the way there was even a 32-bit version called the *EISA bus* (extended ISA), but that seems to have all but disappeared. What remains today in most personal computers is a slot (*connection*) on the main board

that can accept either an 8-bit ISA card or a 16-bit ISA printed circuit card. The 32-bit printed circuit cards are more often PCI or, in some older 80486-based machines, the VESA cards.

## The 8-Bit ISA Bus Output Interface

Figure 14-1 illustrates the 8-bit ISA connector found on the main board of all personal computer systems (again, this may be combined with a 16-bit connector). The ISA bus connector contains the entire de-multiplexed address bus ( $A_{19}-A_0$ ) for the 1M byte 8088 system, the 8-bit data bus ( $D_7-D_0$ ), and the four control signals  $\overline{MEMR}$ ,  $\overline{MEMW}$ ,  $\overline{IOR}$ , and  $\overline{IOW}$  for controlling I/O and any memory that might be placed on the printed circuit card. Memory is seldom added to any ISA bus card today because the ISA card only operates at an 8 MHz rate.

Other signals that might be useful for I/O interface are the interrupt request line IRQ2–IRQ7. Note that IRQ2 is redirected to IRQ9 on modern systems, and is so labeled on the connected in Figure 14-1. The DMA channels 0–3 control signals are also present on the connector. The **DMA request** inputs are labeled DRQ1–DRQ3, and the DMA acknowledge outputs are labeled  $\overline{DACK}_0$ – $\overline{DACK}_3$ . Notice that the DRQ0 input pin is missing because the early personal computers used the  $\overline{DACK}_0$  output as a refresh signal to refresh any DRAM that might be located on the ISA card. Today this output pin contains a 15.2  $\mu s$  clock signal. The remaining pins are for power and RESET.

Suppose that a series of four 8-bit latches must be interfaced to the personal computer for 32-bits of parallel data. This is accomplished by purchasing an ISA interface card (part number 4713-1) from a company such as Vector Electronics or other companies. In addition to the edge connector for the ISA bus, the card also contains room at the back for interface connectors. A 37-pin sub-miniature D-type connector can be placed on the back of the card to transfer the 32-bits of data to the external source.

**FIGURE 14-1** The 8-bit ISA bus

Back of Computer

Pin #

|    |                     |                      |
|----|---------------------|----------------------|
| 1  | GND                 | $\overline{IO\ CHK}$ |
| 2  | RESET               | D7                   |
| 3  | +5V                 | D6                   |
| 4  | IRQ9                | D5                   |
| 5  | -5V                 | D4                   |
| 6  | DRQ2                | D3                   |
| 7  | -12V                | D2                   |
| 8  | OWS                 | D1                   |
| 9  | +12V                | D0                   |
| 10 | GND                 | $\overline{IO\ RDY}$ |
| 11 | MEMW                | AEN                  |
| 12 | MEMR                | A19                  |
| 13 | $\overline{IOW}$    | A18                  |
| 14 | $\overline{IOR}$    | A17                  |
| 15 | $\overline{DACK}_3$ | A16                  |
| 16 | DRQ3                | A15                  |
| 17 | $\overline{DACK}_1$ | A14                  |
| 18 | DRQ1                | A13                  |
| 19 | $\overline{DACK}_0$ | A12                  |
| 20 | CLOCK               | A11                  |
| 21 | IRQ7                | A10                  |
| 22 | IRQ6                | A9                   |
| 23 | IRQ5                | A8                   |
| 24 | IRQ4                | A7                   |
| 25 | IRQ3                | A6                   |
| 26 | $\overline{DACK}_2$ | A5                   |
| 27 | T/C                 | A4                   |
| 28 | ALE                 | A3                   |
| 29 | +5V                 | A2                   |
| 30 | OSC                 | A1                   |
| 31 | GND                 | A0                   |

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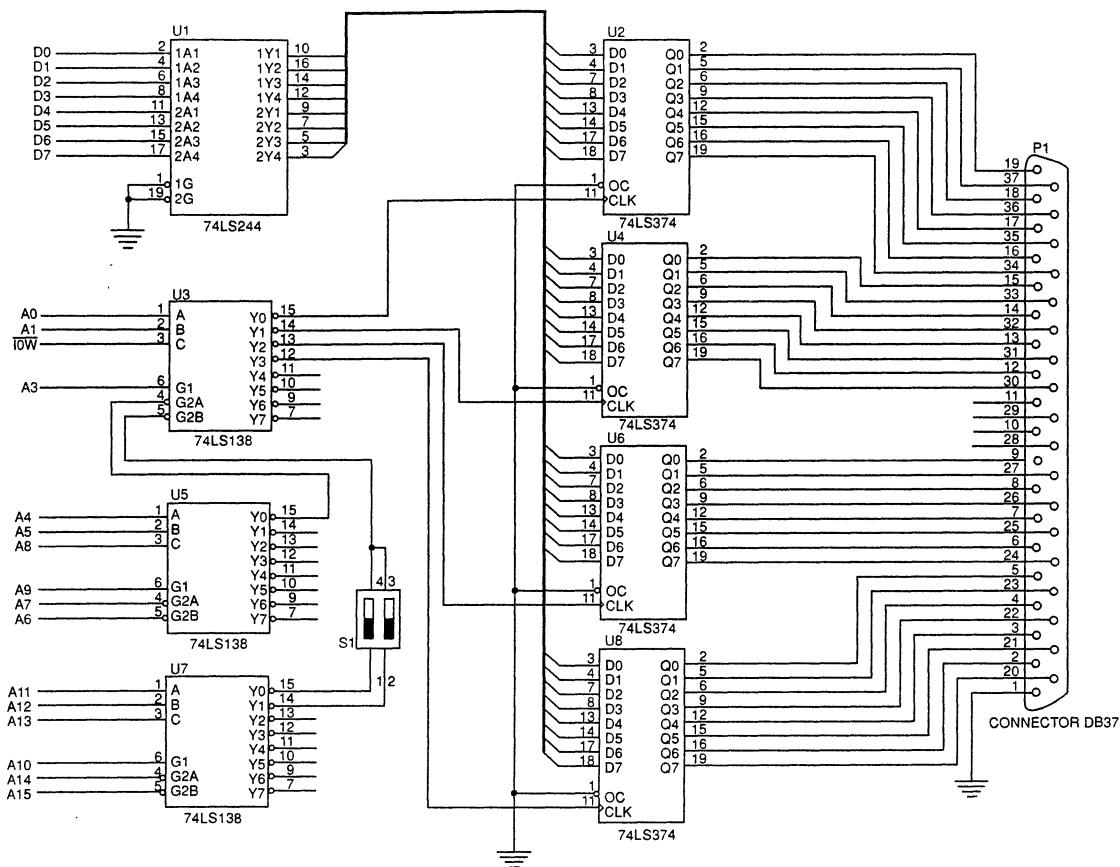


FIGURE 14–2 A 32-bit parallel port interfaced to the 8-bit ISA bus

Figure 14–2 shows a simple interface for the ISA bus that provides 32-bits of parallel TTL data. This example system illustrates some important points about any system interface. First, it is extremely important that the loading to the ISA bus is kept to one low power (LS) load. Notice that in this circuit a 74LS244 buffer is used to reduce the loading on the data bus. If the 74LS244 were not present, this system would present the data bus with four unit loads. If all bus cards provided heavy loads, the system would not operate properly. Notice that the output pins connect to P1, the 37-pin connector, and that a ground wire is also attached. You must provide ground to the outside world or the TTL data on the parallel ports are useless. If needed, the output control pins ( $\overline{OC}$ ) on each of the 74LS374 latch chips can also be removed from ground and connected to the four remaining pins on P1. This allows an external circuit to control the outputs from the latches.

A small DIP switch is placed on two of the outputs of U7 so the address can be changed if a conflict with another card occurs. This is unlikely unless you plan to use two of these cards in the same system. Address connection A2 is not decoded in this system, so it becomes a don't care. Refer to Table 14–1 for the addresses of each latch and each position of the S1. Note that only one of the two switches may be on at a time and that each port has two possible addresses for each switch setting because A2 is not connected.

It is very important that the I/O addresses are above I/O port 0500H. The ports are decoded in this example by three 74LS138 decoders. It would be more efficient and cost effective to decode the ports with a programmable logic device.

**TABLE 14-1** The I/O port assignments for Figure 14-2

| DIP Switch | <i>Latch U2</i> | <i>Latch U4</i> | <i>Latch U6</i> | <i>Latch U8</i> |
|------------|-----------------|-----------------|-----------------|-----------------|
| 1–4 On     | 0608H or 060CH  | 0609H or 060DH  | 060AH or 060EH  | 060BH or 060FH  |
| 2–3 On     | 0E08H or 0E0CH  | 0E09H or 0E0DH  | 0E0AH or 0E0EH  | 0E0BH or 0E0FH  |

Figure 14-3 shows the circuit in Figure 14-2 reworked using a PAL16L8 to decode the addresses for the system. Notice that address bits A15–A4 are decoded by the PAL and the switch is connected to two of the PAL inputs. This change allows four different I/O port addresses for each latch, making the circuit more flexible. Table 14-2 shows the port number selected by switch 1–4 and switch 2–3. Example 14-1 shows the program for the PAL16L8 that causes the port assignments of Table 14-2.

### EXAMPLE 14-1

AUTHOR Barry B. Brey  
 COMPANY BreyCo  
 DATE 7/20/96  
 CHIP ISA1 PAL16L8

```
;pins 1 2 3 4 5 6 7 8 9 10
A4 A5 A6 A7 A8 A9 A10 A11 A12 GND

;pins 11 12 13 14 15 16 17 18 19 20
A13 NC A14 A15 S1 S2 NC NC DC VCC
```

#### EQUATIONS

$$\begin{aligned} /DC = & /A15*/A14*/A13*/A12*/A11*A10*A9*/A8*/A7*/S1*/S2*/A6*/A5*/A4 \\ & + /A15*/A14*/A13*/A12*/A11*A10*A9*/A8*/A7*/S1*S2*/A6*A5*/A4 \\ & + /A15*/A14*/A13*/A12*/A11*A10*A9*/A8*/A7*S1*/S2*A6*/A5*/A4 \\ & + /A15*/A14*/A13*/A12*/A11*A10*A9*/A8*/A7*S1*S2*A6*A5*/A4 \end{aligned}$$

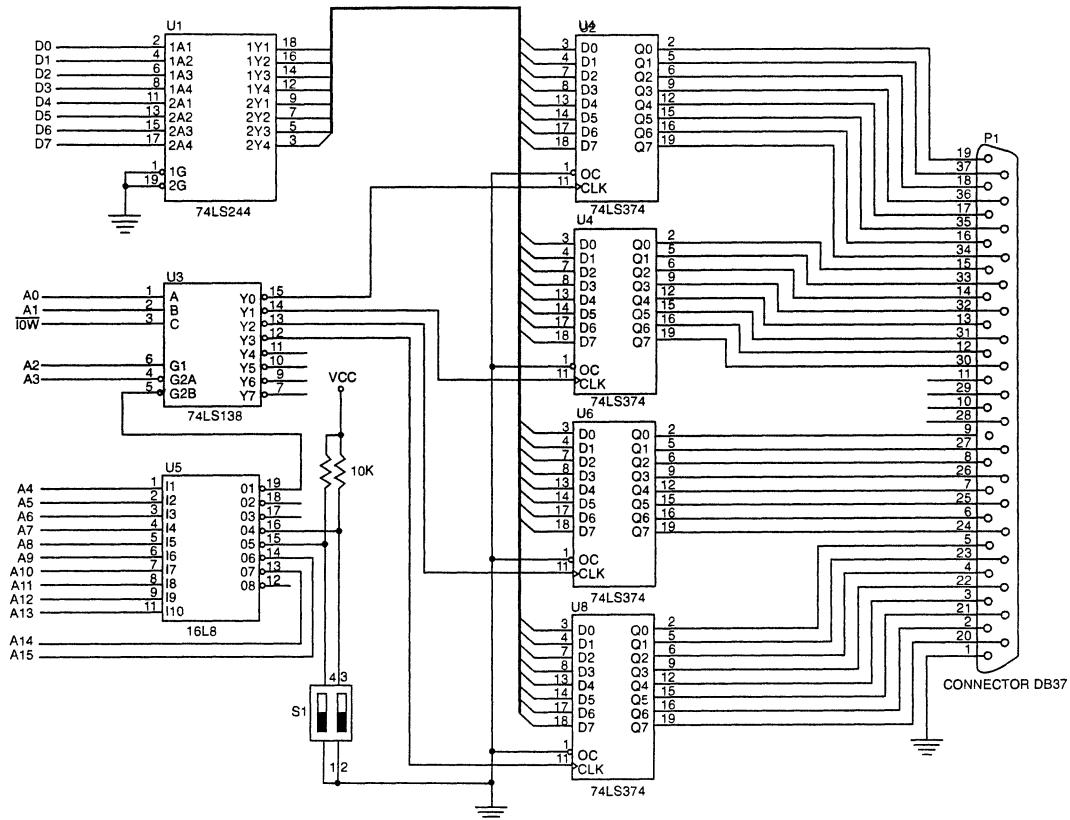
Notice in Example 14-1 how the first product term generates a logic 0 on the output to the decoder only when both switches are in their off positions for I/O ports 0600H–060FH. The 74LS138 further refines the port to 604H, 605H, 606H, or 607H for the latches. The second product term is active when switch 1–4 is off and switch 2–3 is on. The other two combinations on the switch select the last two port address assignments in Table 14-2.

Example 14-2 shows a small program that sends data to the ports in a pattern that could be used for testing. The pattern selected places a logic 1 on bit zero of U2 and all zeros on the remaining latches. This pattern is then rotated through all 32-bits until one minute has elapsed. The timing is handled by the counter located at the 32-bit memory location starting at 0000:046C,

**TABLE 14-2** Port assignment in Figure 14-3

| Switch 1–4 | Switch 2–3 | <i>Latch U2</i> | <i>Latch U4</i> | <i>Latch U6</i> | <i>Latch U8</i> |
|------------|------------|-----------------|-----------------|-----------------|-----------------|
| Off        | Off        | 0604H           | 0605H           | 0606H           | 0607H           |
| Off        | On         | 0624H           | 0625H           | 0626H           | 0627H           |
| On         | Off        | 0644H           | 0645H           | 0646H           | 0647H           |
| On         | On         | 0664H           | 0665H           | 0666H           | 0667H           |

Note: On = a closed switch and Off = an open switch.



**FIGURE 14–3** A 32-bit parallel port interfaced to the 8-bit ISA bus using a PAL16L8\* for a decoder

which increments 18.2 times per second. This test program assumes that the latches are at I/O ports 0604H–0607H as selected by the switches.

#### EXAMPLE 14–2

```
;A program that sends a test pattern to the I/O ports of
;Figure 14–3.
;
.MODEL TINY
.0000
.CODE
.STARTUP
 MOV AX, 0
 MOV DS, AX ;address segment 0000H
 MOV BX, 1 ;setup starting bit pattern
 MOV DX, 0 ;in registers DX-BX
 MOV CX, 1092 ;set count for 1 minute
.REPEAT
 MOV DX, 0604H ;address latch U2
 MOV AL, BL ;send BL to U2
 OUT DX, AL ;send AL to U2
 INC DX ;address latch U4
 MOV AL, BH ;send BH to U4
 OUT DX, AL ;send AL to U4
 INC DX ;address latch U6
 MOV AL, DL ;send DL to U6
 OUT DX, AL ;send AL to U6
 INC DX ;address latch U8
 INC DX ;address latch U8
```

```

011D 8A C6 MOV AL,DH ;send DH to U8
011F D1 E2 SHL DX,1 ;rotate number in DX-BX
0121 D1 D3 RCL BX,1
 .IF CARRY?
0125 83 C2 01 ADD DX,1
 .ENDIF
0128 B8 046C MOV AX,[46CH] ;get counter
012B BD 046E MOV BP,[46EH]
012E 40 INC AX
012F 83 D5 00 ADC BP,0
 .REPEAT
 .UNTIL AX==[46CH] && BP==[46EH]
 .UNTILCXZ
.EXIT
END

```

## The 8-Bit ISA Bus Input Interface

To illustrate the input interface to the ISA bus, a pair of ADC804 analog-to-digital converters are interfaced to the ISA bus in Figure 14-4. The connections to the converters are made through a 9-pin DB9 connector. The task of decoding the I/O port addresses is more complex because each converter needs a write pulse to start a conversion, a read pulse to read the digital data once it has been converted from the analog input data, and a pulse to enable the selection of the  $\overline{\text{INTR}}$  output. Notice that the  $\overline{\text{INTR}}$  output is connected to data bus bit position D0. When  $\overline{\text{INTR}}$  is input to the microprocessor, the rightmost bit of AL is tested to see if the converter is busy.

As before, great care is taken so the connections to the ISA bus present one unit load. Table 14-3 illustrates the I/O port assignment decoded by the PAL16L8 in Example 14-3.

### EXAMPLE 14-3

```

AUTHOR Barry B. Brey
COMPANY BreyCo
DATE 7/21/96
CHIP ISA2 PAL16L8

;pins 1 2 3 4 5 6 7 8 9 10
 A3 A4 A5 A6 A7 A8 A9 A10 A11 GND

;pins 11 12 13 14 15 16 17 18 19 20
 A12 NC A13 A14 A15 IOR G NC DC VCC

```

#### EQUATIONS

```

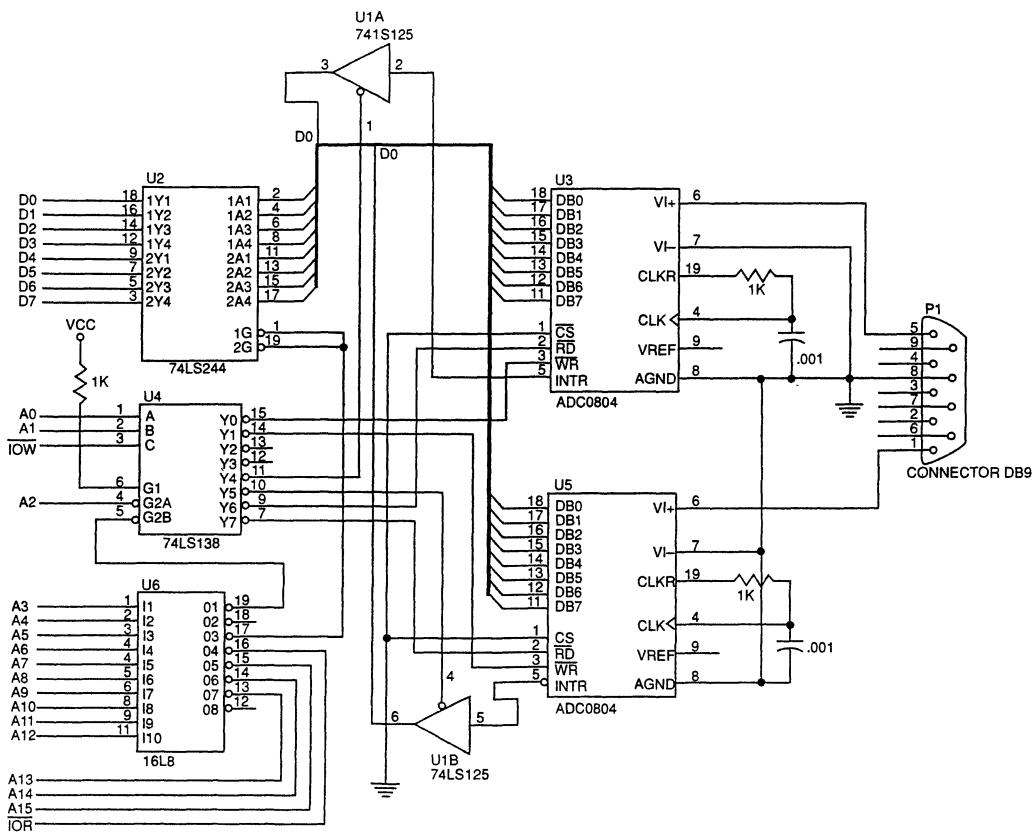
/DC = /A15*/A14*/A13*A12*/A11*/A10*A9*/A8*/A7*/A6*/A5*/A4*/A3
/G = /A15*/A14*/A13*A12*/A11*/A10*A9*/A8*/A7*/A6*/A5*/A4*/A3*/IOR

```

Example 14-4 lists a macro that can be used to read either ADC U3 or U5. The address is generated by passing either a 0 for U3 or a 1 for U5 to the macro as a parameter. The macro starts

**TABLE 14-3** I/O port assignments for Figure 14-4

| Device         | Port Number |
|----------------|-------------|
| Start ADC (U3) | 1200H       |
| Read INTR (U3) | 1200H       |
| Read ADC (U3)  | 1202H       |
| Start ADC (U5) | 1201H       |
| Read INTR (U5) | 1201H       |
| Read ADC (U5)  | 1203H       |



**FIGURE 14-4** A pair of analog-to-digital converters interfaced to the ISA bus

the converter by writing to it and then waits until the INTR pin returns to a logic 0, indicating that the conversion is complete before the data are read and returned in the AL register.

#### EXAMPLE 14-4

```
;A macro that operates either converter 0 or converter 1 and
;returns the digital data in AL. Note that converter 0 is U3
;and converter 1 is U5.
;
ADC MACRO WHICH
 MOV DX, 1200H
 ADD DX, WHICH ;address converter
 OUT DX, AL ;start converter
.REPEAT
 IN AL, DX ;get busy signal
 TEST AL, 1
.UNTIL ZERO?
 ADD DX, 2 ;address data port
 IN AL, DX
ENDM
```

#### The 16-Bit ISA Bus

The only difference between the 8- and 16-bit ISA bus is that an additional connector is attached to the front of the 8-bit connector. A 16-bit ISA card contains two edge connectors. One plugs into the 8-bit connector, and the other into the 16-bit connector. Figure 14-5 shows the pin-out

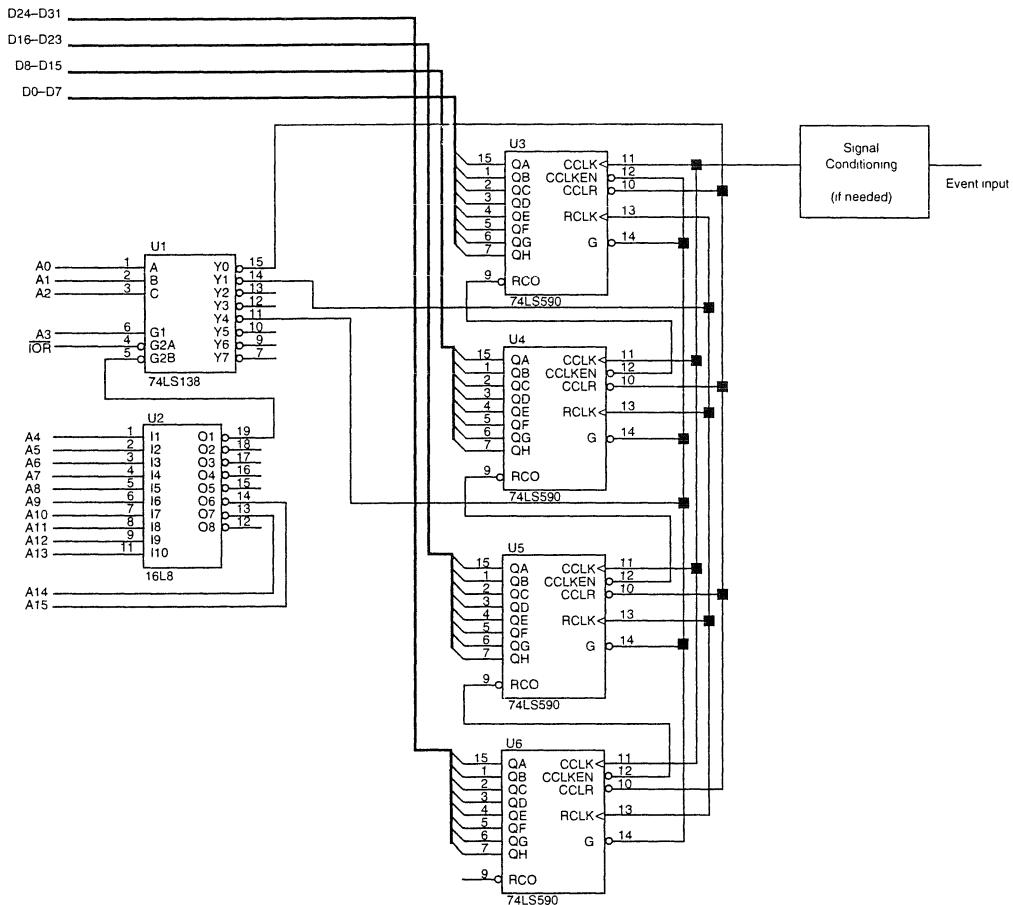


FIGURE 14-7 A 32-bit events and general purpose counter interfaced to the EISA bus

### EXAMPLE 14-5

```

.MODEL TINY
.386
0000
.CODE
.STARTUP
;
;Procedure that starts the events counter.
;
0100 START PROC NEAR
 0100 BA 1308 MOV DX,1308H ;address the clear port
 0103 EC IN AL,DX ;clear the counter
 0104 C3 RET
;
0105 START ENDP
;
;Procedure that reads the count and returns it in EAX.
;
0105 READC PROC NEAR
 0105 BA 1309 MOV DX,1309H ;address the latch port
 0108 EC IN AL,DX ;latch the count
 0109 BA 130C MOV DX,130CH ;address the count port

```

```

010C 66| ED IN EAX,DX ;read the count to EAX
010E C3 RET

010F READC ENDP
 END

```

The only part of this interface and software that appears strange is that an IN instruction is used to clear the counter and also to latch the count. The reason is that no data are transferred between the microprocessor and the counter for these events, and it made the circuitry a little less complicated.

*Frequency Counter.* Another application for this same circuit is a frequency counter. The only difference between counting events and counting a frequency is how the circuit is operated. For example, suppose the counter is cleared and then read exactly 1 second later. The counter will contain a number that represents the frequency at the events input. If the frequency is needed in kilo-Hertz instead of Hertz, the counter is reset and then read exactly 1 ms later.

There are some limitations both to the frequency that can be measured by this circuitry and to the accuracy of the measurement. The highest frequency is due to the speed of the counter and the conditioning circuitry if needed. The 74LS590 can count to at least 32 MHz. If the input is purely TTL (no conditioning), then this circuit can measure frequency up to 32 MHz. The conditioning circuit chosen may also limit the upper frequency limit. The accuracy is determined by the time between the reset and the latching of the count. If the clock in the computer system is very accurate, the frequency read by this system is very accurate. It is assumed that the clock in the personal computer is about 0.1 percent accurate, which would be the accuracy of any frequency measure by this system. This is good enough for many applications that require frequency measurements.

Example 14–6 shows how the system can measure a frequency if you are willing to wait for 1 second. Notice how the SYNC macro is used to synchronize to the clock tick and also how the result is scaled by multiplying the count by 18.2. To obtain more accurate reading, the scaling factor could be changed by measuring the frequency with a laboratory frequency counter and then modifying the contents of NUM. The sample time (point where the clear and latch operation occur) can be reduced to make more samples per second.

#### EXAMPLE 14–6

```

0000 .MODEL SMALL
 .386
 .387
0000 4191999A .DATA
0004 00000000 NUM DD 18.2
 TEMP DD ?
0000 .CODE
 .STARTUP
;
;A simple frequency counter.
;
;This procedure returns the frequency in EAX.
;The accuracy should be fairly good.
;
SYNC MACRO ;sync to clock tick
 MOV AH,0
 INT 16H ;get clock tick information into CX:DX
 MOV BX,CX
 MOV BP,DX
 .REPEAT ;sync to clock tick
 MOV AH,0
 INT 16H
 .UNTIL CX!=BX || DX!=BP
ENDM

```

|      |               | FREQ | PROC  | NEAR                                 |
|------|---------------|------|-------|--------------------------------------|
|      |               |      | SYNC  | ; sync to clock tick                 |
| 0024 | BA 1308       |      | MOV   | DX,1308H ;address clear counter port |
| 0027 | EC            |      | IN    | AL,DX ;clear counter                 |
|      |               |      | SYNC  | ;wait for next tick                  |
| 003C | BA 1309       |      | MOV   | DX,1309H ;address latch port         |
| 003F | EC            |      | IN    | AL,DX ;latch count                   |
| 0040 | BA 130C       |      | MOV   | DX,130CH ;address counter            |
| 0043 | 66  ED        |      | IN    | EAX,DX ;get count                    |
| 0045 | 66  A3 0004 R |      | MOV   | TEMP,EAX                             |
| 0049 | DB 06 0004 R  |      | FILD  | TEMP ;convert to Hertz               |
| 004D | D8 0E 0000 R  |      | FMUL  | NUM                                  |
| 0051 | DB 1E 0004 R  |      | FISTP | TEMP ;save as integer                |
| 0055 | 66  A1 0004 R |      | MOV   | EAX,TEMP                             |
| 0059 | C3            |      |       | RET                                  |
| 005A |               | FREQ | ENDP  |                                      |
|      |               |      |       | END                                  |

## The VESA Local Bus

A much better approach to 32-bit interfacing is the **VESA<sup>1</sup> local bus**. The EISA bus only operates at 8 MHz, while the VESA local bus operates at 33 MHz. This means that applications requiring high-speed data transfers benefit from the VESA local bus. This section of the chapter details the VESA local bus that is common for video and disk interfaces to the personal computer in 80486-based systems.

### VESA Local Bus Pin-Out

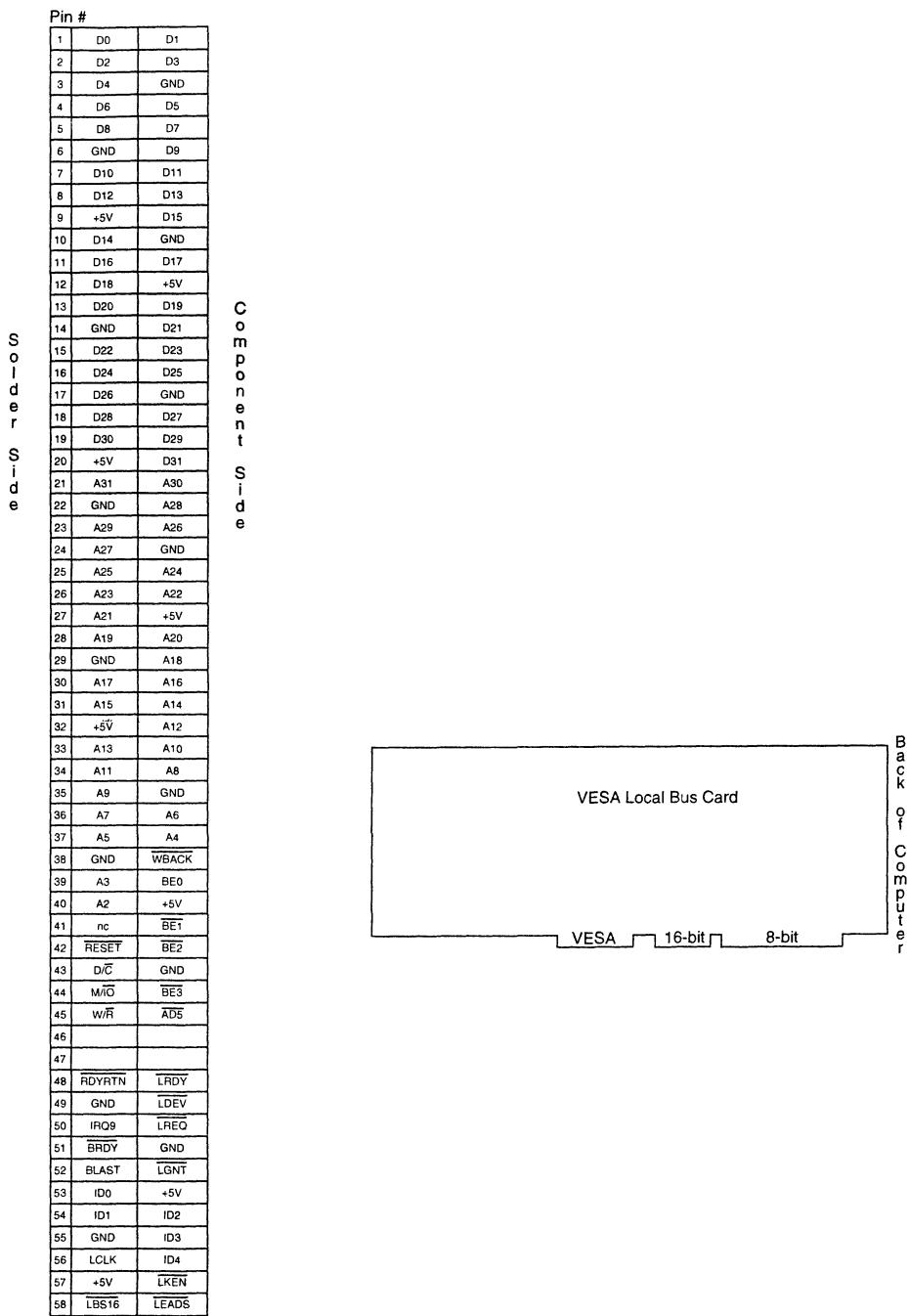
Figure 14-8 illustrates the VESA local bus (or the VL bus, as it is often called). Like the EISA bus, the VESA local bus is also an extension of the ISA bus. The difference is that the VESA local bus does not add anything to the 16-bit ISA connectors; instead, a third connector (the VESA connector) is added behind the 16-bit ISA connector.

The connections on this bus are very similar to the EISA bus card. The VESA local bus also contains a 32-bit address and data bus for interfacing memory or I/O to the microprocessor.

The last bus described is the PCI (**peripheral component interconnect**) bus, which is virtually the only bus found in the newest Pentium Pro systems and just about all of the Pentium systems. The ISA bus still exists in all of these new systems, but only as an interface for older 8-bit and 16-bit interface cards. In time, the ISA bus may disappear, but it is still a very important interface for many applications. The PCI bus has replaced the VESA local bus because of its plug-and-play characteristics and its ability to function with a 64-bit data bus. A PCI interface contains a series of registers, located in a small memory device on the PCI interface, that contain information about the board. The information in these registers allows the computer to automatically configure the PCI card. This feature, called *plug-and-play*, is probably the main reason that the PCI bus has become so popular in the newest systems.

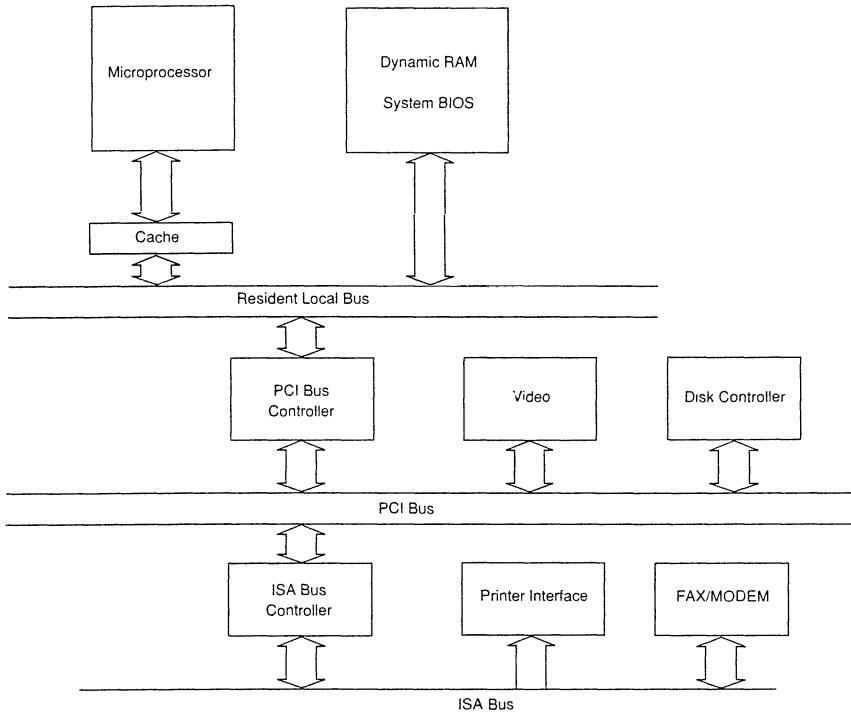
Figure 14-9 shows the system structure for the PCI bus in a personal computer system. Notice that the microprocessor bus is separate and independent of the PCI bus. The microprocessor

<sup>1</sup>VESA is the Video Electronics Standards Association.



**FIGURE 14–8** The VESA local bus connector and card

connects to the PCI bus through an integrated circuit called a *PCI bridge*. This means that virtually any microprocessor can be interfaced to the PCI bus as long as a PCI controller or bridge is designed for the system. In the future, all computer systems may use the same bus. Even the Apple Macintosh system is switching to the PCI bus. Certainly, IBM will produce a Power-PC system that contains the PCI bus.



**FIGURE 14–9** The system block diagram for the personal computer that contains a PCI bus

### The PCI Bus Pin-Out

As with the other buses described in this chapter, the PCI bus contains all of the system control signals. Unlike the other buses, the PCI bus functions with either a 32-bit or a 64-bit data bus and a full 32-bit address bus. Unlike the other systems, there is no connector on a PCI board to the older ISA bus. Another difference is that the address and data buses are multiplexed to reduce the size of the edge connector. These multiplexed pins are labeled AD0–AD63 on the connector. Also note that the 32-bit card only has connections 1 through 62, while the 64-bit card has all 94 connections. The 64-bit card can accommodate a 64-bit address if it is required at some point in the future. Figure 14–10 illustrates the PCI bus pin-out.

As with the other bus systems, the PCI bus is most often used for interfacing I/O components to the microprocessor. Memory could be interfaced, but it would only operate at a 33 MHz rate with the Pentium, which is half the speed of the 66 MHz resident local bus of the Pentium or Pentium Pro system.

### The PCI Address/Data Connections

The PCI address appears on AD0–AD31, and it is multiplexed with data. In some systems there is a 64-bit data bus that uses AD32–AD63 for data transfer only, but in the future this will also be used for extending the address to 64-bits. Figure 14–11 illustrates the timing diagram for the PCI bus, which shows the way that the address is multiplexed with data and also the control signals used for multiplexing.

During the first clocking period, the address of the memory or I/O location appears on the AD connections, and the command to a PCI peripheral appears on the C/B<sub>E</sub> pins. Table 14–4 illustrates the bus commands found on the PCI bus.

**FIGURE 14-10** The pin-out of the PCI bus

| Back of computer |          |        |
|------------------|----------|--------|
| Pin #            |          |        |
| 1                | -12V     | TRST   |
| 2                | TCK      | +12V   |
| 3                | GND      | TM5    |
| 4                | TDO      | TD1    |
| 5                | +5V      | +5V    |
| 6                | +5V      | INTA   |
| 7                | INTB     | INTC   |
| 8                | INTD     | +5V    |
| 9                | PRSN1    |        |
| 10               |          | +V/I/O |
| 11               | PRSN2    |        |
| 12               | KEY      | KEY    |
| 13               | KEY      | KEY    |
| 14               |          |        |
| 15               | GND      | RST    |
| 16               | CLK      | V/I/O  |
| 17               | GND      | VNT    |
| 18               | REQ ..   | GND    |
| 19               | +V IO .. |        |
| 20               | AD31     | AD30   |
| 21               | AD29     | +3.3V  |
| 22               | GND      | AD28   |
| 23               | AD27     | AD26   |
| 24               | AD25     | GND    |
| 25               | +3.3V    | AD24   |
| 26               | C/BE3    | IDSEL  |
| 27               | AD23     | +3.3V  |
| 28               | GND      | AD22   |
| 29               | AD21     | AD20   |
| 30               | AD19     | GND    |
| 31               | +3.3V    | AD18   |
| 32               | AD17     | AD16   |
| 33               | C/BE2    | +3.3V  |
| 34               | GND      | FRAME  |
| 35               | TRDY     | GND    |
| 36               | +3.3V    | TRDY   |
| 37               | DESEL    | GND    |
| 38               | GND      | STOP   |
| 39               | LOCK     | +3.3V  |
| 40               | PERR     | SDONE  |

| Component side |        |        |
|----------------|--------|--------|
| Pin #          |        |        |
| 41             | +3.3V  | SBC    |
| 42             | SERR   | GND    |
| 43             | +3.3V  | PAR    |
| 44             | C/BE1  | AD15   |
| 45             | AD14   | +3.3V  |
| 46             | GND    | AD13   |
| 47             | AD12   | AD11   |
| 48             | AD10   | GND    |
| 49             | GND    | AD9    |
| 50             | KEY    | KEY    |
| 51             | KEY    | KEY    |
| 52             | AD8    | C/BE0  |
| 53             | AD7    | +3.3V  |
| 54             | +3.3V  | AD6    |
| 55             | AD5    | AD4    |
| 56             | AD3    | GND    |
| 57             | GND    | AD2    |
| 58             | AD1    | AD0    |
| 59             | +V IO  | +V IO  |
| 60             | ACK64F | REQ64  |
| 61             | +5V    | +5V    |
| 62             | +5V    | +5V    |
| 63             |        | GND    |
| 64             | GND    | C/BE7  |
| 65             | C/BE6  | C/BE5  |
| 66             | C/BE4  | +V IO  |
| 67             | GND    | PAR64  |
| 68             | AD63   | AD62   |
| 69             | AD61   | GND    |
| 70             | +V IO  | AD60   |
| 71             | AD59   | AD58   |
| 72             | AD57   | GND    |
| 73             | GND    | AD56   |
| 74             | AD55   | AD54   |
| 75             | AD53   | +V IO  |
| 76             | GND    | AD52   |
| 77             | AD51   | AD50   |
| 78             | AD49   | GND    |
| 79             | +V IO  | AD48   |
| 80             | AD47   | AD46   |
| 81             | AD45   | GND    |
| 82             | GND    | AD44   |
| 83             | AD43   | AD42   |
| 84             | AD41   | +V/I/O |
| 85             | GND    | AD40   |
| 86             | AD39   | AD38   |
| 87             | AD37   | GND    |
| 88             | +V/I/O | AD36   |
| 89             | AD35   | AD34   |
| 90             | AD33   | GND    |
| 91             | GND    | AD32   |
| 92             |        |        |
| 93             |        | GND    |
| 94             | GND    |        |

Notes: (1) pins 63–94 exist only on the 64-bit PCI card  
(2) + V/I/O is 3.3V on a 3.3V board and +5V on a 5V board  
(3) blank pins are reserved

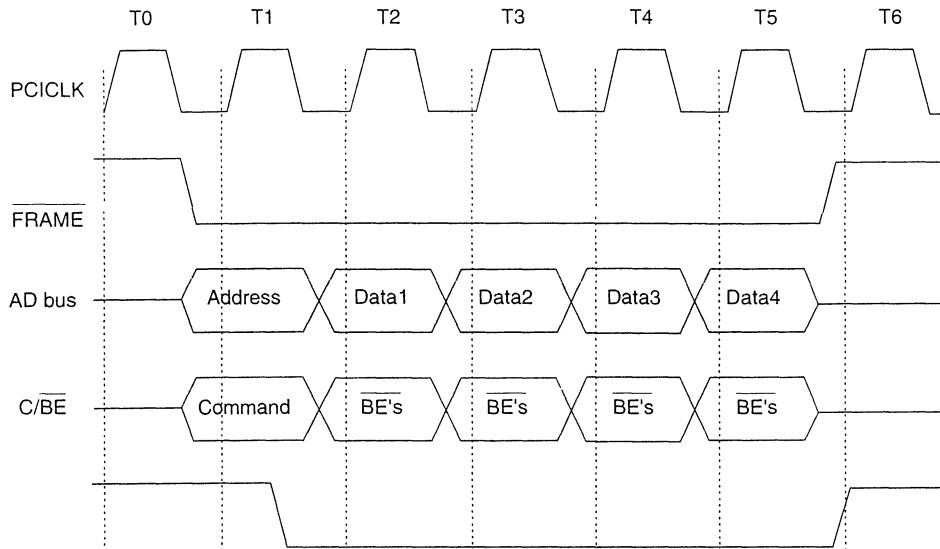
## PCI Bus Commands

### INTA Sequence

During the interrupt acknowledge sequence, an interrupt controller (the one that caused the interrupt) is addressed and interrogated for the interrupt vector. The byte-sized interrupt vector is returned during a byte read operation.

### Special Cycle

The special cycle is used to transfer data to all PCI components. During this cycle, the rightmost 16-bits of the data bus contain a



**FIGURE 14-11** The basic burst mode timing for the PCI bus system. Note that this transfers either four 32-bit numbers (32-bit PCI) or four 64-bit numbers (64-bit PCI).

|                           |                                                                                                                                 |
|---------------------------|---------------------------------------------------------------------------------------------------------------------------------|
| <b>I/O Read Cycle</b>     | 0000H indicating a processor shutdown, a 0001H for a processor halt, or a 0002H for 80X86 specific code or data.                |
| <b>I/O Write Cycle</b>    | Data are read from an I/O device using the I/O address that appears on AD0–AD15. Burst reads are not supported for I/O devices. |
| <b>Memory Read Cycle</b>  | As with I/O read, this cycle accesses an I/O device, but writes data.                                                           |
| <b>Memory Write Cycle</b> | Data are read from a memory device located on the PCI bus.                                                                      |
| <b>Configuration Read</b> | As with memory read, data are accessed in a device located on the PCI bus. The location is written.                             |
| <b>Configuration Read</b> | Configuration information is read from the PCI device using the configuration read cycle.                                       |

**TABLE 14-4** PCI bus commands

| <i>C/BE3–C/BE0</i> | <i>Command</i>                 |
|--------------------|--------------------------------|
| 0000               | INTA sequence                  |
| 0001               | Special cycle                  |
| 0010               | I/O read cycle                 |
| 0011               | I/O write cycle                |
| 0100–0101          | Reserved                       |
| 0110               | Memory read cycle              |
| 0111               | Memory write cycle             |
| 1000–1001          | Reserved                       |
| 1010               | Configuration read             |
| 1011               | Configuration write            |
| 1100               | Memory multiple access         |
| 1101               | Dual addressing cycle          |
| 1110               | Line memory access             |
| 1111               | Memory write with invalidation |

|                                        |                                                                                                                                                            |
|----------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Configuration Write</b>             | The configuration write allows data to be written to the configuration area in a PCI device. Note that the address is specified by the configuration read. |
| <b>Memory Multiple Access</b>          | This is similar to the memory read access, except that it is usually used to access many data instead of one.                                              |
| <b>Dual Addressing Cycle</b>           | Used for transferring address information to a 64-bit PCI device, which only contains a 32-bit data path.                                                  |
| <b>Line Memory Access</b>              | Used to read more than two 32-bit numbers from the PCI bus.                                                                                                |
| <b>Memory Write with Invalidiation</b> | This is the same as line memory access, but it is used with a write. This write bypasses the write-back function of the cache.                             |

## Configuration Space

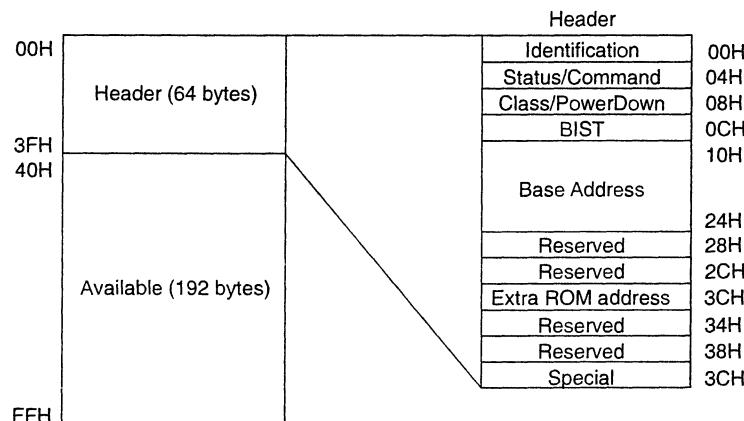
The PCI interface contains a 256-byte configuration memory that allows the computer to interrogate the PCI interface. This feature allows the system to automatically configure itself for the PCI plug-board. Microsoft Corporation calls this *plug-and-play*. Figure 14–12 illustrates the configuration memory and its contents.

The first 64 bytes of the configuration memory contain the header that holds information about the PCI interface. The first 32-bit doubleword contains the unit ID code and also the vendor ID code. The unit ID code is a 16-bit number ( $D_{31}-D_{16}$ ) that is an FFFFH if the unit is not installed and a number between 0000H and FFFFH that identifies the unit if it is installed. The class codes identify the class of the PCI interface and are found in bits  $D_{31}-D_{16}$  of configuration memory location 08H. Note that bits  $D_{15}-D_0$  are defined by the manufacturer. The class codes are listed in Table 14–5 and are assigned by the PCI SIG, which is the governing body for the PCI bus interface standard. The vendor ID ( $D_{15}-D_0$ ) is also allocated by the PCI SIG.

The status word is loaded in bits  $D_{31}-D_{16}$  of configuration memory location 04H, and the command is at bits  $D_{15}-D_0$  of location 04H. Figure 14–13 illustrates the format of both the status and command registers.

The base address space consists of a base address for the memory, a second for the I/O space, and a third for the expansion ROM. The first two doublewords of the base address space contain either the 32- or 64-bit base address for the memory present on the PCI interface. The next doubleword contains the base address of the I/O space. Note that, even though the Intel microprocessors only use a 16-bit I/O address, there is room for expanding the I/O address to 32-bits. This also allows systems that use the 680X0 family and PowerPC access to the PCI bus, because they do have I/O space that is accessed via a 32-bit address.

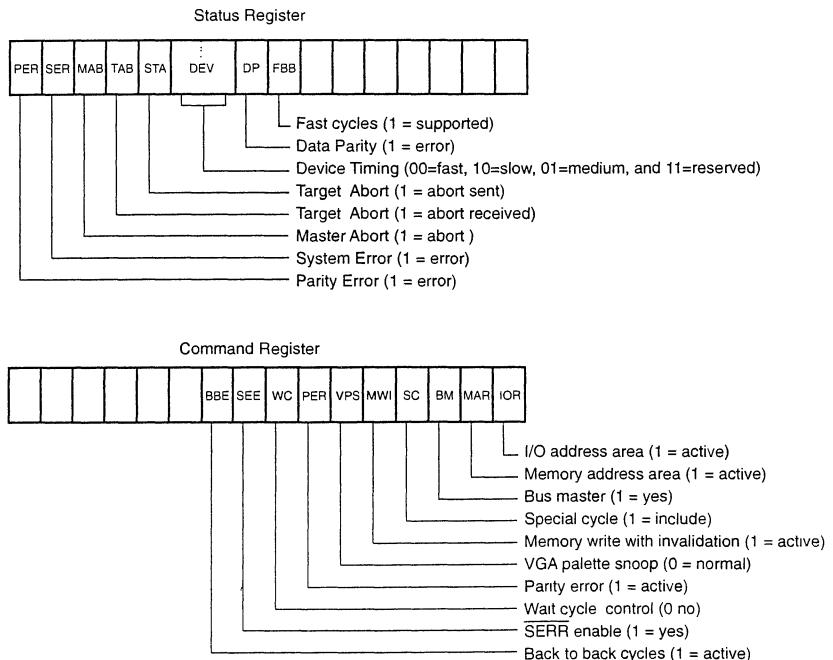
**FIGURE 14–12** The contents of the configuration memory on a PCI expansion board



**TABLE 14-5** The class codes

| Class Code  | Function                                  |
|-------------|-------------------------------------------|
| 0000H       | Older non-VGA devices (not plug-and-play) |
| 0001H       | Older VGA devices (not plug-and-play)     |
| 0100H       | SCSI controller                           |
| 0101H       | IDE controller                            |
| 0102H       | Floppy disk controller                    |
| 0103H       | IPI controller                            |
| 0180H       | Other hard/floppy controller              |
| 0200H       | Ethernet controller                       |
| 0201H       | Token ring controller                     |
| 0202H       | FDDI                                      |
| 0280H       | Other network controller                  |
| 0300H       | VGA controller                            |
| 0301H       | XGA controller                            |
| 0380H       | Other video controller                    |
| 0400H       | Video multimedia                          |
| 0401H       | Audio multimedia                          |
| 0480H       | Other multimedia controller               |
| 0500H       | RAM controller                            |
| 0501H       | FLASH memory controller                   |
| 0580H       | Other memory controller                   |
| 0600H       | Host bridge                               |
| 0601H       | ISA bridge                                |
| 0602H       | EISA bridge                               |
| 0603H       | MCA bridge                                |
| 0604H       | PCI–PCI bridge                            |
| 0605H       | PCMIA bridge                              |
| 0680H       | Other bridge                              |
| 0700H–FFFEH | Reserved                                  |
| FFFFH       | Unit not in any of the above classes      |

**FIGURE 14-13** The contents of the status and control words in the configuration memory



## BIOS for PCI

Most modern Pentium/Pentium Pro-based personal computers contain the PCI bus and an extension to the normal system BIOS that supports the PCI bus. These newer systems contain access to the PCI bus at interrupt vector 1AH. Table 14–6 lists the functions currently available through the INT 1AH instruction with AH = 0B1H for the PCI bus.

**TABLE 14–6** BIOS INT1AH functions for the PCI bus (pp. 580–581)

| <b>01H</b> |                                                                                                                                         | BIOS Available?                                                                                                                                                                 |
|------------|-----------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Entry      |                                                                                                                                         | AH = 0B1H<br>AL = 01H                                                                                                                                                           |
| Exit       | AH = 00H if PCI BIOS extension is available<br>BX = version number<br>EDX = ASCII string 'PCI'<br>CARRY = 1 if no PCI extension present |                                                                                                                                                                                 |
| <b>02H</b> |                                                                                                                                         | PCI Unit Search                                                                                                                                                                 |
| Entry      |                                                                                                                                         | AH = 0B1H<br>AL = 02H<br>CX = Unit<br>DX = Manufacturer<br>SI = index                                                                                                           |
| Exit       |                                                                                                                                         | AH = result code (see notes)<br>BX = bus and unit number<br>Carry = 1 for error                                                                                                 |
| Notes      |                                                                                                                                         | The result codes are:<br>00H = successful search<br>81H = function not supported<br>83H = invalid manufacturer ID code<br>86H = unit not found<br>87H = invalid register number |
| <b>03H</b> |                                                                                                                                         | PCI Class Code Search                                                                                                                                                           |
| Entry      |                                                                                                                                         | AH = 0B1H<br>AL = 03H<br>ECX = class code<br>SI = index                                                                                                                         |
| Exit       |                                                                                                                                         | AH = result code (see notes for function 02H)<br>BX = bus and unit number<br>Carry = 1 for an error                                                                             |
| <b>06H</b> |                                                                                                                                         | Start Special Cycle                                                                                                                                                             |
| Entry      |                                                                                                                                         | AH = 0B1H<br>AL = 06H<br>BX = bus and unit number<br>EDX = data                                                                                                                 |
| Exit       |                                                                                                                                         | AH = result code (see notes for function 02H)<br>Carry = 1 for error                                                                                                            |
| Notes      |                                                                                                                                         | The value passed in EDX is sent to the PCI bus during the address phase.                                                                                                        |

|                                                 |                                                                                                                                 |
|-------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------|
| <b>08H Configuration Byte-Sized Read</b>        |                                                                                                                                 |
| Entry                                           | AH = 0B1H<br>AL = 08H<br>BX = bus and unit number<br>DI = register number                                                       |
| Exit                                            | AH = result code (see notes for function 02H)<br>CL = data from configuration register<br>Carry = 1 for error                   |
| <b>09H Configuration Word-Sized Read</b>        |                                                                                                                                 |
| Entry                                           | AH = 0B1H<br>AL = 08H<br>BX = bus and unit number<br>DI = register number                                                       |
| Exit                                            | AH = result code (see notes for function 02H)<br>CX = data from configuration register<br>Carry = 1 for error                   |
| <b>0AH Configuration Doubleword-Sized Read</b>  |                                                                                                                                 |
| Entry                                           | AH = 0B1H<br>AL = 08H<br>BX = bus and unit number<br>DI = register number                                                       |
| Exit                                            | AH = result code (see notes for function 02H)<br>ECX = data from configuration register<br>Carry = 1 for error                  |
| <b>0BH Configuration Byte-Sized Write</b>       |                                                                                                                                 |
| Entry                                           | AH = 0B1H<br>AL = 08H<br>BX = bus and unit number<br>CL = data to be written to configuration register<br>DI = register number  |
| Exit                                            | AH = result code (see notes for function 02H)<br>Carry = 1 for error                                                            |
| <b>0CH Configuration Word-Sized Write</b>       |                                                                                                                                 |
| Entry                                           | AH = 0B1H<br>AL = 08H<br>BX = bus and unit number<br>CX = data to be written to configuration register<br>DI = register number  |
| Exit                                            | AH = result code (see notes for function 02H)<br>Carry = 1 for error                                                            |
| <b>0DH Configuration Doubleword-Sized Write</b> |                                                                                                                                 |
| Entry                                           | AH = 0B1H<br>AL = 08H<br>BX = bus and unit number<br>ECX = data to be written to configuration register<br>DI = register number |
| Exit                                            | AH = result code (see notes for function 02H)<br>Carry = 1 for error                                                            |

Example 14–7 shows how the BIOS is used to determine if the PCI bus extension is available.

### EXAMPLE 14–7

```

0000 .MODEL SMALL
0000 .DATA
0000 50 43 49 20 42 49 MES1 DB 'PCI BIOS NOT PRESENT$'
 4F 53 20 4E 4F 54
 20 50 52 45 53 45
 4E 54 24
0015 50 43 49 20 42 49 MES2 DB 'PCI BIOS PRESENT$'
 4F 53 20 50 52 45
 53 45 4E 54 24
0000 .CODE
0017 B4 B1 MOV AH,0B1H ;access PCI extension
0019 B0 01 MOV AL,01H
001B CD 1A INT 1AH
001D BA 0015 R MOV DX,OFFSET MES2
 .IF CARRY?
0022 BA 0000 R MOV DX,OFFSET MES1
 .ENDIF
0025 B4 09 MOV AH,9 ;display string
0027 CD 21 INT 21H
0000 .EXIT
END

```

Once the presence of the BIOS is established, the contents of the configuration memory can be read using the BIOS functions. Note that the BIOS does not support data transfers between the computer and the PCI interface. Data transfers are handled by drivers that are provided with the interface. These drivers control the flow of data between the microprocessor and the component found on the PCI interface.

### 14–4

### SUMMARY

1. The bus systems (ISA, EISA, VESA, and PCI) allow I/O and memory systems to be interfaced to the personal computer.
2. The ISA bus is either 8- or 16-bits and supports either memory or I/O transfers at rates of 8 MHz.
3. The EISA bus is an extended version of the ISA bus that supports 8-, 16-, and 32-bit transfers between the personal computer and memory or I/O at rates of 8 MHz.
4. The VESA (Video Electronics Standards Association) local bus supports 32-bit transfers between the personal computer and I/O or memory at rates of 33 MHz.
5. The PCI (peripheral component interconnect) supports 32- or 64-bit transfers between the personal computer and memory or I/O at rates of 33 MHz. This bus also allows virtually any microprocessor to be interfaced to the PCI bus via the use of a bridge interface.
6. A plug-and-play interface is one that contains a memory that holds configuration information for the system.

### 14–5

### QUESTIONS AND PROBLEMS

1. The letters ISA are an acronym for what phrase?
2. The ISA bus system supports what size data transfers?

3. Is the ISA bus interface often used for memory expansion?
4. Develop an ISA bus interface that is decoded at addresses 800H–803H. This interface must contain an 8255 accessed via these port addresses. (Don't forget to buffer all inputs to the ISA bus card.)
5. Develop an ISA bus interface that decodes ports 0820H–0823H to control a single 8254 timer.
6. Develop a 16-bit ISA bus interface that adds a 27C256 EPROM at memory addresses FF0000H–FF7FFFH.
7. Given a 74LS244 buffer and a 74LS374 latch, develop an ISA bus interface that contains an 8-bit input port at I/O address 808H and an 8-bit output port at I/O address 80AH.
8. Create an ISA bus interface that allows four channels of analog output signals of from 0–5.0V each. These four channels must be decoded at I/O addresses 800H, 810H, 820H, and 830H. Also develop software that supports the four channels.
9. Redo Question 8, but instead of four output channels, use four ADCs to create four analog input channels at the same addresses.
10. Using an 8254 timer or timers, develop a darkroom timer on an ISA bus card. Your timer must generate a logic 0 for 1/100-second intervals from 1/100 second to 5 minutes. Use the system clock of 8MHz as a timing source. The software you develop must allow the user to select the time from the keyboard. The output signal from the timer must be a logic 0 for the duration of the selected time and must be passed through an inverter to enable a solid-state relay that controls the photographic enlarger.
11. Interface a 16550 UART to the personal computer on an ISA bus interface. Develop software that transmits and receives data at Baud rates of 300, 1200, 9600, and 19,200. The UART must respond to I/O ports 0E3XH.
12. The EISA bus can transfer data that is \_\_\_\_\_ in width at the rate of 8 MHz.
13. Describe how the ISA connector is modified to accommodate the EISA interface.
14. The VESA local bus operates at what rate?
15. Does the VESA local bus use the contacts on the ISA bus?
16. What is the difference between the VESA local bus and the PCI bus?
17. Describe how the address can be captured from the PCI bus.
18. What is the purpose of the configuration memory found on the PCI bus interface?
19. Define the term plug-and-play.
20. What is the purpose of the C/B<sub>E</sub> connection on the PCI bus system?
21. How is the BIOS tested for the PCI BIOS extension?
22. Develop a short program that interrogates the PCI bus, using the extension to the BIOS, and that reads the 32-bit contents of configuration register 08H. For this problem, consider that the bus and unit number are 0000H.

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# CHAPTER 15

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## The 80186, 80188, and 80286 Microprocessors

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### INTRODUCTION

The Intel 80186/80188 and the 80286 are enhanced versions of the earlier 8086/8088 microprocessors. The 80186/80188 and 80286 are all 16-bit microprocessors that are upward compatible to the 8086/8088. Even the hardware of these microprocessors is similar to the earlier versions. This chapter presents an overview of each microprocessor and points out the differences or enhancements that are present in each version. The first part of the chapter describes the 80186/80188 microprocessors, and the last part discusses the 80286 microprocessor.

New to this edition is a much expanded coverage of the 80186/80188 family. Intel has added four new versions of each of these embedded controllers to its lineup of microprocessors. Each is a CMOS version designated with a two-letter suffix: XL, EA, EB, and EC. The 80C186XL and 80C188XL models are most similar to the earlier 80186/80188 models.

### CHAPTER OBJECTIVES

Upon completion of this chapter you will be able to:

1. Describe the hardware and software enhancements of the 80186/80188 and the 80286 microprocessors as compared to the 8086/8088.
2. Detail the differences between the various versions of the 80186 and 80188 embedded controllers.
3. Interface the 80186/80188 and the 80286 to memory and I/O.
4. Develop software using the enhancements provided in these microprocessors.
5. Describe the operation of the memory management unit (MMU) within the 80286 microprocessor.

The 80186 and 80188, like the 8086 and 8088, are nearly identical. The only difference between the 80186 and 80188 is the width of their data buses. The 80186 (like the 8086) contains a 16-bit data bus, while the 80188 (like the 8088) contains an 8-bit data bus. The internal register structure of the 80186/80188 is virtually identical to the 8086/8088. About the only difference is that

the 80186/80188 contain additional reserved interrupt vectors and some very powerful built-in I/O features. The 80186/80188 are often called **embedded controllers** because of their application, not as a microprocessor-based computer, but as a controller.

## Versions of the 80186/80188

As mentioned, the 80186/80188 are available in four different versions, which are all CMOS microprocessors. Table 15-1 lists each version and the major features provided. The 80C186XL and 80C188XL are the most basic versions of the 80186/80188, while the 80C186EC and 80C188EC are the most advanced. This text details the 80C186XL/80C188XL and then describes the additional features and enhancements provided in the other versions.

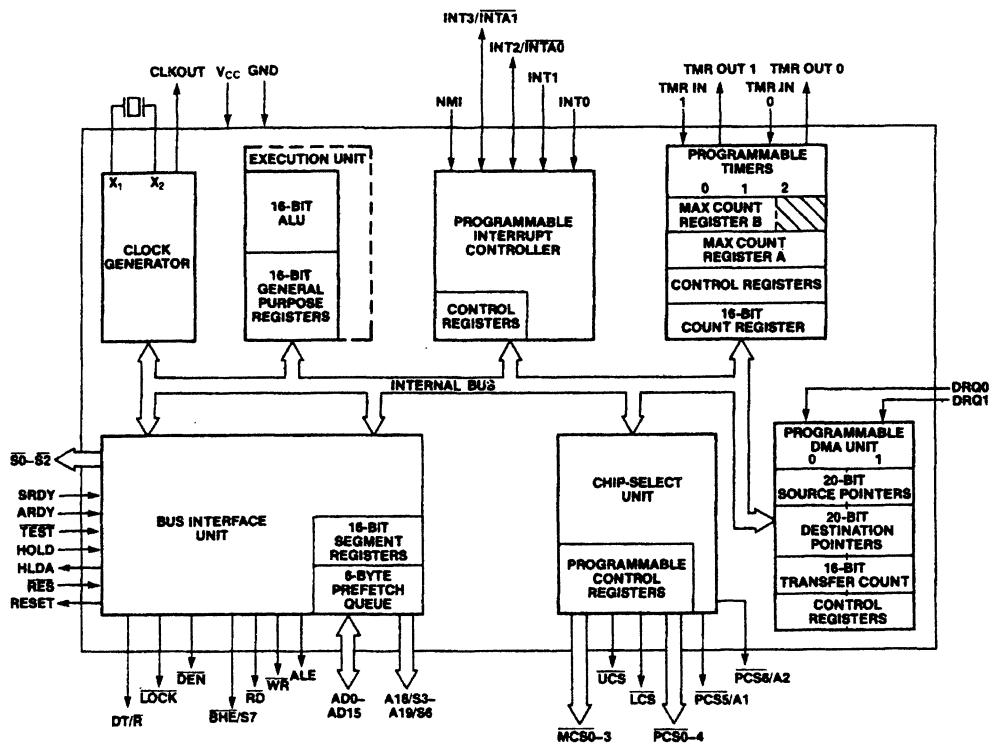
## 80186 Basic Block Diagram

Figure 15-1 provides the block diagram of the 80186 microprocessor that generically represents all versions except for the enhancements and additional features outlined in Table 15-1. Notice that this microprocessor has a great deal more internal circuitry than the 8086. The block diagrams of the 80186 and 80188 are identical except for the pre-fetch queue, which is 4 bytes in the 80188 and six bytes in the 80186. Like the 8088, the 80186 contains a bus interface unit (BIU) and an execution unit (EU).

In addition to the BIU and EU, the 80186/80188 family contains a clock generator, a programmable interrupt controller, programmable timers, a programmable DMA controller, and a programmable chip selection unit. These enhancements greatly increase the utility of the 80186/80188 and reduce the number of peripheral components required to implement a system. Many popular subsystems for the personal computer use the 80186/80188 as caching

**TABLE 15-1** The four versions of the 80186/80188 embedded controller

| Feature                    | 80C186XL<br>80C188XL | 80C186EA<br>80C188EA | 80C186EB<br>80C188EB | 80C186EC<br>80C188EC |
|----------------------------|----------------------|----------------------|----------------------|----------------------|
| 80286-like instruction set | ✓                    | ✓                    | ✓                    | ✓                    |
| Power-save (green mode)    | ✓                    | ✓                    |                      | ✓                    |
| Power down mode            |                      | ✓                    | ✓                    | ✓                    |
| 80C187 interface           | ✓                    | ✓                    | ✓                    | ✓                    |
| ONCE mode                  | ✓                    | ✓                    | ✓                    | ✓                    |
| Interrupt controller       | ✓                    | ✓                    | ✓                    | ✓                    |
|                            |                      |                      |                      | 8259-like            |
| Timer unit                 | ✓                    | ✓                    | ✓                    | ✓                    |
| Chip selection unit        | ✓                    | ✓                    | ✓                    | ✓                    |
|                            |                      |                      | enhanced             | enhanced             |
| DMA controller             | ✓                    | ✓                    |                      | ✓                    |
|                            | 2-channel            | 2-channel            |                      | 4-channel            |
| Serial communications unit |                      |                      | ✓                    | ✓                    |
| Refresh controller         | ✓                    | ✓                    | ✓                    | ✓                    |
|                            |                      |                      | enhanced             | enhanced             |
| Watchdog timer             |                      |                      |                      | ✓                    |
| I/O ports                  |                      |                      | ✓                    | ✓                    |
|                            |                      | 16-bits              |                      | 22-bits              |



**FIGURE 15–1** The block diagram of the 80186 microprocessor. Note that the block diagram of the 80188 is identical except  $\overline{BHE}/S7$  is missing and AD15–AD8 are relabeled A15–A8. (Courtesy of Intel Corporation)

disk controllers, local area network (LAN) controllers, etc. The 80186/80188 microprocessors also find application in the cellular telephone network as a switcher.

Software for the 80186/80188 is identical to the 80286 microprocessor without the memory management instructions. This means that the 80286-like instructions immediate multiplication, immediate shift counts, string I/O, PUSHA, POPA, BOUND, ENTER, and LEAVE all function on the 80186/80188 microprocessors.

### 80186/80188 Basic Features

In this segment of the text, we introduce the enhancements of the 80186/80188 microprocessors or embedded controllers that apply to all versions except where noted, but we do not provide an exclusive coverage. More details on the operation of each enhancement are provided later in the chapter. Details of each advanced version are also provided later in this chapter.

**Clock Generator.** The internal clock generator replaces the external 8284A clock generator used with the 8086/8088 microprocessors. This reduces the component count in a system.

The internal clock generator has three pin connections: X<sub>1</sub>, X<sub>2</sub>, and CLKOUT (or on some versions CLKIN, OSCOUT, and CLKOUT). The X<sub>1</sub> (CLKIN) and X<sub>2</sub> (OSCOUT) pins are connected to a crystal that resonates at twice the operating frequency of the microprocessor. In the 8 MHz version of the 80186/80188, a 16 MHz crystal is attached to X<sub>1</sub> (CLKIN) and X<sub>2</sub> (OSCOUT). The 80186/80188 are available in 6 MHz, 8 MHz, 12 MHz, 16 MHz, or 25 MHz versions.

The CLKOUT pin provides a system clock signal that is one-half the crystal frequency with a 50 percent duty cycle. The CLKOUT pin drives other devices in a system and provides a timing source to additional microprocessors in the system.

In addition to these external pins, the clock generator provides the internal timing for synchronizing the READY input pin, whereas in the 8086/8088 system, READY synchronization is provided by the 8284A clock generator.

**Programmable Interrupt Controller.** The programmable interrupt controller (PIC) arbitrates all internal and external interrupts and controls up to two external 8259A PICs. When an external 8259 is attached, the 80186/80188 microprocessors function as the master and the 8259 functions as the slave. The 80C186EC and 80C188EC models contain an 8259A compatible interrupt controller in place of the one described here for the other versions (XL, EA, and EB).

If the PIC is operated without an 8259, it has five interrupt inputs: INTO–INT3 and NMI. This is an expansion from the two interrupt inputs available on the 8086/8088 microprocessors. In many systems, the five interrupt inputs are adequate.

**Timers.** The timer section contains three fully programmable 16-bit timers. Timers 0 and 1 generate wave-forms for external use and are driven by either the master clock of the 80186/80188 or by an external clock. They are also used to count external events. The third timer, timer 2, is internal and clocked by the master clock. The output of timer 2 generates an interrupt after a specified number of clocks and also can provide a clock to the other timers. Timer 2 can also be used as a watchdog timer, because it can be programmed to interrupt the microprocessor after a certain length of time.

The 80C186EC and 80C188EC models have an additional timer called a *watchdog*. The watchdog timer is a 32-bit counter that is clocked internally by the CLKOUT signal (one-half the crystal frequency). Each time the counter hits zero, it reloads and generates a pulse on the WDTOUT pin that is four CLKOUT periods wide. This output can be used for any purpose. It can be wired to the reset input to cause a reset or to the NMI input to cause an interrupt. Note that if it is connected to the reset or NMI inputs, it is periodically reprogrammed so that it never counts down to zero. The purpose of a watchdog timer is to reset or interrupt the system if the software goes awry.

**Programmable DMA Unit.** The programmable DMA unit contains two DMA channels, or four DMA channels in the 80C186EC/80C188EC models. Each channel can transfer data between memory locations, between memory and I/O, or between I/O devices. This DMA controller is similar to the 8237 DMA controller discussed in Chapter 12. The main difference is that the 8237 has four channels, as does the EC model.

**Programmable Chip Selection Unit.** The chip selection is a built-in programmable memory and I/O decoder. It has 6 output lines to select memory, 7 lines to select I/O on the XL and EA models, and 10 lines that either select memory or I/O on the EB and EC models.

On the XL and EA models, the memory selection lines are divided into three groups that select memory for the major sections of the 80186/80188 memory map. The lower memory select signal enables memory for the interrupt vectors, the upper memory select signal enables memory for reset, and the middle memory select signals enable up to four middle memory devices. The boundary of the lower memory begins at location 00000H, and the boundary of the upper memory ends at location FFFFH. The size of the memory areas are programmable, and wait states (0–3 waits) can be automatically inserted with the selection of an area of memory.

On the XL and EA models, each programmable I/O selection signal address a 128-byte block of I/O space. The programmable I/O area starts at a base I/O address programmed by the user, and all seven 128-byte blocks are contiguous.

On the EB and EC models, there is an upper and lower memory chip selection pin and eight general-purpose memory or I/O chip selection pins. Another difference is that from 0–15 wait states can be programmed in these two versions of the 80186/80188 embedded controllers.

**Power Save/Power Down Feature.** The power save feature allows the system clock to be divided by 4, 8, or 16 to reduce power consumption. The power saving feature is started by software and exited by a hardware event such as an interrupt. The power down feature stops the clock completely, but it is not available on the XL version. The power down mode is entered by executing an HLT instruction and exited by any interrupt.

**Refresh Control Unit.** The refresh control unit generates the refresh row address at the interval programmed. The refresh control unit does not multiplex the address for the DRAM—this is still the responsibility of the system designer. The refresh address is provided to the memory system at the end of the programmed refresh interval, along with the  $\overline{\text{RFSH}}$  control signal. The memory system must run a refresh cycle during the active time of the  $\overline{\text{RFSH}}$  control signal. More on memory and refreshing is provided in the section that explains the chip selection unit.

### Pin-Out

Figure 15–2 illustrates the pin-out of the 80C188XL microprocessor. Note that the 80C186XL is packaged in either a 68-pin lead-less chip carrier (LCC) or in a pin grid array (PGA). The LCC package and PGA packages are illustrated in Figure 15–3.

**Pin Definitions.** The following list defines each 80C188XL pin and notes any differences between the 80C186XL and 80C188XL microprocessors. The enhanced versions are described later in this chapter.

|           |                                                                                                                                                                                                                                                                        |
|-----------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| $V_{CC}$  | This is the system <b>power</b> supply connection for $\pm 10\%$ , +5.0V.                                                                                                                                                                                              |
| $V_{SS}$  | This is the system <b>ground</b> connection.                                                                                                                                                                                                                           |
| X1 and X2 | These pins generally connect to a fundamental-mode parallel resonant crystal that operates an internal crystal oscillator. An external clock signal may be connected to the X1 pin. The internal master clock operates at one-half the external crystal or clock input |

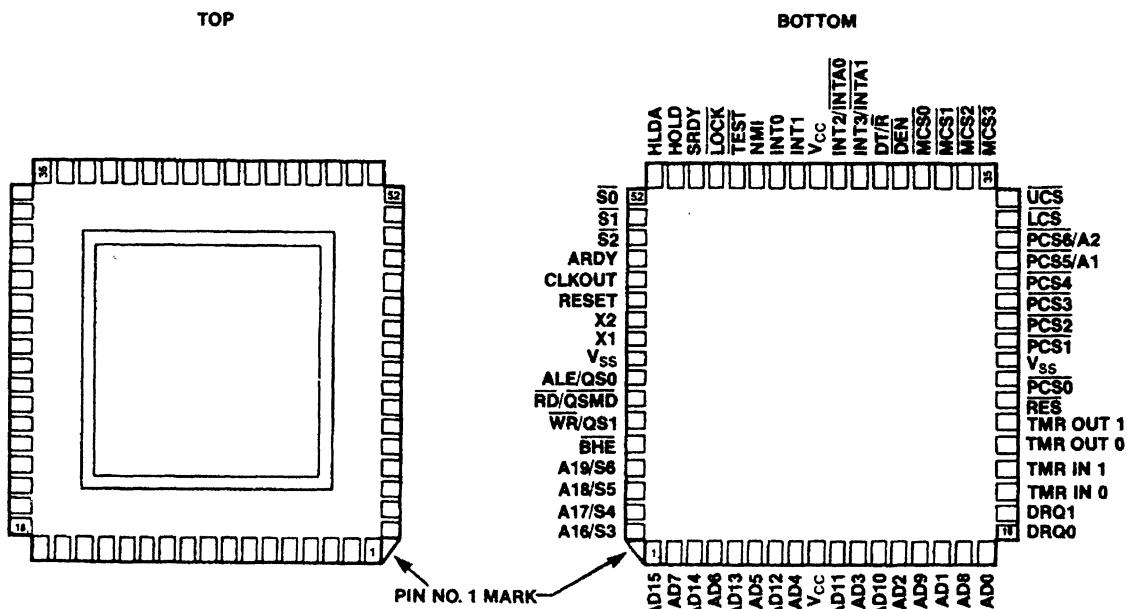
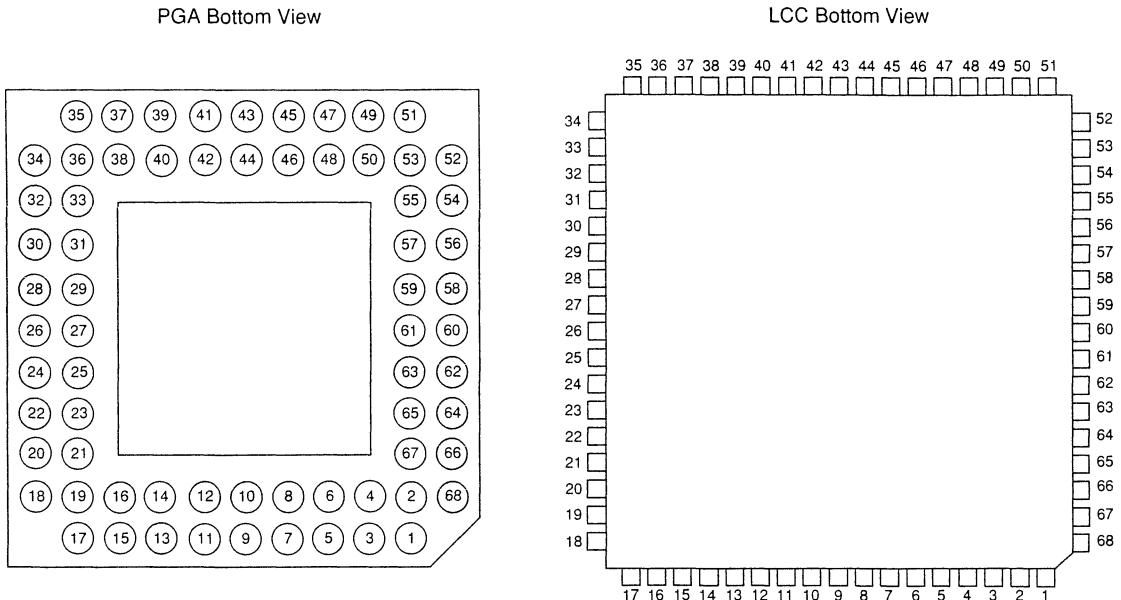


FIGURE 15–2 Pin-out of the 80186 microprocessor (Courtesy of Intel Corporation)



**FIGURE 15–3** The bottom views of the PGA and LCC style versions of the 80C188XL microprocessor

|                                               |                                                                                                                                                                                                                                                                                                                                 |
|-----------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>CLKOUT</b>                                 | signal. Note that these pins are labeled CLKIN (X1) and OSCOUT (X2) on some versions of the 80186/80188.                                                                                                                                                                                                                        |
| <b>RES</b>                                    | This pin provides a <b>timing signal</b> to system peripherals at one-half the clock frequency with a 50 percent duty cycle.                                                                                                                                                                                                    |
| <b>RESET</b>                                  | The <b>reset</b> pin resets the 80186/80188. For a proper reset, the <b>RES</b> must be held low for at least 50 ms after power is applied. This pin is often connected to an RC circuit that generates a reset signal after power is applied. The reset location is identical to that of the 8086/8088 microprocessors—FFFF0H. |
| <b>TEST</b>                                   | The companion <b>reset output</b> pin (goes high for a reset) connects to system peripherals to initialize them whenever the <b>RES</b> input goes low.                                                                                                                                                                         |
| <b>TMRIN0, TMRIN1</b>                         | This <b>test</b> pin connects to the BUSY output of the 80187 numeric coprocessor. The <b>TEST</b> pin is interrogated with the WAIT instruction.                                                                                                                                                                               |
| <b>TMROUT0 and TMROUT1</b>                    | These pins are used as <b>external clocking sources</b> to timers 0 and 1.                                                                                                                                                                                                                                                      |
| <b>DRQ0 and DRQ1</b>                          | These pins provide the <b>output signals</b> from timers 0 and 1, which can be programmed to provide square waves or pulses.                                                                                                                                                                                                    |
| <b>NMI</b>                                    | These pins are active-high level triggered <b>DMA request lines</b> for DMA channels 0 and 1.                                                                                                                                                                                                                                   |
| <b>INT0, INT1, INT2/INTA0, and INT3/INTA1</b> | This is a <b>non-maskable interrupt</b> input. It is positive edge-triggered and always active. When NMI is activated, it uses interrupt vector 2.                                                                                                                                                                              |
|                                               | These are <b>maskable interrupt</b> inputs. They are active-high and are programmed as either level or edge-triggered. These pins are configured as four interrupt inputs if no external 8259 is present, or as two interrupt inputs if 8259s are present.                                                                      |

|                                       |                                                                                                                                                                                                                                                                                                                                                                                                               |
|---------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>A19/ONCE, A18, A17, A16</b>        | These are multiplexed <b>address status connections</b> that provide the address (A19–A16) and status (S6–S3). Status bits found on address pins A18–A16 have no system function and are used during manufacturer for testing. The A19 pin is an input for the $\overline{\text{ONCE}}$ function on reset. If $\overline{\text{ONCE}}$ is held low on a reset, the microprocessor enters a testing mode.      |
| <b>AD<sub>15</sub>–AD<sub>0</sub></b> | These are multiplexed <b>address/data bus connections</b> . During T <sub>1</sub> , the 80186 places A <sub>15</sub> –A <sub>0</sub> on these pins; during T <sub>2</sub> , T <sub>3</sub> , and T <sub>4</sub> , the 80186 uses these pins as the data bus for signals D <sub>15</sub> –D <sub>0</sub> . Note that the 80188 has pins AD <sub>7</sub> –AD <sub>0</sub> and A <sub>15</sub> –A <sub>8</sub> . |
| <b>BHE</b>                            | This pin indicates (when a logic 0) that valid data are transferred through data bus connections D15–D8.                                                                                                                                                                                                                                                                                                      |
| <b>ALE</b>                            | This is a multiplexed output pin that contains ALE one-half clock cycle earlier than in the 8086. It is used to de-multiplex the address/data and address/status buses. (Even though the status bits on A <sub>19</sub> –A <sub>16</sub> are not used in the system, they must still be de-multiplexed.)                                                                                                      |
| <b>WR</b>                             | This <b>write</b> pin causes data to be written to memory or I/O.                                                                                                                                                                                                                                                                                                                                             |
| <b>RD</b>                             | This <b>read</b> pin causes data to be read from memory or I/O.                                                                                                                                                                                                                                                                                                                                               |
| <b>ARDY</b>                           | The <b>asynchronous READY</b> input informs the 80186/80188 that the memory or I/O is ready for the 80186/80188 to read or write data. If this pin is tied to +5.0V, the microprocessor functions normally; if it is grounded, the microprocessor enters wait states.                                                                                                                                         |
| <b>SRDY</b>                           | The <b>synchronous READY</b> input is synchronized with the system clock to provide a relaxed timing for the ready input. As with ARDY, SRDY is tied to +5.0V for no wait states.                                                                                                                                                                                                                             |
| <b>LOCK</b>                           | This <b>lock</b> pin is an output controlled by the LOCK prefix. If an instruction is prefixed with LOCK, the $\overline{\text{LOCK}}$ pin becomes a logic 0 for the duration of the locked instruction.                                                                                                                                                                                                      |
| <b>S2, S1, and S0</b>                 | These are <b>status bits</b> that provide the system with the type of bus transfer in effect. Refer to Table 15–2 for the states of the status bits.                                                                                                                                                                                                                                                          |
| <b>UCS</b>                            | The <b>upper-memory chip select</b> pin selects memory on the upper portion of the memory map. This output is programmable to enable memory sizes of 1K–256K bytes ending at location FFFFFH. Note that this pin is programmed differently on the EB and EC versions.                                                                                                                                         |
| <b>LCS</b>                            | The <b>lower-memory chip select</b> pin enables memory beginning at location 00000H. This pin is programmed to select memory sizes from 1K–256K bytes. Note that this pin functions differently for the EB and EC versions.                                                                                                                                                                                   |
| <b>MCS0–MCS3</b>                      | The <b>middle-memory chip</b> select pins enable four middle memory devices. These pins are programmable to select an 8K–512K-byte block of memory containing four devices. Note that these pins are not present on the EB and EC versions.                                                                                                                                                                   |
| <b>PCS0–PCS4</b>                      | These are five different <b>peripheral selection</b> lines. Note that the lines are not present on the EB and EC versions.                                                                                                                                                                                                                                                                                    |

**TABLE 15–2** The S2, S1, and S0 status bits

| <i>S2</i> | <i>S1</i> | <i>S0</i> | <i>Function</i>       |
|-----------|-----------|-----------|-----------------------|
| 0         | 0         | 0         | Interrupt acknowledge |
| 0         | 0         | 1         | I/O read              |
| 0         | 1         | 0         | I/O write             |
| 0         | 1         | 1         | Halt                  |
| 1         | 0         | 0         | Opcode fetch          |
| 1         | 0         | 1         | Memory read           |
| 1         | 1         | 0         | Memory Write          |
| 1         | 1         | 1         | Passive               |

**PCSS**/A1 and**PCS6**/A2

These pins are programmed as **peripheral selection lines** or as internally latched address bits A2 and A1. These lines are not present on the EB and EC versions.

**DT/R**

This pin controls the **direction** of data bus buffers if attached to the system.

**DEN**

This pin **enables** the external data bus buffers.

## DC Operating Characteristics

It is necessary to know the DC operating characteristics before attempting to interface or operate the microprocessor. The 80C186/801C88 microprocessors require between 42 mA and 63 mA of power supply current. Each output pin provides 3.0 mA of logic 0 current and -2 mA of logic 1 current.

## 80186/80188 Timing

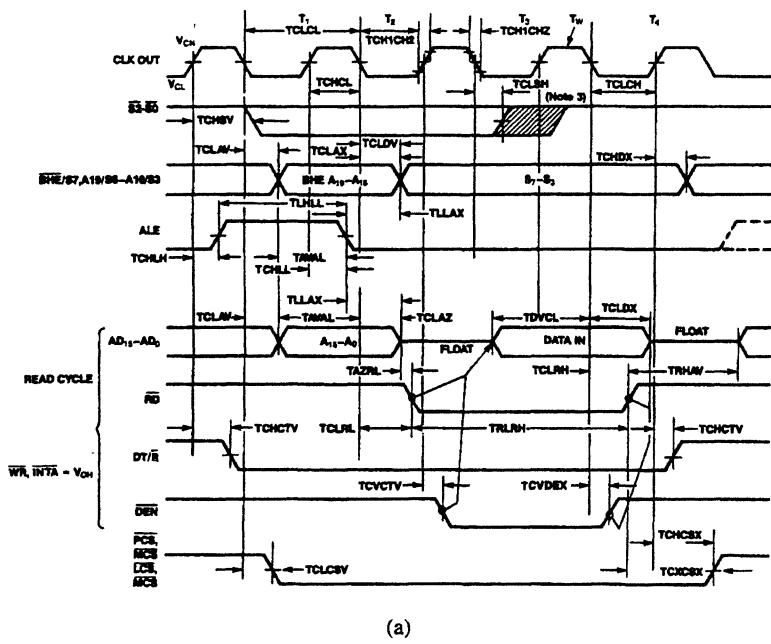
The timing diagram for the 80186 is provided in Figure 15–4. Timing for the 80188 is identical except for the multiplexed address connections, which are AD7–AD0 instead of AD15–AD0, and the **BHE**, which does not exist on the 80188.

The basic timing for the 80186/80188 is composed of four clocking periods, just as in the 8086/8088. A bus cycle for the 8 MHz version requires 500 ns, while the 16 MHz version requires 250 ns.

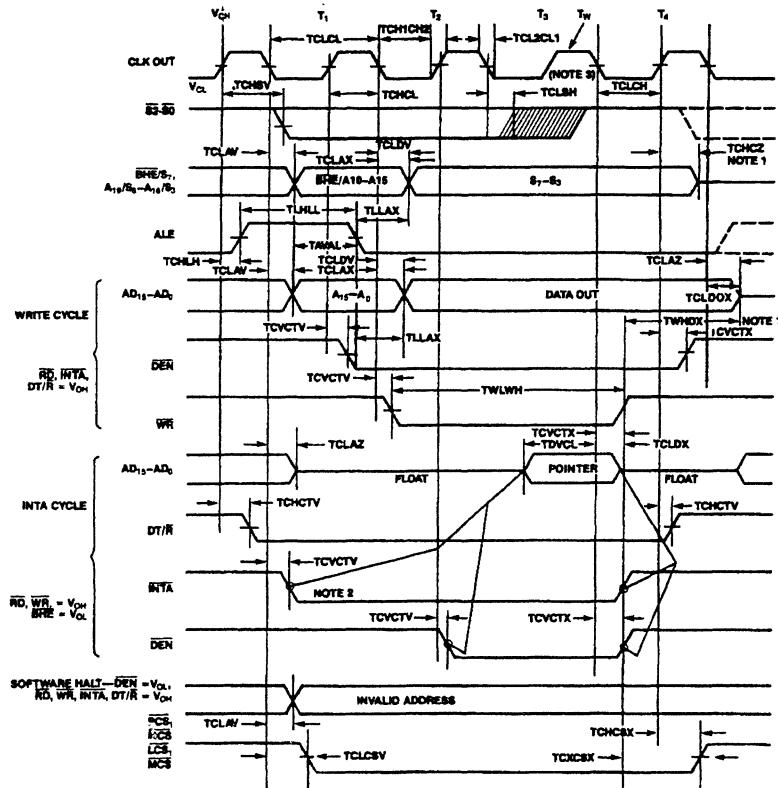
There are very few differences between the timing for the 80186/80188 and the 8086/8088. The most noticeable difference is that ALE appears one-half clock cycle earlier in the 80186/80188.

**Memory Access Time.** One of the more important points in any microprocessor's timing diagram is the memory access time. Access time calculations for the 80186/80188 are identical to those of the 8086/8088. Recall that the access time is the time allotted to the memory and I/O to provide data to the microprocessor after the microprocessor sends the memory or I/O its address.

A close examination of the timing diagram reveals that the address appears on the address bus  $T_{CLAV}$  time after the start of T1.  $T_{CLAV}$  is listed as 44 ns for the 8 MHz version. (See Figure 15–5.) Data are sampled from the data bus at the end of T3, but a setup time is required before the clock defined as  $T_{DVCL}$ . The times listed for  $T_{DVCL}$  are 20 ns for both versions of the microprocessor. Access time is therefore equal to three clocking periods minus both  $T_{CLAV}$  and  $T_{DVCL}$ . Access time for the 8 MHz microprocessor is 375 ns - 44 ns - 20 ns, or 311 ns. The access time for the 16 MHz version is calculated in the same manner except that  $T_{CLAV}$  is 25 ns and  $T_{DVCL}$  is 15 ns.



(a)



(b)

FIGURE 15-4 80186/80188 timing. (a) Read cycle timing and (b) write cycle timing (Courtesy of Intel Corporation)

**80186 Master Interface Timing Responses**

| <b>Symbol</b>      | <b>Parameters</b>                       | <b>80188 (8 MHz)</b>  |             | <b>80188-8 (8 MHz)</b> |             | <b>Units</b> | <b>Test Conditions</b>                 |
|--------------------|-----------------------------------------|-----------------------|-------------|------------------------|-------------|--------------|----------------------------------------|
|                    |                                         | <b>Min.</b>           | <b>Max.</b> | <b>Min.</b>            | <b>Max.</b> |              |                                        |
| T <sub>CLAV</sub>  | Address Valid Delay                     | 5                     | 44          | 5                      | 63          | ns           | C <sub>L</sub> = 20-200 pF all outputs |
| T <sub>CLAX</sub>  | Address Hold                            | 10                    |             | 10                     |             | ns           |                                        |
| T <sub>CLAZ</sub>  | Address Float Delay                     | T <sub>CLAX</sub>     | 35          | T <sub>CLAX</sub>      | 44          | ns           |                                        |
| T <sub>CHCZ</sub>  | Command Lines Float Delay               |                       | 45          |                        | 56          | ns           |                                        |
| T <sub>CHCV</sub>  | Command Lines Valid Delay (after float) |                       | 55          |                        | 76          | ns           |                                        |
| T <sub>LHLL</sub>  | ALE Width                               | T <sub>CLCL-35</sub>  |             | T <sub>CLCL-35</sub>   |             | ns           |                                        |
| T <sub>CHLH</sub>  | ALE Active Delay                        |                       | 35          |                        | 44          | ns           |                                        |
| T <sub>CHLL</sub>  | ALE Inactive Delay                      |                       | 35          |                        | 44          | ns           |                                        |
| T <sub>LIAK</sub>  | Address Hold to ALE Inactive            | T <sub>CHCL-25</sub>  |             | T <sub>CHCL-30</sub>   |             | ns           |                                        |
| T <sub>CDV</sub>   | Data Valid Delay                        | 10                    | 44          | 10                     | 55          | ns           |                                        |
| T <sub>CDOX</sub>  | Data Hold Time                          | 10                    |             | 10                     |             | ns           |                                        |
| T <sub>WHDX</sub>  | Data Hold after WR                      | T <sub>CLCL-40</sub>  |             | T <sub>CLCL-50</sub>   |             | ns           |                                        |
| T <sub>CVCTV</sub> | Control Active Delay 1                  | 5                     | 70          | 5                      | 87          | ns           |                                        |
| T <sub>CHCTV</sub> | Control Active Delay 2                  | 10                    | 55          | 10                     | 76          | ns           |                                        |
| T <sub>CVCTX</sub> | Control Inactive Delay                  | 5                     | 55          | 5                      | 76          | ns           |                                        |
| T <sub>CVDEX</sub> | DEN Inactive Delay (Non-Write Cycle)    |                       | 70          |                        | 87          | ns           |                                        |
| T <sub>AZRL</sub>  | Address Float to RD Active              | 0                     |             | 0                      |             | ns           |                                        |
| T <sub>CLRL</sub>  | RD Active Delay                         | 10                    | 70          | 10                     | 87          | ns           |                                        |
| T <sub>CLRH</sub>  | RD Inactive Delay                       | 10                    | 55          | 10                     | 76          | ns           |                                        |
| T <sub>RHAV</sub>  | RD Inactive to Address Active           | T <sub>CLCL-40</sub>  |             | T <sub>CLCL-50</sub>   |             | ns           |                                        |
| T <sub>CLMAV</sub> | HLDA Valid Delay                        | 10                    | 50          | 10                     | 67          | ns           |                                        |
| T <sub>RLRH</sub>  | RD Width                                | 2T <sub>CLCL-50</sub> |             | 2T <sub>CLCL-50</sub>  |             | ns           |                                        |
| T <sub>WLWH</sub>  | WR Width                                | 2T <sub>CLCL-40</sub> |             | 2T <sub>CLCL-40</sub>  |             | ns           |                                        |
| T <sub>AVAL</sub>  | Address Valid to ALE Low                | T <sub>CLCH-25</sub>  |             | T <sub>CLCH-45</sub>   |             | ns           |                                        |
| T <sub>CHSV</sub>  | Status Active Delay                     | 10                    | 55          | 10                     | 76          | ns           |                                        |
| T <sub>CLSH</sub>  | Status Inactive Delay                   | 10                    | 55          | 10                     | 76          | ns           |                                        |
| T <sub>CLTMV</sub> | Timer Output Delay                      |                       | 60          |                        | 75          | ns           | 100 pF max                             |
| T <sub>CLRO</sub>  | Reset Delay                             |                       | 60          |                        | 75          | ns           |                                        |
| T <sub>CHQSV</sub> | Queue Status Delay                      |                       | 35          |                        | 44          | ns           |                                        |

**80186 Chip-Select Timing Responses**

| <b>Symbol</b>      | <b>Parameter</b>                       | <b>Min.</b> | <b>Max.</b> | <b>Min.</b> | <b>Max.</b> | <b>Units</b> | <b>Test Conditions</b> |
|--------------------|----------------------------------------|-------------|-------------|-------------|-------------|--------------|------------------------|
| T <sub>CLCSV</sub> | Chip-Select Active Delay               |             | 66          |             | 80          | ns           |                        |
| T <sub>CXCSX</sub> | Chip-Select Hold from Command Inactive | 35          |             | 35          |             | ns           |                        |
| T <sub>CHCSX</sub> | Chip-Select Inactive Delay             | 5           | 35          | 5           | 47          | ns           |                        |

| <b>Symbol</b> | <b>Parameter</b>                                 | <b>Min.</b> | <b>Max.</b> | <b>Units</b> | <b>Test Conditions</b> |
|---------------|--------------------------------------------------|-------------|-------------|--------------|------------------------|
| TDVCL         | Data in Setup (A/D)                              | 20          |             | ns           |                        |
| TCLDX         | Data in Hold (A/D)                               | 10          |             | ns           |                        |
| TARYHCH       | Asynchronous Ready (AREADY) active setup time*   |             | 20          | ns           |                        |
| TARYLCL       | READY inactive setup time                        | 35          |             | ns           |                        |
| TCHARYX       | READY hold time                                  | 15          |             | ns           |                        |
| TSRYCL        | Synchronous Ready (SREADY) transition setup time |             | 35          | ns           |                        |
| TCLSRY        | SREADY transition hold time                      | 15          |             | ns           |                        |
| THVCL         | HOLD Setup*                                      | 25          |             | ns           |                        |
| TINVCH        | INTR, NMI, TEST, TIMERIN, Setup*                 | 25          |             | ns           |                        |
| TINVCL        | DRQ0, DRQ1, Setup*                               | 25          |             | ns           |                        |

\*To guarantee recognition at next clock.

**FIGURE 15–5** 80186 AC characteristics (Courtesy of Intel Corporation)

## 15–2

## PROGRAMMING THE 80186/80188 ENHANCEMENTS

This section provides detail on the programming and operation of the 80186/80188 enhancements of all versions (XL, EA, EB, and EC). Section 15–3 details the use of the 80C188EB in a system that uses many of the enhancements discussed here. The only new feature not discussed here is the clock generator, which is described in the previous section on architecture.

### Peripheral Control Block

All internal peripherals are controlled by a set of 16-bit wide registers located in the **peripheral control block** (PCB). The PCB (see Figure 15–6) is a set of 256 registers located in the I/O or memory space. Note that this set applies to the XL and EA versions. Later in this section, the EB and EB version PCB is defined and described.

Whenever the 80186/80188 microprocessors are reset, the peripheral control block is automatically located at the top of the I/O map (I/O addresses FF00H–FFFFH). In most cases, it stays in this area of I/O space, but the PCB may be relocated at any time to any other area of memory or I/O. Relocation is accomplished by changing the contents of the relocation register (see Figure 15–7) located at offset addresses FEH and FFH.

The relocation register is set to a 20FFH when the 80186/80188 microprocessors are reset. This locates the PCB at I/O addresses FF00H–FFFFH afterwards. To relocate the PCB, the user need only send a word OUT to I/O address FFFEH with a new bit pattern. For example,

**FIGURE 15–6** Peripheral control block (PCB) of the 80186/80188 (Courtesy of Intel Corporation)

| OFFSET |
|--------|
| FEH    |
| DAH    |
| D0H    |
| CAH    |
| C0H    |
| A8H    |
| A0H    |
| 68H    |
| 60H    |
| 5EH    |
| 58H    |
| 56H    |
| 50H    |
| 3EH    |
| 20H    |

Relocation Register

DMA Descriptors Channel 1

DMA Descriptors Channel 0

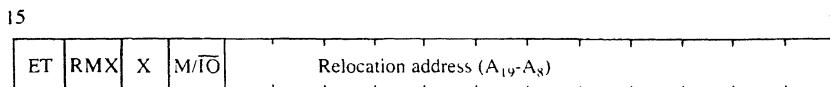
Chip-Select Control Registers

Timer 2 Control Registers

Timer 1 Control Registers

Timer 0 Control Registers

Interrupt Controller Registers



ET = ESC/NO ESC TRAP

RMX = iRM × 86 mode/master mode

M/IO = Memory/IO space

X = Unused

**FIGURE 15–7** Peripheral control register

to relocate the PCB to memory locations 20000H–200FFH, a 1200H is sent to I/O address FFFEH. Notice that M/IO is a logic 1 to select memory, and that a 200H selects memory address 20000H as the base address of the PCB. Note that all accesses to the PCB must be word accesses because it is organized as 16-bit wide registers. Example 15–1 shows the software required to relocate the PCB to memory location 20000H–200FFH. Note that either an 8- or 16-bit output can be used to program the 80186; in the 80188, never use the OUT DX,AX instruction because it takes additional clocking periods to execute.

#### EXAMPLE 15–1

```

0100 BA FFFE MOV DX,0FFE ;address relocation register
0103 B8 1200 MOV AX,1200H ;code for new PCB location
0106 EE OUT DX,AL ;this can also be OUT DX,AX

```

#### Interrupts in the 80186/80188

The interrupts in the 80186/80188 are identical to the 8086/8088 except that there are additional interrupt vectors defined for some of the internal devices. A complete listing of the reserved interrupt vectors appears in Table 15–3. The first five are identical to the 8086/8088.

The array BOUND instruction interrupt is requested if the boundary of an index register is outside the values set up in the memory. The unused opcode interrupt occurs whenever the 80186/80188 execute any undefined opcode. This is important if a program begins to run awry. Note that the unused opcode interrupt can be accessed by an instruction, but the assembler does not include it in the instruction set. On the Pentium Pro and some earlier Intel microprocessors, the 0F0BH or 0FB9H instruction will cause the program to call the procedure whose address is stored at the unused opcode interrupt vector.

The ESC opcode interrupt occurs if ESC opcodes D8H–DFH are executed. This occurs only if the ET (escape trap) bit of the relocation register is set. If an ESC interrupt occurs, the address stored on the stack by the interrupt points to the ESC instruction or to its segment override prefix, if one is used.

The internal hardware interrupts must be enabled by the I flag bit and must be unmasked to function. The I flag bit is set (enabled) with STI and cleared (disabled) with CLI. The remaining internally decoded interrupts are discussed with the timers and DMA controller later in this section.

#### Interrupt Controller

The interrupt controller inside the 80186/80188 is a fairly sophisticated device. It has many interrupt inputs that arrive from the five external interrupt inputs, the DMA controller, and the three timers. Figure 15–8 provides a block diagram of the interrupt structure of the 80186/80188 interrupt controller. This controller appears in the XL, EA, and EB versions, but the EC version contains the exact equivalent to 8259A found in Chapter 11. In the EB version, the DMA inputs are replaced with inputs from the serial unit for receive and transmit.

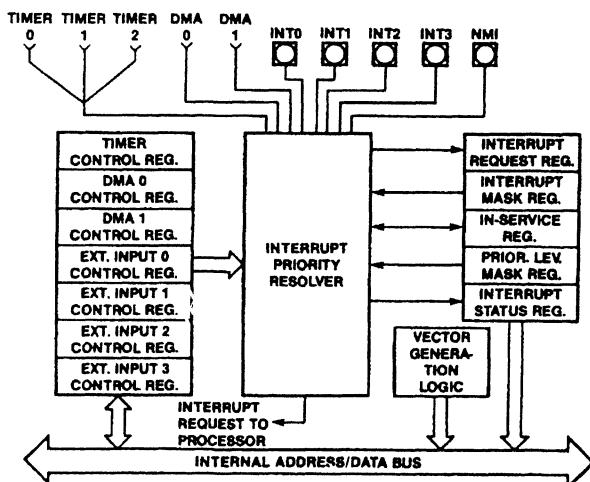
**TABLE 15–3** 80186/80188 interrupt vectors

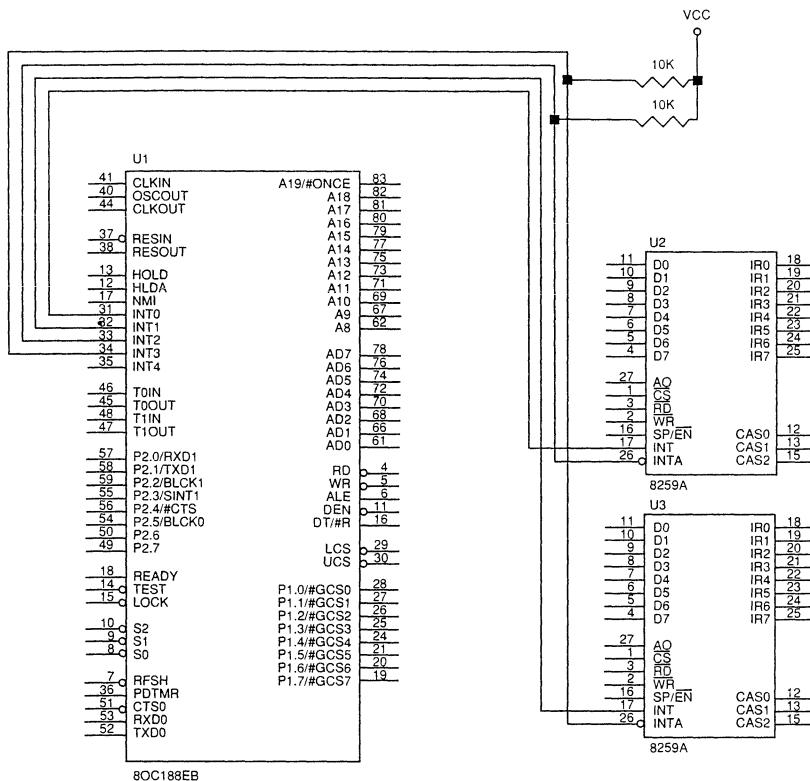
| Name                 | Type | Address       | Priority |
|----------------------|------|---------------|----------|
| Divide error         | 0    | 00000H–00003H | 1        |
| Single-step          | 1    | 00004H–00007H | 1A       |
| NMI pin              | 2    | 00008H–0000BH | 1        |
| Breakpoint           | 3    | 0000CH–0000FH | 1        |
| Overflow             | 4    | 00010H–00013H | 1        |
| BOUND instruction    | 5    | 00014H–00017H | 1        |
| Unused opcode        | 6    | 00018H–0001BH | 1        |
| ESCape opocde        | 7    | 0001CH–0001FH | 1        |
| Timer 0              | 8    | 00020H–00023H | 2A       |
| Reserved             | 9    | 00024H–00027H |          |
| DMA 0                | 10   | 00028H–0002BH | 4        |
| DMA 1                | 11   | 0002CH–0002FH | 5        |
| INT0                 | 12   | 00030H–00033H | 6        |
| INT1                 | 13   | 00034H–00037H | 7        |
| INT2                 | 14   | 00038H–0003BH | 8        |
| INT3                 | 15   | 0003CH–0003FH | 9        |
| 80187                | 16   | 00040H–00043H | 1        |
| Reserved             | 17   | 00044H–00047H |          |
| Timer 1              | 18   | 00048H–0004BH | 2B       |
| Timer 2              | 19   | 0004CH–0004FH | 2C       |
| Serial 0 receiver    | 20   | 00050H–00053H | 3A       |
| Serial 0 transmitter | 21   | 00054H–00057H | 3B       |

Note: Priority level 1 has the highest priority and level 9 the lowest. Some interrupts have the same priority. Only the EB and EC versions contain the serial unit.

The interrupt controller operates in two modes: master and slave mode. The mode is selected by a bit in the interrupt control register (EB and EC versions) called the *CAS bit*. If the CAS bit is a logic 1, the interrupt controller connects to external 8259A programmable interrupt controllers (see Figure 15–9); if CAS is a logic 0, the internal interrupt controller is selected. In many cases, there are enough interrupts within the 80186/80188, so the slave mode is not normally used. Note that in the XL and EA versions, the master and slave modes are selected in the peripheral control register at offset address FEH.

**FIGURE 15–8** 80186/80188 programmable interrupt controller (Courtesy of Intel Corporation)





**FIGURE 15-9** The interconnection between the 80C188EB and two 8259A programmable interrupt controllers. *Note:* Only the connections vital for this interface are shown.

This portion of the text does not detail the programming of the interrupt controller. Instead, it is limited to a discussion of the internal structure of the interrupt controller. The programming and application of the interrupt controller is discussed in the sections that describe the timer and DMA controller.

**Interrupt Controller Registers.** Figure 15-10 illustrates the interrupt controller registers, which are located in the peripheral control block beginning at offset address 22H (except for the EC version, which is compatible with the 8259A and uses ports at offset addresses 00H and 02H for the master and 04H and 06H for the slave). In the EB version, the interrupt controller is programmed at offset address 02H. Also notice that the EB version has an additional interrupt input (INT4).

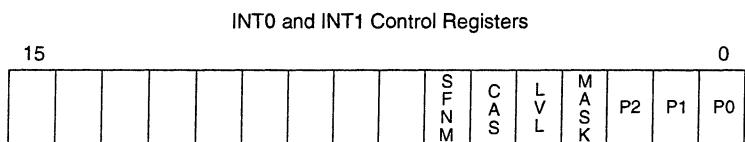
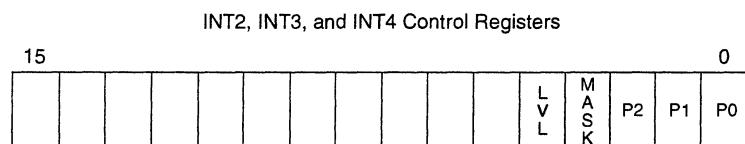
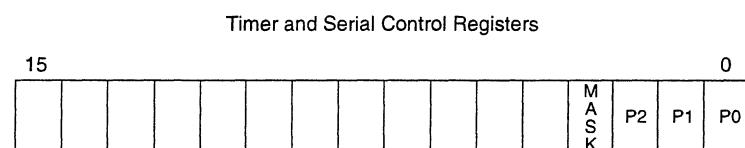
**Slave Mode.** When the interrupt controller operates in the slave mode, it uses up to two external 8259A programmable interrupt controllers for interrupt input expansion. Figure 15-9 shows how the external interrupt controllers connect to the 80186/80188 interrupt input pins for slave operation. Here the INT0 and INT1 inputs are used as external connections to the interrupt request outputs of the 8259s, and INTA0 (INT2) and INTA1 (INT3) are used as interrupt acknowledge signals to the external controllers.

**Interrupt Control Registers.** There are interrupt control registers in both modes of operation that each control a single interrupt source. Figure 15-11 depicts the binary bit pattern of each of these interrupt control registers. The mask bit enables (0) or disables (1) the interrupt input represented by the control word, and the priority bits set the priority level of the interrupt source. The highest priority level is 000, and the lowest is 111. The CAS bit is used to enable slave or cascade mode

**FIGURE 15–10** The I/O offset port assignment for the interrupt control unit

|     | XL and EA Versions     |  | EB Version                  |
|-----|------------------------|--|-----------------------------|
| 3EH | INT3 Control Register  |  | 1EH INT3 Control Register   |
| 3CH | INT2 Control Register  |  | 1CH INT2 Control Register   |
| 3AH | INT1 Control Register  |  | 1AH INT1 Control Register   |
| 38H | INT0 Control Register  |  | 18H INT0 Control Register   |
| 36H | DMA1 Control Register  |  | 16H INT4 Control Register   |
| 34H | DMA0 Control Register  |  | 14H Serial Control Register |
| 32H | Timer Control Register |  | 12H Timer Control Register  |
| 30H | Interrupt Status       |  | 10H Interrupt Status        |
| 2EH | Request                |  | 0EH Request                 |
| 2CH | In Service             |  | 0CH In Service              |
| 2AH | PRIMSK                 |  | 0AH PRIMSK                  |
| 28H | Interrupt Masks        |  | 08H Interrupt Masks         |
| 26H | POLL Status            |  | 06H POLL Status             |
| 24H | POLL                   |  | 04H POLL                    |
| 22H | EOI                    |  | 02H EOI                     |
|     |                        |  |                             |

**FIGURE 15–11** The interrupt control registers



P2–P0 = Priority Level

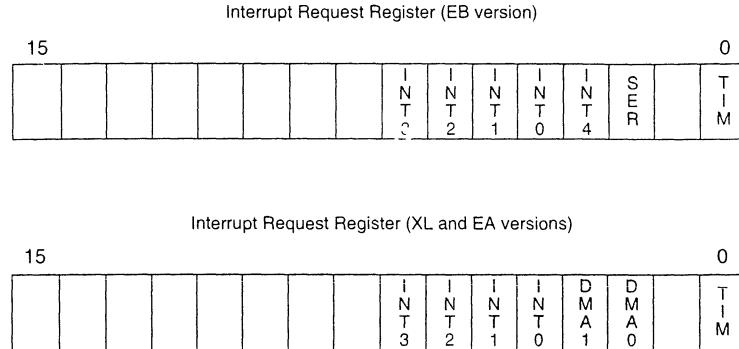
Mask = 0 enables interrupt

LVL = 0 = edge and 1 = level triggering

CAS = 1 selects slave mode

SFNM = 1 selects special fully nested mode

**FIGURE 15-12** The interrupt request register



(0 enables slave mode), and the SFNM bit selects the special fully nested mode. The SFNM allows the priority structure of the 8259A to be maintained.

*Interrupt Request Register.* The interrupt request register contains an image of the interrupt sources in each mode of operation. Whenever an interrupt is requested, the corresponding interrupt request bit becomes a logic 1 even if the interrupt is masked. The request is cleared whenever the 80186/80188 acknowledges the interrupt. Figure 15-12 illustrates the binary bit pattern of the interrupt request register for both the master and slave modes.

*Mask and Priority Mask Registers.* The interrupt mask register has the same format as the interrupt request register illustrated in Figure 15-12. If a source is masked (disabled), the corresponding bit of the interrupt mask register contains a logic 1; if enabled, it contains a logic 0. The interrupt mask register is read to determine which interrupt sources are masked and which are enabled. A source is masked by setting the source's mask bit in its interrupt control register.

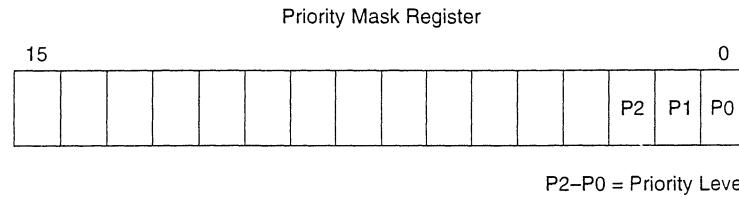
The priority mask register, illustrated in Figure 15-13, shows the priority of the interrupt currently being serviced by the 80186/80188. The level of the interrupt is indicated by priority bits P2–P0. Internally, these bits prevent an interrupt by a lower priority source. These bits are automatically set to the next lower level at the end of an interrupt as issued by the 80186/80188. If no other interrupts are pending, these bits are set (111) to enable all priority levels.

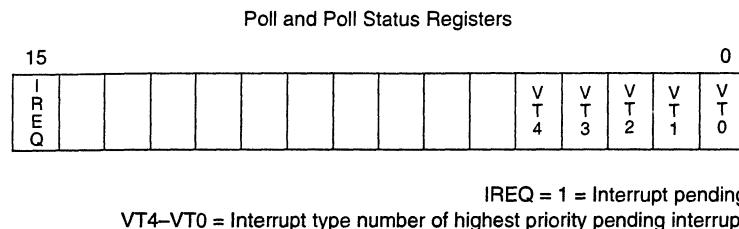
*In-service Register.* The in-service register has the same binary bit pattern as the request register of Figure 15-12. The bit that corresponds to the interrupt source is set if the 80186/80188 is currently acknowledging the interrupt. The bit is reset at the end of an interrupt.

*The Poll and Poll Status Registers.* Both the interrupt poll and interrupt poll status registers share the same binary bit patterns as those illustrated in Figure 15-14. These registers have a bit (INT REQ) that indicates an interrupt is pending. This bit is set if an interrupt is received with sufficient priority, and cleared when an interrupt is acknowledged. The S-bits indicate the interrupt vector type number of the highest priority pending interrupt.

These two registers may appear to be identical because they contain the same information. However, they differ in function. When the interrupt poll register is read, the interrupt is

**FIGURE 15-13** The priority mask register



**FIGURE 15–14** The poll and poll status registers

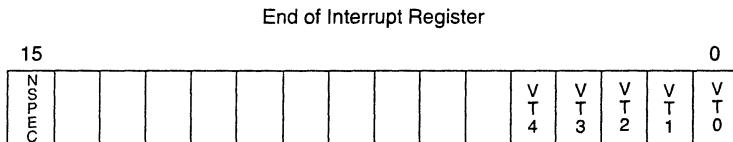
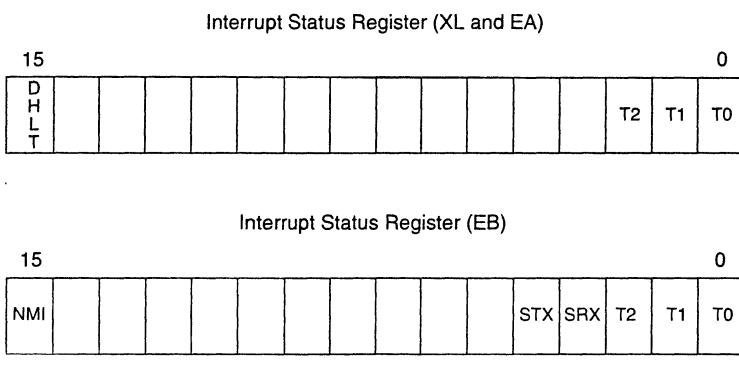
acknowledged. When the interrupt poll status register is read, no acknowledge is sent. These registers are used only in the master mode, and not the slave mode.

*End-of-interrupt Register.* The end-of-interrupt (EOI) register causes the termination of an interrupt when written by a program. Figure 15–15 shows the contents of the EOI register for both the master and slave mode.

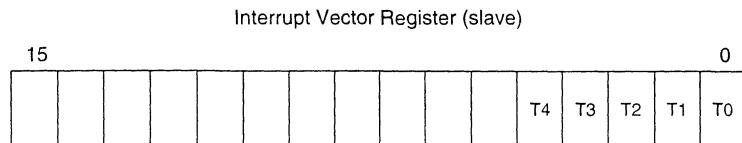
In the master mode, writing to the EOI register ends either a specific interrupt level or whatever level is currently active (nonspecific). In the nonspecific mode, the NSPEC bit must be set before the EOI register is written to end a nonspecific interrupt. The nonspecific EOI clears the highest level interrupt bit in the in-service register. The specific EOI clears the selected bit in the in-service register.

In the slave mode, the level of the interrupt to be terminated is written to the EOI register. The slave mode does not allow a nonspecific EOI.

*Interrupt Status Register.* The format of interrupt status register is depicted in Figure 15–16. In the master mode, T2–T0 indicates which timer (timer 0, timer 1, or timer 2) is causing an interrupt. This is necessary because all three timers have the same interrupt priority level. These bits are set when the timer requests an interrupt and are cleared when the interrupt is acknowledged. The DHLT (DMA halt) bit is used only in the master mode; when set, it stops a DMA action. Note that the interrupt status register is different for the EB version.

**FIGURE 15–15** The end of interrupt (EOI) register**FIGURE 15–16** The interrupt status register

**FIGURE 15-17** The interrupt vector register



*Interrupt Vector Register.* The interrupt vector register is present only in the slave mode and only in the XL and EA versions at offset address 20H. It is used to specify the most-significant five bits of the interrupt vector type number. Figure 15-17 illustrates the format of this register.

## Timers

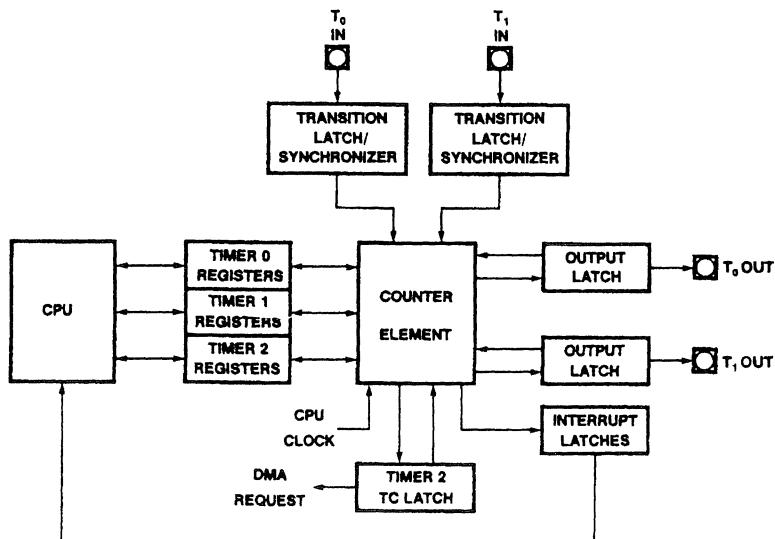
The 80186/80188 contain three fully programmable 16-bit timers. Each is totally independent of the others. Two of the timers (timer 0 and timer 1) have input and output pins that allow them to count external events or generate wave-forms. The third timer (timer 2) connects to the 80186/80188 clock and is used as a DMA request source, a prescaler for other timers, or as a watchdog timer.

Figure 15-18 shows the internal structure of the timer unit. Notice that the timer unit contains one counting element that is responsible for updating all three counters. Each timer is actually a register that is rewritten from the counting element (a circuit that reads a value from a timer register and increments it before returning it). The counter element is also responsible for generating the outputs through pins T0OUT and T1OUT, reading the T0IN and T1IN pins, and causing a DMA request from the terminal count (TC) of timer 2. Timer 2 is programmed to request a DMA action.

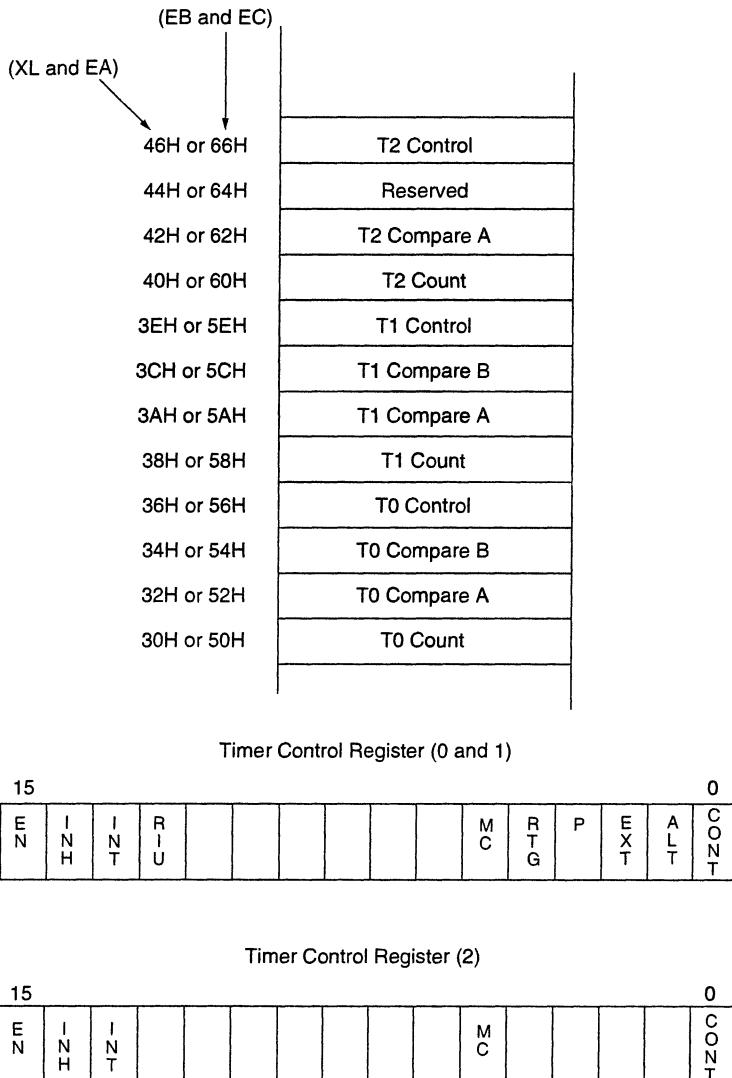
*Timer Register Operation.* The timers are controlled by a block of registers in the peripheral control block (see Figure 15-19). Each timer has a count register, maximum-count register or registers, and a control register. These registers may all be read or written at any time because the 80186/80188 microprocessors ensure that the contents never change during a read or write.

The timer count register contains a 16-bit number that is incremented whenever an input to the timer occurs. Timers 0 and 1 are incremented at the positive edge on an external input pin, every fourth 80186/80188 clock, or by the output of timer 2. Timer 2 is clocked on every fourth 80186/80188

**FIGURE 15-18** Internal structure of the 80186/80188 timers (Courtesy of Intel Corporation)



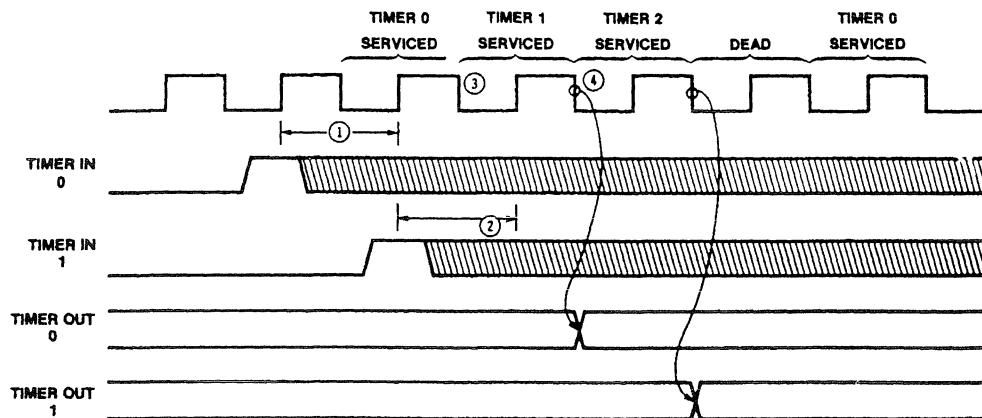
**FIGURE 15–19** The offset locations and contents of the registers used to control the timers



clock pulse and has no other timing source. This means that in the 8 MHz version of the 80186/80188, timer 2 operates at 2 MHz and the maximum counting frequency of timers 0 and 1 is 2 MHz. Figure 15–20 depicts these four clocking periods, which are not related to the bus timing.

Each timer has at least one maximum count called a **compare** register (compare register A for timers 0 and 1) that is loaded with the maximum count of the count register to generate an output. Whenever the count register is equal to the maximum-count compare register, it is cleared to 0. With a maximum count of 0000H, the counter counts 65,536 times. For any other value, the timer counts the true value of the count. For example, if the maximum count is 0002H, then the counter will count from 0 to 1 and then be cleared to 0—a modulus 2 counter has two states.

Timers 0 and 1 each have a second maximum-count compare register (compare register B) that is selected by the control register for the timer. Either maximum-count compare register A or both maximum-count compare registers A and B are used with these timers as programmed by the ALT bit in the control register for the timer. When both maximum-count compare registers are used, the timer counts up to the value in maximum-count compare register A, clears to 0, and



1. Timer in 0 resolution time
2. Timer in 1 resolution time
3. Modified count value written into 80186 timer 0 count register
4. Modified count value written into 80186 timer 1 count register

**FIGURE 15-20** Timing for the 80186/80188 timers (Courtesy of Intel Corporation)

then counts up to the count in maximum-count compare register B. This process is then repeated. Using both maximum-count registers allows the timer to count up to 131,072.

The control register (refer again to Figure 15-19) of each timer is 16-bits wide and specifies the operation of the timer. A definition of each control bit follows:

|            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>EN</b>  | The <b>enable</b> bit allows the timer to start counting. If EN is cleared, the timer will not count. If it is set, the timer counts.                                                                                                                                                                                                                                                                                                                             |
| <b>INH</b> | The <b>inhibit</b> bit allows a write to the timer control register to affect the enable bit (EN). If INH is set, then the EN bit can be set or cleared to control the counting. If INH is cleared, EN is not affected by a write to the timer control register. This allows other features of the timer to be modified without enabling or disabling the timer.                                                                                                  |
| <b>INT</b> | The <b>interrupt</b> bit allows an interrupt to be generated by the timer. If INT is set, an interrupt will occur each time that the maximum count is reached in either maximum-count compare register. If this bit is cleared, no interrupt is generated. When the interrupt request is generated, it remains in force even if the EN bit is cleared after the interrupt request.                                                                                |
| <b>RIU</b> | The <b>register in use</b> bit indicates which maximum-count compare register is currently in use by the timer. If RIU is a logic 0, then maximum-count compare register A is in use. This bit is a read-only bit, and writes do not affect it.                                                                                                                                                                                                                   |
| <b>MC</b>  | The <b>maximum count</b> bit indicates that the timer has reached its maximum count. This bit becomes a logic 1 when the timer reaches its maximum count, and remains a logic 1 until the MC bit is cleared by writing a logic 0. This allows the maximum count to be detected by software.                                                                                                                                                                       |
| <b>RTG</b> | The <b>re-trigger</b> bit is active only for external clocking (EXT = 0). The RTG bit is used only with timers 0 and 1 to select the operation of the timer input pins (TOIN and T1IN). If RTG is a logic 0, the external input will cause the timer to count if it is a logic 1; the timer will hold its count (stop counting) if it is a logic 0. If RTG is a logic 1, the external input pin clears the timer count to 0000H each time a positive edge occurs. |

|             |                                                                                                                                                                                                                                                                                                                                                           |
|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>P</b>    | The <b>prescaler</b> bit selects the clocking source for timers 0 and 1. If EXT = 0 and P = 0, the source is one-fourth the system clock frequency. If P = 1, the source is timer 2.                                                                                                                                                                      |
| <b>EXT</b>  | The <b>external</b> bit selects internal timing (EXT = 0) or external timing (EXT = 1). If EXT = 1, the timing source is applied to the TOIN or T1IN pins. In this mode, the timer increments after each positive-edge on the timer input pin. If EXT = 0, the clocking source is from one of the internal sources.                                       |
| <b>ALT</b>  | The <b>alternate</b> bit selects single maximum-count mode (maximum-count compare register A) if a logic 0 or alternate maximum-count mode (maximum-count compare registers A and B) if a logic 1.                                                                                                                                                        |
| <b>CONT</b> | The <b>continuous</b> bit selects continuous operation if a logic 1. In continuous operation, the counter automatically continues counting after it reaches its maximum count. If CONT is a logic 0, the timer will automatically stop counting and clear the EN bit. Note that whenever the 80186/80188 are reset the timers are automatically disabled. |

**Timer Output Pin.** Timers 0 and 1 have an output pin used to generate either square waves or pulses. To produce pulses, the timer is operated in single maximum-count mode (ALT = 0). In this mode, the output pin goes low for one clock period when the counter reaches its maximum count. By controlling the CONT bit in the control register, either a single pulse or continuous pulses can be generated.

To produce square waves or varying duty cycles, the alternate mode (ALT = 1) is selected. In this mode, the output pin is a logic 1 while maximum-count compare register A controls the timer; it is a logic 0 while maximum-count compare register B controls the timer. As with the single maximum-count mode, the timer can generate either a single square wave or continuous square waves. Refer to Table 15–4 for the function of the ALT and CONT control bits.

Almost any duty cycle can be generated in the alternate mode. For example, suppose that a 10 percent duty cycle is required at a timer output pin. Maximum-count register A is loaded with a 10 and maximum-count register B with a 90 to produce an output that is a logic 1 for 10 clocks and a logic 0 for 90 clocks. This also divides the frequency of the timing source by a factor of 100.

**Real-time Clock Example.** Many systems require the time of day. This is often called a **real-time clock**. A timer within the 80186/80188 can provide the timing source for software that maintains the time of day.

The hardware required for this application is too simple to illustrate. All that is required is that the T1IN pin be connected to +5.0V through a pull-up resistor to enable timer 1. In the example, timers 1 and 2 are used to generate a 1-second interrupt that provides the software with a timing source.

The software required to implement a real-time clock is listed in Examples 15–2 and 15–3. Example 15–2 illustrates the software required to initialize the timers. Example 15–3 shows an interrupt service procedure that keeps time. There is another procedure in Example 15–3 that increments a BCD modulus counter. None of the software required install the interrupt vector, and time of day is illustrated here.

**TABLE 15–4** Function of ALT and CONT in the timer control register

| ALT | CONT | Mode                    |
|-----|------|-------------------------|
| 0   | 0    | Single pulse            |
| 0   | 1    | Continuous pulses       |
| 1   | 0    | Single square wave      |
| 1   | 1    | Continuous square waves |

**EXAMPLE 15-2**

```

= FF62 T2_CA EQU OFF62H ;address of timer 2 compare A
= FF66 T2_CON EQU OFF66H ;address of timer 2 control
= FF60 T2_CNT EQU OFF60H ;address of timer 2 count
= FF5A T1_CA EQU OFF5AH ;address of timer 1 compare A
= FF58 T1_CON EQU OFF58H ;address of timer 1 control
= FF5E T1_CNT EQU OFF5EH ;address of timer 1 count

0010 CLOCK_UP PROC FAR
0010 B8 4E20 MOV AX,20000 ;count for timer 2
0013 BA FF62 MOV DX,T2_CA ;address timer 2 compare A
0016 EE OUT DX,AL ;program for 10 ms

0017 B8 0064 MOV AX,100 ;count for timer 1
001A BA FF5A MOV DX,T1_CA ;address timer 1 compare A
001D EE OUT DX,AL ;program for 1 second

001E B8 0000 MOV AX,0
0021 BA FF60 MOV DX,T2_CNT ;address timer 2 count
0024 EE OUT DX,AL ;clear count

0025 BA FF5E MOV DX,T1_CNT ;address timer 1 count
0028 EE OUT DX,AL ;clear count
0029 B8 C001 MOV AX,0C001H ;enable timer 2
002C BA FF66 MOV DX,T2_CON ;address timer 2 control

002F EE OUT DX,AL
0030 B8 E009 MOV AX,0E009H ;enable timer 1
0033 BA FF58 MOV DX,T1_CON ;address timer 1 control
0036 EE OUT DX,AL

0037 CB RET
0038 CLOCK_UP ENDP
END

```

Timer 2 is programmed to divide by a factor of 20,000. This causes the clock (2 MHz on the 8 MHz version of the 80186/80188) to be divided down to one pulse every 10 ms. The clock for timer 1 is derived internally from the timer 2 output. Timer 1 is programmed to divide by 100 and generates a pulse once per second. The control register of timer 1 is programmed so that this one-second pulse generates an interrupt.

The interrupt service procedure is called once per second to keep time. This procedure increments the contents of memory location SECONDS. Once every 60 seconds, the contents of next memory location (SECONDS + 1) is incremented. Finally, once per hour, the contents of memory location SECONDS + 2 is incremented. The time is stored in these three consecutive memory locations in BCD so the system software can easily access the time.

**EXAMPLE 15-3**

```

0000 00 SECONDS DB ? ;time
0001 00 MINUTES DB ?
0002 00 HOURS DB ?

0100 INTRS PROC FAR USES AX SI
0102 BE 0000 R MOV SI,OFFSET SECONDS ;address time
0105 B4 60 MOV AH,60H
0107 E8 000F CALL UP_COUNT ;increment seconds
010A 75 0A JNZ ENDI
010C E8 000A CALL UP_COUNT ;increment minutes
010F 75 05 JNZ ENDI
0111 B4 24 MOV AH,24H

```

```

0113 E8 C003 CALL UP_COUNT ;increment hours
0116 ENDI: IRET
0119 INTRS ENDP
0119 UP_COUNT PROC NEAR
0119 2E: 8A 04 MOV AL,CS:[SI] ;get count
011C 46 INC SI
011D 04 01 ADD AL,1 ;increment count
011F 27 DAA
0120 2E: 88 44 FF MOV CS:[SI-1],AL ;save new count
0124 2A C4 SUB AL,AH ;test modulus
0126 75 04 JNE ENDU ;if no roll-over needed
0128 2E: 88 44 FF MOV CS:[SI-1],AL ;clear count
012C ENDU:
012C C3 RET
012D UP_COUNT ENDP
012D
END

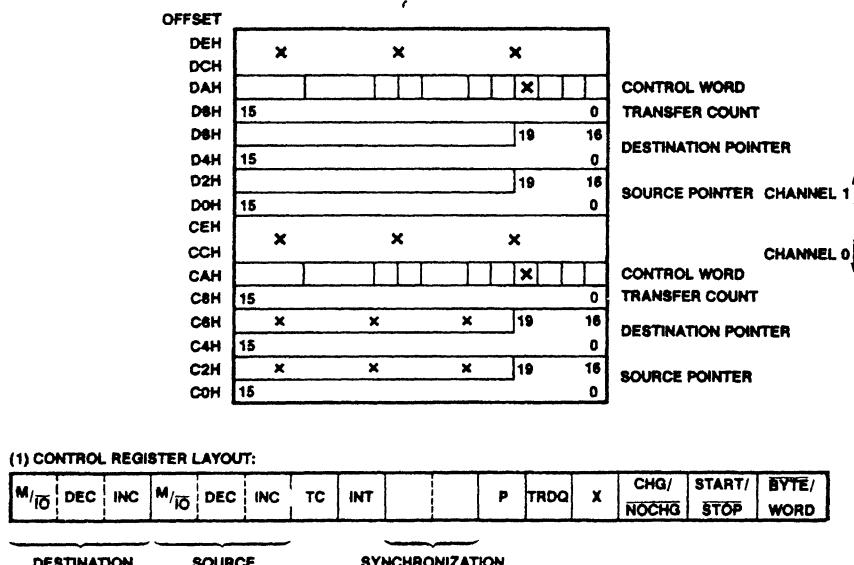
```

## DMA Controller

The DMA controller within the 80186/80188 has two fully independent DMA channels. Each has its own set of 20-bit address registers, so any memory or I/O location is accessible for a DMA transfer. In addition, each channel is programmable for auto-increment or auto-decrement to either source or destination registers. This controller is not available in the EB or EC versions. The EC version contains a modified 4-channel DMA controller, while the EB version contains no DMA controller. This text does not describe the DMA controller within the EC version.

Figure 15–21 illustrates the internal register structure of the DMA controller. These registers are located in the peripheral control block at offset addresses C0H–DFH.

Notice that both DMA channel register sets are identical. Each channel contains a control word, a source and destination pointer, and a transfer count. The transfer count is 16-bits and



**FIGURE 15–21** Register structure of the 80186/80188 DMA controller (Courtesy of Intel Corporation)

allows unattended DMA transfers of bytes (80188/80186) and words (80186 only). Each time that a byte or word is transferred, the count is decremented by 1 until it reaches 0000H—the terminal count.

The source and destination pointers are each 20-bits wide, so DMA transfers can occur to any memory location or I/O address without concern for segment and offset addresses. If the source or destination address is an I/O port, bits A19–A16 must be 0000 or a malfunction may occur.

*Channel Control Register.* Each DMA channel contains its own channel control register (refer to Figure 15–21), which defines its operation. The leftmost 6-bits specify the operation of the source and destination registers. The M/IO bit indicates a memory or I/O location, DEC causes the pointer to be decremented, and INC causes the pointer to be incremented. If both the INC and DEC bits are 1, then the pointer is unchanged after each DMA transfer. Notice that memory-to-memory transfers are possible with this DMA controller.

The TC (terminal count) bit causes the DMA channel to stop transfers when the channel count register is decremented to 0000H. If this bit is a logic 1, the DMA controller continues to transfer data even after the terminal count is reached.

The INT bit enables interrupts to the interrupt controller. If set, this bit causes an interrupt to be issued when the terminal count of the channel is reached.

The SYN bit selects the type of synchronization for the channel: 00 = no synchronization, 01 = source synchronization, and 10 = destination synchronization. When either unsynchronized or source synchronization is selected, data are transferred at the rate of 2M bytes per second. These two types of synchronization allow transfers to occur without interruption. If destination synchronization is selected, the transfer rate is slower (1.3M bytes per second), and the controller relinquishes control to the 80186/80188 after each DMA transfer.

The P bit selects the channel priority. If P = 1, the channel has the highest priority. If both channels have the same priority, the controller alternates transfers between channels.

The TRDQ bit enables DMA transfers from timer 2. If this bit is a logic 1, the DMA request originates from timer 2. This can prevent the DMA transfers from using all of the microprocessor's time for the transfer.

The CHG/NOCHG bit determines whether START/STOP changes for a write to the control register. The START/STOP bit starts or stops the DMA transfer. To start a DMA transfer, both CHG/NOCHG and START/STOP are placed at a logic 1 level.

The BYTE/WORD bit selects whether the transfer is byte- or word-sized.

*Sample Memory-to-memory Transfer.* The built-in DMA controller is capable of performing memory-to-memory transfers. The procedure used to program the controller and start the transfer is listed in Example 15–4.

#### EXAMPLE 15–4

```
.MODEL SMALL
.186 .
0000 .CODE

;Memory-to-memory DMA transfer procedure
;
;Calling parameters:
;
; DS:SI = source address
; ES:DI = destination address
; CX = count
;

GETA MACRO SEGA,OFFA,DMAA
 MOV AX,SEGA ;:get segment
 SHL AX,4 ;shift segment left 4 places
 ADD AX,OFFA ;:add in offset
```

```

 MOV DX, DMAA ; ;address DMA controller
 OUT DX, AL ; ;program rightmost 16-bits
 PUSHF
 MOV AX, SEGA ; ;save possible carry
 SHR AX, 12 ; ;get segment
 ;for leftmost 4-bits
 POPF
 ADD AX, 0 ; ;add in possible carry
 ADD DX, 2
 OUT DX, AL
 ENDM

0000 MOVES PROC FAR
 GETA DS, SI, 0FFC0H ; ;program source address
 GETA ES, DI, 0FFC4H ; ;program destination address

0032 BA FFC8 MOV DX, 0FFC8H ; ;program count
0035 8B C1 MOV AX, CX
0037 EE OUT DX, AL

0038 BA FFCA MOV DX, 0FFCAH ; ;program control
003B B8 B606 MOV AX, 0B606H
003E EE OUT DX, AL ; ;start transfer

003F CB RET

0040 MOVES ENDP
 END

```

The procedure in Example 15–4 transfers data from the data segment location addressed by SI into the extra segment location addressed by DI. The number of bytes transferred is held in register CX. This operation is identical to the REP MOVSB instruction, but execution occurs at a much higher speed.

## Chip Selection Unit

The chip selection unit simplifies the interface of memory and I/O to the 80186/80188. This unit contains programmable chip selection logic. In small- and medium-sized systems, no external decoder is required to select memory and I/O. Large systems, however, may still require external decoders. There are two forms of the chip selection unit; one form found in the XL and EA versions differs from the unit found in the EB and EC versions.

*Memory Chip Selects.* Six pins (XL and EA versions) or 10 pins (EB and EC versions) are used to select different external memory components in a small- or medium-sized 80186/80188-based system. The  $\overline{UCS}$  (upper chip select) pin enables the memory device located in the upper portion of the memory map most often populated with ROM. This programmable pin allows the size of the ROM to be specified and also the number of wait states required. Note that the ending address of the ROM is FFFFFH. The  $\overline{LCS}$  (lower chip select) pin selects the memory device (usually a RAM) that begins at memory location 00000H. As with the  $\overline{UCS}$  pin, the memory size and number of wait states are programmable. The remaining four or eight pins select middle memory devices. The four pins in the XL and EA version ( $\overline{MCS3}$ – $\overline{MCS0}$ ) are programmed for both the starting (base) address and memory size. Note that all devices must be of the same size. The eight pins ( $\overline{GCS7}$ – $\overline{GCS0}$ ) in the EB and EC versions are programmed by size and also by starting address and can represent a memory device or an I/O device.

*Peripheral Chip Selects.* The 80186/80188 address up to seven external peripheral devices with pins  $\overline{PCS6}$ – $\overline{PCS0}$  (in the XL and EA versions). The GCS pins are used, in the EB and EC versions to select up to eight memory or I/O devices. The base I/O address is programmed at any 1K-byte interval with port address block sizes of 128 bytes.

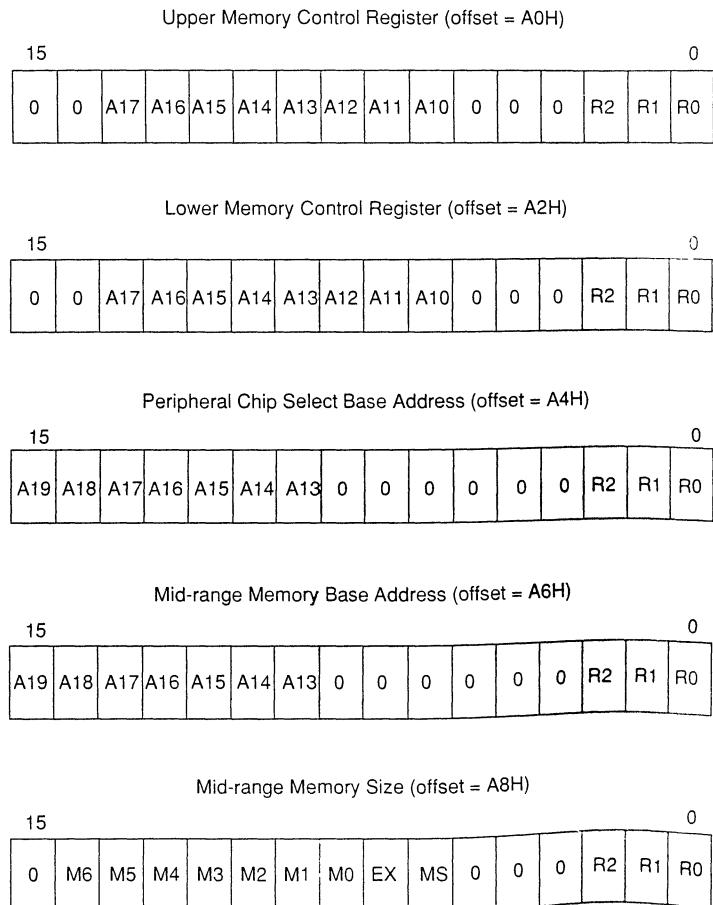
**TABLE 15-5** Wait state control bits R2, R1, and R0 (XL and EA versions)

| <i>R2</i> | <i>R1</i> | <i>R0</i> | <i>Number of Waits</i> | <i>READY required</i> |
|-----------|-----------|-----------|------------------------|-----------------------|
| 0         | X         | X         | —                      | Yes                   |
| 1         | 0         | 0         | 0                      | No                    |
| 1         | 0         | 1         | 1                      | No                    |
| 1         | 1         | 0         | 2                      | No                    |
| 1         | 1         | 1         | 3                      | No                    |

*Programming the Chip Selection Unit for XL and EA Versions.* The number of wait states in each section of the memory and the I/O are programmable. The 80186/80188 microprocessor have built-in wait state generators that can introduce between 0–3 wait states. Table 15-5 lists the logic levels required on bits R2–R0 in each programmable register to select various numbers of wait states. These three lines also select if an external READY signal is required to generate wait states. If READY is selected, the external READY signal is in parallel with the internal wait state generator. For example, if READY is a logic 0 for three clocking periods, but the internal wait state generator is programmed to insert two wait states, then three are inserted.

Suppose that a 64K-byte EPROM is located at the top of the memory system and requires two wait states for proper operation. To select this device for this section of memory, the  $\overline{UCS}$  pin is programmed for a memory range of F0000H–FFFFFH with two wait states. Figure 15-22

**FIGURE 15-22** The chip selection registers for the XL and EA versions of the 80186/80188



**TABLE 15–6** Upper memory programming for register A0H (XL and EA versions)

| <i>Start Address</i> | <i>Block Size</i> | <i>Value for No Waits, No READY</i> |
|----------------------|-------------------|-------------------------------------|
| FFC00H               | 1K                | 3FC4H                               |
| FF800H               | 2K                | 3F84H                               |
| FF000H               | 4K                | 3F04H                               |
| FE000H               | 8K                | 3E04H                               |
| FC000H               | 16K               | 3C04H                               |
| F8000H               | 32K               | 3804H                               |
| F0000H               | 64K               | 3004H                               |
| E0000H               | 128K              | 1004H                               |
| C0000H               | 256K              | 0004H                               |

lists the control registers for all memory and I/O selections in the peripheral control block at offset addresses A0–A9H. Notice that the rightmost 3-bits of these control registers are from Table 15–5. The control register for the upper memory area is at location PCB offset address A0H. This 16-bit register is programmed with the starting address of the memory area (F0000H, in this case) and the number of wait states. Please note that the upper 2-bits of the address must be programmed as 00 and that only address bits A17–A10 are programmed into the control register. Refer to Table 15–6 for examples illustrating the codes for various memory sizes. Because our example requires two wait states, the basic address is the same as in the table for a 64K device, except that the rightmost 3-bits are 110 instead of 100. The datum sent to the upper memory control register is 3006H.

Suppose that a 32K-byte SRAM that requires no waits and no READY input is located at the bottom of the memory system. To program the  $\overline{LCS}$  pin to select this device, register A2 is loaded in exactly the same manner as register A0H. In this example, a 07FCH is sent to register A2H. Table 15–7 lists the programming values for the lower chip selection output.

The central part of the memory is programmed via two registers: A6H and A8H. Register A6H programs the beginning or base address of the middle memory select lines ( $\overline{MCS3}$ – $\overline{MCS0}$ ) and number of waits. Register A8H defines the size of the block of memory and the individual memory device size (refer to Table 15–8). In addition to block size, the number of peripheral wait states are programmed as with other areas of memory. The EX (bit 7) and MS (bit 6) specify the peripheral selection lines and will be discussed shortly.

For example, suppose that four 32K-byte SRAMs are added to the middle memory area beginning at location 80000H and ending at location 9FFFFH with no wait states. To program the middle memory selection lines for this area of memory, we place the leftmost 7-bits in

**TABLE 15–7** Lower memory programming for register A2H (XL and EA versions)

| <i>Ending Address</i> | <i>Block Size</i> | <i>Value for No Waits, No READY</i> |
|-----------------------|-------------------|-------------------------------------|
| 003FFH                | 1K                | 0004H                               |
| 007FFH                | 2K                | 0044H                               |
| 00FFFH                | 4K                | 00C4H                               |
| 01FFFH                | 8K                | 01C4H                               |
| 03FFFH                | 16K               | 03C4H                               |
| 07FFFH                | 32K               | 07C4H                               |
| 0FFFFH                | 64K               | 0FC4H                               |
| 1FFFFFFH              | 128K              | 1FC4H                               |
| 3FFFFFFH              | 256K              | 3FC4H                               |

**TABLE 15–8** Middle memory programming for register A8H (XL and EA versions)

| Block Size | Chip Size | Value for No waits, No READY, and EX=0 MS=1 |
|------------|-----------|---------------------------------------------|
| 8K         | 2K        | 0144H                                       |
| 16K        | 4K        | 0344H                                       |
| 32K        | 8K        | 0744H                                       |
| 64K        | 16K       | 0F44H                                       |
| 128K       | 32K       | 1F44H                                       |
| 256K       | 64K       | 3F44H                                       |
| 512K       | 128K      | 7F44H                                       |

register A6H, with bits 8–3 containing logic 0's and the rightmost 3-bits containing the ready control bits. For this example, register A6H is loaded with 8004H. Register A8H is programmed with a 1F44H, assuming that EX = 0 and MS = 1 and no wait states and no READY are required for the peripherals.

Register A4H programs the peripheral chip selection pins ( $\overline{\text{PCS}6}$ – $\overline{\text{PCS}0}$ ) along with the EX and MS bits of register A8H. Register A4H holds the beginning or base address of the peripheral selection lines. The peripherals may be placed in memory or I/O map. If they are placed in the I/O map, A19–A16 of the port number must be 0000. Once the starting address is programmed on any 1K-byte I/O address boundary, the PCS pins are spaced at 128-byte intervals.

For example, if register A4H is programmed with a 0204H, with no waits and no READY synchronization, the memory address begins at 02000H or the I/O port begins at 2000H. In this case, the I/O ports are  $\overline{\text{PCS}0} = 2000\text{H}$ ,  $\overline{\text{PCS}1} = 2080\text{H}$ ,  $\overline{\text{PCS}2} = 2100\text{H}$ ,  $\overline{\text{PCS}3} = 2180\text{H}$ ,  $\overline{\text{PCS}4} = 2200\text{H}$ ,  $\overline{\text{PCS}5} = 2280\text{H}$ , and  $\overline{\text{PCS}6} = 2300\text{H}$ .

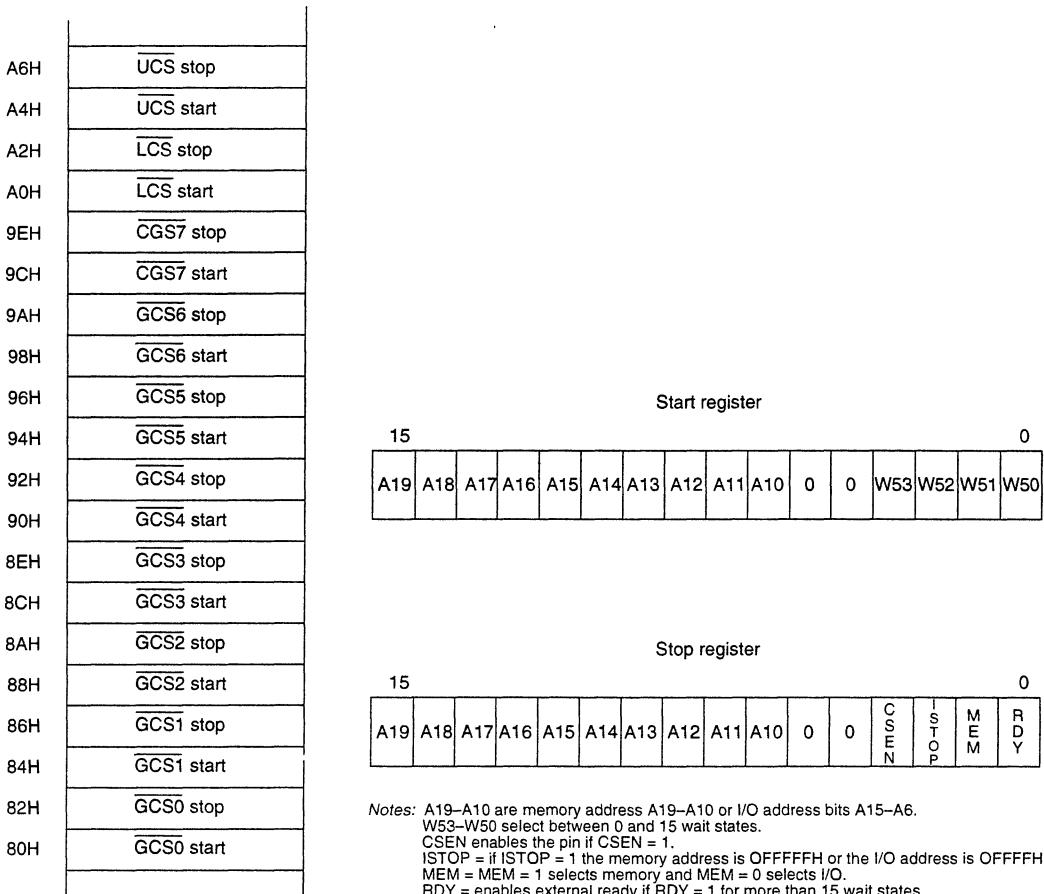
The MS bit of register A8H selects memory mapping or I/O mapping for the peripheral select pins. If MS is a logic 0, then the PCS lines are decoded in the memory map. If it is a logic 1, then the PCS lines are in the I/O map.

The EX bit selects the function of the  $\overline{\text{PCS}5}$  and  $\overline{\text{PCS}6}$  pins. If EX = 1, these PCS pins select I/O devices. If EX = 0, these pins provide the system with latched address lines A1 and A2. The A1 and A2 pins are used by some I/O devices to select internal registers and are provided for this purpose.

*Programming the Chip Selection Unit for EB and EC Versions.* As mentioned earlier, the EB and EC versions have a different chip selection unit. These newer versions of the 80186/80188 contain an upper and lower memory chip selection pin as do earlier versions, but they do not contain middle selection and peripheral selection pins. In place of the middle and peripheral chip selection pins, the EB and EC versions contain eight general chip selection pins ( $\overline{\text{GCS}7}$ – $\overline{\text{GCS}0}$ ) that select either a memory device or an I/O device.

Programming is also different because each of the chip selection pins contains a starting address register and an ending address register. Refer to Figure 15–23 for the offset address of each pin and also the contents of the start and end registers.

Notice that programming for the EB and EC versions of the 80186/80188 are much easier than for the earlier XL and XA versions. For example, to program the  $\overline{\text{UCS}}$  pin for an address that begins at location F0000H and ends at location FFFFFH (64K bytes), the starting address register (offset = A4H) is programmed with F002H for a starting address of F0000H with two wait states. The ending address register (offset = A6H) is programmed with 000EH for an ending address of FFFFFH for memory with no external READY synchronization. The other chip selection pins are programmed in a similar fashion.



**FIGURE 15–23** The chip selection unit in the EB and EC versions of the 80186/80188

### 15–3

### 80C188EB EXAMPLE INTERFACE

Because the 80186/80188 microprocessors are designed as embedded controllers, this section of the text provides an example of such an application. The example illustrates simple memory and I/O attached to the 80C188EB microprocessor. It also lists the software required to program the 80C188EB and its internal registers after a system reset. The software to control the system itself is not provided. Figure 15–24 illustrates the pin-out of the 80C188EB version of the 80188 microprocessor. Note the differences between this version and the XL version presented earlier in the text.

The 80C188EB version contains some new features not present on earlier versions. These include two I/O ports (P1 and P2) that are shared with other functions and two serial communications interfaces that are built into the processor. It does not contain a DMA controller as did the XL version.

The 80188 can be interfaced with a small system designed to be used as a microprocessor trainer. The trainer illustrated in this text uses a 27256 EPROM for program storage, three 62256 SRAMs for data storage, an 8279 programmable keyboard/display interface, and one of the

**FIGURE 15-24** The pin-out of the 80C188EB version of the 80188 microprocessor

|    |            |            |    |
|----|------------|------------|----|
| 41 | CLKIN      | A19/#ONCE  | 83 |
| 40 | OSCOUT     | A18        | 82 |
| 44 | CLKOUT     | A17        | 81 |
|    |            | A16        | 80 |
| 37 | RESIN      | A15        | 79 |
| 38 | RESOUT     | A14        | 77 |
| 13 | HOLD       | A13        | 75 |
| 12 | HLDA       | A12        | 73 |
| 17 | NMI        | A11        | 71 |
| 31 | INT0       | A10        | 69 |
| 32 | INT1       | A9         | 67 |
| 33 | INT2       | A8         | 62 |
| 34 | INT3       | AD7        | 78 |
| 35 | INT4       | AD6        | 76 |
| 46 | TOIN       | AD5        | 74 |
| 45 | TOOUT      | AD4        | 72 |
| 48 | T1IN       | AD3        | 70 |
| 47 | T1OUT      | AD2        | 68 |
|    |            | AD1        | 66 |
|    |            | AD0        | 61 |
| 57 | P2.0/RXD1  |            |    |
| 58 | P2.1/TXD1  | RD         | 4  |
| 59 | P2.2/BLCK1 | WR         | 5  |
| 55 | P2.3/SINT1 | ALE        | 6  |
| 56 | P2.4/#CTS  | DEN        | 11 |
| 54 | P2.5/BLCK0 | DT/#R      | 16 |
| 50 | P2.6       | LCS        | 29 |
| 49 | P2.7       | UCS        | 30 |
| 18 | READY      |            |    |
| 14 | TEST       | P1.0/#GCS0 | 28 |
| 15 | LOCK       | P1.1/#GCS1 | 27 |
| 10 | S2         | P1.2/#GCS2 | 26 |
| 9  | S1         | P1.3/#GCS3 | 25 |
| 8  | S0         | P1.4/#GCS4 | 24 |
| 7  | RFSH       | P1.5/#GCS5 | 21 |
| 36 | PDTMR      | P1.6/#GCS6 | 20 |
| 51 | CTS0       | P1.7/#GCS7 | 19 |
| 53 | RXD0       |            |    |
| 52 | TXD0       |            |    |

80C188EB

built-in serial ports for serial communications. Figure 15-25 illustrates a small microprocessor trainer based on the 80C188EB microprocessor.

Memory is selected by the  $\overline{UCS}$  pin for the 27256 EPROM and the  $\overline{LCS}$  pin for one of the 62256 SRAMs; the  $GCS0$  and  $GCS1$  pins select the remaining SRAM devices. The 8270 keyboard/display peripherals are selected by  $GCS2$ . Note that five wait states are programmed for the EPROM assuming a very slow 450 ns EPROM, two waits for the 250 ns SRAM, and two waits for the 8279 keyboard/display interface. Faster EPROM and SRAM reduce or eliminate the number of waits required for the memory.

The system places the EPROM at memory addresses F8000H–FFFFFH; the SRAM at 00000H–07FFFH, 80000H–87FFFH, and 88000H–8FFFFH; and the 8279 at I/O ports 1000H–107FH. In this system, as is normally the case, we do not modify the address of the peripheral control block, which resides at I/O ports FF00H–FFFFH.

Example 15-5 lists the software required to initialize the 80C188EB microprocessor. It does not list any of the software required to program 8279, nor does it show the software required to operate the system as a microprocessor-based trainer.

#### EXAMPLE 15-5

```

0000 .MODEL SMALL
 .186
 .CODE
 ;A program that initializes the 80C188EB.
 ;
 ORG 8000H ;start of EPROM

```

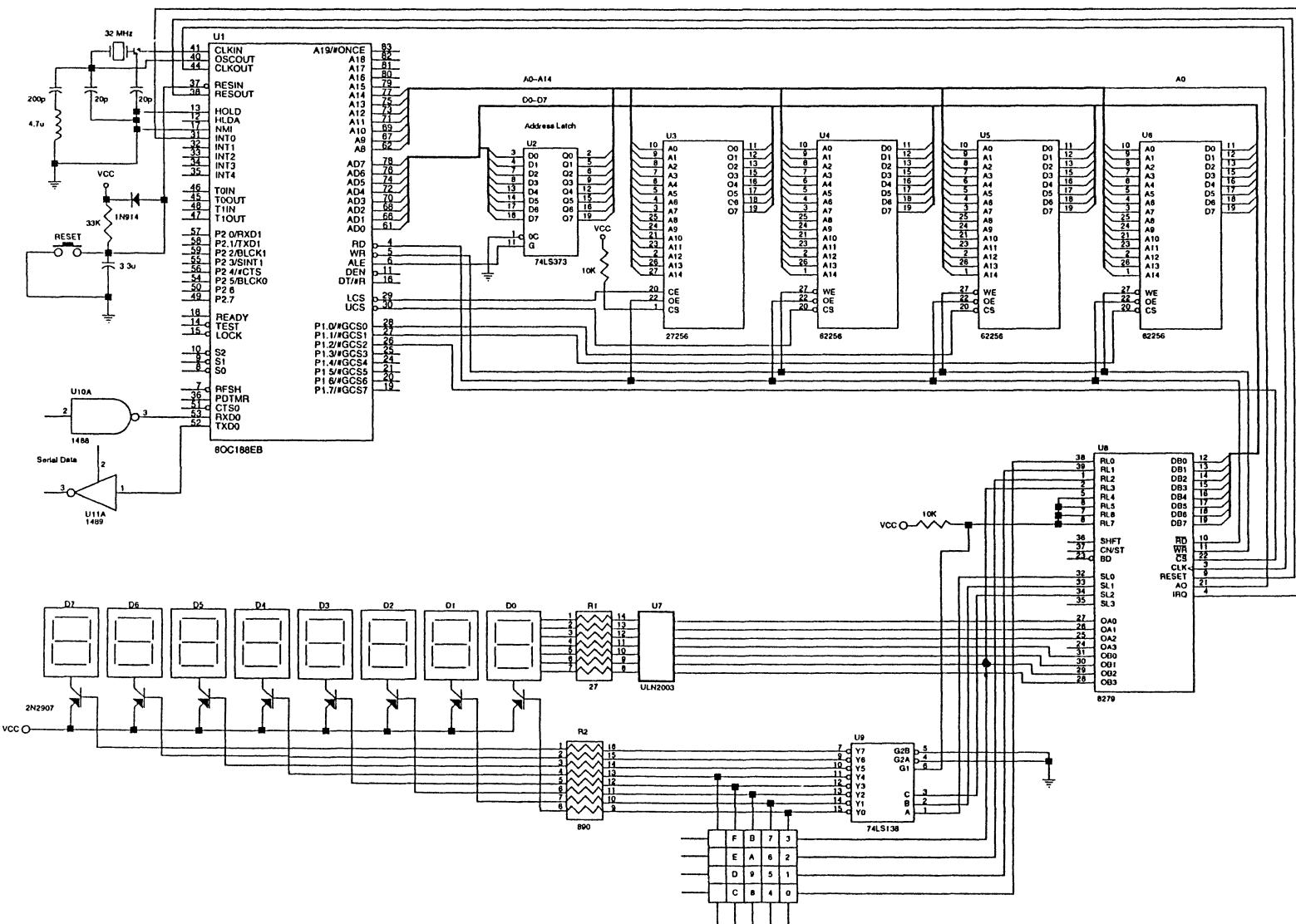


FIGURE 15–25 A small system using the 80C188EB embedded controller

```

;
8000 ;MAIN:
8000 BA FFA6 MOV DX,0FFA6H ;address UCS stop
8003 B8 000E MOV AX,000EH ;FFFFFH

8006 EE OUT DX,AL ;set stop address for UCS

8007 BA FFA0 MOV DX,0FFA0H ;address LCS start
800A B8 0002 MOV AX,0002H ;00000H with 2 waits
800D EE OUT DX,AL ;set start address for SRAM U4

800E BA FFA2 MOV DX,0FFA2H ;address LCS stop
8011 B8 080A MOV AX,080AH ;07FFFH
8014 EE OUT DX,AL ;set stop address for SRAM U4

8015 BA FF80 MOV DX,0FF80H ;address GCS0 start
8018 B8 0802 MOV AX,0802H ;08000H with 2 waits
801B EE OUT DX,AL ;set start address for SRAM U5

801C BA FF82 MOV DX,0FF82H ;address GCS0 stop
801F B8 100A MOV AX,100AH ;0FFFFH
8022 EE OUT DX,AL ;set stop address for SRAM U5

8023 BA FF84 MOV DX,0FF84H ;address GCS1 start
8026 B8 1002 MOV AX,1002H ;10000H with 2 waits
8029 EE OUT DX,AL ;set start address for SRAM U6

802A BA FF86 MOV DX,0FF86H ;address GCS1 stop
802D B8 180A MOV AX,180AH ;17FFFH
8030 EE OUT DX,AL ;set stop address for SRAM U6

8031 BA FF88 MOV DX,0FF88H ;address GCS2 start
8034 B8 1002 MOV AX,1002H ;1000H with 2 waits
8037 EE OUT DX,AL ;set start address for 8279

8038 BA FF8A MOV DX,0FF8AH ;address GCS2 stop
803B B8 1048 MOV AX,1048H ;103FH (I/O)
803E EE OUT DX,AL ;set stop address for 8279

803F BA FF60 MOV DX,0FF60H ;address serial baud rate
8042 B8 8067 MOV AX,8067H ;generate a 9600 Baud rate
8045 EE OUT DX,AL ;set Baud rate

8046 BA FF62 MOV DX,0FF62H ;address serial control register
8049 B8 0059 MOV AX,59H ;7 data, even parity, 1 stop
804C EE OUT DX,AL ;set serial port

804D BA FF66 MOV DX,0FF66H ;address serial status register
8050 ED IN AX,DX ;clear serial port

8051 BA FF62 MOV DX,0FF62H ;address serial control register
8054 ED IN AX,DX ;read control register
8055 83 C8 20 OR AX,20H ;set REN bit
8058 EE OUT DX,AL ;enable serial port

;
;

;Remainder of system software is placed at this point.
;
;

;
;

;

;

;

ORG 0FFF0H ;reset location

;
;

FFF0 BA FFA4 MOV DX,0FFA4H ;address UCS start
FFF3 B8 F805 MOV AX,0F805H ;F8000H with 5 waits

FFF6 EE OUT DX,AL ;set start address for UCS
FFF7 E9 8006 JMP MAIN ;jump to start of EPROM
END

```

## 15-4

## INTRODUCTION TO THE 80286

The 80286 microprocessor is an advanced version of the 8086 microprocessor that is designed for multiuser and multitasking environments. The 80286 addresses 16M byte of physical memory and 1G bytes of virtual memory by using its memory-management system. This section of the text introduces the 80286 microprocessor, which finds use in earlier AT-style personal computers that once pervaded the computer market and still finds some application. The 80286 is basically an 8086 that is optimized to execute instructions in fewer clocking periods than the 8086. The 80286 is also an enhanced version of the 8086 because it contains a memory manager. At this time, the 80286 no longer has a place in the personal computer system, but it does find application in control systems as an embedded controller.

## Hardware Features

Figure 15–26 provides the internal block diagram of the 80286 microprocessor. Notice that like the 80186/80188, the 80286 does not incorporate internal peripherals; instead it contains a memory-management unit (MMU) that is called the *address unit* in the block diagram.

As a careful examination of the block diagram reveals, address pins A<sub>23</sub>–A<sub>0</sub>, BUSY, CAP, ERROR, PEREQ, and PEACK are new or additional pins that do not appear on the 8086 microprocessor. The BUSY, ERROR, PEREQ, and PEACK signals are used with the microprocessor extension or coprocessor, of which the 80287 is an example. Note that the TEST pin is now referred to as the BUSY pin. The address bus is now 24-bits wide to accommodate the 16M bytes of physical memory. The CAP pin is connected to a 0.047 µF, ±20% capacitor that acts as a 12V filter and connects to ground. The pin-outs of the 8086 and 80286 are illustrated in Figure 15–27 for comparative purposes. Note that the 80286 does not contain a multiplexed address/data bus.

As mentioned in Chapter 1, the 80286 operates in both the real and protected modes. In the real mode, the 80286 addresses a 1M-byte memory address space and is virtually identical to the 8086. In the protected mode, the 80286 addresses a 16M byte memory space.

Figure 15–28 illustrates the basic 80286 microprocessor system. Notice that the clock is provided by the 82284 clock generator (similar to the 8284A), and the system control signals are provided by the 82288 system bus controller (similar to the 8288). Also notice the absence of the latch circuits used to de-multiplex the 8086 address/data bus.

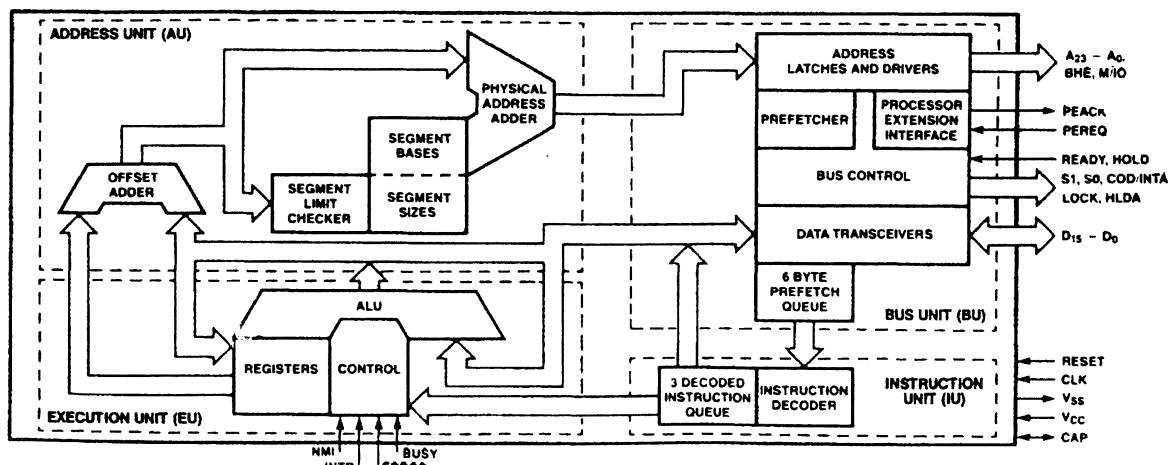
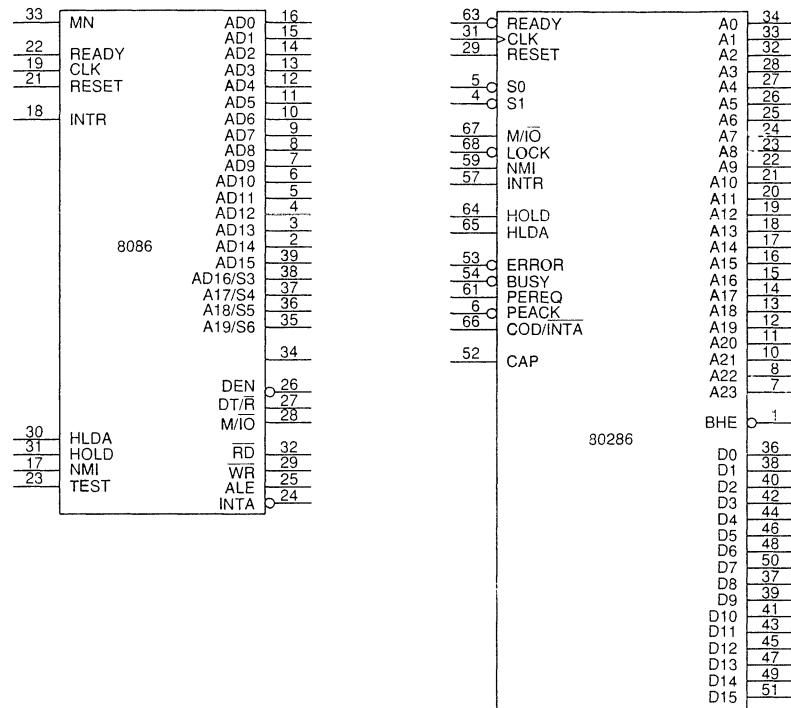


FIGURE 15–26 The block diagram of the 80286 microprocessor (Courtesy of Intel Corporation)

**FIGURE 15-27** The 8086 and 80286 microprocessor pin-outs. Notice that the 80286 does not have a multiplexed address/data bus.

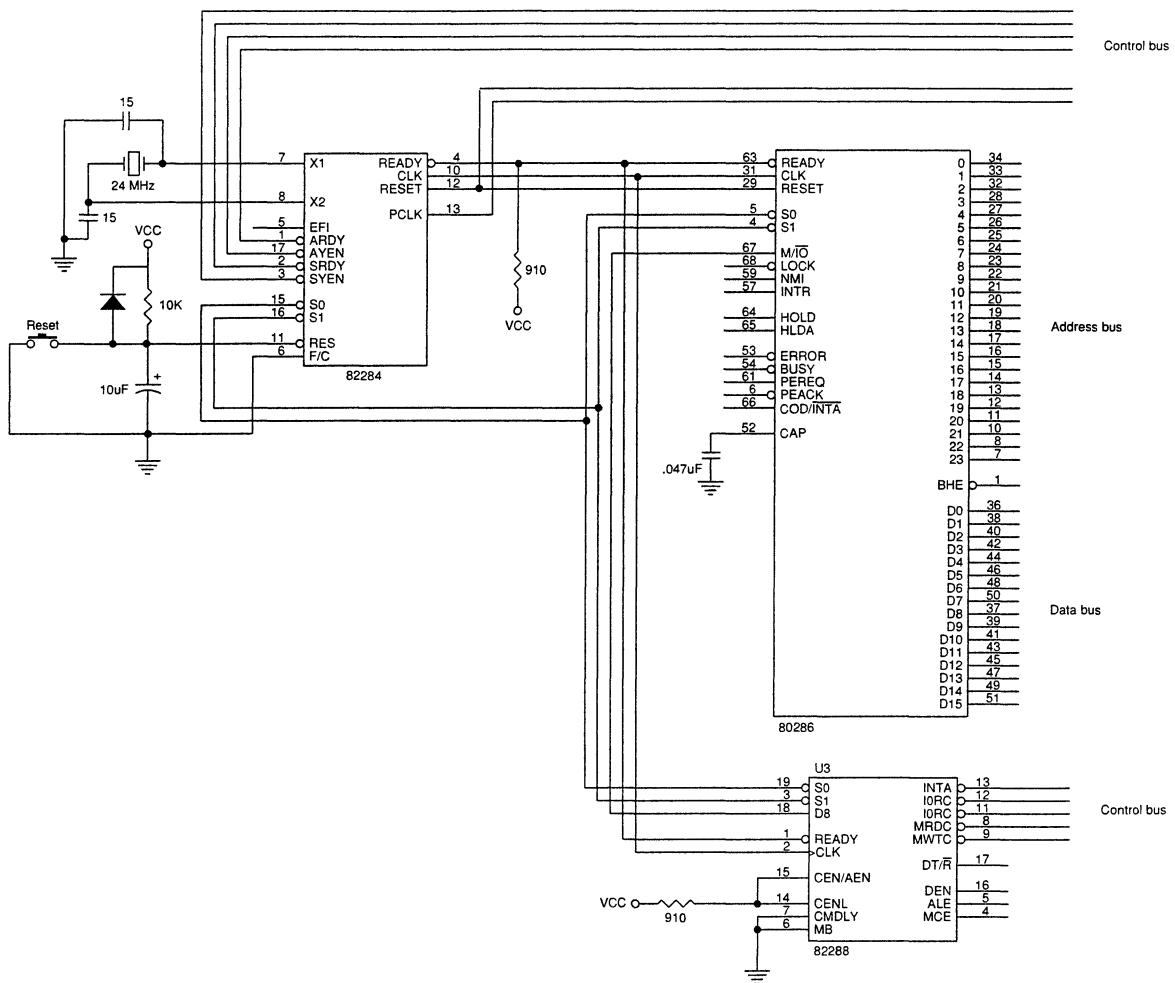


## Additional Instructions

The 80286 has even more instructions than its predecessors. These extra instructions control the virtual memory system through the memory manager of the 80286. Table 15-9 lists the additional 80286 instructions with a comment about the purpose of each. These instructions are the only new instructions added to the 80286. Note that the 80286 also contains the new instructions added to the 80186/80188 such as INS, OUTS, BOUND, ENTER, LEAVE, PUSH, POPA, and the immediate multiplication and immediate shift and rotate counts.

**TABLE 15-9** Additional 80286 instructions

| Instruction | Purpose                                        |
|-------------|------------------------------------------------|
| CLTS        | Clears the task-switched flag bit              |
| LDGT        | Loads the global descriptor table register     |
| SGDT        | Stores the global descriptor table register    |
| LIDT        | Loads the interrupt descriptor table register  |
| SIDT        | Stores the interrupt descriptor table register |
| LLDT        | Loads the local descriptor table register      |
| SLDT        | Stores the local descriptor table register     |
| LMSW        | Loads the machine status word                  |
| SMSW        | Stores the machine status word                 |
| LAR         | Loads the access rights                        |
| LSL         | Loads the segment limit                        |
| SAR         | Stores the access rights                       |
| ARPL        | Adjusts the requested privilege level          |
| VERR        | Verifies a read access                         |
| VERW        | Verifies a write access                        |



**FIGURE 15–28** The interconnection of the 80286 microprocessor, 82284 clock generator, and 82288 system bus controller

Following are descriptions of instructions not explained under the memory-management section. The instructions described here are special and are used only for the conditions indicated.

**CLTS** The **clear task-switched flag** (CLTS) instruction clears the TS (task-switched) flag bit to a logic 0. If the TS flag bit is a logic 1, and the 80287 numeric coprocessor is used by the task, an interrupt occurs (vector type 7). This allows the function of the coprocessor to be emulated with software. The CLTS instruction is used in a system and is considered a privileged instruction because it can only be executed in the protected mode at privilege level 0. There is no set TS flag instruction. This is accomplished by writing a logic 1 to bit position 3 (TS) of the machine status word (MSW) by using the LMSW instruction.

**LAR** The **load access rights** (LAR) instruction reads the segment descriptor and places a copy of the access rights byte into a 16-bit register. An example is the LAR AX,BX instruction that loads AX with the access rights byte from the descriptor selected by the selector value found in BX. This instruction is used to get the

|             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|-------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|             | access rights so that it can be checked before a program uses the segment of memory described by the descriptor.                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>LSL</b>  | The <b>load segment limit</b> (LSL) instruction loads a user-specified register with the segment limit. For example, the LSL AX,BX instruction loads AX with the limit of the segment described by the descriptor selected by the selector in BX. This instruction is used to test the limit of a segment.                                                                                                                                                                                                                            |
| <b>ARPL</b> | The <b>adjust requested privilege level</b> (ARPL) instruction is used to test a selector so that the privilege level of the requested selector is not violated. An example is ARPL AX,CX where AX contains the requested privilege level and CX contains the selector value to be used to access a descriptor. If the requested privilege level is of a lower priority than the descriptor under test, the zero flag is set. This may require that a program adjust the requested privilege level or indicate a privilege violation. |
| <b>VERR</b> | The <b>verify for read access</b> (VERR) instruction verifies that a segment can be read. Recall from Chapter 1 that a code segment can be read-protected. If the code segment can be read, the zero flag bit is set. The VERR AX instruction tests the descriptor selected by the AX register.                                                                                                                                                                                                                                       |
| <b>VERW</b> | The <b>verify for write access</b> (VERW) instruction is used to verify that a segment can be written. Recall from Chapter 1 that a data segment can be write-protected. If the data segment can be written, the zero flag bit is set.                                                                                                                                                                                                                                                                                                |

## The Virtual Memory Machine

A **virtual memory machine** is a machine that maps a larger memory space (1G byte for the 80286) into a much smaller physical memory space (16M bytes for the 80286). This allows a very large system to execute in smaller physical memory systems. This is accomplished by spooling the data and programs between the fixed disk memory system and the physical memory. Addressing a 1G-byte memory system is accomplished by the descriptors in the 80286 microprocessor. Each 80286 descriptor describes a 64K-byte memory segment and the 80286 allows 16K descriptors. This ( $64K \times 16K$ ) allows a maximum of 1G byte of memory to be described for the system.

As mentioned in Chapter 1, descriptors describe the memory segment in the protected mode. The 80286 has descriptors that define codes, data, stack segments, interrupts, procedures, and tasks. Descriptor accesses are performed by loading a segment register with a selector in the protected mode. The selector accesses a descriptor that describes an area of the memory. Additional detail on descriptors and their applications is given in Chapter 1 and also Chapters 16 and 17. Please refer to these chapters for a much more detailed view of the protected mode memory-management system.

1. The 80186/80188 microprocessors contain the same basic instruction set as the 8086/8088 microprocessors, except that a few additional instructions are added. The 80186/80188 are thus enhanced versions of the 8086/8088 microprocessors. The new instructions include PUSH, POPA, INS, OUTS, BOUND, ENTER, LEAVE, and immediate multiplication and shift/rotate counts.
2. Hardware enhancements to the 80186/80188 include a clock generator, programmable interrupt controller, three programmable timers, programmable DMA controller, programmable

- chip selection logic unit, a watchdog timer, a dynamic RAM refresh logic circuit, and additional features on various versions.
3. The clock generator allows the 80186/80188 to operate from an external TTL level clock source or from a crystal attached to the X1 (CLKIN) and X2 (OSCOOUT) pins. The frequency of the crystal is twice the operating frequency of the microprocessor. The 80186/80188 microprocessors are available in speeds of 6–20 MHz.
  4. The programmable interrupt controller arbitrates all internal and external interrupt requests. It is also capable of operating with two external 8259A interrupt controllers.
  5. There are three programmable timers located within the 80186/80188. Each timer is a fully programmable 16-bit counter used to generate wave forms or count events. Two of the timers, timers 0 and 1, have external inputs and outputs. The third timer, timer 2, is clocked from the system clock and is used either to provide a clock for another timer or to request a DMA action.
  6. The programmable DMA controller is a fully programmable two-channel controller. DMA transfers are made between memory and I/O, I/O and I/O, or between memory locations. DMA requests occur from software, hardware, or the output of timer 2.
  7. The programmable chip selection unit is an internal decoder that provides up to 13 output pins to select memory (6 pins) and I/O (7 pins). It also inserts 0–3 wait states with or without external READY synchronization. On the EB and EC versions, the number of wait states can be programmed from 0–15.
  8. The only difference between the timing of the 80186/80188 and the 8086/8088 is that ALE appears one-half clock pulse earlier. Otherwise, the timing is identical.
  9. The 6 MHz version of the 80186/80188 allows 417 ns of access time for the memory; the 8 MHz version allows 309 ns.
  10. The internal 80186/80188 peripherals are programmed via a peripheral control block (PCB) initialized at I/O ports FF00H–FFFFH. The PCB may be moved to any area of memory or I/O by changing the contents of the PCB relocation register at initial I/O location FFFEH and FFFFH.
  11. The 80286 is an 8086 that has been enhanced to include a memory-management unit (MMU). The 80286 is capable of addressing a 16M-byte physical memory space because of the management unit.
  12. The 80286 contains the same instructions as the 80186/80188 except for a handful of additional instructions that control the memory-management unit.
  13. Through the memory-management unit, the 80286 microprocessor addresses a virtual memory space of 1G byte as specified by the 16K descriptors stored in two descriptor tables.

---

## 15–6

## QUESTIONS AND PROBLEMS

1. List the differences between the 8086/8088 and the 80186/80188 microprocessors.
2. What hardware enhancements are added to the 80186/80188 that are not present in the 8086/8088?
3. The 80186/80188 are packaged in what types of integrated circuit?
4. If the 20 MHz crystal is connected to X1 and X2, what frequency signal is found at CLKOUT?
5. Describe the differences between the 80C188XL and the 80C188EB versions of the 80188 embedded controller.
6. The fan-out from any 80186/80188 pin is \_\_\_\_\_ for a logic 0.
7. How many clocking periods are found in an 80186/80188 bus cycle?
8. What is the main difference between the 8086/8088 and 80186/80188 timing?
9. What is the importance of memory access time?

10. How much memory access time is allowed by the 80186/80188 if operated with a 6 MHz clock?
11. Where is the peripheral control block located after the 80186/80188 is reset?
12. Write the software required to move the peripheral control block to memory locations 10000H–100FFH.
13. What interrupt vector is used by the INT0 pin on the 80186/80188 microprocessors?
14. How many interrupt vectors are available to the interrupt controller located within the 80186/80188 microprocessors?
15. What two modes of operation are available to the interrupt controller?
16. What is the purpose of the interrupt control register?
17. Whenever an interrupt source is masked, the mask bit in the interrupt mask register is a logic \_\_\_\_\_.
18. What is the difference between the interrupt poll and interrupt poll status registers?
19. What is the purpose of the end-of-interrupt (EOI) register?
20. How many 16-bit timers are found within the 80186/80188?
21. Which timers have input and output pin connections?
22. Which timer connects to the system clock?
23. If two maximum-count compare registers are used with a timer, explain the operation of the timer.
24. What is the purpose of the INH timer control register bit?
25. What is the purpose of the P timer control register bit?
26. The timer control register bit ALT selects what type of operation for timers 0 and 1?
27. Explain how the timer output pins are used.
28. Develop a program that causes timer 1 to generate a continuous signal that is a logic 1 for 123 counts and a logic 0 for 23 counts.
29. Develop a program that causes timer 0 to generate a single pulse after 105 clock pulses on its input pin have occurred.
30. How many DMA channels are controlled by the DMA controller in the 80C186XL?
31. The DMA controller's source and destination registers are each \_\_\_\_\_ bits wide.
32. How is the DMA channel started with software?
33. The chip selection unit (XL and EA) has \_\_\_\_\_ pins to select memory devices.
34. The chip selection unit (XL and EA) has \_\_\_\_\_ pins to select peripheral devices.
35. The last location of the upper memory block as selected by the UCS pin is location \_\_\_\_\_.
36. The middle memory chip selection pins (XL and EA) are programmed for a \_\_\_\_\_ address and a block size.
37. The lower memory area as selected by LCS begins at address \_\_\_\_\_.
38. The internal wait state generator (EB and EC versions) is capable of inserting between \_\_\_\_\_ and \_\_\_\_\_ wait states.
39. Program register A8H (XL and EA) so the mid-range memory block size is 128K bytes.
40. What is the purpose of the EX bit in register A8H?
41. Develop the software required to program the GCS3 pin so that it selects memory from location 20000H–2FFFFH and inserts two wait states.
42. Develop the software required to program the GSC4 pin so that it selects an I/O device for ports 1000H–103FH and inserts one wait state.
43. The 80286 microprocessor addresses \_\_\_\_\_ bytes of physical memory.
44. When the memory manager is in use, the 80286 addresses \_\_\_\_\_ bytes of virtual memory.
45. The instruction set of the 80286 is identical to the \_\_\_\_\_, except for the memory-management instructions.
46. What is the purpose of the VERR instruction?
47. What is the purpose of the LSL instruction?

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# CHAPTER 16

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## The 80386 and 80486 Microprocessors

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### INTRODUCTION

The 80386 microprocessor is a full 32-bit version of the earlier 8086/8088 and 80286 16-bit microprocessors and represents a major advancement in the architecture. Along with this larger word size are many improvements and additional features. The 80386 microprocessor features multitasking, memory management, virtual memory with or without paging, software protection, and a large memory system. All software written for the early 8086/8088 and the 80286 is upward compatible to the 80386 microprocessor. The amount of memory addressable by the 80386 is increased from the 1M byte found in the 8086/8088 and the 16M bytes found in the 80286 to 4G bytes in the 80386. The 80386 can switch between protected mode and real mode without resetting the microprocessor. Switching from protected mode to real mode was a problem on the 80286 microprocessor because it required a hardware reset.

The 80486 microprocessor is an enhanced version of the 80386 microprocessor that executes many of its instructions in one clocking period. The 80486 microprocessor also contains an 8K-byte cache memory and improved 80387 numeric coprocessor. (Note that the 80486DX4 contains a 16K cache.) When the 80486 is operated at the same clock frequency as an 80386, it performs with about a 50 percent speed improvement. In Chapter 17, we shall see that the Pentium and Pentium Pro, which both contain a 16K cache memory, perform at better than twice the speed of the 80486 microprocessor. The Pentium and Pentium Pro also contain improved numeric coprocessors that operate five times faster than the 80486 numeric coprocessor.

### CHAPTER OBJECTIVES

Upon completion of this chapter, you will be able to:

1. Contrast the 80386/80486 microprocessors with earlier Intel microprocessors.
2. Describe the operation of the 80386/80486 memory management unit and paging unit.
3. Switch between protected mode and real mode.
4. Define the operation of additional 80386/80486 instructions and addressing modes.
5. Explain the operation of a cache memory system.
6. Detail the interrupt structure and direct memory access structure of the 80386/80486.
7. Contrast the 80486 with the 80386 microprocessor.
8. Explain the operation of the 80486 cache memory.

## 16-1

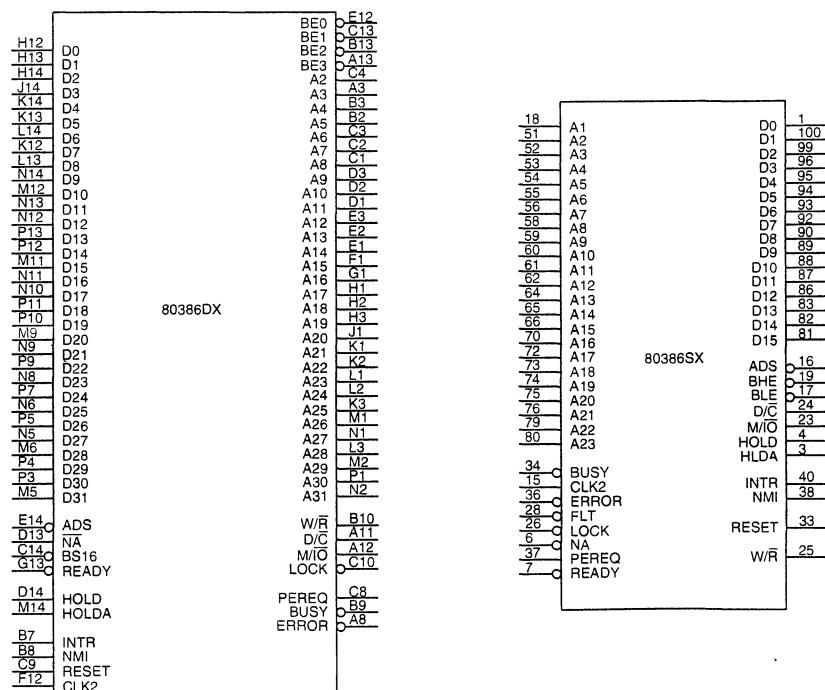
## INTRODUCTION TO THE 80386 MICROPROCESSOR

Before the 80386 or any other microprocessor can be used in a system, the function of each pin must be understood. This section of the chapter details the operation of each pin along with the external memory system and I/O structures of the 80386.

Figure 16-1 illustrates the pin-out of the 80386DX microprocessor, which is packaged in a 132-pin PGA (pin grid array). Two versions of the 80386 are commonly available: the 80386DX, illustrated and described in this chapter, is the full version, and the 80386SX is a reduced bus version of the 80386. A new version of the 80386—the 80386EX—incorporates the AT bus system, dynamic RAM controller, programmable chip selection logic, 26 address pins, 16 data pins, and 24 I/O pins. The 80386DX addresses 4G bytes of memory through its 32-bit data bus and 32-bit address. The 80386SX, more like the 80286, addresses 16M bytes of memory with its 24-bit address bus via its 16-bit data bus. The 80386SX was developed after the 80386DX for applications that didn't require the full 32-bit bus version. The 80386SX is found in many personal computers that use the same basic motherboard design as the 80286. At this time, most applications, including Windows, require less than 16M bytes of memory, so the 80386SX is a fairly popular and less costly version of the 80386 microprocessor. Even though the 80486 has become a less expensive upgrade path for newer systems, the 80386 can still be used for many applications.

As with earlier versions of the Intel family of microprocessors, the 80386 requires a single +5.0V power supply for operation. The power supply current averages 550 mA for the 25 MHz version of the 80386, 500 mA for the 20 MHz version, and 450 mA for the 16 MHz version. Also available is a 33 MHz version that requires 600 mA of power supply current. Note that during some modes of normal operation, power supply current can surge to over 1.0 A. This means that

**FIGURE 16-1** The pin-outs of the 80386DX and 80386SX microprocessors



the power supply and power distribution network must be capable of supplying these current surges. This device contains multiple VCC and VSS connections that must all be connected to +5.0V and grounded for proper operation. Some of the pins are labeled N/C (no connection) and must not be connected. Additional versions of the 80386SX are available with a +3.3V power supply. These are often found in portable notebook or laptop computers and are usually packaged in a surface mount device.

Each 80386 output pin is capable of providing 4.0 mA (address and data connections) or 5.0 mA (other connections). This represents an increase in drive current compared to the 2.0 mA available on earlier 8086, 8088, and 80286 output pins. Each input pin represents a small load requiring only  $\pm 10 \mu\text{A}$  of current. In some systems, except the smallest, these current levels require bus buffers.

The function of each 80386DX group of pins follows:

|                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|-------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>A31–A2</b>                                                           | <b>Address bus connections</b> address any of the $1\text{G} \times 32$ memory locations found in the 80386 memory system. Note that A0 and A1 are encoded in the bus enable ( $\overline{\text{BE3}}\text{--}\overline{\text{BE0}}$ ) to select any or all of the four bytes in a 32-bit wide memory location. Also note that because the 80386SX contains a 16-bit data bus in place of the 32-bit data bus found on the 80386DX, A1 is present on the 80386SX and the bank selection signals are replaced with $\overline{\text{BHE}}$ and $\overline{\text{BLE}}$ . The $\overline{\text{BHE}}$ signal enables the upper data bus half, and the $\overline{\text{BLE}}$ signal the lower. |
| <b>D31–D0</b>                                                           | <b>Data bus connections</b> transfer data between the microprocessor and its memory and I/O system. Note that the 80386SX contains $\text{D}_{15}\text{--}\text{D}_0$ .                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b><math>\overline{\text{BE3}}\text{--}\overline{\text{BE0}}</math></b> | <b>Bank enable signals</b> select the access of a byte, word, or doubleword of data. These signals are generated internally by the microprocessor from address bits A1 and A0. On the 80386SX, these pins are replaced by $\overline{\text{BHE}}$ , $\overline{\text{BLE}}$ , and A1.                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>M/IO</b>                                                             | <b>Memory/I/O</b> selects a memory device when a logic 1 or an I/O device when a logic 0. During the I/O operation, the address bus contains a 16-bit I/O address on address connections A15–A2.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>W/R</b>                                                              | <b>Write/read</b> indicates that the current bus cycle is a write when a logic 1 or a read when a logic 0.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>ADS</b>                                                              | <b>The address data strobe</b> becomes active whenever the 80386 has issued a valid memory or I/O address. This signal is combined with the W/R signal to generate the separate read and write signals present in the earlier 8086–80286 microprocessor-based systems.                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>RESET</b>                                                            | <b>Reset</b> initializes the 80386, causing it to begin executing software at memory location FFFFFFFF0H. The 80386 is reset to the real mode and the leftmost 12 address connections remain logic 1's (FFFH) until a far jump or far call is executed. This allows compatibility with earlier microprocessors.                                                                                                                                                                                                                                                                                                                                                                               |
| <b>CLK2</b>                                                             | <b>Clock times 2</b> is driven by a clock signal that is twice the operating frequency of the 80386. For example, to operate the 80386 at 16 MHz, we apply a 32 MHz clock to this pin.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>READY</b>                                                            | <b>Ready</b> controls the number of wait states inserted into the timing to lengthen memory accesses.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>LOCK</b>                                                             | <b>Lock</b> becomes a logic 0 whenever an instruction is prefixed with the LOCK: prefix. This is most often used during DMA accesses.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>D/C</b>                                                              | <b>Data/control</b> indicates that the data bus contains data for or from memory or I/O when a logic 1. If D/C is a logic 0, the microprocessor is halted or executes an interrupt acknowledge.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |

|              |                                                                                                                                                                                                                                      |
|--------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>BS16</b>  | Bus size 16 selects either a 32-bit data bus ( $\overline{BS16} = 1$ ) or a 16-bit data bus ( $\overline{BS16} = 0$ ). In most cases, if an 80386DX is operated on a 16-bit data bus, we use the 80386SX that has a 16-bit data bus. |
| <b>NA</b>    | Next address causes the 80386 to output the address of the next instruction or data in the current bus cycle. This pin is often used for pipelining the address.                                                                     |
| <b>HOLD</b>  | <b>Hold</b> requests a DMA action.                                                                                                                                                                                                   |
| <b>HLDA</b>  | <b>Hold acknowledge</b> indicates that the 80386 is currently in a hold condition.                                                                                                                                                   |
| <b>PEREQ</b> | The <b>coprocessor request</b> asks the 80386 to relinquish control and is a direct connection to the 80387 arithmetic coprocessor.                                                                                                  |
| <b>BUSY</b>  | <b>Busy</b> is an input used by the WAIT or FWAIT instruction that waits for the coprocessor to become not busy. This is also a direct connection to the 80387 from the 80386.                                                       |
| <b>ERROR</b> | <b>Error</b> indicates to the microprocessor that an error is detected by the coprocessor.                                                                                                                                           |
| <b>INTR</b>  | An <b>interrupt</b> request is used by external circuitry to request an interrupt.                                                                                                                                                   |
| <b>NMI</b>   | A <b>non-maskable interrupt</b> requests a non-maskable interrupt as it did on the earlier versions of the microprocessor.                                                                                                           |

## The Memory System

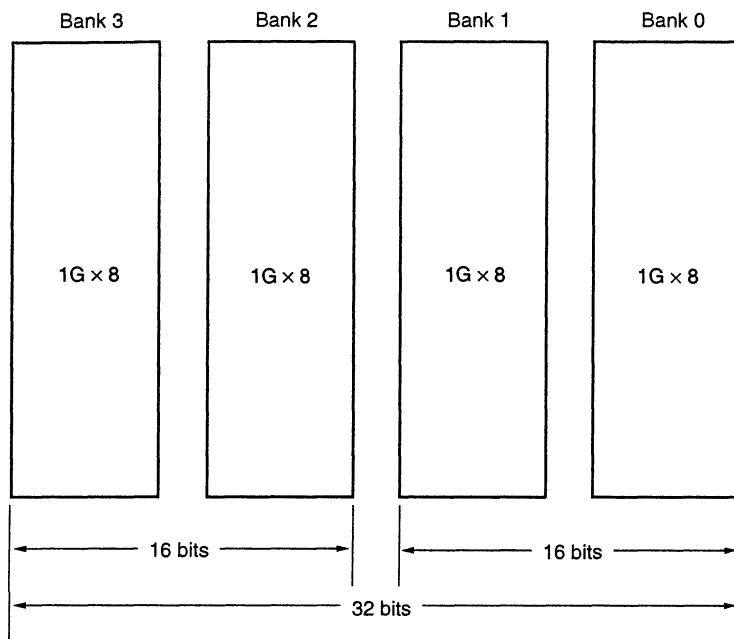
The physical memory system of the 80386DX is 4G bytes in size and is addressed as such; if virtual addressing is used, 64T bytes are mapped into the 4G bytes of physical space by the memory management unit and descriptors. Note that virtual addressing allows a program to be larger than 4G bytes if a method of swapping with a very large hard disk drive exists. Figure 16-2 shows the organization of the 80386DX physical memory system.

The memory is divided into four 8-bit wide memory banks, each containing up to 1G byte of memory. This 32-bit wide memory organization allows bytes, words, or doublewords of memory data to be accessed directly. The 80386DX transfers up to a 32-bit wide number in a single memory cycle, whereas the early 8088 requires four cycles to accomplish the same transfer and the 80286 and 80386SX require two cycles. Today the data width is important, especially with single-precision floating-point numbers that are 32-bits wide. High-level software normally uses floating-point numbers for data storage, so 32-bit memory locations speed the execution of high-level software when it is written to take advantage of this wider memory.

Each memory byte is numbered in hexadecimal as they were in prior versions of the family. The difference is that the 80386DX uses a 32-bit wide memory address with memory bytes numbered from locations 00000000H through FFFFFFFFH.

The two memory banks in the 8086, 80286, and 80386SX system are accessed via  $\overline{BLE}$  (A0 on the 8086 and 80286) and  $\overline{BHE}$ . In the 80386DX, the memory banks are accessed via four bank enable signals  $\overline{BE3}$ – $\overline{BE0}$ . This arrangement allows a single byte to be accessed when one bank enable signal is activated by the microprocessor. It also allows a word to be addressed when two bank enable signals are activated. In most cases, a word is addressed in bank 0 and 1 or in bank 2 and 3. Memory location 00000000H is in bank 0, location 00000001H is in bank 1, location 00000002H is in bank 2, and location 00000003H is in bank 3. The 80386DX does not contain address connections A0 and A1 because these have been encoded as the bank enable signals. Likewise, the 80386SX does not contain the A0 address pin because it is encoded in the  $\overline{BLE}$  and  $\overline{BHE}$  signals.

**FIGURE 16-2** The memory system for the 80386 microprocessor. Notice that the memory is organized as four banks, each containing 1G byte. Memory is accessed as 8-, 16-, or 32-bit data.



**Buffered System.** Figure 16–3 shows the 80386DX connected to buffers that increase fan-out from its address, data, and control connections. This microprocessor is operated at 25 MHz using a 50 MHz clock input signal generated by an integrated oscillator module. Oscillator modules are almost always used to provide a clock in modern microprocessor-based equipment. The HLDA signal is used to enable all buffers in a system that uses direct memory access. Otherwise, the buffer enable pins are connected to a ground in a non-DMA system.

**Pipelines and Caches.** The cache memory is a buffer that allows the 80386 to function more efficiently with lower DRAM speeds. A pipeline is a special way of handling memory accesses so the memory has additional time to access data. A 16 MHz 80386 allows memory devices with access times of 50 ns or less to operate at full speed. Obviously, there are few DRAMs currently available with these access times. In fact, the fastest DRAMs currently in use have an access time of 60 ns or longer. This means that some technique must be found to interface these memory devices, which are slower than required by the microprocessor. Three techniques are available: interleaved memory, caching, and a pipeline.

The pipeline is the preferred means of interfacing memory because the 80386 microprocessor supports pipelined memory accesses. Pipelining allows memory an extra clocking period to access data. The extra clock extends the access time from 50 ns to 81 ns on an 80386 operating with a 16 MHz clock. The **pipe**, as it is often called, is set up by the microprocessor. When an instruction is fetched from memory, the microprocessor often has extra time before the next instruction is fetched. During this extra time, the address of the next instruction is sent out from the address bus ahead of time. This extra time (one clock period) is used to allow additional access time to slower memory components.

Not all memory references can take advantage of the pipe, which means that some memory cycles are not pipelined. These non-pipelined memory cycles request one wait state if the normal pipeline cycle requires no wait states. Overall, a pipe is a cost-saving feature that reduces the access time required by the memory system in low-speed systems.

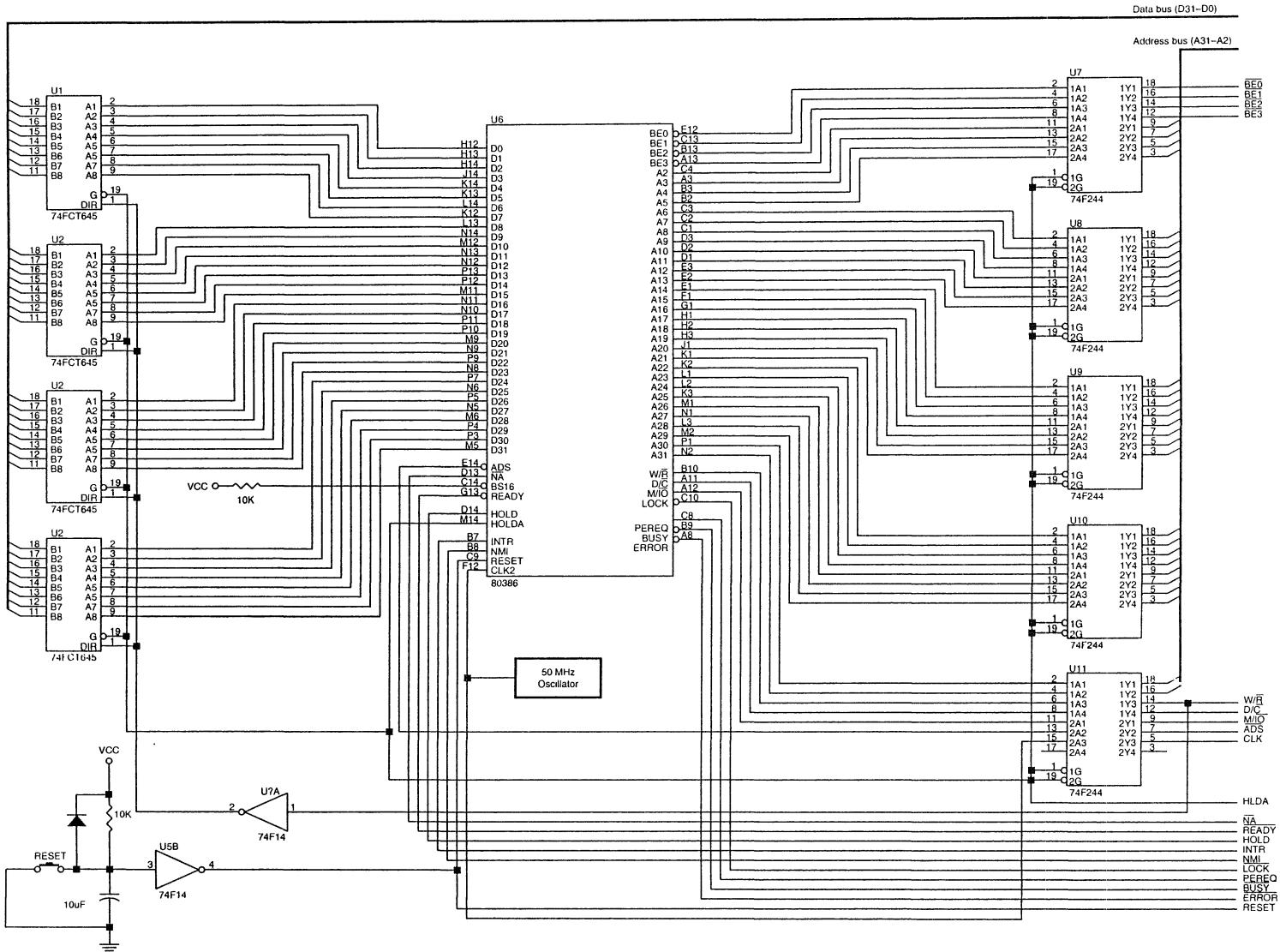


FIGURE 16-3 A fully buffered 25 MHz 80386DX

Not all systems can take advantage of the pipe. These systems typically operate at 20, 25, or 33 MHz. In these higher-speed systems, another technique must be used to increase the memory system speed. The **cache** memory system improves overall performance of the memory systems for data that is accessed more than once. Note that the 80486 contains an internal cache called a *level one cache*, while the 80386 can only contain an external cache called a *level two cache*.

A cache is a high-speed memory system that is placed between the microprocessor and the DRAM memory system. Cache memory devices are usually static RAM memory components with access times of less than 25 ns. In many cases, we see cache memory systems of sizes between 32K and 1M byte. The size of the cache memory is determined more by the application than by the microprocessor. If a program is small and refers to little memory data, a small cache is beneficial. If a program is large and references large blocks of memory, the largest cache size possible is recommended. In many cases, a 64K-byte cache improves speed sufficiently, but the maximum benefit is often derived from a 256K-byte cache. It has been found that increasing the cache size much beyond 256K provides little benefit to the operating speed of the system that contains an 80386 microprocessor.

**Interleaved Memory Systems.** An interleaved memory system is another method for improving the speed of a system. Its only disadvantage is that it costs considerably more memory because of its structure. Interleaved memory systems are present in some systems so that memory access times can be lengthened without the need for wait states. In some systems, an interleaved memory may still require wait states, but may reduce their number. An interleaved memory system requires two or more complete sets of address buses and a controller that provides addresses for each bus. Systems that employ two complete buses are called a *two-way interleave*, whereas systems that use four complete buses are called a *four-way interleave*.

An interleaved memory is divided into two or four parts. For example, if an interleaved memory system is developed for the 80386SX microprocessor, one part contains the 16-bit addresses 000000H–000001H, 000004H–000005H, etc. while the other part contains addresses 000002–000003, 000006H–000007H, etc. While the microprocessor accesses locations 000000H–000001H, the interleave control logic generates the address strobe signal for locations 000002H–000003H. The selects and accesses the word at location 000002H–000003H while the microprocessor processes the word at location 000000H–000001H. This process alternates memory sections, increasing the performance of the memory system.

Interleaving lengthens the amount of access time provided to the memory because the address is generated to select the memory before the microprocessor accesses it. This is because the microprocessor pipelines memory addresses, sending the next address out before the data are read from the last address.

A minor problem with interleaving is that the memory addresses must be accessed so that each section is addressed alternately. This does not always happen as a program executes. Under normal program execution, the microprocessor alternately addresses memory approximately 93 percent of the time. For the remaining 7 percent, the microprocessor addresses data in the same memory section, which means that the memory system must cause wait states 7 percent of memory accesses because of the reduced access time. The access time is reduced because the memory must wait until the previous data are transferred before it can obtain its address. This leaves it with less access time; therefore, a wait state is required for accesses in the same memory bank.

Refer to Figure 16–4 for the timing diagram of the address as it appears at the microprocessor address pins. This timing diagram shows how the next address is output before the current data are accessed. It also shows how access time is increased using interleaved memory addresses for each section of memory compared to a non-interleaved access, which requires a wait state.

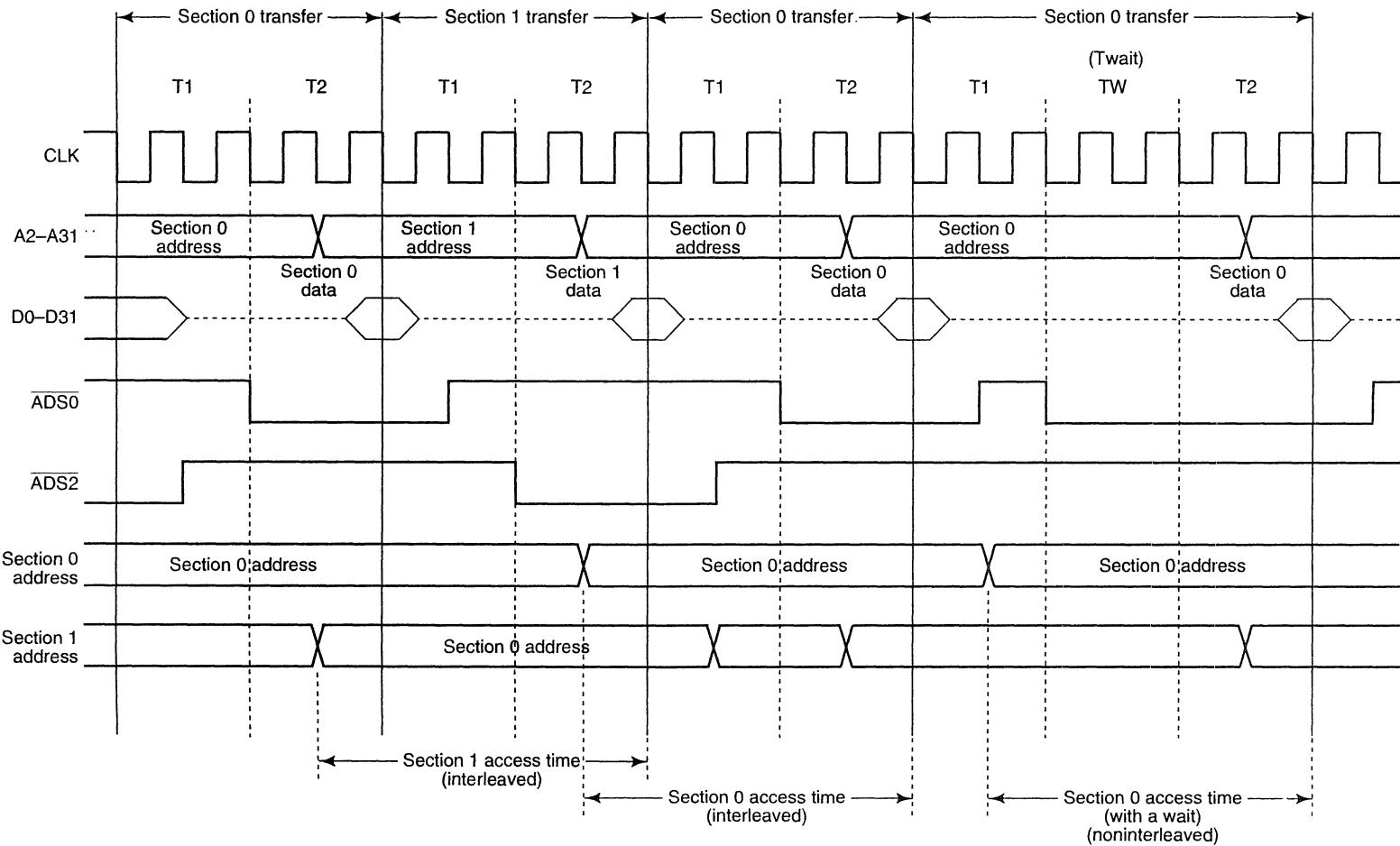


FIGURE 16-4 The timing diagram of an interleaved memory system showing the access times and address signals for both sections of memory

Figure 16–5 pictures the interleave controller. Admittedly, this is a fairly complex logic circuit that needs some explanation. First, if the SEL input (used to select this section of the memory) is inactive (logic 0), then the  $\overline{\text{WAIT}}$  signal is a logic 1. Also, both ALE0 and ALE1, used to strobe the address to the memory sections, are logic 1's, causing the latches connected to them to become transparent.

As soon as the SEL input becomes a logic 1, this circuit begins to function. The A1 input is used to determine which latch (U2B or U5A) becomes a logic 0, selecting a section of the memory. Also, the ALE pin that becomes a logic 0 is compared with the previous state of the ALE pins. If the same section of memory is accessed a second time, the  $\overline{\text{WAIT}}$  signal becomes a logic 0, requesting a wait state.

Figure 16–6 illustrates an interleaved memory system that uses the circuit of Figure 16–5. Notice how the ALE0 and ALE1 signals are used to capture the address for either section of memory. The memory in each bank is 16-bits wide. If accesses to memory require 8-bit data, then in most cases the system causes wait states. As a program executes, the 80386SX fetches instruction 16-bits at a time from normally sequential memory locations. Program execution uses interleaving in most cases. If a system is going to access mostly 8-bit data, it is doubtful that memory interleaving will reduce the number of wait states.

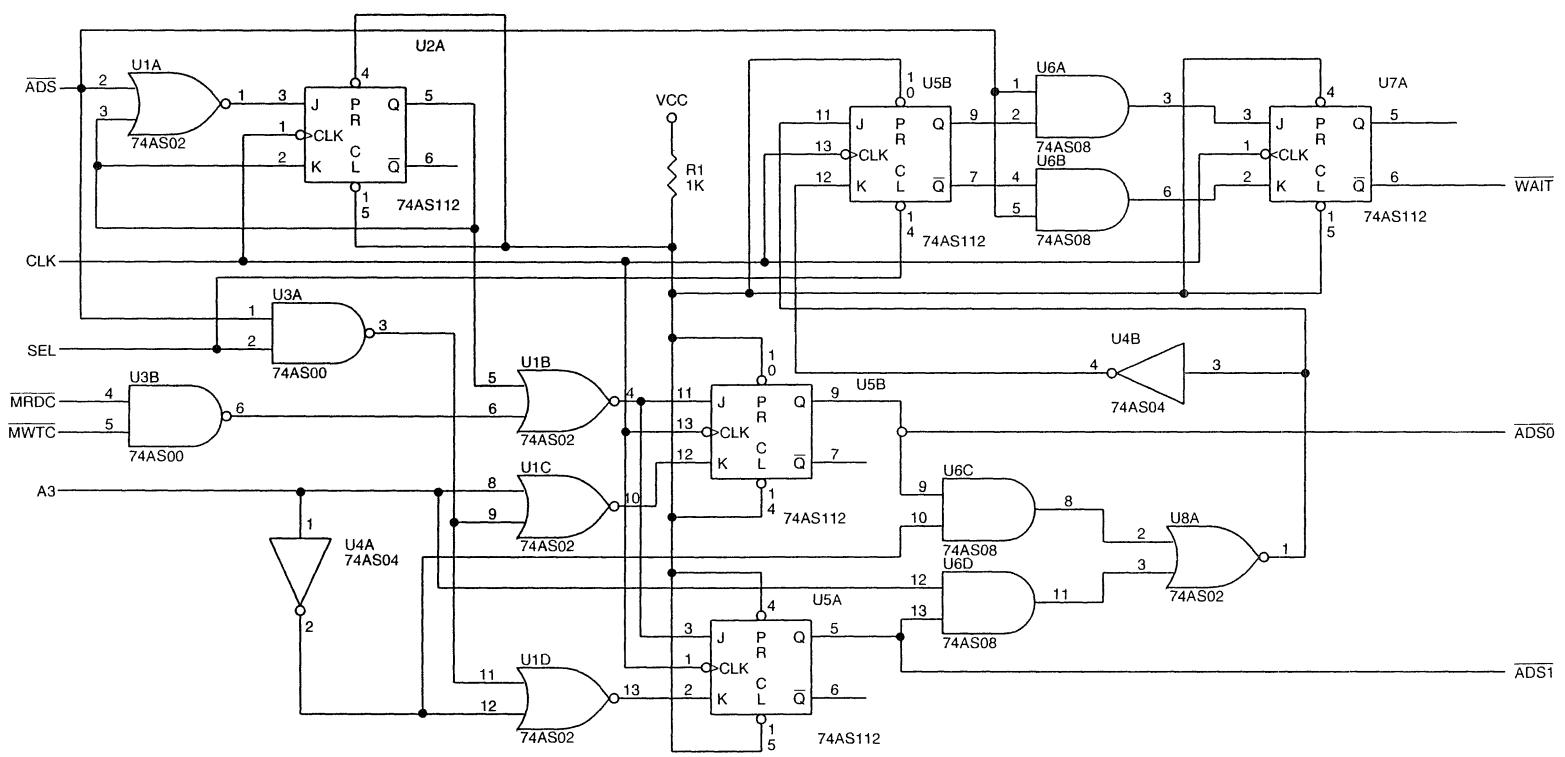
The access time allowed by an interleaved system such as the one shown in Figure 16–6 is increased to 112 ns from 69 ns using a 16 MHz system clock. (If a wait state is inserted, access time with a 16 MHz clock is 136 ns, which means that an interleaved system performs at about the same rate as a system with one wait state.) If the clock is increased to 20 MHz, the interleaved memory requires 89.6 ns, whereas standard, non-interleaved memory interfaces allow 48 ns for memory access. At this higher clock rate, 80 ns DRAMs function properly, without wait states when the memory addresses are interleaved. If an access to the same section occurs, then a wait state is inserted.

## The Input/Output System

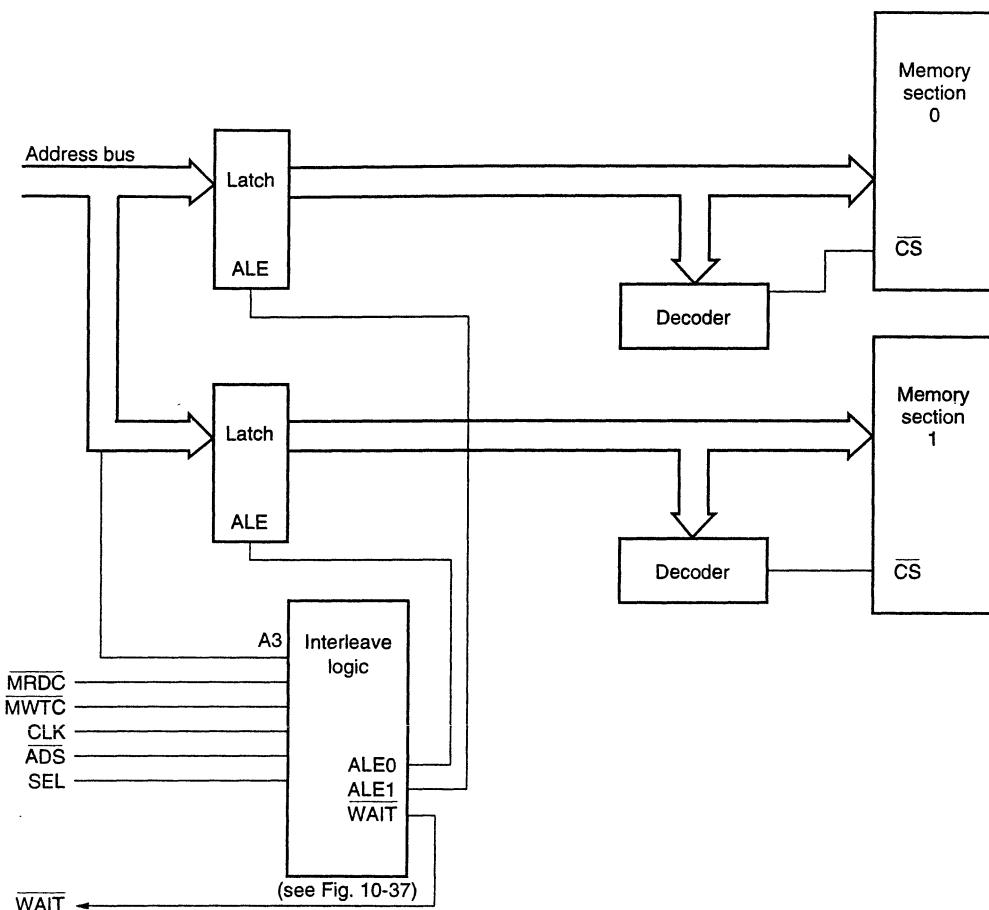
The 80386 input/output system is the same as that found in any Intel 8086 family microprocessor-based system. There are 64K different bytes of I/O space available if isolated I/O is implemented. With isolated I/O, the IN and OUT instructions are used to transfer I/O data between the microprocessor and I/O devices. The I/O port address appears on address bus connections A15–A2, with  $\overline{\text{BE}3}$ – $\overline{\text{BE}0}$  used to select a byte, word, or doubleword of I/O data. If memory-mapped I/O is implemented, then the number of I/O locations can be any number up to 4G bytes. With memory-mapped I/O, any instruction that transfers data between the microprocessor and memory system can be used for I/O transfers, because the I/O device is treated as a memory device. Almost all 80386 systems use isolated I/O because of the I/O protection scheme provided by the 80386 in protected mode operation.

Figure 16–7 shows the I/O map for the 80386 microprocessor. Unlike the I/O map of earlier Intel microprocessors, which were 16-bits wide, the 80386 uses a full 32-bit wide I/O system divided into four banks. This is identical to the memory system, which is also divided into four banks. Most I/O transfers are 8-bits wide because we often use ASCII code (a 7-bit code) for transferring alphanumeric data between the microprocessor and printers and keyboards. This may change if Unicode, a 16-bit alphanumeric code, becomes common and replaces ASCII code. Recently, I/O devices that are 16- and even 32-bits wide have appeared for systems such as disk memory and video display interfaces. These wider I/O paths increase the data transfer rate between the microprocessor and the I/O device when compared to 8-bit transfers.

The I/O locations are numbered from 0000H through FFFFH. A portion of the I/O map is designated for the 80387 arithmetic coprocessor. Although the port numbers for the coprocessor are well above the normal I/O map, it is important that they be taken into account when decoding I/O space (overlaps). The coprocessor uses I/O locations 800000F8H–800000FFH for

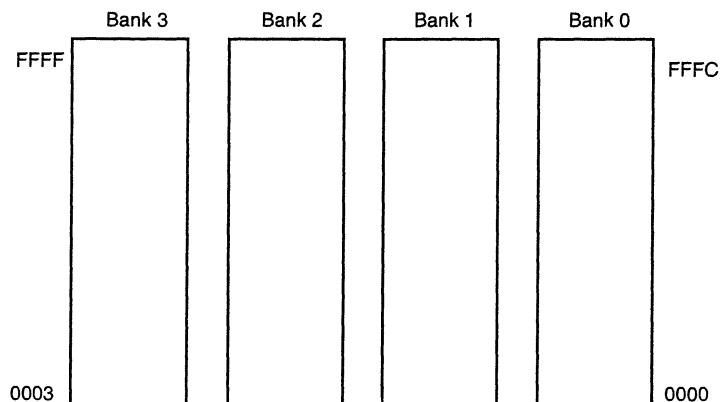


**FIGURE 16–5** The interleaved control logic, which generates separate ADS signals and a WAIT signal used to control interleaved memory



**FIGURE 16–6** An interleaved memory system showing the address latches and the interleaved logic circuit

**FIGURE 16–7** The isolated I/O map for the 80386 microprocessor. Here four banks of 8-bits each are used to address 64K different I/O locations. I/O is numbered from location 0000H to FFFFH.



communications between the 80387 and 80386. The 80287 numeric coprocessor designed for use with the 80386 uses I/O addresses 00F8H–00FFH for coprocessor communications. Because we often only decode address connections A15–A2 to select an I/O device, be aware that the co-processor will activate devices 00F8H–00FFH unless address line A31 is also decoded. This

should present no problem because you really should not be using I/O ports 00F8H–00FFH for any purpose.

The only new feature that is added to the 80386 with respect to I/O is the I/O privilege information added to the tail end of the TSS when the 80386 is operated in protected mode. As described in the section on memory management, an I/O location can be blocked or inhibited in protected mode. If the blocked I/O location is addressed, an interrupt (type 13, general fault) is generated. This scheme is added so that I/O access can be prohibited in a multi-user environment. Blocking is an extension of the protected mode operation, as are privilege levels.

## Memory and I/O Control Signals

The memory and I/O are controlled with separate signals. The  $M/\bar{IO}$  signal indicates whether the data transfer is between the microprocessor and the memory ( $M/\bar{IO} = 1$ ) or I/O ( $M/\bar{IO} = 0$ ). In addition to  $M/\bar{IO}$ , the memory and I/O systems must read or write data. The  $W/R$  signal is a logic 0 for a read operation, and a logic 1 for a write operation. The  $\overline{ADS}$  signal is used to qualify the  $M/\bar{IO}$  and  $W/R$  control signals. This is a slight deviation from earlier Intel microprocessors that didn't use  $\overline{ADS}$  for qualification.

Refer to Figure 16-8 for a simple circuit that generates four control signals for the memory and I/O devices in the system. Notice that two control signals are developed for memory control ( $\overline{MRDC}$  and  $\overline{MWTC}$ ) and two for I/O control ( $\overline{Iorc}$  and  $\overline{IOWC}$ ). These signals are consistent with the memory and I/O control signals generated for use in earlier versions of the Intel microprocessor.

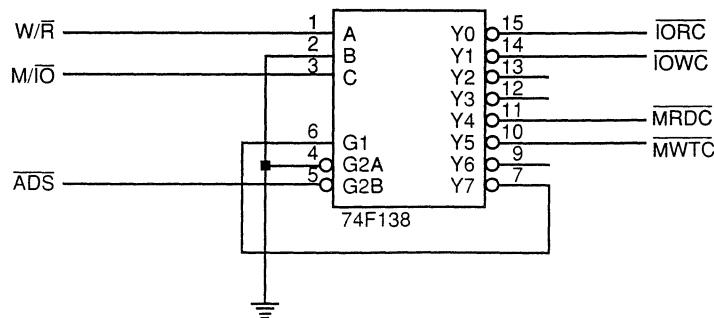
## Timing

Timing is important to understanding how to interface memory and I/O to the 80386 microprocessor. Figure 16-9 shows the timing diagram of a non-pipelined memory read cycle. Notice that the timing is referenced to the  $CLK2$  input signal and that a bus cycle consists of four clocking periods.

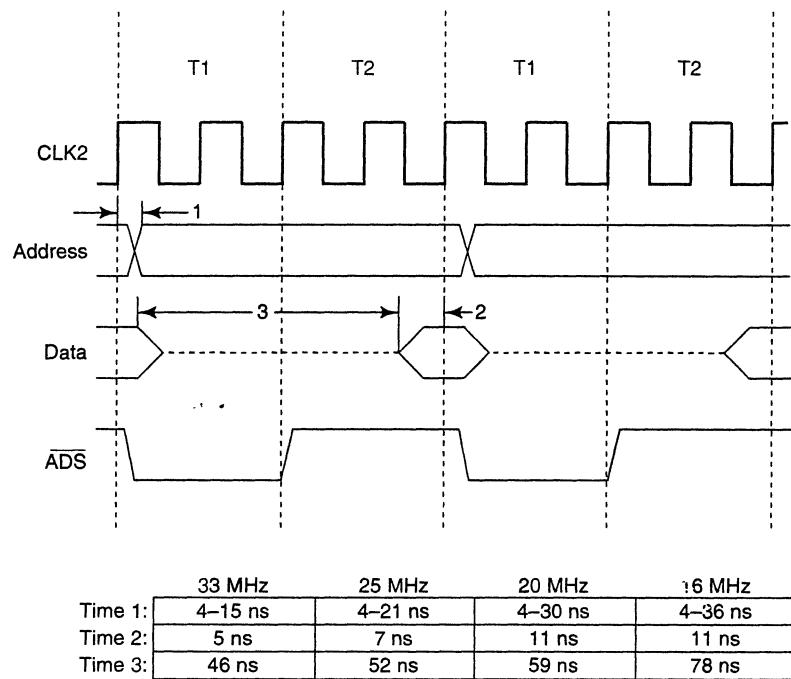
Each bus cycle contains two clocking states with each state (T1 and T2) containing two clocking periods. Notice in Figure 16-9 that the access time is listed as time number 3. The 16 MHz version allows memory an access time of 78 ns before wait states are inserted in this non-pipelined mode of operation. To select the non-pipelined mode, we place a logic 1 on the  $\overline{NA}$  pin.

Figure 16-10 illustrates the read timing when the 80386 is operated in the pipelined mode. Notice that additional time is allowed to the memory for accessing data because the address is sent out early. Pipelined mode is selected by placing a logic 0 on the  $\overline{NA}$  pin and by using address latches to capture the pipelined address. The clock pulse that is applied to the address latches comes from the  $\overline{ADS}$  signal. Address latches must be used with a pipelined system as well as with interleaved memory banks.

**FIGURE 16-8** Generation of memory and I/O control signals for the 80386, 80486, and Pentium

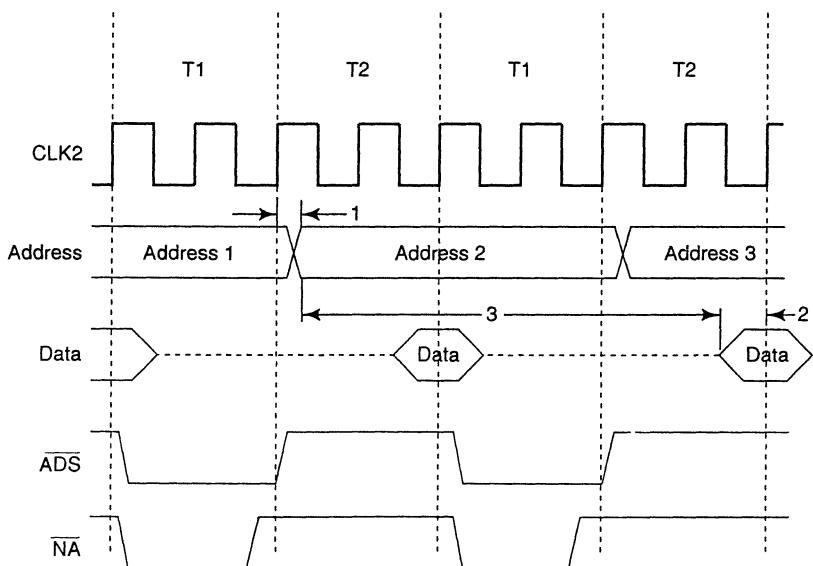


**FIGURE 16–9** The non-pipelined read timing for the 80386 microprocessor



Notice that the pipelined address appears one complete clocking state before it normally appears with non-pipelined addressing. In the 16 MHz version of the 80386, this allows an additional 62.5 ns for memory access. In a non-pipelined system, a memory access time of 78 ns is allowed to the memory system; in a pipelined system, 140.5 ns is allowed. The advantages of the pipelined system are that no wait states are required (in many, but not all bus cycles) and much lower-speed memory devices may be connected to the microprocessor. The disadvantage is that we need to interleave memory to use a pipe, which requires additional circuitry and occasional wait states.

**FIGURE 16–10** The pipelined read timing for the 80386 microprocessor



## Wait States

Wait states are needed if memory access times are long compared with the time allowed by the 80386 for memory access. In a non-pipelined 33 MHz system, memory access time is only 46 ns. Currently, no DRAM memory exists that has an access time of 46 ns. This means that wait states must be introduced to access the DRAM (1 wait for 70 ns DRAM) or an EPROM that has an access time of 100 ns (2 waits). Note that this wait state is built into a motherboard and cannot be removed.

The  $\overline{\text{READY}}$  input controls whether or not wait states are inserted into the timing. The  $\overline{\text{READY}}$  input on the 80386 is a dynamic input that must be activated during each bus cycle. Figure 16-11 shows a few bus cycles with one cycle normal (0 wait) cycle and one that contains a single wait state. Notice how the  $\overline{\text{READY}}$  input is controlled to cause 0 or 1 wait.

The  $\overline{\text{READY}}$  signal is sampled at the end of a bus cycle to determine if the clock cycle is T2 or TW. If  $\overline{\text{READY}} = 0$  at this time, it is the end of the bus cycle or T2. If  $\overline{\text{READY}} = 1$  at the end of a clock cycle, the cycle is a TW and the microprocessor continues to test  $\overline{\text{READY}}$ , searching for a logic 0 and the end of the bus cycle.

In a non-pipelined system, whenever  $\overline{\text{ADS}}$  becomes a logic 0, a wait state is inserted if  $\overline{\text{READY}} = 1$ . After  $\overline{\text{ADS}}$  returns to a logic 1, the positive edges of the clock are counted to generate the  $\overline{\text{READY}}$  signal. The  $\overline{\text{READY}}$  signal becomes a logic 0 after the first clock to insert 0 wait states. If 1 wait state is inserted, the  $\overline{\text{READY}}$  line must remain a logic 1 until at least two clocks have elapsed. If additional wait states are desired, then additional time must elapse before  $\overline{\text{READY}}$  is cleared. This essentially allows any number of wait states to be inserted into the timing.

Figure 16-12 shows a circuit that inserts 0 through 3 wait states for various memory addresses. In the example, 1 wait state is produced for a DRAM access and 2 waits are produced for an EPROM access. The 74F164 clears whenever  $\overline{\text{ADS}}$  is low and D/C is high. It begins to shift after  $\overline{\text{ADS}}$  returns to a logic 1 level. As it shifts the 00000000 in the shift register begins to fill with logic 1's from the QA connection towards the QH connection. The four different outputs are connected to an inverting multiplexer that generates the active low  $\overline{\text{READY}}$  signal.

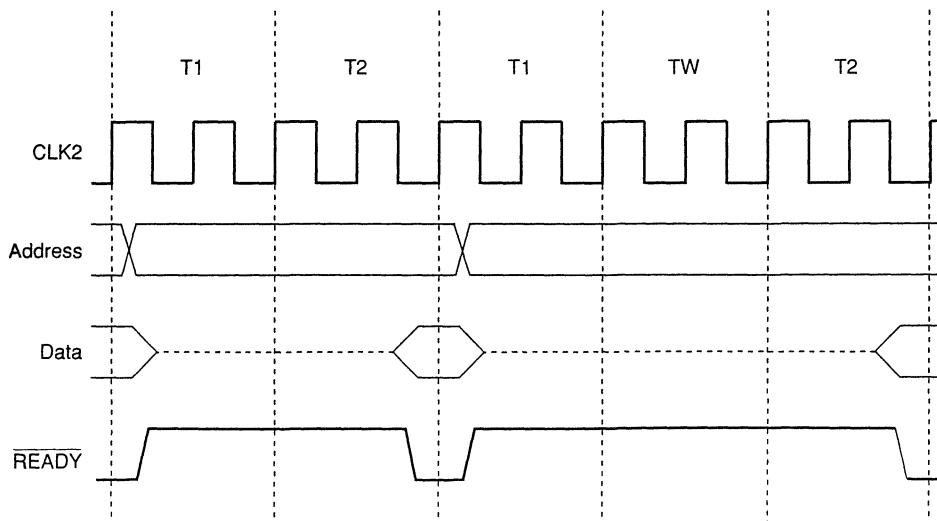


FIGURE 16-11 A non-pipelined 80386 with 0 and 1 wait states

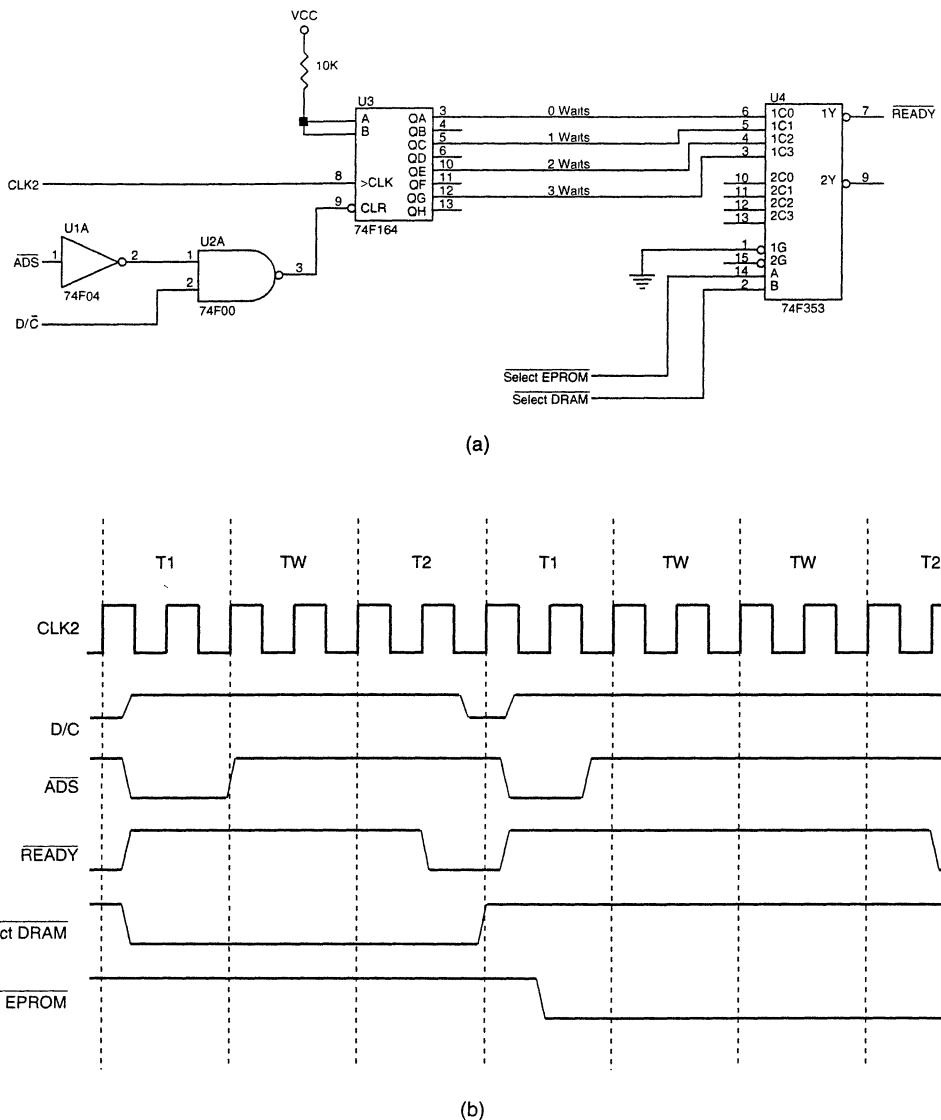


FIGURE 16-12. (a) Circuit and (b) timing that selects 1 wait state for DRAM and 2 waits for EPROM.

## 16-2

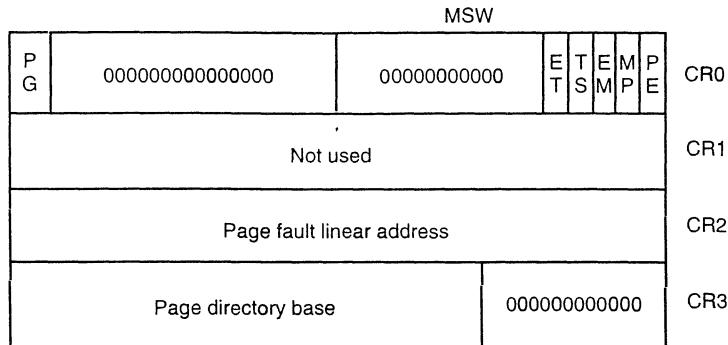
## SPECIAL 80386 REGISTERS

A new series of registers, not found in earlier Intel microprocessors, appears in the 80386 as control, debug, and test registers. Control registers CR0–CR3 control various features, registers DR0–DR7 facilitate debugging, and registers TR6 and TR7 are used to test paging and caching.

### Control Registers

In addition to the EFLAGS and EIP described earlier, there are other control registers found in the 80386. Control register 0 (CR0) is identical to the MSW (machine status word) found in the

**FIGURE 16-13** The control register structure of the 80386 microprocessor



80286 microprocessor, except that it is 32-bits wide instead of 16 bits. Additional control registers are CR1, CR2, and CR3.

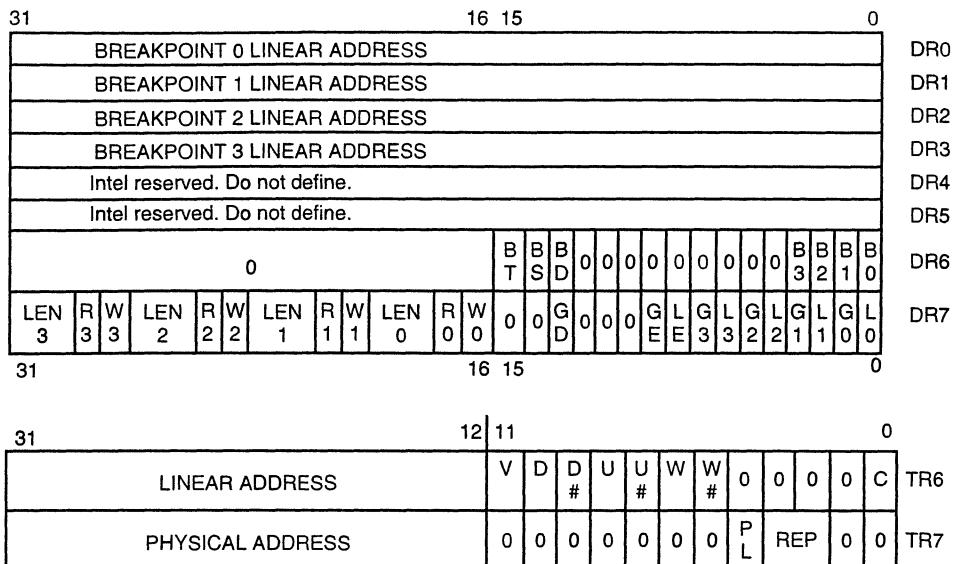
Figure 16-13 illustrates the control register structure of the 80386. Control register CR1 is not used in the 80386, but is reserved for future products. Control register CR2 holds the linear page address of the last page accessed before a page fault interrupt. Finally, control register CR3 holds the base address of the page directory. The rightmost 12-bits of the 32-bit page table address contain zeros and combine with the remainder of the register to locate the start of the 4K-long page table.

Register CR0 contains a number of special control bits that are defined as follows in the 80386:

- PG** Selects page table translation of linear addresses into physical addresses when PG = 1. Page table translation allows any linear address to be assigned any physical memory location.
- ET** Selects the 80287 coprocessor when ET = 0 or the 80387 coprocessor when ET = 1. This bit was installed because there was no 80387 available when the 80386 first appeared. In most systems, ET is set to indicate that an 80387 is present in the system.
- TS** Indicates that the 80386 has switched tasks (in protected mode, changing the contents of TR places a 1 into TS). If TS = 1, a numeric coprocessor instruction causes a type 7 (coprocessor not available) interrupt.
- EM** Is set to cause a type 7 interrupt for each ESC instruction. (ESCape instructions are used to encode instructions for the 80387 coprocessor.) We often use this interrupt to emulate, with software, the function of the coprocessor. Emulation reduces the system cost, but it often takes at least 100 times longer to execute the emulated coprocessor instructions.
- MP** Is set to indicate that the arithmetic coprocessor is present in the system.
- PE** Is set to select the protected mode of operation for the 80386. It may also be cleared to reenter the real mode. This bit can only be set in the 80286. The 80286 could not return to real mode without a hardware reset, which precludes its use in most systems that use protected mode.

## Debug and Test Registers

Figure 16-14 shows the sets of debug and test registers. The first four debug registers contain 32-bit linear breakpoint addresses. (A **linear address** is a 32-bit address generated by a microprocessor instruction that may or may not be the same as the physical address.) The breakpoint



**FIGURE 16–14** The debug and test registers of the 80386 (Courtesy of Intel Corporation)

addresses, which may locate an instruction or datum, are constantly compared with the addresses generated by the program. If a match occurs, the 80386 will cause a type 1 interrupt (TRAP or debug interrupt) to occur if directed by debug registers DR6 and DR7. This feature is a much-expanded version of the basic trapping or tracing allowed with the earlier Intel microprocessors through the type 1 interrupt. The breakpoint addresses are very useful in debugging faulty software. The control bits in DR6 and DR7 are defined as follows:

- BT** If set (1), the debug interrupt was caused by a task switch.
- BS** If set, the debug interrupt was caused by the TF bit in the flag register.
- BD** If set, the debug interrupt was caused by an attempt to read the debug register with the GD bit set. The GD bit protects access to the debug registers.
- B3–B0** Indicate which of the four debug breakpoint addresses caused the debug interrupt.
- LEN** Each of the four length fields pertains to each of the four breakpoint addresses stored in DR0–DR3. These bits further define the size of access at the breakpoint address as 00 (byte), 01 (word), or 11 (doubleword).
- RW** Each of the four read/write fields pertains to each of the four breakpoint addresses stored in DR0–DR3. The RW field selects the cause of action that enabled a breakpoint address as 00 (instruction access), 01 (data write), and 11 (data read and write).
- GD** If set, GD prevents any read or write of a debug register by generating the debug interrupt. This bit is automatically cleared during the debug interrupt so that the debug registers can be read or changed if needed.
- GE** If set, selects a global breakpoint address for any of the four breakpoint address registers.
- LE** If set, selects a local breakpoint address for any of the four breakpoint address registers.

The test registers, TR6 and TR7, are used to test the **translation look-aside buffer** (TLB). The TLB is used with the paging unit within the 80386. The TLB holds the most commonly used

page table address translations. The TLB reduces the number of memory reads required for looking up page translation addresses in the page translation tables. The TLB holds the most common 32 entries from the page table, and it is tested with the TR6 and TR7 test registers.

Test register TR6 holds the tag field (linear address) of the TLB, and TR7 holds the physical address of the TLB. To write a TLB entry, perform the following steps:

1. Write TR7 for the desired physical address, PL, and REP values.
2. Write TR6 with the linear address, making sure that C = 0.

To read a TLB entry:

1. Write TR6 with the linear address, making sure that C = 1.
2. Read both TR6 and TR7. If the PL bit indicates a hit, then the desired values of TR6 and TR7 indicate the contents of the TLB.

The bits found in TR6 and TR7 indicate the following conditions:

|            |                                                                 |
|------------|-----------------------------------------------------------------|
| <b>V</b>   | Shows that the entry in the TLB is valid.                       |
| <b>D</b>   | Indicates that the entry in the TLB is invalid or dirty.        |
| <b>U</b>   | A bit for the TLB.                                              |
| <b>W</b>   | Indicates that the area addressed by the TLB entry is writable. |
| <b>C</b>   | Selects a write (0) or immediate lookup (1) for the TLB.        |
| <b>PL</b>  | Indicates a hit if a logic 1.                                   |
| <b>REP</b> | Selects which block of the RLB is written.                      |

Refer to the section on memory management and the paging unit for more detail on the function of the TLB.

The **memory-management unit** (MMU) within the 80386 is similar to the MMU inside the 80286, except that the 80386 has a paging unit not found in the 80286. The MMU performs the task of converting linear addresses, as they appear as outputs from a program, into physical addresses that access a physical memory location located anywhere within the memory system. The 80386 uses the paging mechanism to allocate any physical address to any logical address. Therefore, even though the program is accessing memory location A0000H with an instruction, the actual physical address could be memory location 100000H, or any other location if paging is enabled. This feature allows virtually any software, written to operate at any memory location, to function in an 80386 because any linear location can become any physical location. Earlier Intel microprocessors did not have this flexibility. Paging is used with DOS 5.0/6.X to relocate 80386 and 80486 memory at addresses above FFFFFH and into spaces between ROMs at locations D0000–DFFFFH and other areas as they are available. The area between ROMs is often referred to as *upper memory*; the area above FFFFFH is referred to as *extended memory*.

## Descriptors and Selectors

Before the memory paging unit is discussed, we will examine the descriptor and selector for the 80386 microprocessor. The 80386 uses descriptors in much the same fashion as the 80286. In both microprocessors, a **descriptor** is a series of 8 bytes that describe and locate a memory segment. A **selector** (segment register) is used to index a descriptor from a table of descriptors. The

main difference between the 80286 and 80386 is that the latter has two additional selectors (FS and GS) and the most-significant two bytes of the descriptor are defined for the 80386. Another difference is that 80386 descriptors use a 32-bit base address and a 20-bit limit, instead of a 24-bit base address and a 16-bit limit as found on the 80286.

The 80286 addresses a 16M-byte memory space with its 24-bit base address and has a segment length limit of 64K bytes due to the 16-bit limit. The 80386 addresses a 4G-byte memory space with its 32-bit base address and has a segment length limit of 1M byte or 4G bytes due to a 20-bit limit that is used in two different ways. The 20-bit limit can access a segment with a length of 1M byte if the granularity bit (G) = 0. If G = 1, the 20-bit limit allows a segment length of 4G bytes.

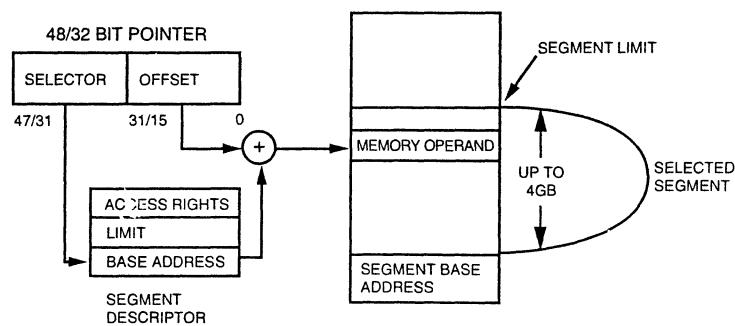
The granularity bit is found in the 80386 descriptor. If G = 0, the number stored in the limit is interpreted directly as a limit, allowing it to contain any limit between 00000H and FFFFFH for a segment size up to 1M byte. If G = 1, the number stored in the limit is interpreted as 00000XXXH through FFFFFFFXXH, where the XXX is 000H. This allows the limit of the segment to range between 0 bytes to 4G bytes in steps of 4K bytes. A limit of 00001H indicates that the limit is 4K bytes when G = 1, and 1 byte when G = 0. An example is a segment that begins at physical address 10000000H. If the limit is 00001H and G = 0, this segment begins at 10000000H and ends at 10000001H. If G = 1 with the same limit (00001H), the segment begins at location 10000000H and ends at location 10001000H.

Figure 16–15 shows how the 80386 addresses a memory segment in the protected mode using a selector and a descriptor. Note that this is identical to the way that a segment is addressed by the 80286. The difference is the size of the segment accessed by the 80386. The selector uses its leftmost 13-bits to select a descriptor from a descriptor table. The TI bit indicates either the local (TI = 1) or global (TI = 0) descriptor table. The rightmost 2-bits of the selector define the requested privilege level of the access.

Because the selector uses a 13-bit code to access a descriptor, there are at most 8,192 descriptors in each table, local or global. Since each segment (in an 80386) can be 4G bytes in length, we can access 16,384 segments at a time with the two descriptor tables. This allows the 80386 to access a virtual memory size of 64T bytes. Of course, only 4G bytes of memory actually exist in the memory system (1T byte = 1,024G bytes). If a program requires more than 4G bytes of memory at a time, it can be swapped between the memory system and a disk drive or other form of large volume storage.

The 80386 uses descriptor tables for both global (GDT) and local (LDT) descriptors. A third descriptor table appears for interrupt (IDT) descriptors or gates. The first six bytes of the descriptor are the same as in the 80286, which allows 80286 software to be upward compatible with the 80386. (An 80286 descriptor used 00H for its most-significant two bytes.) See Figure 16–16 for the 80286 and 80386 descriptor. The base address is 32-bits in the 80386, the limit is 20-bits,

**FIGURE 16–15** Protected mode addressing using a segment register as a selector (Courtesy of Intel Corporation)



and a G bit selects the limit multiplier (1 or 4K times). The fields in the descriptor for the 80386 are defined as follows:

|                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|-----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Base (B31–B0)</b>  | Defines the starting 32-bit address of the segment within the 4G-byte physical address space of the 80386 microprocessor.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Limit (L19–L0)</b> | Defines the limit of the segment in units of bytes if the G bit = 0, or in units of 4K bytes if G = 1. This allows a segment to be of any length from 1 byte to 1M byte if G = 0 and from 4K bytes to 4G bytes if G = 1. Recall that the limit indicates the last byte in a segment.                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Access Rights</b>  | Determines privilege level and other information about the segment. This byte varies with different types of descriptors and is elaborated with each descriptor type.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>G</b>              | The granularity bit selects a multiplier of 1 or 4K times for the limit field. If G = 0, the multiplier is 1; if G = 1, the multiplier is 4K.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>D</b>              | Selects the default register size. If D = 0, the registers are 16-bits wide, as in the 80286; if D = 1, they are 32-bits wide, as in the 80386. This bit determines whether prefixes are required for 32-bit data and index registers. If D = 0, then a prefix is required to access 32-bit registers and to use 32-bit pointers. If D = 1, then a prefix is required to access 16-bit registers and 16-bit pointers. The USE16 and USE32 directives appended to the SEGMENT statement in assembly language control the setting of the D bit. In the real mode, it is always assumed that the registers are 16-bits wide, so any instruction that references a 32-bit register or pointer must be prefixed. The current version of DOS assumes D = 0. |
| <b>AVL</b>            | This bit is available to the operating system to use in any way that it sees fit. It often indicates that the segment described by the descriptor is available.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |

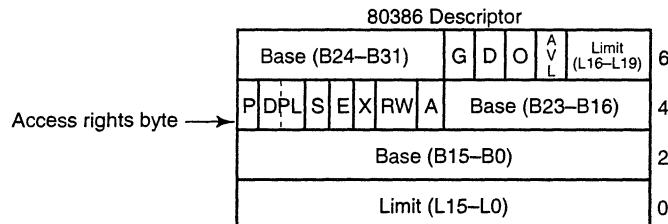
Descriptors appear in two forms in the 80386 microprocessor: the segment descriptor and the system descriptor. The segment descriptor defines data, stack, and code segments; the system descriptor defines information about the system's tables, tasks, and gates.

**Segment Descriptors.** Figure 16–17 shows the segment descriptor. This descriptor fits the general form as dictated in Figure 16–16, but the access rights bits are defined to indicate how the data, stack, or code segment described by the descriptor functions. Bit position 4 of the access rights byte determines if the descriptor is a data or code segment descriptor (S = 1) or a system segment descriptor (S = 0). Note that the labels used for these bits may vary in different versions of Intel literature, but perform the same tasks.

| 80286 Descriptor |                | 80386 Descriptor |   |
|------------------|----------------|------------------|---|
| Reserved         |                | 6                | 6 |
| Access rights    | Base (B23–B16) | 4                | 4 |
| Base (B15–B0)    |                | 2                | 2 |
| Limit (L15–L0)   |                | 0                | 0 |
|                  |                |                  |   |
|                  |                |                  |   |
|                  |                |                  |   |

**FIGURE 16–16** The descriptors for the 80286 and 80386 microprocessors

**FIGURE 16–17** The format of the 80386 segment descriptor

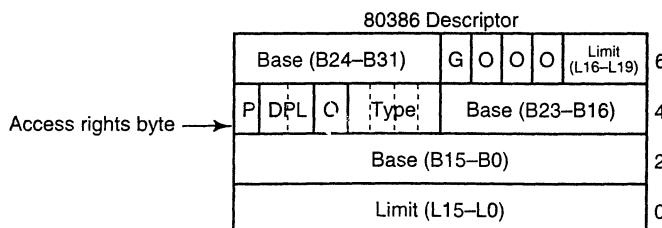


Following is a description of the access rights bits and their functions in the segment descriptor:

- P** **Present** is a logic 1 to indicate that the segment is present. If P = 0 and the segment is accessed through the descriptor, a type 11 interrupt occurs. This interrupt indicates that a segment was accessed that is not present in the system.
- DPL** **Descriptor privilege level** sets the privilege level of the descriptor where 00 has the highest privilege and 11 has the lowest. This is used to protect access to segments. If a segment is accessed with a privilege level that is lower (higher in number) than the DPL, a privilege violation interrupt occurs. Privilege levels are used in a multi-user system to prevent access to an area of the system memory.
- S** **Segment** indicates a data or code segment descriptor (S = 1) or a system segment descriptor (S = 0).
- E** **Executable** selects a data (stack) segment (E = 0) or a code segment (E = 1). E also defines the function of the next two bits (X and RW).
- X** If E = 0, then X indicates the direction of expansion for the data segment. If X = 0, the segment expands upward, as in a data segment; if X = 1, the segment expands downward, as in a stack segment. If E = 1, then X indicates if the privilege level of the code segment is ignored (X = 0) or observed (X = 1).
- RW** If E = 0, then RW indicates that the data segment may be written (RW = 1) or not written (RW = 0). If E = 1, then RW indicates that the code segment may be read (RW = 1) or not read (RW = 0).
- A** **Accessed** is set each time that the microprocessor accesses the segment. It is sometimes used by the operating system to keep track of which segments have been accessed.

**System Descriptor.** The system descriptor is illustrated in Figure 16–18. There are 16 possible system descriptor types (see Table 16–1 for the different descriptor types), but not all are used in the 80386 microprocessor. Some of these types are defined for the 80286 so that the 80286 software is compatible with the 80386. Some of the types are new and unique to the 80386. Some have yet to be defined and are reserved for future Intel products.

**FIGURE 16–18** The general format of an 80386 system descriptor



**TABLE 16-1** 80386 system descriptor types

| Type | Purpose                            |
|------|------------------------------------|
| 0000 | Invalid                            |
| 0001 | Available 80286 TSS                |
| 0010 | LDT                                |
| 0011 | Busy 80286 TSS                     |
| 0100 | 80286 call gate                    |
| 0101 | Task gate (80286 or 80386)         |
| 0110 | 80286 interrupt gate               |
| 0111 | 80286 trap gate                    |
| 1000 | Invalid                            |
| 1001 | Available 80386 TSS                |
| 1010 | Reserved for future Intel products |
| 1011 | Busy 80386 TSS                     |
| 1100 | 80386 call gate                    |
| 1101 | Reserved for future Intel products |
| 1110 | 80386 interrupt gate               |
| 1111 | 80386 trap gate                    |

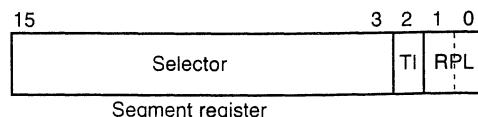
## Descriptor Tables

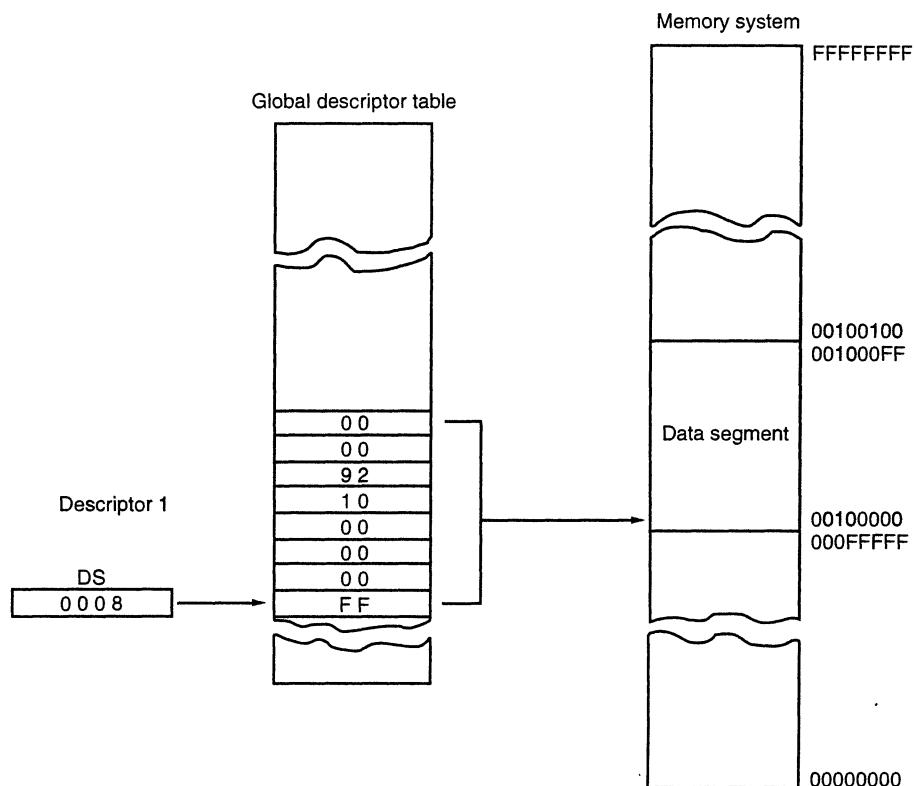
The descriptor tables define all of the segments used in the 80386 when operated in the protected mode. There are three types of descriptor tables: the global descriptor table (GDT), the local descriptor table (LDT), and the interrupt descriptor table (IDT). The registers used by the 80386 to address these three tables are called the global descriptor table register (GDTR), the local descriptor table register (LDTR), and the interrupt descriptor table register (IDTR). These registers are loaded respectively with the LGDT, LLDT, and LIDT instructions.

The **descriptor table** is a variable-length array of data with each entry holding an 8-byte long descriptor. The local and global descriptor tables hold up to 8,192 entries each, and the interrupt descriptor table holds up to 256 entries. A descriptor is indexed from either the local or global descriptor table by the selector that appears in a segment register. Figure 16-19 shows a segment register and the selector that it holds in the protected mode. The leftmost 13-bits index a descriptor, the TI bit selects either the local (TI = 1) or global (TI = 0) descriptor table, and the RPL bits indicate the requested privilege level.

Whenever a new selector is placed into one of the segment registers, the 80386 accesses one of the descriptor tables and automatically loads the descriptor into a program-invisible cache portion of the segment register. As long as the selector remains the same in the segment register, no additional accesses are required to the descriptor table. The operation of fetching a new descriptor from the descriptor table is program-invisible because the microprocessor automatically accomplishes this each time that the segment register contents are changed in the protected mode.

Figure 16-20 shows how a sample global descriptor table (GDT), which is stored at memory address 00010000H, is accessed through the segment register and its selector. This table contains four entries. The first is a null (0) descriptor. Descriptor 0 must always be a null descriptor. The

**FIGURE 16-19** A segment register showing the selector, T1 bit, and requested privilege level (RPL) bits



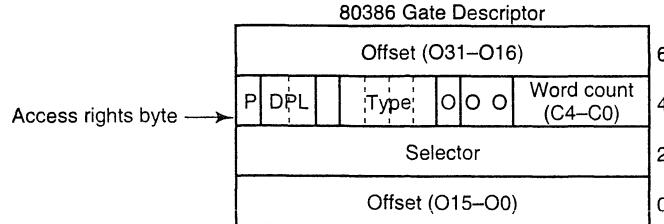
**FIGURE 16–20** Using the DS register to select a descriptor from the global descriptor table. In this example, the DS register accesses memory locations 00100000H–001000FFH as a data segment.

other entries address various segments in the 80386 protected mode memory system. In this illustration, the data segment register contains a 0008H. This means that the selector is indexing descriptor location 1 in the global descriptor table ( $TI = 0$ ), with a requested privilege level of 00. Descriptor 1 is located 8 bytes above the base descriptor table address, beginning at location 00010008H. The descriptor located in this memory location accesses a base address of 00200000H and a limit of 100H. This means that this descriptor addresses memory locations 00200000H–00200100H. Because this is the DS (data segment) register, the data segment is located at these locations in the memory system. If data are accessed outside of these boundaries, an interrupt occurs.

The local descriptor table (LDT) is accessed in the same manner as the global descriptor table (GDT). The only difference in access is that the TI bit is cleared for a global access and set for a local access. Another difference exists if the local and global descriptor table registers are examined. The global descriptor table register (GDTR) contains the base address of the global descriptor table and the limit. The local descriptor table register (LDTR) only contains a selector and is 16-bits wide. The contents of the LDTR addresses a type 0010 system descriptor that contains the base address and limit of the LDT. This scheme allows one global table for all tasks, but many local tables, one or more for each task, if necessary. Global descriptors describe memory for the system, while local descriptors describe memory for applications or tasks.

Like the GDT, the interrupt descriptor table (IDT) is addressed by storing the base address and limit in the interrupt descriptor table register (IDTR). The main difference between the GDT

**FIGURE 16–21** The gate descriptor for the 80386 microprocessor



and IDT is that the IDT contains only interrupt gates rather than segment and system descriptors, as do the GDT and LDT.

Figure 16–21 shows the gate descriptor, a special form of the system descriptor described earlier. (Refer back to Table 16–1 for the different gate descriptor types.) Notice that the gate descriptor contains a 32-bit offset address, a word count, and a selector. The 32-bit offset address points to the location of the interrupt service procedure or other procedure. The word count indicates how many words are transferred from the caller's stack to the stack of the procedure accessed by a call gate. Note that the word count field is not used with an interrupt gate. The selector is used to indicate the location of the task state segment (TSS) in the GDT or LDT if it is a local procedure.

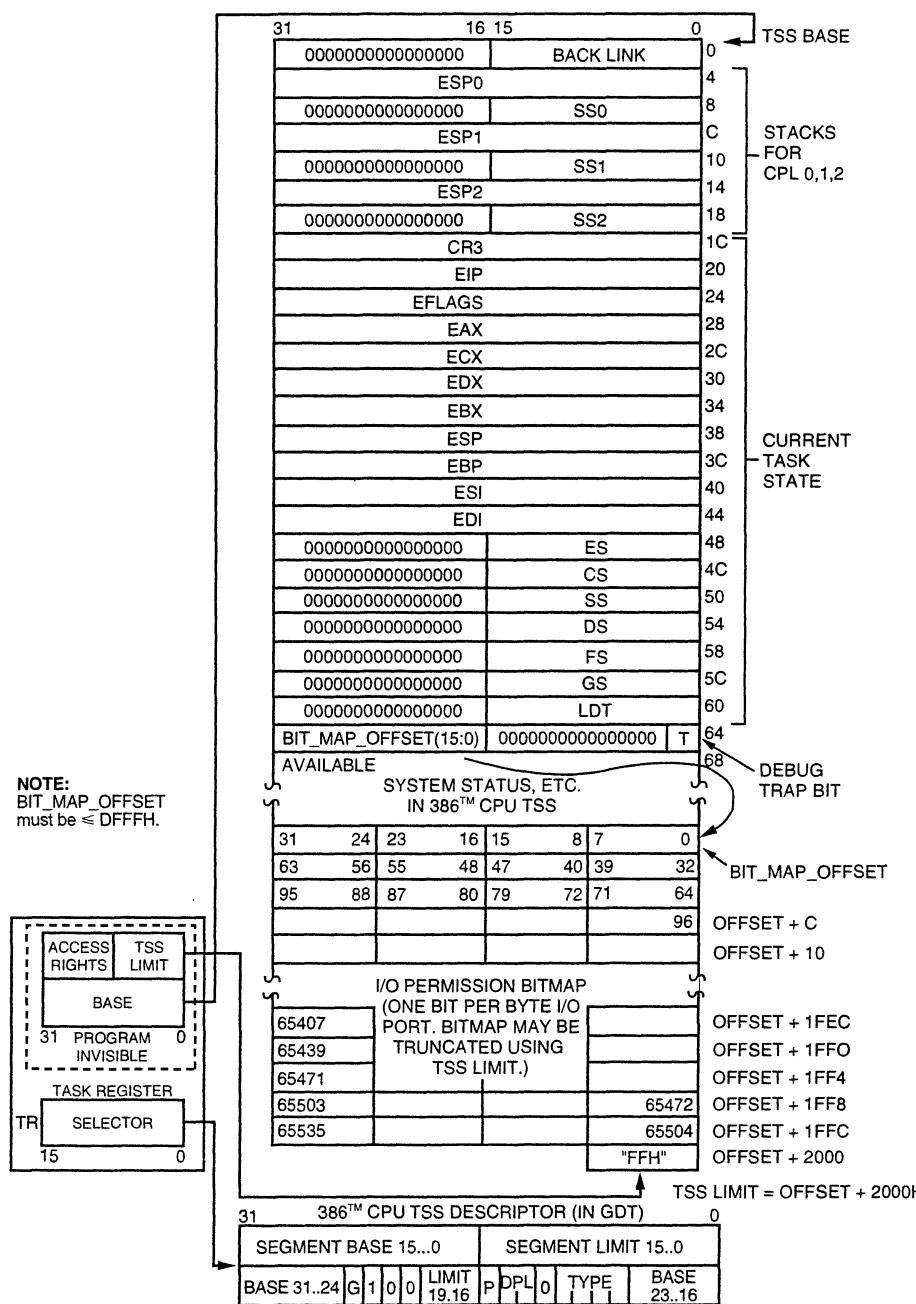
When a gate is accessed, the contents of the selector are loaded into the task register (TR). The acceptance of the gate depends on the privilege and priority levels. A return instruction (RET) ends a call gate procedure, and a return from interrupt instruction (IRET) ends an interrupt gate procedure. Tasks are usually accessed with a CALL or an INT instruction, where the call instruction addresses a call gate in the descriptor table and the interrupt addresses an interrupt descriptor.

The difference between real mode interrupts and protected mode interrupts is that the interrupt vector table is an IDT in the protected mode. The IDT still contains up to 256 interrupt levels, but each level is accessed through an interrupt gate instead of an interrupt vector. Thus, interrupt type number 2 is located at IDT descriptor number 2 at 16 locations above the base address of the IDT. This also means that the first 1K byte of memory no longer contains interrupt vectors, as it did in the real mode. The IDT can be located at any location in the memory system.

### The Task State Segment (TSS)

The task state segment (TSS) descriptor contains information about the location, size, and privilege level of the task state segment, just as any other descriptor. The difference is that the TSS described by the TSS descriptor does not contain data or code. It contains the state of the task and linkage so that tasks can be nested, one task can call a second, which can call a third and so forth. The TSS descriptor is addressed by the task register (TR). The contents of the TR are changed by the LTR instruction or whenever the protected mode program executes a far JMP or CALL instruction. The LTR instruction is used to initially access a task during system initialization. After initialization, the CALL or JUMP instructions normally switch tasks. In most cases, we use the CALL instructions to initiate a new task.

The TSS is illustrated in Figure 16–22. As can be seen, the TSS is quite a formidable section of memory, containing many different types of information. The first word of the TSS is labeled *back-link*. This is the selector that is used on a return (RET or IRET) to link back to the prior TSS by loading the back-link selector into the TR. The following word must contain a 0. The second through the seventh doublewords contain the ESP and ESS values for privilege levels 0–2. These are required in case the current task is interrupted so these privilege level (PL) stacks can be addressed. The eighth word (offset 1CH) contains the contents of CR3, which stores the base address of the prior state's page directory register. This must be restored if paging



Type = 9: Available 386™ CPU TSS.

Type = B: Busy 386™ CPU TSS.

**FIGURE 16–22** The task state segment (TSS) descriptor (Courtesy of Intel Corporation)

is in effect. The contents of the next 17 doublewords are loaded into the registers indicated. Whenever a task is accessed, the entire state of the machine (all of the registers) is stored in these memory locations and then reloaded from the same locations in the new TSS. The last word (offset 66H) contains the I/O permission bit map base address.

The I/O permission bit map allows the TSS to block I/O operations to inhibited I/O port addresses via an I/O permission denial interrupt. The permission denial interrupt is type number 13, the general protection fault interrupt. The I/O permission bit map base address is the offset address from the start of the TSS. This allows the same permission map to be used by many TSSs.

Each I/O permission bit map is 64K bits (8K bytes) long beginning at the offset address indicated by the I/O permission bit map base address. The first byte of the I/O permission bit map contains I/O permission for I/O ports 0000H–0007H. The rightmost bit contains permission for port number 0000H, and the leftmost for port number 0007H. This sequence continues for the very last port address (FFFFH) stored in the leftmost bit of the last byte of the I/O permission bit map. A logic 0 placed in an I/O permission bit map bit enables the I/O port address, while a logic 1 inhibits or blocks the I/O port address.

In review of the operation of a task switch, which requires only 17 µs to execute, we list the following steps:

1. The gate contains the address of the procedure or location jumped to by the task switch. It also contains the selector number of the TSS descriptor and the number of words transferred from the caller to the user stack area for parameter passing.
2. The selector is loaded into TR from the gate. (This step is accomplished by a CALL or JMP that refers to a valid TSS descriptor.)
3. The TR selects the TSS.
4. The current state is saved in the current TSS and the new TSS is accessed with the state of the new task (all the registers) loaded into the microprocessor. The current state is saved at the TSS selector currently found in the TR. Once the current state is saved, a new value (by the JMP or CALL) for the TSS selector is loaded into TR and the new state is loaded from the new TSS.

The return from a task is accomplished by the following steps:

1. The current state of the microprocessor is saved in the current TSS.
2. The back-link selector is loaded to the TR to access the prior TSS so the prior state of the machine can be returned to and be restored to the microprocessor. The return for a called TSS is accomplished by the IRET instruction.

---

## 16-4

## MOVING TO PROTECTED MODE

In order to change the operation of the 80386 from the real mode to the protected mode, several steps must be followed. Real mode operation is accessed after a hardware reset or by changing the PE bit to a logic 0 in CR0. Protected mode operation is accessed by placing a logic 1 into the PE bit of CR0, but before this is done some other things must be initialized. The following steps accomplish the switch from the real mode to the protected mode:

1. Initialize the interrupt descriptor table so it contains valid interrupt gates for at least the first 32 interrupt type numbers. The IDT may (and often does) contain up to 256 8-byte interrupt gates defining all 256 interrupt types.
2. Initialize the global descriptor table (GDT) so it contains a null descriptor at descriptor 0, and valid descriptors for at least one code, one stack, and one data segment.
3. Switch to protected mode, setting the PE bit in CR0.
4. Perform an intrasegment (near) JMP to flush the internal instruction queue and load the TR with the base TSS descriptor.
5. Load all the data selectors (segment registers) with their initial selector values.
6. The 80386 is now operating in the protected mode, using the segment descriptors that are defined in GDT and IDT.

**FIGURE 16–23** The memory map for Example 16–1

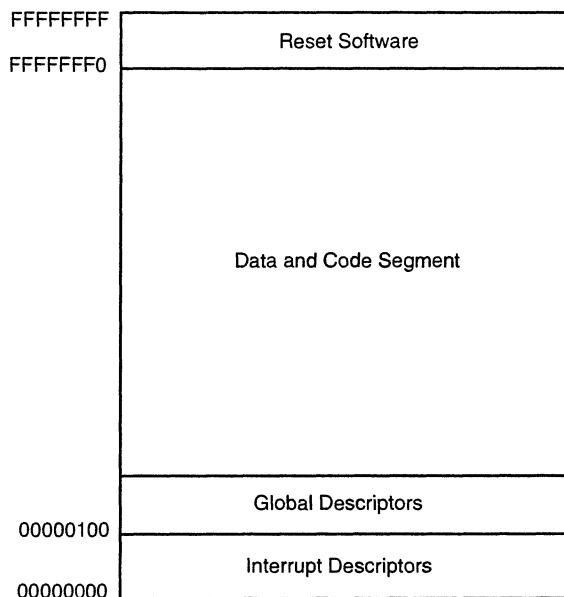


Figure 16–23 shows the protected system memory map set up using steps 1–6. The software for this task is listed in Example 16–1. This system contains one data segment descriptor and one code segment descriptor with each segment set to 4G bytes in length. This is the simplest protected mode system possible, loading all the segment registers, except code, with the same data segment descriptor from the GDT. The privilege level is initialized to 00, the highest level. This system is most often used where one user has access to the microprocessor and requires the entire memory space. This program is designed for use in a system that does not use DOS or shell from Windows to DOS. Later in this section, we show how to go to protected mode in a DOS environment.

#### EXAMPLE 16–1

```

 .MODEL SMALL
 .386P
0000 .DATA
0000 0040 [IDT1 DD 64 DUP (?) ;space for 32 interrupt vectors
 00000000
]
;
;Global descriptor table
;
0100 DESC0 DQ 0 ;clear null descriptor
 0000000000000000
;
;code segment descriptor
;
0108 FFFF DESC1 DW 0FFFFH ;limit = 4G
010A 0000 DW 0 ;base address = 00000000H
010C 0000 DW 0
010E 9E DB 9EH ;code segment
010F 8F DB 8FH ;G = 1
0110 00 DB 0
;
;data segment descriptor
;
0111 FFFF DESC2 DW 0FFFFH ;limit = 4G

```

```

0113 0000 DW 0 ;base address = 00000000H
0115 0000 DW 0
0117 92 DB 92H ;data segment
0118 8F DB 8FH ;G = 1
0119 00 DB 0
;
;1DT table data
;
011A 00FF IDT DW 0FFFH ;set limit to FFH
011C 00000000 IDTA DD 0
;
;GDT table data
;
0120 0017 GDT DW 17H ;set limit to 17H
0122 00000000 GDTA DD 0
0000
.CODE
MAK32 MACRO SEG,OFF ; ;make a seg+off a linear address
 MOV EAX,0
 MOV EBX,0
 MOV AX,SEG
 MOV BX,OFF
 SHL EAX,4
 ADD EAX,EBX
ENDM
.STARTUP
MAK32 DS,OFFSET IDT1
0028 66| A3 011C R MOV IDTA,EAX ;save IDT address
MAK32 DS,OFFSET DESC0
0044 66| A3 0122 R MOV GDTA,EAX ;save GDT address
;
0048 B9 0020 MOV CX,32
004B BF 0000 R MOV DI,OFFSET IDT1
004E BE 0000 MOV SI,0
0051 B8 0000 MOV AX,0
0054 8E C0 MOV ES,AX
.REPEAT ;setup first 32 interrupts
MAK32 ES:[SI+2],ES:[SI]
0070 89 05 MOV [DI],AX
0072 66| C1 E8 10 SHR EAX,16
0076 89 45 06 MOV [DI+6],AX
0079 C7 45 02 0008 MOV WORD PTR [DI+2],8
007E C7 45 04 8F00 MOV WORD PTR [DI+4],8F00H
0083 83 C7 08 ADD DI,8
0086 83 C6 04 ADD SI,4
.UNTILCXZ
008B 0F 01 1E 011A R LIDT FWORD PTR IDT ;load IDT
0090 0F 01 16 0120 R LGDT FWORD PTR GDT ;load GDT
;
0095 0F 20 C0 MOV EAX,CR0 ;set PE
0098 66| 83 C8 01 OR EAX,1
009C 0F 22 C0 MOV CR0,EAX
;
009F EB 00 JMP START ;near jump
;
00A1
START:
00A1 B8 0010 MOV AX,10H ;set selector 2
00A4 8E D8 MOV DS,AX
00A6 8E C0 MOV ES,AX
00A8 8E D0 MOV SS,AX
00AA 8E E8 MOV GS,AX
00AC 8E E0 MOV FS,AX
00AE 66| BC FFFFF000 MOV ESP,0FFFFF000H
;
;now in protected mode.
;
END

```

In more complex systems, the steps required to initialize the system in the protected mode are more involved. For complex systems that are often multi-user systems, the registers are loaded using the task state segment (TSS). The steps required to place the 80386 into protected mode operation for a more complex system using a task switch follow:

1. Initialize the interrupt descriptor table so it refers to valid interrupt descriptors with at least 32 descriptors in the IDT.
2. Initialize the global descriptor table so it contains at least two task state segment (TSS) descriptors and the initial code and data segments required for the initial task.
3. Initialize the task register (TR) so it points to a valid TSS, because when the initial task switch occurs and accesses the new TSS, the current registers are stored in the initial TSS.
4. Switch to protected mode using an intrasegment (near) jump to flush the internal instruction queue. Load TR with the current TSS selector.
5. Load the TR with a far jump instruction to access the new TSS and save the current state.
6. The 80386 is now operating in the protected mode under control of the first task.

Example 16–2 illustrates the software required to initialize the system and switch to protected mode using a task switch. The initial system task operates at the highest level of protection (00) and controls the entire operating environment for the 80386. In many cases, it is used to boot (load) software that allows many users to access the system in a multi-user environment.

### EXAMPLE 16–2

```

.MODEL SMALL
.386P
.STACK 800H
0000 .DATA
0008 DESC STRUC ;define descriptor structure
0000 0000 LIM_L DW 0
0002 0000 BAS_L DW 0
0004 00 BAS_M DB 0
0005 00 ACCESS DB 0
0006 00 LIM_M DB 0
0007 00 BAS_H DB 0
DESC ENDS
0068 TSS STRUC ;define TSS structure
0000 0000 BACK_L DW 0
0002 0000 DW 0
0004 00000000 ESP0 DD 0
0008 0000 SSO DW 0
000A 0000 DW 0
000C 00000000 ESP1 DD 0
0010 0000 SS1 DW 0
0012 0000 DW 0
0014 00000000 ESP2 DD 0
0018 0000 SS2 DW 0
001A 0000 DW 0
001C 00000000 CCR3 DD 0
0020 00000000 EIP DD 0
0024 00000000 TFLAGS DD 0
0028 00000000 EEAX DD 0
002C 00000000 EECX DD 0
0030 00000000 EEDX DD 0
0034 00000000 EEBX DD 0
0038 00000000 EESP DD 0
003C 00000000 EEBP DD 0
0040 00000000 EESI DD 0
0044 00000000 EEDI DD 0

```

```

0048 0020 EES DW 20H
004A 0000 ESS DW 0
004C 0018 ECS DW 18H
004E 0000 ESS DW 0
0050 0020 ESS DW 20H
0052 0000 EDS DW 0
0054 0020 EDS DW 20H
0056 0000 EFS DW 0
0058 0020 EFS DW 20H
005A 0000 EGS DW 0
005C 0020 EGS DW 20H
005E 0000 ELDT DW 0
0060 0000 ELDT DW 0
0062 0000 BITM DW 0
0064 0000 BITM DW 0
0066 0000 BITM DW 0

 TSS ENDS

0000 0000 0000 TSS1 TSS <> ;task state 1
00000000
0000 0000 00000000
0000 0000 00000000
0000 0000 00000000
00000000 00000000
00000000 00000000
00000000 00000000
00000000 00000000
0020 0000 0018
0000 0020 0000
0020 0000 0020
0000 0020 0000
0000 0000 0000
0000
0068 0000 0000 TSS2 TSS <> ;task state 2
00000000
0000 0000 00000000
0000 0000 00000000
0000 0000 00000000
00000000 00000000
00000000 00000000
00000000 00000000
00000000 00000000
00000000 00000000
0020 0000 0018
0000 0020 0000
0020 0000 0020
0000 0020 0000
0000 0000 0000
0000

00D0 0040 [IDT1 DD 64 DUP (?) ;space for 32 interrupt vectors
 00000000
]
;
;Global descriptor table
;
01D0 0000 0000 00 GDT0 DESC <> ;clear null descriptor
00 00 00
01D8 0000 0028 00 TG1 DESC <0,28H,0,85H,0,0> ;task gate 1
85 00 00
01E0 0000 0030 00 TG2 DESC <0,30H,0,85H,0,0> ;task gate 2
85 00 00
01E8 FFFF 0000 00 ACS DESC <-1,0,0,9AH,0CFH,0> ;code segment (4G)
9A CF 00
01F0 FFFF 0000 00 DS1 DESC <-1,0,0,92H,0CFH,0> ;data segment (4G)
92 CF 00

```

```

01F8 FFFF 0000 00 TS1 DESC <-1,0,0,89H,0CFH,0> ;TSS1 available
 89 CF 00
0200 FFFF 0000 00 TS2 DESC <-1,0,0,89H,0CFH,0> ;TSS2 available
 89 CF 00
0208 2000 [IOBP DB 2000H DUP (0) ;enable all I/O
 00
]
;
; IDT table data
;
2208 00FF IDT DW 0FFH ;set limit to FFH
220A 00000000 IDTA DD 0
;
;GDT table data
;
220E 0017 GDT DW 17H ;set limit to 17H
2210 00000000 GDTA DD 0
0000 .CODE
MAK32 MACRO SEG,OFF ;make a seg+off a linear address
 MOV EAX,0
 MOV EBX,0
 MOV AX,SEG
 MOV BX,OFF
 SHL EAX,4
 ADD EAX,EBX
 ENDM
MAKD MACRO TSS,DES ;;save base address
 PUSH EAX
 MOV EBX,0
 MOV BX,OFFSET TSS
 ADD EAX,EBX
 MOV DES.BAS_L,AX
 SHR EAX,16
 MOV DES.BAS_M,AL
 MOV DES.BAS_H,AH
 POP EAX
 ENDM
.STARTUP
0028 66| A3 220A R MAK32 DS,OFFSET IDT1 ;save IDT address
 MOV IDTA,EAX
MAK32 DS,OFFSET GDT0
0044 66| A3 2210 R MOV GDTA,EAX ;save GDT address
;
0048 B9 0020 MOV CX,32
004B BF 00D0 R MOV DI,OFFSET IDT1
004E BE 0000 MOV SI,0
0051 B8 0000 MOV AX,0
0054 8E C0 MOV ES,AX
.REPEAT ;setup first 32 interrupts
 MAK32 ES:[SI+2],ES:[SI]
 MOV [DI],AX
 SHR EAX,16
0070 89 05 MOV [DI+6],AX
0072 66| C1 E8 10
0076 89 45 06
0079 C7 45 02 0008 MOV WORD PTR [DI+2],8
007E C7 45 04 8F00 MOV WORD PTR [DI+4],8F00H
0083 83 C7 08 ADD DI,8
0086 83 C6 04 ADD SI,4
.UNTILCXZ
008B B8 0208 R MOV AX,OFFSET IOBP ;setup IO bit map
008E A3 0066 R MOV TSS1.BITM,AX
0091 A3 00CE R MOV TSS2.BITM,AX
MAK32 CS,OFFSET TASK1 ;get task 1 address
00AC 66| A3 0088 R MOV TSS2.EIP,EAX ;save it in task 2
MAKD TSS1,TS1
MAKD TSS2,TS2
00EC 0F 01 1E 2208 R LIDT FWORD PTR IDT ;load IDT
00F1 0F 01 16 220E R LGDT FWORD PTR GDT ;load GDT
00F6 0F 20 C0 MOV EAX,CRO ;set PE

```

```

00F9 66| 83 C8 01 OR EAX,1
00FD 0F 22 C0 MOV CR0,EAX

0100 EB 00 JMP START ;near jump

0102 START:

0102 B8 0008 MOV AX,8 ;address TSS1
0105 0F 00 D8 LTR AX
0108 B8 0010 MOV AX,10H
010B FF E0 JMP AX ;jump to TSS2

;now in protected mode at task 1.

010D TASK1:

 END

```

Neither Example 16-1 nor 16-2 is written to function in the personal computer environment. The personal computer environment requires the use of either the VCPI (virtual control program interface) driver provided by the HIMEM.SYS driver in DOS or the DPMI (DOS protected mode interface) driver provided by Windows when shelling to DOS. Example 16-3 shows how to switch to protected mode using VCPI and then display the contents of any area of memory. This includes memory in the extended memory area or anywhere else.

### EXAMPLE 16-3

```

;A program that displays the contents of any area of memory
;including extended memory.
;***command line syntax***
;EDUMP XXXX,YYYY where XXXX is the start address and YYYY is
;the end address.
;Note: this program must be executed from WINDOWS.
;

 .MODEL SMALL
 .386
 .STACK 1024 ;stack area of 1,024 bytes
 .DATA

0000 00000000 ENTRY DD ? ;DPMI entry point
0004 00000000 EXIT DD ? ;DPMI exit point
0008 00000000 FIRST DD ? ;first address
000C 00000000 LAST1 DD ? ;last address
0010 0000 MSIZE DW ? ;memory needed for DPMI
0012 0D 0A 0A 50 61 ERR1 DB 13,10,10,'Parameter error.$'
72 61 6D 65 74
65 72 20 65 72
72 6F 72 2E 24
0026 0D 0A 0A 44 50 ERR2 DB 13,10,10,'DPMI not present.$'
4D 49 20 6E 6F
74 20 70 72 65
73 65 6E 74 2E
24
003B 0D 0A 0A 4E 6F ERR3 DB 13,10,10,'Not enough real memory.$'
74 20 65 6E 6F
75 67 68 20 72
65 61 6C 20 6D
65 6D 6F 72 79
2E 24
0056 0D 0A 0A 43 6F ERR4 DB 13,10,10,'Could not move to protected mode.$'
75 6C 64 20 6E
6F 74 20 6D 6F
76 65 20 74 6F
20 70 72 6F 74
65 63 74 65 64
20 6D 6F 64 65
2E 24

```

```

007B 0D 0A 0A 43 61 ERR5 DB 13,10,10,'Cannot allocate selector.$'
6E 6E 6F 74 20
61 6C 6C 6F 63
61 74 65 20 73
65 6C 65 63 74
6F 72 2E 24
0098 0D 0A 0A 43 61 ERR6 DB 13,10,10,'Cannot use base address.$'
6E 6E 6F 74 20
75 73 65 20 62
61 73 65 20 61
64 64 72 65 73
73 2E 24
00B4 0D 0A 0A 43 61 ERR7 DB 13,10,10,'Cannot allocate 64K to limit.$'
6E 6E 6F 74 20
61 6C 6C 6F 63
61 74 65 20 36
34 4B 20 74 6F
20 6C 69 6D 69
74 2E 24
00D5 0D 0A 24 CRLF DB 13,10,'$'
00D8 50 72 65 73 73 MES1 DB 'Press any key...$'
20 61 6E 79 20
6B 65 79 2E 2E
2E 24
;
;register array storage for DPMI function 0300H
;
00E9 = 00E9 ARRAY EQU THIS BYTE
00E9 00000000 REDI DD 0 ;EDI
00ED 00000000 RESI DD 0 ;ESI
00F1 00000000 REBP DD 0 ;EBP
00F5 00000000 DD 0 ;reserved
00F9 00000000 REBX DD 0 ;EBX
00FD 00000000 REDX DD 0 ;EDX
0101 00000000 RECX DD 0 ;ECX
0105 00000000 REAX DD 0 ;EAX
0109 0000 RFLAG DW 0 ;flags
010B 0000 RES DW 0 ;ES
010D 0000 RDS DW 0 ;DS
010F 0000 RFS DW 0 ;FS
0111 0000 RGS DW 0 ;GS
0113 0000 RIP DW 0 ;IP
0115 0000 RCS DW 0 ;CS
0117 0000 RSP DW 0 ;SP
0119 0000 RSS DW 0 ;SS
0000
.CODE
.STARTUP
0010 8C C0 MOV AX,ES
0012 8C DB MOV BX,DS ;find size of program and data
0014 2B D8 SUB BX,AX
0016 8B C4 MOV AX,SP ;find stack size
0018 C1 E8 04 SHR AX,4
001B 40 INC AX
001C 03 D8 ADD BX,AX ;BX = length in paragraphs
001E B4 4A MOV AH,4AH
0020 CD 21 INT 21H ;modify memory allocation
0022 E8 00D1 CALL GETDA ;get command line information
0025 73 0A JNC MAIN1 ;if parameters are good
0027 B4 09 MOV AH,9 ;parameter error
0029 BA 0012 R MOV DX,OFFSET ERR1
002C CD 21 INT 21H
002E E9 00AA JMP MAINE ;exit to DOS
0031
MAIN1:
0031 E8 00AB CALL ISDPMI ;is DPMI loaded?
0034 72 0A JC MAIN2 ;if DPMI present
0036 B4 09 MOV AH,9
0038 BA 0026 R MOV DX,OFFSET ERR2

```

```

003B CD 21 INT 21H ;display DPMI not present
003D E9 009B JMP MAINE ;exit to DOS
0040 MAIN2:
0040 B8 0000 MOV AX,0 ;indicate 0 memory needed
0043 83 3E 0010 R 00 CMP MSIZE,0
0048 74 F6 JE MAIN2 ;if DPMI needs no memory
004A 8B 1E 0010 R MOV BX,MSIZE ;get amount
004E B4 48 MOV AH,48H
0050 CD 21 INT 21H ;allocate memory for DPMI
0052 73 09 JNC MAIN3 ;if not enough real memory
0054 B4 09 MOV AH,9
0056 BA 003B R MOV DX,OFFSET ERR3
0059 CD 21 INT 21H
005B EB 7E JMP MAINE ;exit to DOS
005D MAIN3:
005D 8E C0 MOV ES,AX
005F B8 0000 MOV AX,0 ;16-bit application
0062 FF 1E 0000 R CALL DS:ENTRY ;switch to protected mode
0066 73 09 JNC MAIN4
0068 B4 09 MOV AH,9 ;if switch failed
006A BA 0056 R MOV DX,OFFSET ERR4
006D CD 21 INT 21H
006F EB 6A JMP MAINE ;exit to DOS
;
; PROTECTED MODE
;
0071 MAIN4:
0071 B8 0000 MOV AX,0000H ;get local selector
0074 B9 0001 MOV CX,1 ;only one is needed
0077 CD 31 INT 31H
0079 72 48 JC MAIN7 ;if error
007B 8B D8 MOV BX,AX ;save selector
007D 8E C0 MOV ES,AX ;load ES with selector
007F B8 0007 MOV AX,0007H ;set base address
0082 8B 0E 000A R MOV CX,WORD PTR FIRST+2
0086 8B 16 0008 R MOV DX,WORD PTR FIRST
008A CD 31 INT 31H
008C 72 3D JC MAIN8 ;if error
008E B8 0008 MOV AX,0008H
0091 B9 0000 MOV CX,0
0094 BA FFFF MOV DX,0FFFFH ;set limit to 64K
0097 CD 31 INT 31H
0099 72 38 JC MAIN9 ;if error
009B B9 0018 MOV CX,24 ;load line count
009E BE 0000 MOV SI,0 ;load offset
00A1 MAIN5:
00A1 E8 00F4 CALL DADDR ;display address, if needed
00A4 E8 00CE CALL DDATA ;display data
00A7 46 INC SI ;point to next data
00A8 66| A1 0008 R MOV EAX,FIRST ;test for end
00AC 66| 3B 06 000C R CMP EAX,LAST1
00B1 74 07 JE MAIN6 ;if done
00B3 66| FF 06 0008 R INC FIRST
00B8 EB E7 JMP MAIN5
00BA MAIN6:
00BA B8 0001 MOV AX,0001H ;release descriptor
00BD 8C C3 MOV BX,ES
00BF CD 31 INT 31H
00C1 EB 18 JMP MAINE ;exit to DOS
00C3 MAIN7:
00C3 BA 007B R MOV DX,OFFSET ERR5 ;display cannot allocate selector
00C6 E8 0096 CALL DISPS ;exit to DOS
00C9 EB 10 JMP MAINE
00CB MAIN8:
00CB BA 0098 R MOV DX,OFFSET ERR6 ;display cannot use base address
00CE E8 008E CALL DISPS ;release descriptor
00D1 EB E7 JMP MAIN6

```

```

00D3 MAIN9:
00D3 BA 00B4 R MOV DX,OFFSET ERR7
00D6 E8 0086 CALL DISPS ;display cannot allocate 64K limit
00D9 EB DF JMP MAIN6 ;release descriptor
00DB MAINE:
00DB .EXIT
00DB ;
00DB ;The ISDPMI procedure tests for the presence of DPMI.
00DB ;***exit parameters***
00DB ;carry = 1; if DPMI is present
00DB ;carry = 0; if DPMI is not present
00DB ;
00DF ISDPMI PROC NEAR
00DF B8 1687 MOV AX,1687H ;get DPMI status
00E2 CD 2F INT 2FH ;DOS multiplex
00E4 0B C0 OR AX,AX
00E6 75 0D JNZ ISDPMI1 ;if no DPMI
00E8 89 36 0010 R MOV MSIZE,SI ;save amount of memory needed
00EC 89 3E 0000 R MOV WORD PTR ENTRY,DI
00F0 8C 06 0002 R MOV WORD PTR ENTRY+2,ES
00F4 F9 STC
00F5 ISDPMI1:
00F5 C3 RET
00F6 ISDPMI ENDP
00F6 ;
00F6 ;The GETDA procedure retrieves the command line parameters
00F6 ;for memory display in hexadecimal.
00F6 ;FIRST = the first address from the command line
00F6 ;LAST1 = the last address from the command line
00F6 ;***return parameters***
00F6 ;carry = 1; if error
00F6 ;carry = 0; for no error
00F6 ;
00F6 GETDA PROC NEAR
00F6 1E PUSH DS
00F7 06 PUSH ES
00F8 1F POP DS
00F9 07 POP ES ;exchange ES with DS
00FA BE 0081 MOV SI,81H ;address command line
00FD GETDA1:
00FD AC LODSB ;skip spaces
00FE 3C 20 CMP AL,' '
0100 74 FB JE GETDA1 ;if space
0102 3C 0D CMP AL,13 ;if enter = error
0104 74 1E JE GETDA3 ;adjust SI
0106 4E DEC SI
0107 GETDA2:
0107 E8 0020 CALL GETNU ;get first number
010A 3C 2C CMP AL,' '
010C 75 16 JNE GETDA3 ;if no comma = error
010E 66| 26: 89 16 0008 R MOV ES:FIRST,EDX
0114 E8 0013 CALL GETNU ;get second number
0117 3C 0D CMP AL,13
0119 75 09 JNE GETDA3 ;if error
011B 66| 26: 89 16 000C R MOV ES:LAST1,EDX
0121 F8 CLC
0122 EB 01 JMP GETDA4 ;indicate no error
0122 GETDA3:
0124 F9 STC
0125 GETDA4:
0125 1E PUSH DS ;exchange ES with DS
0126 06 PUSH ES
0127 1F POP DS
0128 07 POP ES
0129 C3 RET

```

```

012A GETDA ENDP
;
;The GETNU procedure extracts a number from the command line
;and returns with it in EDX and last command line character in
;AL as a delimiter.
;
012A GETNU PROC NEAR

012A 66| BA 00000000 MOV EDX,0 ;clear result
0130 GETNU1:
0130 AC LODSB ;get digit from command line
;
;.IF AL >= 'a' && AL <= 'z'
;SUB AL,20H ;make uppercase
;
0139 2C 20 .ENDIF
013B 2C 30 SUB AL,'0' ;convert from ASCII
013D 72 12 JB GETNU2 ;if not a number
;
;.IF AL > 9 SUB AL,7 ;convert A-F from ASCII
0143 2C 07 .ENDIF
0145 3C 0F CMP AL,0FH
0147 77 08 JA GETNU2 ;if not 0-F
0149 66| C1 E2 04 SHL EDX,4
014D 02 D0 ADD DL,AL ;add digit to EDX
014F EB DF JMP GETNU1 ;get next digit
;
0151 GETNU2:
0151 8A 44 FF MOV AL,[SI-1] ;get delimiter
0154 C3 RET
;
0155 GETNU ENDP
;
;The DISPC procedure displays the ASCII character found
;in register AL.
;***uses***
;INT21H
;
0155 DISPC PROC NEAR

0155 52 PUSH DX
0156 8A D0 MOV DL,AL
0158 B4 06 MOV AH,6
015A E8 0084 CALL INT21H ;do real INT 21H
015D 5A POP DX
015E C3 RET
;
015F DISPC ENDP
;
;The DISPS procedure displays a character string from
;protected mode addressed by DS:EDX.
;***uses***
;DISPC
;
015F DISPS PROC NEAR

015F 66| 81 E2 0000FFFF AND EDX,0FFFFH
0166 67& 8A 02 MOV AL,[EDX] ;get character
0169 3C 24 CMP AL,'$' ;test for end
016B 74 07 JE DISP1 ;if end
016D 66| 42 INC EDX ;address next character
016F E8 FFE3 CALL DISPC ;display character
0172 EB EB JMP DISPS ;repeat until $
0174 DISP1:
0174 C3 RET
;
0175 DISPS ENDP
;
;The DDATA procedure displays a byte of data at the location
;addressed by ES:SI. The byte is followed by one space.
;***uses***

```

```

;DIP and DISPC
;
0175 DDATA PROC NEAR
0175 26: 8A 04 MOV AL,ES:[SI] ;get byte
0178 C0 E8 04 SHR AL,4
017B E8 000C CALL DIP
017E 26: 8A 04 MOV AL,ES:[SI] ;get byte
0181 E8 0006 CALL DIP
0184 B0 20 MOV AL,' '
0186 E8 FFCC CALL DISPC
0189 C3 RET

018A DDATA ENDP
;
;The DIP procedure displays the right nibble found in AL as a
;hexadecimal digit.
;***uses***
;DISPC
;
018A DIP PROC NEAR
018A 24 0F AND AL,0FH ;get right nibble
018C 04 30 ADD AL,30H ;convert to ASCII
0192 04 07 .IF AL > 39H ;if A-F
0192 ADD AL,7
0194 E8 FFBE CALL DISPC ;display digit
0197 C3 RET

0198 DIP ENDP
;
;The DADDR procedure displays the hexadecimal address found
;in DS:FIRST if it is a paragraph boundary.
;***uses***
;DIP, DISPS, DISPC, and INT21H
;
0198 DADDR PROC NEAR
0198 66| A1 0008 R MOV EAX,FIRST ;get address
019C A8 0F TEST AL,0FH ;test for XXXXXXXX
019E 75 40 JNZ DADDR4 ;if not, don't display address
01A0 BA 00D5 R MOV DX,OFFSET CRLF
01A3 E8 FFB9 CALL DISPS ;display CR and LF
01A6 49 DEC CX ;decrement line count
01A7 75 18 JNZ DADDR2 ;if not end of page
01A9 BA 00D8 R MOV DX,OFFSET MES1
01AC E8 FFBO CALL DISPS ;if end of page
01AF DADDR1: ;display press any key
01AF B4 06 MOV AH,6 ;get any key, no echo
01B1 B2 FF MOV DL,0FFH
01B3 E8 002B CALL INT21H ;do real INT 21H
01B6 74 F7 JZ DADDR1 ;if nothing typed
01B8 BA 00D5 R MOV DX,OFFSET CRLF
01BB E8 FFA1 CALL DISPS ;display CRLF
01BE B9 0018 MOV CX,24 ;reset line count
01C1 DADDR2: ;save line count
01C1 51 PUSH CX
01C2 B9 0008 MOV CX,8 ;load digit count
01C5 66| B8 16 0008 R MOV EDX,FIRST
01CA DADDR3: ;get address
01CA 66| C1 C2 04 ROL EDX,4
01CE 8A C2 MOV AL,DL
01D0 E8 FFB7 CALL DIP
01D3 E2 F5 LOOP DADDR3 ;display digit
01D5 59 POP CX ;repeat 8 times
01D6 B0 3A MOV AL,':'
01D8 E8 FF7A CALL DISPC ;retrieve line count
01D8 DADDR3: ;display colon

```

```

01DB B0 20 MOV AL,' '
01DD E8 FF75 CALL DISPC ;display space
01E0 DADDR4:
01E0 C3 RET

01E1 DADDR ENDP
;
;The INT21H procedure gains access to the real mode DOS
;INT 21H instruction with the parameters intact.
;

01E1 INT21H PROC NEAR

01E1 66| A3 0105 R MOV REAX,EAX ;save registers
01E5 66| 89 1E 00F9 R MOV REBX,EBX
01EA 66| 89 0E 0101 R MOV RECX,ECX
01EF 66| 89 16 00FD R MOV REDX,EDX
01F4 66| 89 36 00ED R MOV RESI,ESI
01F9 66| 89 3E 00E9 R MOV REDI,EDI
01FE 66| 89 2E 00F1 R MOV REBP,EBP
0203 9C PUSHF
0204 58 POP AX
0205 A3 0109 R MOV RFLAG,AX
0208 06 PUSH ES ;do DOS interrupt
0209 B8 0300 MOV AX,0300H
020C BB 0021 MOV BX,21H
020F B9 0000 MOV CX,0
0212 1E PUSH DS
0213 07 POP ES
0214 BF 00E9 R MOV DI,OFFSET ARRAY
0217 CD 31 INT 31H
0219 07 POP ES
021A A1 0109 R MOV AX,RFLAG ;restore registers
021D 50 PUSH AX
021E 9D POPF
021F 66| 8B 3E 00E9 R MOV EDI,REDI
0224 66| 8B 36 00ED R MOV ESI,RESI
0229 66| 8B 2E 00F1 R MOV EBP,REBP
022E 66| A1 0105 R MOV EAX,REAX
0232 66| 8B 1E 00F9 R MOV EBX,REBX
0237 66| 8B 0E 0101 R MOV ECX,RECX
023C 66| 8B 16 00FD R MOV EDX,REDX
0241 C3 RET

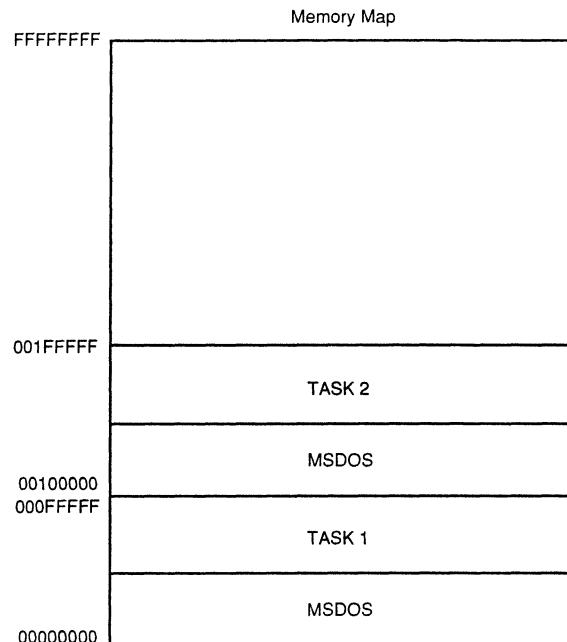
0242 INT21H ENDP
END

```

One special mode of operation not discussed thus far is the virtual 8086 mode. This special mode is designed so multiple 8086 real mode software applications can execute at one time. Figure 16-24 illustrates two 8086 applications mapped into the 80386 using the virtual mode. If the operating system allows multiple applications to execute, it is usually done through a technique called **time-slicing**. The operating system allocates a set amount of time to each task. For example, if three tasks are executing, the operating system can allocate 1 ms to each task. This means that after each millisecond, a task switch occurs to the next task. In this manner, all tasks receive a portion of the 80386 execution time, resulting in a system that appears to execute more than one task at a time. The task times can be adjusted to give any task any percentage of the microprocessor execution time.

A system that can use this technique is a print spooler. The print spooler can function in one DOS partition and be accessed 10 percent of the time. This allows the system to print using the print spooler, but it doesn't detract from the system because it only uses 10 percent of the system time.

**FIGURE 16–24** Two tasks resident to an 80386 operated in the virtual 8086 mode



The main difference between 80386 protected mode operation and the virtual 8086 mode is the way the segment registers are interpreted by the microprocessor. In the virtual 8086 mode, the segment registers are used as they are in the real mode: as a segment address and offset address capable of accessing a 1M-byte memory space from locations 00000H–FFFFFH. Access to many virtual 8086 mode systems is made possible by the paging unit that is explained in the next section. Through paging, the program still accesses memory below the 1M-byte boundary, yet the microprocessor can access a physical memory space at any location in the 4G-byte range of the memory system.

Virtual 8086 mode is entered by changing the VM bit in the EFLAG register to a logic 1. This mode is entered via an IRET instruction if the privilege level is 00. This bit cannot be set in any other manner. An attempt to access a memory address above the 1M-byte boundary will cause a type 13 interrupt to occur.

The virtual 8086 mode could be used to share one microprocessor with many users by partitioning the memory so that each user has his/her own DOS partition. User 1 could be allocated memory locations 0010000H–01FFFFH, user 2 locations 0020000H–02FFFFH, and so forth. The system software located at memory locations 0000000H–000FFFFH could then share the microprocessor between users by switching from one to another to execute software. In this manner, one microprocessor is shared by many users.

The paging mechanism allows any linear (logical) address, as it is generated by a program, to be placed into any physical memory page, as generated by the paging mechanism. A **linear memory page** is a page that is addressed with a selector and an offset in either the real or protected mode. A **physical memory page** is a page that exists at some actual physical memory location. For example, linear memory location 20000H could be mapped into physical memory

location 30000H, or any other location, with the paging unit. This means that an instruction that accesses location 20000H actually accesses location 30000H.

Each 80386 memory page is 4K bytes long. Paging allows the system software to be placed at any physical address with the paging mechanism. Three components are used in page address translation: the page directory, the page table, and the actual physical memory page. Note that EEM386.EXE, the extended memory manager, uses the paging mechanism to simulate expanded memory in extended memory and also to generate upper memory blocks between system ROMs.

## The Page Directory

The page directory contains the location of up to 1,024 page translation tables. Each page translation table translates a logic address into a physical address. The page directory is stored in the memory and accessed by the page descriptor address register (CR3) (see Figure 16-13). Control register CR3 holds the base address of the page directory, which starts at any 4K-byte boundary in the memory system. The MOV CR3,reg instruction is used to initialize CR3 for paging. In a virtual 8086 mode system, each 8086 DOS partition would have its own page directory.

The page directory contains up to 1,024 entries that are each 4 bytes long. The page directory itself occupies one 4K-byte memory page. Each entry in the page directory (refer to Figure 16-25) translates the leftmost 10-bits of the memory address. This 10-bit portion of the linear address is used to locate different page tables for different page table entries. The page table address (A32–A12), stored in a page directory entry, accesses a 4K-byte long page translation table. Completely translating any linear address into any physical address requires 1,024 page tables that are each 4K bytes long, plus the page table directory, which is also 4K-bytes in length. This translation scheme requires up to 4M plus 4K bytes of memory for a full address translation. Only the largest operating systems support this size of address translation. Many commonly found operating systems translate only the first 16M bytes of the memory system if paging is enabled. This includes programs such as Windows. This translation requires four entries in the page directory (16 bytes) and four complete page tables (16K bytes).

The page table directory entry control bits, as illustrated in Figure 16-25, perform the following functions:

- D** **Dirty** is undefined for page table directory entries by the 80386 microprocessor and is provided for use by the operating system.
- A** **Accessed** is set to a logic 1 whenever the microprocessor accesses the page directory entry.
- R/W and U/S** **Read/write and user/supervisor** are both used in the protection scheme, as listed in Table 16-2. Both bits combine to develop paging priority level protection for level 3, the lowest user level.
- P** **Present**, if a logic 1, indicates that the entry can be used in address translation. If P = 0, the entry cannot be used for translation. A not present entry can be used for other purposes, such as indicating that the page is currently stored on the disk. If P = 0, the remaining bits of the entry can be used to indicate the location of the page on the disk memory system.

**FIGURE 16-25** The page table directory entry

|                                 | 31 | 12 | 11 | 10 | 9 | 8 | 7 | 6        | 5 | 4 | 3 | 2 | 1 | 0 |     |     |   |
|---------------------------------|----|----|----|----|---|---|---|----------|---|---|---|---|---|---|-----|-----|---|
| Page Table Address<br>(A31–A12) |    |    |    |    |   |   |   | Reserved | 0 | 0 | D | A | 0 | 0 | U/S | R/W | P |

**TABLE 16–2** Protection for level 3 using U/S and R/W

| <i>U/S</i> | <i>R/W</i> | <i>Access Level 3</i> |
|------------|------------|-----------------------|
| 0          | 0          | None                  |
| 0          | 1          | None                  |
| 1          | 0          | Read-only             |
| 1          | 1          | Read/write            |

## The Page Table

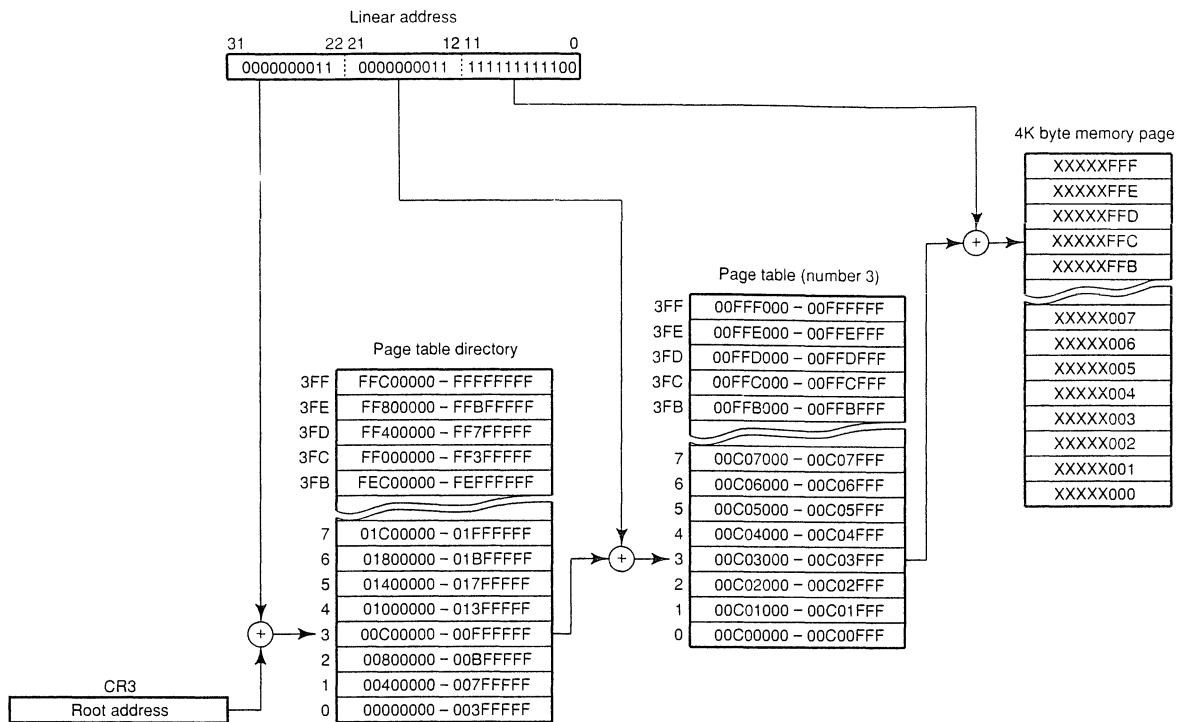
The page table contains 1,024 physical page addresses accessed to translate a linear address into a physical address. Each page table translates a 4M-byte section of the linear memory into 4M bytes of physical memory. The format for the page table entry is exactly the same as for the page directory entry (refer to Figure 16–25). The main difference is that the page directory entry contains the physical address of a page table, while the page table entry contains the physical address of a 4K-byte physical page of memory. The other difference is the D (dirty) bit, which has no function in the page directory entry, indicates that a page has been written to in a page table entry.

Figure 16–26 illustrates the paging mechanism in the 80386 microprocessor. Here, the linear address 00C03FFCH, as generated by a program, is converted to physical address XXXXX3FCH, as translated by the paging mechanism. (Note: XXXXX is any 4K-byte physical page address.) The paging mechanism functions in the following manner:

1. The 4K-byte long page directory is stored as the physical address located by CR3. This address is often called the *root address*. One page directory exists in a system at a time. In the 8086 virtual mode, each task has its own page directory, allowing different areas of physical memory to be assigned to different 8086 virtual tasks.
2. The upper 10-bits of the linear address (bits 31–22), as determined by the descriptors described earlier in this chapter or by a real address, are applied to the paging mechanism to select an entry in the page directory. This maps the page directory entry to the leftmost 10-bits of the linear address.
3. The page table is addressed by the entry stored in the page directory. This allows up to 4K page tables in a fully-populated and translated system.
4. An entry in the page table is addressed by the next 10-bits of the linear address (bits 21–12).
5. The page table entry contains the actual physical address of the 4K-byte memory page.
6. The rightmost 12-bits of the linear address (bits 11–0) select a location in the memory page.

The paging mechanism allows the physical memory to be assigned to any linear address through the paging mechanism. For example, suppose that linear address 20000000H is selected by a program, but this memory location does not exist in the physical memory system. The 4K-byte linear page is referenced as locations 20000000H–2000FFFFH by the program. Because this section of physical memory does not exist, the operating system might assign an existing physical memory page such as 12000000H–12000FFFH to this linear address range.

In the address translation process, the leftmost 10-bits of the linear address select page directory entry 200H, located at offset address 800H in the page directory. This page directory entry contains the address of the page table for linear addresses 20000000H–203FFFFH. Linear address bits (21–12) select an entry in this page table that corresponds to a 4K-byte memory page. For linear addresses 2000000H–2000FFFFH, the first entry (entry 0) in the page table is selected. This first entry contains the physical address of the actual memory page, or 12000000H–12000FFFH in this example.



*Note:* 1. The address ranges illustrated in the page directory and page table represent the linear address ranges selected and not the contents of these tables.

2. The addresses (XXXXX) listed in the memory page are selected by the page table entry.

**FIGURE 16-26** The translation of linear address 00CO3FFC to physical memory address XXXXXFFC. The value of XXXXX is determined by the page table entry (not shown here).

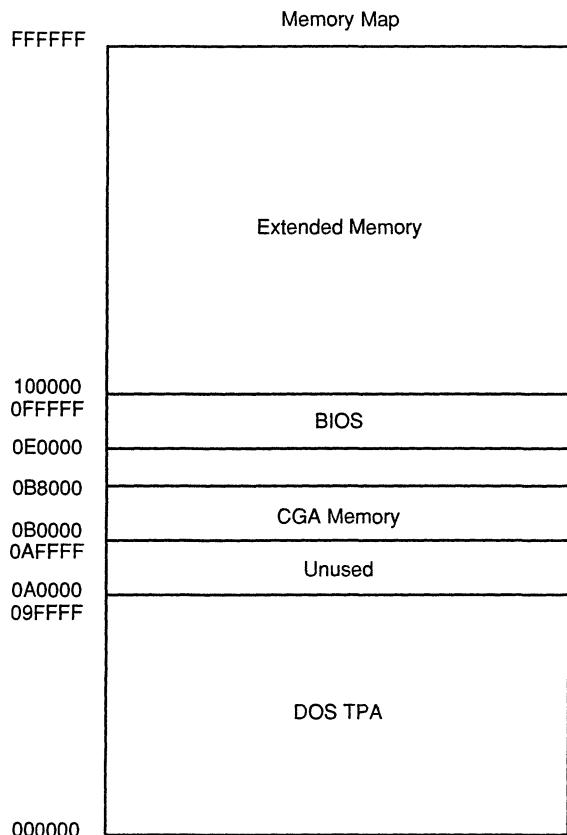
Take, for example, a typical DOS-based computer system. The memory map for the system appears in Figure 16-27. Notice from the map that there are unused areas of memory that could be paged to a different location, giving a DOS real mode application program more memory. The normal DOS memory system begins at location 00000H and extends to location 9FFFFH, which is 640K bytes of memory. Above location 9FFFFH, we find sections devoted to video cards, disk cards, and the system BIOS ROM. In this example, an area of memory just above 9FFFFH is unused (A0000–AFFFFH). This section of the memory could be used by DOS so that the total applications memory area is 704K instead of 640K. Be careful when using A0000H–AFFFFH for additional RAM because the video card uses this area for bit-mapped graphics in modes 12H and 13H.

This section of memory can be used by mapping it into extended memory at locations 102000H–11FFFFH. Software to accomplish this translation and initialize the page table directory and page tables required to set up memory are illustrated in Example 16-4. Note that this procedure initializes the page table directory and a page table, and loads CR3. It does not switch to protected mode and it does enable paging. Note that paging functions in real mode memory operation.

#### EXAMPLE 16-4

```
.MODEL SMALL
.386P
0000 .DATA
```

**FIGURE 16–27** Memory map for an AT-style clone



```

;page directory
;
0000 00000004 PDIR DD 4
;
;page table 0
;
0004 0400 [TAB0 DD 1024 DUP (?)

00000000
]
0000 .CODE
.STARTUP
0010 66| B8 00000000 MOV EAX,0
0016 8C C8 MOV AX,CS
0018 66| C1 E0 04 SHL EAX,4
001C 66| 05 00000004 R ADD EAX,OFFSET TAB0
0022 66| 25 FFFFFF000 AND EAX,0FFFFF000H
0028 66| 83 C0 07 ADD EAX,7
002C 66| A3 0000 R MOV PDIR,EAX ;address page table 0
0030 B9 0100 MOV CX,256
0033 BF 0004 R MOV DI,OFFSET TAB0
0036 8C D8 MOV AX,DS
0038 8E C0 MOV ES,AX
003A 66| B8 00000007 MOV EAX,7
.REPEAT ;remap 00000H-09FFFH

0040 66| AB STOSD ;to 00000H-09FFFH
0042 66| 05 00001000 ADD EAX,4096
.UNTILCXZ
004A 66| B8 00102007 MOV EAX,0102007H
0050 B9 0010 MOV CX,16
.REPEAT ;remap 0A000H-0AFFFH

```

```

0053 66| AB STOSD ; to 102000H-11FFFFH
0055 66| 05 00001000 ADD EAX,4096
 .UNTILCXZ
005D 66| B8 00000000 MOV EAX,0
0063 8C D8 MOV AX,DS
0065 66| C1 E0 04 SHL EAX,4
0069 66| 05 00000000 R ADD EAX,OFFSET PDIR ; load CR3 with page directory
006F 0F 22 D8 MOV CR3,EAX

;additional software to remap other areas of memory

end

```

## 16-7

## INTRODUCTION TO THE 80486 MICROPROCESSOR

The 80486 microprocessor is a highly integrated device containing well over 1.2 million transistors. Located within this powerful integrated circuit are a memory-management unit (MMU); a complete numeric coprocessor that is compatible with the 80387; a high-speed level one cache memory that contains 8K bytes of space; and a full 32-bit microprocessor that is upward compatible with the 80386 microprocessor. The 80486 is currently available as a 25 MHz, 33 MHz, 50 MHz, 66 MHz, or 100 MHz device. Note that the 66 MHz version is double-clocked and the 100 MHz version is triple-clocked. In 1990, Intel demonstrated a 100 MHz version (not double-clocked) of the 80486 for *Computer Design* magazine, but this version has yet to be released. Advanced Micro Devices (AMD) has produced a 40 MHz version that is also available in an 80 MHz (double-clocked) and a 120 MHz (triple-clocked) form. The 80486 comes as an 80486DX or an 80486SX. The only difference between these devices is that the 80486SX does not contain the numeric coprocessor, which reduces its price. The 80487SX numeric coprocessor is available as a separate component for the 80486SX microprocessor.

This section details the differences between the 80486 and 80386 microprocessors. These differences are few, as shall be seen. The most notable differences apply to the cache memory system and parity generator.

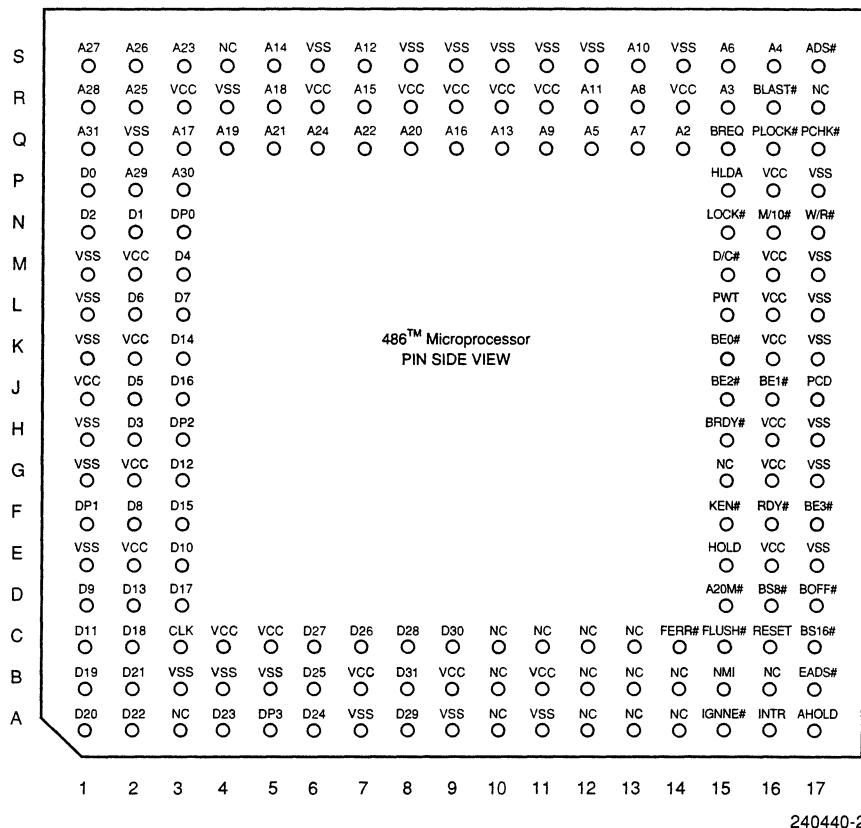
### Pin-out of the 80486DX and 80486SX Microprocessors

Figure 16-28 illustrates the pin-out of the 80486DX microprocessor, a 168-pin PGA. The 80486SX, also packaged in a 168-pin PGA, is not illustrated because only a few differences exist. Note that pin B15 is NMI on the 80486DX and pin A15 is NMI on the 80486SX. The only other differences are that pin A15 is IGNNE on the 80486DX (not present on the 80486SX), pin C14 is FERR on the 80486DX, and pins B15 and C14 on the 80486SX are not connected.

When connecting the 80486 microprocessor, all  $V_{CC}$  and  $V_{SS}$  pins must be connected to the power supply for proper operation. The power supply must be capable of supplying 5.0V  $\pm 10\%$ , with up to 1.2 A of surge current for the 33 MHz version. The average supply current is 650 mA for the 33 MHz version. Intel has also produced a 3.3V version that requires an average of 500 mA at a triple-clock speed of 100 MHz. Logic 0 outputs allow up to 4.0 mA of current, and logic 1 outputs allow up to 1.0 mA. If larger currents are required, as they often are, then the 80486 must be buffered. Figure 16-29 shows a buffered 80486DX system. In the circuit shown, only the address, data, and parity signals are buffered.

#### *Pin Definitions*

- |               |                                                                                                                                                                            |
|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>A31-A2</b> | Address outputs A31-A2 provide the memory and I/O with the address during normal operation; during a cache line invalidation, A31-A4 are used to drive the microprocessor. |
|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|



**FIGURE 16–28** The pin-out of the 80486 (Courtesy of Intel Corporation)

- A20M** The **address bit 20 mask** causes the 80486 to wrap its address around from location 000FFFFFH to 0000000H, as does the 8086 microprocessor. This provides a memory system that functions like the 1M-byte real memory system in the 8086 microprocessor.
- ADS** The **address data strobe** becomes a logic zero to indicate that the address bus contains a valid memory address.
- AHOLD** The **address hold** input causes the microprocessor to place its address bus connections at their high-impedance state, with the remainder of the buses staying active. It is often used by another bus master to gain access for a cache invalidation cycle.
- BE3–BE0** **Byte enable** outputs select a bank of the memory system when information is transferred between the microprocessor and its memory and I/O space. The **BE3** signal enables D31–D24, **BE2** enables D23–D16, **BE1** enables D15–D8, and **BE0** enables D7–D0.
- BLAST** The **burst last** output shows that the burst bus cycle is complete on the next activation of the **BRDY** signal.
- BOFF** The **back-off** input causes the microprocessor to place its buses at their high-impedance state during the next clock cycle. The microprocessor remains in the bus hold state until the **BOFF** pin is placed at a logic 1 level.

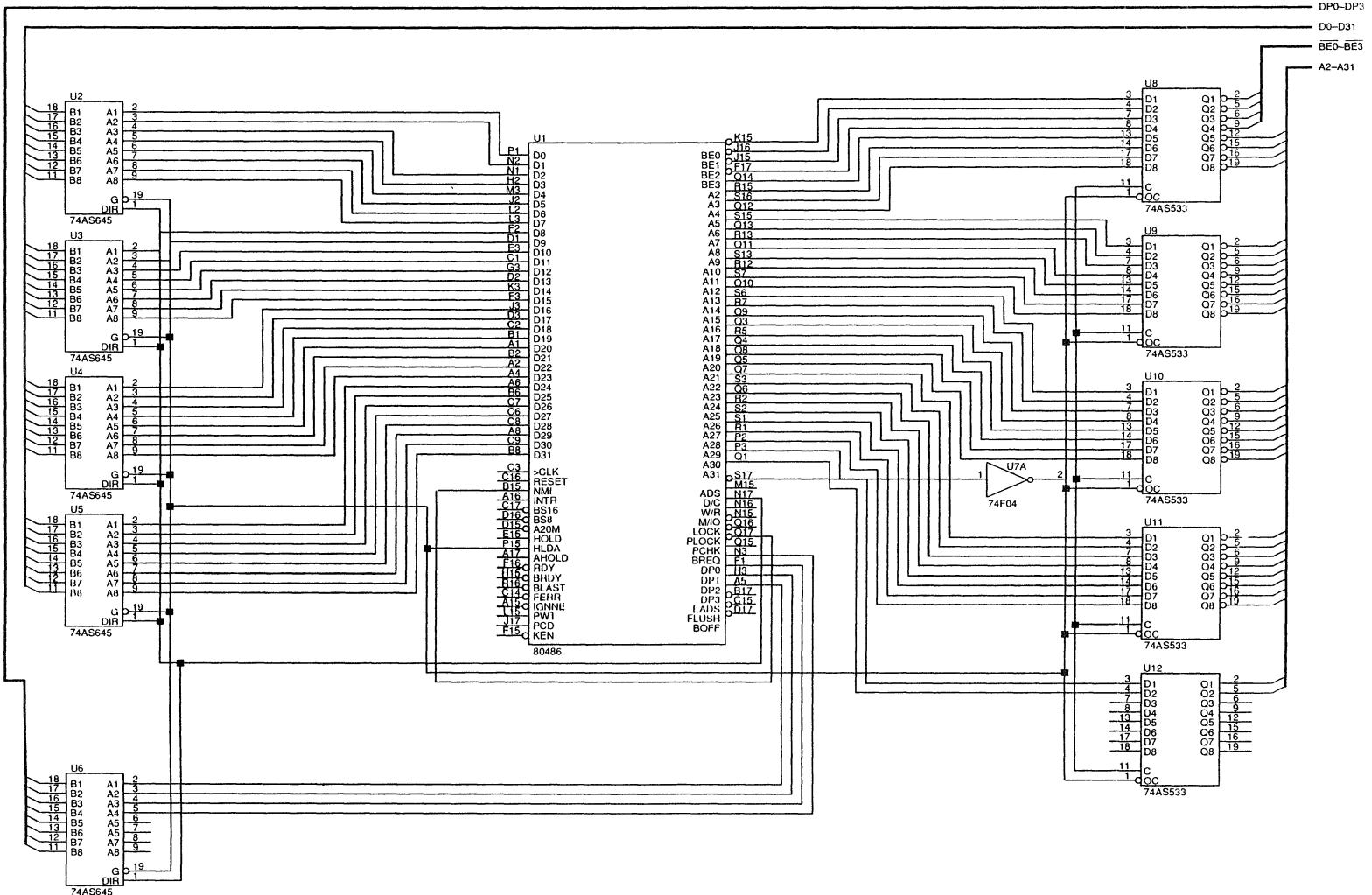


FIGURE 16-29 An 80486 microprocessor showing the buffered address, data, and parity buses

|                |                                                                                                                                                                                                                                                                                                                                                               |
|----------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>BRDY</b>    | The <b>burst ready</b> input is used to signal the microprocessor that a burst cycle is complete.                                                                                                                                                                                                                                                             |
| <b>BREQ</b>    | The <b>bus request</b> output indicates that the 80486 has generated an internal bus request.                                                                                                                                                                                                                                                                 |
| <b>BS8</b>     | The <b>bus size 8</b> input causes the 80486 to structure itself with an 8-bit data bus to access byte-wide memory and I/O components.                                                                                                                                                                                                                        |
| <b>BS16</b>    | The <b>bus size 16</b> input causes the 80486 to structure itself with a 16-bit data bus to access word-wide memory and I/O components.                                                                                                                                                                                                                       |
| <b>CLK</b>     | The <b>clock</b> input provides the 80486 with its basic timing signal. The clock input is a TTL-compatible input that is 25 MHz to operate the 80486 at 25 MHz.                                                                                                                                                                                              |
| <b>D31–D0</b>  | The <b>data bus</b> transfers data between the microprocessor and its memory and I/O system. Data bus connections D7–D0 are also used to accept the interrupt vector type number during an interrupt acknowledge cycle.                                                                                                                                       |
| <b>D/C</b>     | The <b>data/control</b> output indicates whether the current operation is a data transfer or control cycle. Refer to Table 16–3 for the function of D/C, M/I $\overline{O}$ , and W/R.                                                                                                                                                                        |
| <b>DP3–DP0</b> | <b>Data parity I/O</b> provides even parity for a write operation and <b>check parity</b> for a read operation. If a parity error is detected during a read, the <b>PCHK</b> output becomes a logic 0 to indicate a parity error. If parity is not used in a system, these lines must be pulled-high to +5.0V or to 3.3V in a system that uses a 3.3V supply. |
| <b>EADS</b>    | The <b>external address strobe</b> input is used with AHOLD to signal that an external address is used to perform a cache invalidation cycle.                                                                                                                                                                                                                 |
| <b>FERR</b>    | The <b>floating-point error</b> output indicates that the floating-point coprocessor has detected an error condition. It is used to maintain compatibility with DOS software.                                                                                                                                                                                 |
| <b>FLUSH</b>   | The <b>cache flush</b> input forces the microprocessor to erase the contents of its 8K-byte internal cache.                                                                                                                                                                                                                                                   |
| <b>HLDA</b>    | The <b>hold acknowledge</b> output indicates that the HOLD input is active and that the microprocessor has placed its buses at their high-impedance state.                                                                                                                                                                                                    |
| <b>HOLD</b>    | The <b>hold</b> input requests a DMA action. It causes the address, data, and control buses to be placed at their high-impedance state and also, once recognized, causes HLDA to become a logic 0.                                                                                                                                                            |
| <b>IGNNE</b>   | The <b>ignore numeric error</b> input causes the coprocessor to ignore floating-point errors and to continue processing data. This signal does not affect the state of the FERR pin.                                                                                                                                                                          |

**TABLE 16–3** Bus cycle identification

| Bus cycle | M/I $\overline{O}$ | D/C | W/R | Bus Cycle Type        |
|-----------|--------------------|-----|-----|-----------------------|
|           | 0                  | 0   | 0   | Interrupt acknowledge |
|           | 0                  | 0   | 1   | Halt/special          |
|           | 0                  | 1   | 0   | I/O read              |
|           | 0                  | 1   | 1   | I/O write             |
|           | 1                  | 0   | 0   | Opcode fetch          |
|           | 1                  | 0   | 1   | Reserved              |
|           | 1                  | 1   | 0   | Memory read           |
|           | 1                  | 1   | 1   | Memory write          |

|              |                                                                                                                                                                                                                            |
|--------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>INTR</b>  | The <b>interrupt request</b> input requests a maskable interrupt as it does in all other family members.                                                                                                                   |
| <b>KEN</b>   | The <b>cache enable</b> input causes the current bus to be stored in the internal cache.                                                                                                                                   |
| <b>LOCK</b>  | The <b>lock</b> output becomes a logic 0 for any instruction that is prefixed with the lock prefix.                                                                                                                        |
| <b>M/IO</b>  | <b>Memory/IO</b> defines whether the address bus contains a memory address or an I/O port number. It is also combined with the W/R signal to generate memory and I/O read and write control signals.                       |
| <b>NMI</b>   | The <b>non-maskable interrupt</b> input requests a type 2 interrupt.                                                                                                                                                       |
| <b>PCD</b>   | The <b>page cache disable</b> output reflects the state of the PCD attribute bit in the page table entry or the page directory entry.                                                                                      |
| <b>PCHK</b>  | The <b>parity check</b> output indicates that a parity error was detected during a read operation on the DP3–DP0 pins.                                                                                                     |
| <b>PLOCK</b> | The <b>pseudo-lock</b> output indicates that the current operation requires more than one bus cycle to perform. This signal becomes a logic 0 for arithmetic coprocessor operations that access 64- or 80-bit memory data. |
| <b>PWT</b>   | The <b>page write through</b> output indicates the state of the PWT attribute bit in the page table entry or the page directory entry.                                                                                     |
| <b>RDY</b>   | The <b>ready</b> input indicates that a non-burst bus cycle is complete. The RDY signal must be returned or the microprocessor places wait states into its timing until RDY is asserted.                                   |
| <b>RESET</b> | The <b>reset</b> input initializes the 80486 as it does in other family members. Table 16–4 shows the effect of the RESET input on the 80486 microprocessor.                                                               |
| <b>W/R</b>   | <b>Write/read</b> signals that the current bus cycle is either a read or a write.                                                                                                                                          |

### Basic 80486 Architecture

The architecture of the 80486DX is almost identical to the 80386. Added to the 80386 architecture inside the 80486DX is a math coprocessor and an 8K-byte level one cache memory. The 80486SX is almost identical to an 80386 with an 8K-byte cache, but no numeric coprocessor.

**TABLE 16–4** The effect of the RESET signal

| Register | Initial Value with Self Test | Initial Value without Self Test |
|----------|------------------------------|---------------------------------|
| EAX      | 0000000H                     | ?                               |
| EDX      | 00000400H + ID*              | 00000400H + ID*                 |
| EFLAGS   | 00000002H                    | 00000002H                       |
| EIP      | 0000FFF0H                    | 0000FFF0H                       |
| ES       | 0000H                        | 0000H                           |
| CS       | F000H                        | F000H                           |
| DS       | 0000H                        | 0000H                           |
| SS       | 0000H                        | 0000H                           |
| FS       | 0000H                        | 0000H                           |
| GS       | 0000H                        | 0000H                           |
| IDTR     | base = 0, limit = 3FFH       | base = 0, limit = 3FFH          |
| CR0      | 60000010H                    | 60000010H                       |
| DR7      | 0000000H                     | 0000000H                        |

\*Note: Revision ID number is supplied by Intel for revisions to the microprocessor.

**FIGURE 16–30** The internal programming model of the 80486 (Courtesy of Intel Corporation)

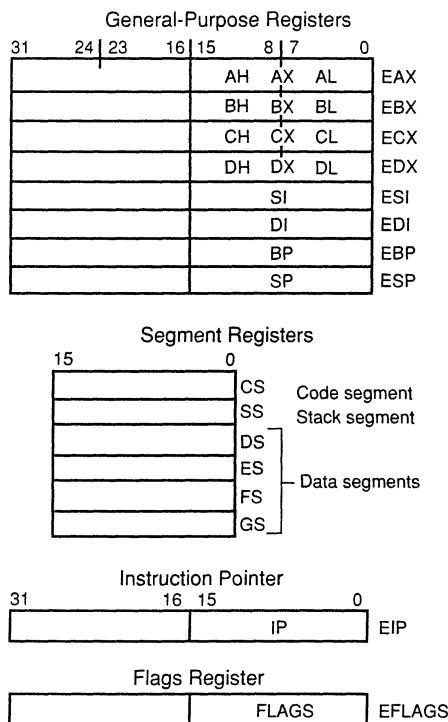


Figure 16–30 illustrates the basic internal structure of the 80486 microprocessor. If this is compared to the architecture of the 80386, no differences are observed. The most prominent difference between the 80386 and the 80486 is that almost half of the 80486 instructions execute in one clocking period instead of the two clocking periods required for the 80386 to execute similar instructions.

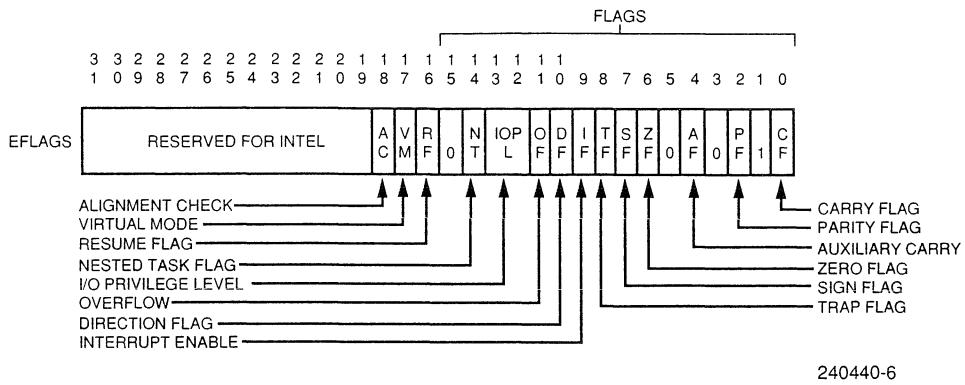
As with the 80386, the 80486 contains eight general-purpose 32-bit registers: EAX, EBX, ECX, EDX, EBP, EDI, ESI, and ESP. These registers may be used as 8-, 16-, or 32-bit data registers or to address a location in the memory system. The 16-bit registers are the same set as found in the 80286 and are assigned: AX, BX, CX, DX, BP, DI, SI, and SP. The 8-bit registers are AH, AL, BH, BL, CH, CL, DH, and DL.

In addition to the general-purpose registers, the 80486 also contains the same segment registers as the 80386, which are CS, DS, ES, SS, FS, and GS. Each are 16-bits wide, as in all earlier versions of the family.

The IP (instruction pointer) addresses the program located within the 1M byte of memory in combination with CS, or as EIP (extended instruction pointer) to address a program at any location within the 4G-byte memory system. In protected mode operation, the segment registers function to hold selectors as they did in the 80286 and 80386 microprocessors.

The 80486 also contains the global, local, and interrupt descriptor table register and memory-management unit, as in the 80386. Although these registers are not illustrated in Figure 16–30, they are present as they are in the 80386. The function of the MMU and its paging unit is described earlier in this chapter.

The extended flag register (EFLAGS) is illustrated in Figure 16–31. As with other family members, the rightmost flag bits perform the same functions for compatibility. The only new flag bit is the AC (alignment check), used to indicate that the microprocessor has accessed a word at an odd address or a doubleword stored at a non-doubleword boundary. Efficient software and execution require that data be stored at word or doubleword boundaries.

*Note:*

0 indicates Intel Reserved: do not define; see Section 2.1.6.

**FIGURE 16-31** The EFLAG register of the 80486 (Courtesy of Intel Corporation)

## 80486 Memory System

The memory system for the 80486 is identical to the 80386 microprocessor. The 80486 contains 4G bytes of memory beginning at location 00000000H and ending at location FFFFFFFFH. The major change to the memory system is internal to the 80486 in the form of an 8K-byte cache memory, which speeds the execution of instructions and the acquisition of data. Another addition is the parity checker/generator built into the 80486 microprocessor.

**Parity Checker/Generator.** Parity is often used to determine if data are correctly read from a memory location. To facilitate this, Intel has incorporated an internal parity generator/detector. Parity is generated by the 80486 during each write cycle. Parity is generated as even parity, and a parity bit is provided for each byte of memory. The parity check bits appear on pins DP0–DP3, which are also parity inputs as well as outputs. These are typically stored in memory during each write cycle and read from memory during each read cycle.

On a read, the microprocessor checks parity and generates a parity check error, if it occurs, on the  $\overline{\text{PCHK}}$  pin. A parity error causes no change in processing unless the user applies the  $\overline{\text{PCHK}}$  signal to an interrupt input. Interrupts are often used to signal a parity error in DOS-based computer systems. Figure 16-32 shows the organization of the 80486 memory system that includes parity storage. Note that this is the same as for the 80386, except for the parity bit storage. If parity is not used, Intel recommends that the DP0–DP3 pins be pulled-up to +5.0V.

**FIGURE 16-32** The organization of the 80486 memory, showing parity

*Cache Memory.* The cache memory system caches (stores) data used by a program and also the instructions of the program. The cache is organized as a 4-way set associative cache with each location (line) containing 16 bytes or 4 doublewords of data. The cache operates as a write-through cache. Note that the cache changes only if a miss occurs. This means that data written to a memory location not already cached are not written to the cache. In many cases, much of the active portion of a program is found completely inside the cache memory. This causes execution to occur at the rate of one clock cycle for many of the instructions that are commonly used in a program. About the only way that these efficient instructions are slowed is when the microprocessor must fill a line in the cache. Data are also stored in the cache, but they have less of an impact on the execution speed of a program because data are not referenced repeatedly, as are many portions of a program.

Control register 0 (CR0) is used to control the cache with two new control bits not present in the 80386 microprocessor. (Refer to Figure 16–33 for CR0 in the 80486 microprocessor.) The CD (cache disable) and NW (non-cache write-through) bits are new to the 80486 and are used to control the 8K-byte cache. If the CD bit is a logic 1, all cache operations are inhibited. This setting is only used for debugging software and normally remains cleared. The NW bit is used to inhibit cache write-through operation. As with CD, cache write-through is inhibited only for testing. For normal program operation, CD = 0 and NW = 0.

Because the cache is new to the 80486 microprocessor, and the cache is filled using burst cycles not present on the 80386, some detail is required to understand bus filling cycles. When a bus line is filled, the 80486 must acquire four 32-bit numbers from the memory system to fill a line in the cache. Filling is accomplished with a burst cycle. The burst cycle is a special memory where four 32-bit numbers are fetched from the memory system in five clocking periods. This assumes that the speed of the memory is sufficient and that no wait states are required. If the clock frequency of the 80486 is 33 MHz, we can fill a cache line in 167 ns, which is very efficient considering that a normal, non-burst 32-bit memory read operation requires two clocking periods.

*Memory Read Timing.* Figure 16–34 illustrates the read timing for the 80486 for a non-burst memory operation. Note that two clocking periods are used to transfer data. Clocking period T1 provides the memory address and control signals, and clocking period T2 is where the data are transferred between the memory and the microprocessor. Note that the RDY must become a logic 0 to cause data to be transferred and to terminate the bus cycle. Access time for a non-burst access is determined by taking two clocking periods minus the time required for the address to appear on the address bus connection minus a setup time for the data bus connections. For the 20 MHz version of the 80486, two clocking periods require 100 ns minus 28 ns for address setup time and 6ns for data setup time. This yields a non-burst access time of 100 ns – 34 ns, or 76 ns. Of course, if decoder time and delay times are included, the access time allowed the memory is even less for no wait state operation. Also, if a higher-frequency version of the 80486 is used in a system, memory access time is still less.

The 80486 33 MHz, 66 MHz, and 100 MHz processors all access bus data at a 33 MHz rate. In other words, the microprocessor may operate at 100 MHz, but the system bus operates at 33 MHz. Notice that the non-burst access timing for the 33 MHz system bus allows 60 ns – 24ns = 36 ns. It is obvious that wait states are required for operation with standard DRAM memory devices.

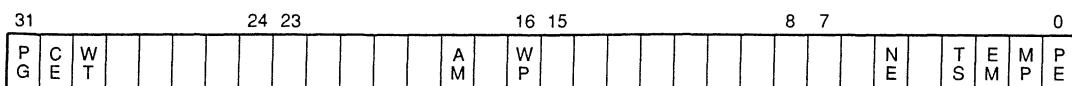


FIGURE 16–33 Control register zero (CR0) for the 80486 microprocessor

**FIGURE 16-34** The non-burst read timing for the 80486 microprocessor

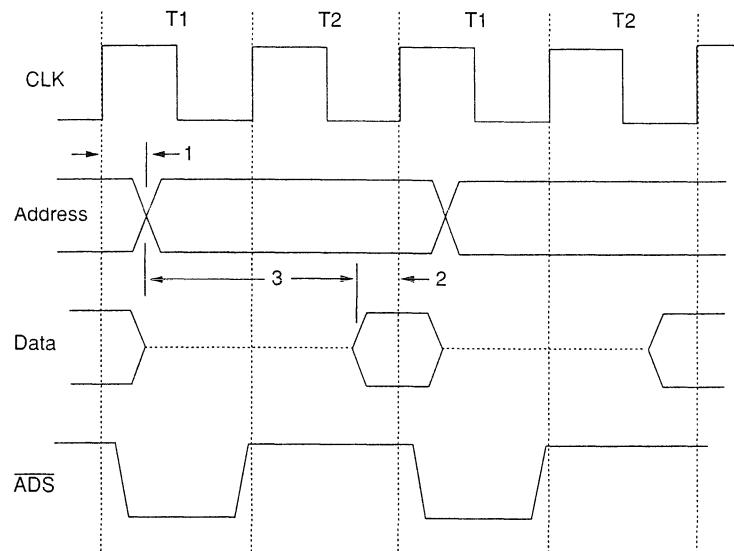
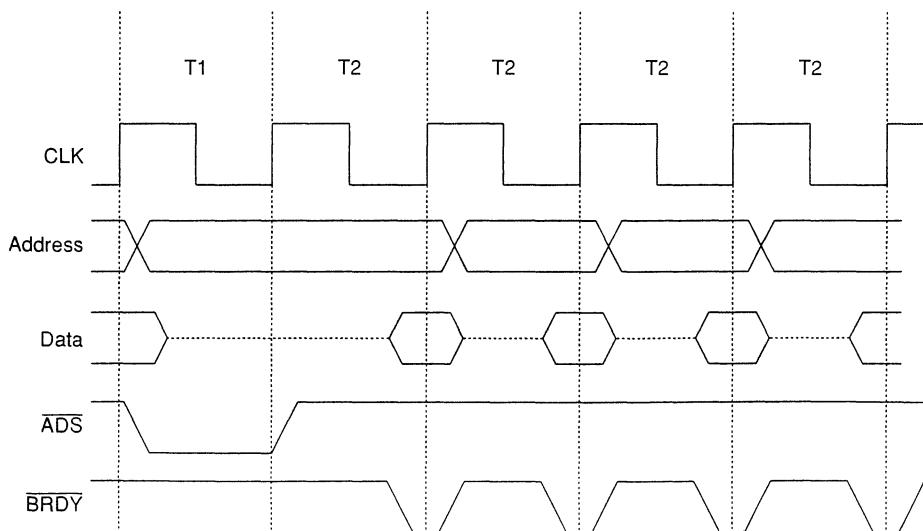


Figure 16-35 illustrates the timing diagram for filling a cache line with four 32-bit numbers using a burst. Notice that the addresses (A<sub>31</sub>–A<sub>4</sub>) appear during T1 and remain constant throughout the burst cycle. Also notice that A<sub>2</sub> and A<sub>3</sub> change during each T2 after the first to address four consecutive 32-bit numbers in the memory system. As mentioned, cache fills using bursts require only five clocking periods (one T1 and four T2s) to fill a cache line with four doublewords of data. Access time using a 20 MHz version of the 80486 for the second and subsequent doublewords is 50 ns – 28 ns – 5 ns, or 17 ns assuming no delays in the system. To use burst mode transfers, we need high-speed memory. Because DRAM memory access times at best are 40 ns, we are forced to use SRAM for burst cycle transfers. The 33 MHz system allows an access time of 30 ns – 19 ns – 5 ns, or 6 ns for the second and subsequent bytes. If an external



**FIGURE 16-35** A burst cycle reads four doublewords in five clocking periods.

counter is used in place of address bits A2 and A3, the 19 ns can be eliminated and the access time becomes 30 ns – 5ns, or 25 ns—enough time for even the slowest SRAM connected to the system as a cache. This circuit is often called a *synchronous burst mode cache* if SRAM cache is used with the system. Note that the  $\overline{\text{BRDY}}$  pin acknowledges a burst transfer rather than the  $\overline{\text{RDY}}$  pin that acknowledges a normal memory transfer.

# 80486 Memory Management

The 80486 contains the same memory-management system as the 80386. This includes a paging unit to allow any 4K-byte block of physical memory to be assigned to any 4K-byte block of linear memory. The descriptor types are exactly the same as for the 80386 microprocessor. In fact, the only difference between the 80386 memory-management system and the 80486 memory-management system is paging.

The 80486 paging system can disable caching for sections of translated memory pages, while the 80386 could not. Figure 16-36 illustrates the page table directory entry and the page table entry. If these are compared with the 80386 entries, the addition of two new control bits is observed (PWT and PCD). The page write-through (PWT) and page cache disable (PCD) bits control caching.

The PWT controls how the cache functions for a write operation of the external cache memory. It does not control writing to the internal cache. The logic level of this bit is found on the PWT pin of the 80486 microprocessor. Externally, it can be used to dictate the write-through policy of the external cache.

The PCD bit controls the on-chip cache. If the PCD = 0, the on-chip cache is enabled for the current page of memory. Note that 80386 page table entries place a logic 0 in the PCD bit position, enabling caching. If PCD = 1, the on-chip cache is disabled. Caching is disabled regardless of the condition of  $\overline{KEN}$ , CD, and NW.

## Cache Test Registers

Although not instructions, the cache test registers are placed in this section to illustrate the use of the cache test registers and some software for the 80486 microprocessor. The 80486 cache test registers are TR3 (cache data register), TR4 (cache status test register), and TR5 (cache control test register), which are undefined for the 80386 microprocessor. These three registers are illustrated in Figure 16-37.

The cache data register (TR3) is used to access either the cache fill buffer for a write test operation or the cache read buffer for a cache read test operation. This register is a window into the 8K-byte cache memory located within the 80486 and is used for testing the cache. In order to fill or read a cache line (128-bits wide), TR3 must be written or read four times.

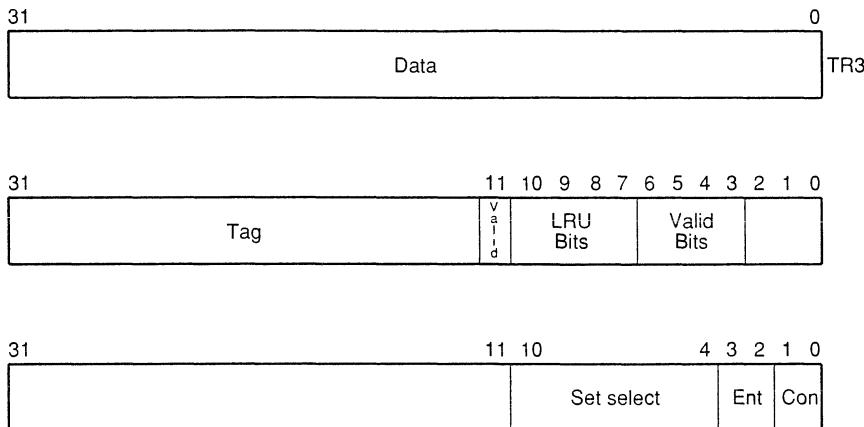
The contents of the set select field in TR5 determine which internal cache line is written or read through TR3. The 7-bit test field selects one of the 128 different 16-byte wide cache lines. The entry select bits of TR5 select an entry in the set or the 32-bit location in the fill/read buffer. The control bits in TR5 enable the fill buffer or read buffer operation (00), perform a cache write (01), perform a cache read (10), or flush the cache (11).

The cache status register (TR4) holds the cache tag, LRU bits, and a valid bit. This register is loaded with the tag and valid bit before a cache write operation and contains the tag, valid bit, LRU bits, and four valid bits on a cache test read.

**FIGURE 16-36** The page directory or page table entry for the 80486 microprocessor

31

|    |                                |      |    |    |   |   |   |   |   |   |   |   |   |   |
|----|--------------------------------|------|----|----|---|---|---|---|---|---|---|---|---|---|
| 31 |                                | 12   | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|    | Page Table<br>or<br>Page frame | 0S   |    |    |   | P | P | U | R |   |   |   |   | P |
|    |                                | Bits | O  | O  | D | A | C | W | S | W |   |   |   | P |



**FIGURE 16-37** Cache test register of the 80486 microprocessor

The cache is tested each time that the microprocessor is reset if the AHOLD pin is high for two clocks prior to the RESET pin going low. This causes the 80486 to completely test itself with a built-in self-test or BIST. The BIST uses TR3, TR4, and TR5 to completely test the internal cache. Its outcome is reported in register EAX. If EAX is a zero, the microprocessor, co-processor, and cache have passed the self-test. The value of EAX can be tested after a reset to determine if an error is detected. In most cases, we do not directly access the test registers unless we wish to perform our own tests on the cache or TLB.

1. The 80386 microprocessor is an enhanced version of the 80286 microprocessor and includes a memory-management unit that is enhanced to provide memory paging. The 80386 also includes 32-bit extended registers and a 32-bit address and data bus. A scaled-down version of the 80386DX with a 16-bit data and 24-bit address bus is available as the 80386SX microprocessor. The 80386EX is a complete AT-style personal computer on a chip.
2. The 80386 has a physical memory size of 4G bytes that can be addressed as a virtual memory with up to 64T bytes. The 80386 memory is 32-bits wide and is addressed as bytes, words, or doublewords.
3. When the 80386 is operated in the pipelined mode, it sends the address of the next instruction or memory data to the memory system prior to completing the execution of the current instruction. This allows the memory system to begin fetching the next instruction or data before the current is completed. This increases access time, thus reducing the speed of the memory.
4. A cache memory system allows data that are frequently read to be accessed in less time because they are stored in high-speed semiconductor memory. If data are written to memory, they are also written to the cache so that the most current data are always present in the cache.
5. The I/O structure of the 80386 is almost identical to the 80286, except that I/O can be inhibited when the 80386 is operated in the protected mode through the I/O bit protection map stored with the TSS.
6. The register set of the 80386 contains extended versions of the registers introduced on the 80286 microprocessor. These extended registers include EAX, EBX, ECX, EDX, EBP, ESP, EDI, ESI, EIP, and EFLAGS. In addition to the extended registers, two supplemental

segment registers (FS and GS) are added. Debug registers and control registers handle system debugging tasks and memory management in the protected mode.

7. The instruction set of the 80386 is enhanced to include instructions that address the 32-bit extended register set. The enhancements also include additional addressing modes that allow any extended register to address memory data. Scaling has been added so that an index register can be multiplied by 1, 2, 4, or 8. New instruction types include bit scan, string moves with sign- or zero-extension, set byte upon condition, and double-precision shifts.
8. Interrupts, in the 80386 microprocessor, have been expanded to include additional predefined interrupts in the interrupt vector table. These additional interrupts are used with the memory-management system.
9. The 80386 memory manager is similar to the 80286, except the physical addresses generated by the MMU are 32-bits wide instead of 24-bits. The 80386 MMU is also capable of paging.
10. The 80386 is operated in the real mode (8086 mode) when it is reset. The real mode allows the microprocessor to address data in the first 1M byte of memory. In the protected mode, the 80386 addresses any location in its 4G bytes of physical address space.
11. A descriptor is a series of 8 bytes that specify how a code or data segment is used by the 80386. The descriptor is selected by a selector that is stored in one of the segment registers. Descriptors are used only in the protected mode.
12. Memory management is accomplished through a series of descriptors stored in descriptor tables. To facilitate memory management, the 80386 uses three descriptor tables: the global descriptor table (GDT), the local descriptor table (LDT), and the interrupt descriptor table (IDT). The GDT and LDT each hold up to 8,192 descriptors, while the IDT holds up to 256 descriptors. The GDT and LDT describe code and data segments as well as tasks. The IDT describes the 256 different interrupt levels through interrupt gate descriptors.
13. The TSS (task state segment) contains information about the current task and also the previous task. Appended to the end of the TSS is an I/O bit protection map that inhibits selected I/O port addresses.
14. The memory paging mechanism allows any 4K-byte physical memory page to be mapped to any 4K-byte linear memory page. For example, memory location 00A00000H can be assigned memory location A0000000H through the paging mechanism. A page directory and page tables are used to assign any physical address to any linear address. The paging mechanism can be used in the protected mode or the virtual-mode.
15. The 80486 microprocessor is an improved version of the 80386 microprocessor that contains an 8K-byte cache and an 80387 arithmetic coprocessor; it executes many instructions in one clocking period.
16. The 80486 microprocessor executes a few new instructions that control the internal cache memory and allow addition (XADD) and comparison (CMPXCHG) with an exchange and a byte swap (BSWAP) operation. Other than these few additional instructions, the 80486 is 100 percent upward compatible with the 80386 and 80387.
17. A new feature found in the 80486 is the BIST (built-in self-test) that tests the microprocessor, coprocessor, and cache at reset time. If the 80486 passes the test, EAX contains a zero.
18. Additional test registers are added to the 80486 to allow the cache memory to be tested. These new test registers are TR3 (cache data), TR4 (cache status), and TR5 (cache control). Although we seldom use these registers, they are used by BIST each time that a BIST is performed after a reset operation.

1. The 80386 microprocessor addresses \_\_\_\_\_ bytes of physical memory when operated in the protected mode.

2. The 80386 microprocessor addresses \_\_\_\_\_ bytes of virtual memory through its memory-management unit.
3. Describe the differences between the 80386DX and the 80386SX.
4. Draw the memory map of the 80386 when operated in the
  - (a) protected mode
  - (b) real mode
5. How much current is available on various 80386 output pin connections? Compare these currents with the currents available at the output pin connection of an 8086 microprocessor.
6. Describe the 80386 memory system and explain the purpose and operation of the bank selection signals.
7. Explain the action of a hardware reset on the address bus connections of the 80386.
8. Explain how pipelining lengthens the access time for many memory references in the 80386 microprocessor-based system.
9. Briefly describe how the cache memory system functions.
10. I/O ports in the 80386 start at I/O address \_\_\_\_\_ and extend to I/O address \_\_\_\_\_.  
11. What I/O ports communicate data between the 80386 and its companion 80387 coprocessor?
12. Compare and contrast the memory and I/O connections found on the 80386 with those found in earlier microprocessors.
13. If the 80386 operates at 20 MHz, what clocking frequency is applied to the CLK2 pin?
14. What is the purpose of the BS16 pin on the 80386 microprocessor?
15. What two additional segment registers are found in the 80386 programming model that are not present in the 8086?
16. List the extended registers found in the 80386 microprocessor.
17. List each 80386 flag register bit and describe its purpose.
18. Define the purpose of each of the control registers (CR0, CR1, CR2, and CR3) found within the 80386.
19. Define the purpose of each 80386 debug register.
20. The debug registers cause which level of interrupt?
21. Describe the operation of the bit scan forward instruction.
22. Describe the operation of the bit scan reverse instruction.
23. Describe the operation of the SHRD instruction.
24. Write an instruction that accesses data in the FS segment at the location indirectly addressed by the DI register. The instruction should store the contents of EAX into this memory location.
25. What is scaled index addressing?
26. Is the following instruction legal? MOV AX,[EBX+ECX]
27. Explain how the following instructions calculate the memory address:
  - (a) ADD [EBX+8\*ECX],AL
  - (b) MOV DATA[EAX+EBX],CX
  - (c) SUB EAX,DATA
  - (d) MOV ECX,[EBX]
28. What is the purpose of interrupt type number 7?
29. Which interrupt vector type number is activated for a protection privilege violation?
30. What is a double interrupt fault?
31. If an interrupt occurs in the protected mode, what defines the interrupt vectors?
32. What is a descriptor?
33. What is a selector?
34. How does the selector choose the local descriptor table?
35. What register is used to address the global descriptor table?
36. How many global descriptors can be stored in the GDT?
37. Explain how the 80386 can address a virtual memory space of 64T bytes when the physical memory contains only 4G bytes of memory.

38. What is the difference between a segment descriptor and a system descriptor?
39. What is the task state segment (TSS)?
40. How is the TSS addressed?
41. Describe how the 80386 switches from the real mode to the protected mode.
42. Describe how the 80386 switches from the protected mode to the real mode.
43. What is virtual 8086 mode operation of the 80386 microprocessor?
44. How is the paging directory located by the 80386?
45. How many bytes are found in a page of memory?
46. Explain how linear memory address D0000000H can be assigned to physical memory address C0000000H with the paging unit of the 80386.
47. What are the differences between an 80386 and 80486 microprocessor?
48. What is the purpose of the FLUSH input pin on the 80486 microprocessor?
49. Compare the register set of the 80386 with the 80486 microprocessor.
50. What differences exist in the flags of the 80486 when compared to the 80386 microprocessor?
51. What pins are used for parity checking on the 80486 microprocessor?
52. The 80486 microprocessor uses \_\_\_\_\_ parity.
53. The cache inside the 80486 microprocessor is \_\_\_\_\_ K bytes.
54. A cache line is filled by reading \_\_\_\_\_ bytes from the memory system.
55. What is an 80486 burst?
56. Define the term cache write-through.
57. What is a BIST?
58. Can 80486 caching be disabled by software? Explain your answer.
59. Explain how the XADD EBX,EDX instruction operates.
60. The CMPXCHG CL,AL instruction compares CL with AL. What else occurs when this instruction executes?
61. Compare the INVD instruction with the WBINVD instruction.
62. What is the purpose of the PCD bit in the page table directory or page table entry?
63. Does the PWT bit in the page table directory or page table entry affect the on-chip cache?

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# CHAPTER 17

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## The Pentium and Pentium Pro Microprocessors

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### INTRODUCTION

The Pentium microprocessor signals an improvement to the architecture found in the 80486 microprocessor. The changes include an improved cache structure, a wider data bus width, a faster numeric coprocessor, a dual integer processor, and branch prediction logic. The cache has been reorganized to form two caches that are each 8K bytes in size, one for caching data, the other for instructions. The data bus width has been increased from 32-bits to 64-bits. The numeric co-processor operates about five times faster than the 80486 numeric coprocessor. The dual integer processor often allows two instructions per clock. Finally, the branch prediction logic allows programs that branch to execute more efficiently. Notice that these changes are internal to the Pentium, which makes software upward compatible from earlier Intel 80X86 microprocessors.

The Pentium Pro is a still faster version of the Pentium and contains a modified internal architecture that can schedule up to five instructions for execution and even faster floating-point unit. The Pentium Pro also contains a 256K-byte or 512K-byte level two cache in addition to the 16K-byte (8K for data and 8K for instruction) level one cache. Also added are four additional address lines, giving the Pentium Pro access to an astounding 64G bytes of directly addressable memory space.

### CHAPTER OBJECTIVES

Upon completion of this chapter, you will be able to:

1. Contrast the Pentium and Pentium Pro with the 80386 and 80486 microprocessors.
2. Describe the organization and interface of the 64-bit wide Pentium memory system and its variations.
3. Contrast the changes in the memory-management unit and paging unit when compared to the 80386 and 80486 microprocessors.
4. Detail the new instructions found with the Pentium microprocessor.
5. Explain how the superscaler dual integers units improve performance of the Pentium microprocessor.
6. Describe the operation of the branch prediction logic.
7. Detail the improvements in the Pentium Pro when compared with the Pentium.
8. Explain how the dynamic execution architecture of the Pentium Pro functions.

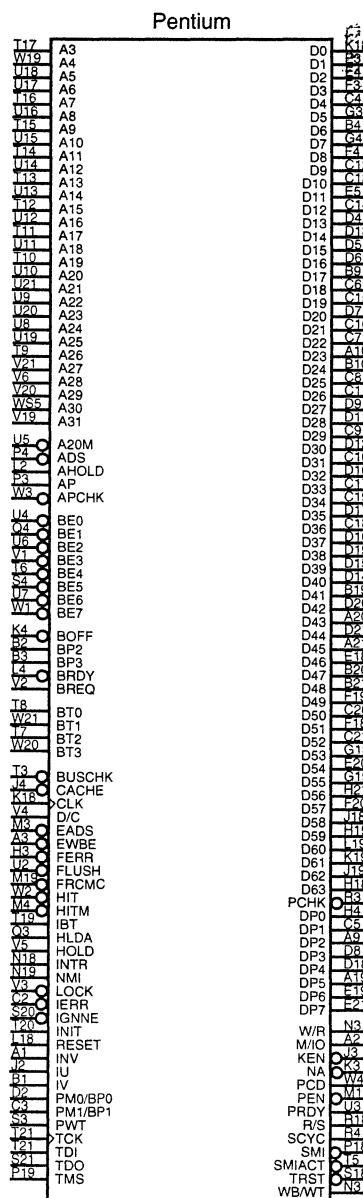
## 17-1

## INTRODUCTION TO THE PENTIUM MICROPROCESSOR

Before the Pentium or any other microprocessor can be used in a system, the function of each pin must be understood. This section of the chapter details the operation of each pin, along with the external memory system and I/O structures of the Pentium microprocessor.

Figure 17-1 illustrates the pin-out of the Pentium microprocessor, which is packaged in a huge 237-pin PGA (pin grid array). Currently, the Pentium is available in two versions: the full-blown Pentium and the P24T version called the Pentium OverDrive. The P24T version contains a 32-bit data bus compatible for insertion into 80486 machines that contain the P24T socket. The P24T version also comes with a fan built into the unit. The most notable difference in the pin-out

**FIGURE 17-1** The pin-out of the Pentium microprocessor



of the Pentium when compared to earlier 80486 microprocessors is that there are 64 data bus connections instead of 32, which requires a larger physical footprint.

As with earlier versions of the Intel family of microprocessors, the early versions of the Pentium require a single +5.0V power supply for operation. The power supply current averages 3.3 A for the 66 MHz version of the Pentium, and 2.91 A for the 60 MHz version. Because these currents are significant, so are the power dissipations of these microprocessors: 13 W for the 66 MHz version and 11.9 W for the 60 MHz version. The current versions of the Pentium, 90 MHz and above, use a 3.3V power supply with reduced current consumption. At present, a good heat sink with considerable airflow is required to keep the Pentium cool. The Pentium contains multiple  $V_{CC}$  and  $V_{SS}$  connections that must all be connected to +5.0V or +3.3V and grounded for proper operation. Some of the pins are labeled N/C (no connection) and must not be connected. The latest versions of the Pentium have been improved to reduce the power dissipation. For example, the 133 MHz Pentium requires 3.4 A of current, which is only slightly more than the 3.3 A required by the early 66 MHz version.

Each Pentium output pin is capable of providing 4.0 mA of current at a logic 0 level and 2.0 mA at a logic 1 level. This represents an increase in drive current compared to the 2.0 mA available on earlier 8086, 8088, and 80286 output pins. Each input pin represents a small load requiring only 15  $\mu$ A of current. In some systems, except the smallest, these current levels require bus buffers.

The function of each Pentium group of pins follows:

|                               |                                                                                                                                                                                                                                                                                                  |
|-------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>A20</b>                    | The <b>address A20 mask</b> is an input that is asserted in the real mode to signal the Pentium to perform address wraparound, as in the 8086 microprocessor, for use of the HIMEM.SYS driver.                                                                                                   |
| <b>A31–A3</b>                 | <b>Address bus</b> connections address any of the $512K \times 64$ memory locations found in the Pentium memory system. Note that A0, A1, and A2 are encoded in the bus enable ( $\overline{BE7}$ – $\overline{BE0}$ ) to select any or all of the eight bytes in a 64-bit wide memory location. |
| <b>ADS</b>                    | The <b>address data strobe</b> becomes active whenever the Pentium has issued a valid memory or I/O address. This signal is combined with the W/R and M/I/O signal to generate the separate read and write signals present in the earlier 8086–80286 microprocessor-based systems.               |
| <b>AHOLD</b>                  | <b>Address hold</b> is an input that causes the Pentium to hold the address and AP signals for the next clock.                                                                                                                                                                                   |
| <b>AP</b>                     | <b>Address parity</b> provides even parity for the memory address on all Pentium-initiated memory and I/O transfers. The AP pin must also be driven with even parity information on all inquire cycles in the same clocking period as the <b>EADS</b> signal.                                    |
| <b>APCHK</b>                  | <b>Address parity check</b> becomes a logic 0 whenever the Pentium detects an address parity error.                                                                                                                                                                                              |
| <b>BE7–BE0</b>                | <b>Bank enable signals</b> select the access of a byte, word, doubleword, or quadword of data. These signals are generated internally by the microprocessor from address bits A0, A1, and A2.                                                                                                    |
| <b>BOFF</b>                   | The <b>back-off</b> input aborts all outstanding bus cycles and floats the Pentium buses until BOFF is negated. After BOFF is negated, the Pentium restarts all aborted bus cycles in their entirety.                                                                                            |
| <b>BP[3:2] and PM/BP[1:0]</b> | The <b>breakpoint pins</b> BP3–BP0 indicate a breakpoint match when the debug registers are programmed to monitor for matches. The <b>performance monitoring</b> pins PM1 and PM0 indicate the settings of the performance monitoring bits in the debug mode control register.                   |

|                |                                                                                                                                                                                                                       |
|----------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>BRDY</b>    | The <b>burst ready</b> input signals the Pentium that the external system has applied or extracted data from the data bus connections. This signal is used to insert wait states into the Pentium timing.             |
| <b>BREQ</b>    | The <b>bus request</b> output indicates that the Pentium has generated a bus request.                                                                                                                                 |
| <b>BT3–BT0</b> | The <b>branch trace</b> outputs provide bits 2–0 of the branch target linear address and the default operand size on BT3. These outputs become valid during a branch trace special message cycle.                     |
| <b>BUSCHK</b>  | The <b>bus check</b> input allows the system to signal the Pentium that the bus transfer has been unsuccessful.                                                                                                       |
| <b>CACHE</b>   | The <b>cache</b> output indicates that the current Pentium cycle can cache data.                                                                                                                                      |
| <b>CLK</b>     | The <b>clock</b> is driven by a clock signal that is at the operating frequency of the Pentium. For example, to operate the Pentium at 66 MHz, we apply a 66 MHz clock to this pin.                                   |
| <b>D63–D0</b>  | <b>Data bus</b> connections transfer byte, word, doubleword, and quadword data between the microprocessor and its memory and I/O system.                                                                              |
| <b>D/C</b>     | <b>Data/control</b> indicates that the data bus contains data for or from memory or I/O when a logic 1. If D/C is a logic 0, the microprocessor is either halted or is executing an interrupt acknowledge.            |
| <b>DP7–DP0</b> | <b>Data parity</b> is generated by the Pentium and detects its eight memory banks through these connections.                                                                                                          |
| <b>EADS</b>    | The <b>external address strobe</b> input signals that the address bus contains an address for an inquire cycle.                                                                                                       |
| <b>EWBE</b>    | The <b>external write buffer empty</b> input indicates that a write cycle is pending in the external system.                                                                                                          |
| <b>FERR</b>    | A <b>floating-point error</b> is comparable to the <b>ERROR</b> line in the 80386 and shows that the internal coprocessor has erred.                                                                                  |
| <b>FLUSCH</b>  | The <b>flush cache</b> input causes the cache to flush all write-back lines and invalidate its internal caches. If the <b>FLUSH</b> input is a logic 0 during a reset operation, the Pentium enters its test mode.    |
| <b>FRCMC</b>   | The <b>functional redundancy check</b> is sampled during a reset to configure the Pentium in the master (1) or checker mode (0).                                                                                      |
| <b>HIT</b>     | <b>Hit</b> shows that the internal cache contains valid data in the inquire mode.                                                                                                                                     |
| <b>HITM</b>    | <b>Hit modified</b> shows that the inquire cycle has found a modified cache line. This output is used to inhibit other master units from accessing data until the cache line is written to memory.                    |
| <b>HOLD</b>    | <b>Hold</b> requests a DMA action.                                                                                                                                                                                    |
| <b>HLDA</b>    | <b>Hold acknowledge</b> indicates that the Pentium is currently in a hold condition.                                                                                                                                  |
| <b>IBT</b>     | <b>Instruction branch taken</b> indicates that the Pentium has taken an instruction branch.                                                                                                                           |
| <b>IERR</b>    | The <b>internal error</b> output shows that the Pentium has detected an internal parity error or functional redundancy error.                                                                                         |
| <b>IGNNE</b>   | The <b>ignore numeric error</b> input causes the Pentium to ignore a numeric coprocessor error.                                                                                                                       |
| <b>INIT</b>    | The <b>initialization</b> input performs a reset without initializing the caches, write-back buffers, and floating-point registers. This may not be used to reset the microprocessor in lieu of RESET after power-up. |
| <b>INTR</b>    | The <b>interrupt request</b> is used by external circuitry to request an interrupt.                                                                                                                                   |

|              |                                                                                                                                                                                                                                                                                                                                                                                              |
|--------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>INV</b>   | The <b>invalidation</b> input determines the cache line state after an inquiry.                                                                                                                                                                                                                                                                                                              |
| <b>IU</b>    | The <b>U-pipe instruction complete</b> output shows that the instruction in the U-pipe is complete.                                                                                                                                                                                                                                                                                          |
| <b>IV</b>    | The <b>V-pipe instruction complete</b> output shows that the instruction in the V-pipe is complete.                                                                                                                                                                                                                                                                                          |
| <b>KEN</b>   | The <b>cache enable</b> input enables internal caching.                                                                                                                                                                                                                                                                                                                                      |
| <b>LOCK</b>  | <b>LOCK</b> becomes a logic 0 whenever an instruction is prefixed with the <b>LOCK:</b> prefix. This is most often used during DMA accesses.                                                                                                                                                                                                                                                 |
| <b>M/I/O</b> | <b>Memory/I/O</b> selects a memory device when a logic 1 or an I/O device when a logic 0. During the I/O operation, the address bus contains a 16-bit I/O address on address connections A15–A3.                                                                                                                                                                                             |
| <b>NA</b>    | <b>Next address</b> indicates that the external memory system is ready to accept a new bus cycle.                                                                                                                                                                                                                                                                                            |
| <b>NMI</b>   | <b>Non-maskable interrupt</b> requests a non-maskable interrupt, just as on the earlier versions of the microprocessor.                                                                                                                                                                                                                                                                      |
| <b>PCD</b>   | The <b>page cache disable</b> output shows that the internal page caching is disabled by reflecting the state of the CR3 PCD bit.                                                                                                                                                                                                                                                            |
| <b>PCHK</b>  | The <b>parity check</b> output signals a parity check error for data read from memory or I/O.                                                                                                                                                                                                                                                                                                |
| <b>PEN</b>   | The <b>parity enable</b> input enables the machine check interrupt or exception.                                                                                                                                                                                                                                                                                                             |
| <b>PRDY</b>  | The <b>probe ready</b> output indicates that the probe mode has been entered for debugging.                                                                                                                                                                                                                                                                                                  |
| <b>PWT</b>   | The <b>page write-through</b> output shows the state of the PWT bit in CR3.                                                                                                                                                                                                                                                                                                                  |
| <b>R/S</b>   | This pin is provided for use with the Intel Debugging Port and causes an interrupt.                                                                                                                                                                                                                                                                                                          |
| <b>RESET</b> | <b>Reset</b> initializes the Pentium, causing it to begin executing software at memory location FFFFFFFF0H. The Pentium is reset to the real mode and the leftmost 12 address connections remain logic 1's (FFFH) until a far jump or far call is executed. This allows compatibility with earlier microprocessors. Refer to Table 17-1 for the state of the Pentium after a hardware reset. |

**TABLE 17-1** State of the Pentium after a RESET

| Register                         | RESET Value | RESET + BIST Value |
|----------------------------------|-------------|--------------------|
| EAX                              | 0           | 0 (if test passes) |
| EDX                              | 0500XXXXH   | 0500XXXXH          |
| EBX, ECX, ESP, EBP, ESI, and EDI | 0           | 0                  |
| EFLAGS                           | 2           | 2                  |
| EIP                              | 0000FFF0H   | 0000FFF0H          |
| CS                               | F000H       | F000H              |
| DS, ES, FS, GS, and SS           | 0           | 0                  |
| GDTR and TSS                     | 0           | 0                  |
| CR0                              | 60000010H   | 60000010H          |
| CR2, CR3, and CR4                | 0           | 0                  |
| DR0–DR3                          | 0           | 0                  |
| DR6                              | FFFF0FF0H   | FFFF0FF0H          |
| DR7                              | 00000400H   | 00000400H          |

Notes: BIST = built-in self-test; XXXX = Pentium version number.

|               |                                                                                                                            |
|---------------|----------------------------------------------------------------------------------------------------------------------------|
| <b>SCYC</b>   | The <b>split cycle</b> output signals a misaligned LOCKed bus cycle.                                                       |
| <b>SMI</b>    | The <b>system management interrupt</b> input causes the Pentium to enter the system management mode of operation.          |
| <b>SMIACT</b> | The <b>system management interrupt active</b> output shows that the Pentium is operating in the system management mode.    |
| <b>TCK</b>    | The <b>testability clock</b> input selects the clocking function in accordance to the IEEE 1149.1 Boundary Scan interface. |
| <b>TDI</b>    | The <b>test data</b> input is used to test data clocked into the Pentium with the TCK signal.                              |
| <b>TDO</b>    | The <b>test data</b> output is used to gather test data and instructions shifted out of the Pentium with TCK.              |
| <b>TMS</b>    | The <b>test mode select</b> input controls the operation of the Pentium in test mode.                                      |
| <b>TRST</b>   | The <b>test reset</b> input allows the test mode to be reset.                                                              |
| <b>W/R</b>    | <b>Write/read</b> indicates that the current bus cycle is a write when a logic 1 or a read when a logic 0.                 |
| <b>WB/WT</b>  | <b>Write-back/write-through</b> selects the operation for the Pentium data cache.                                          |

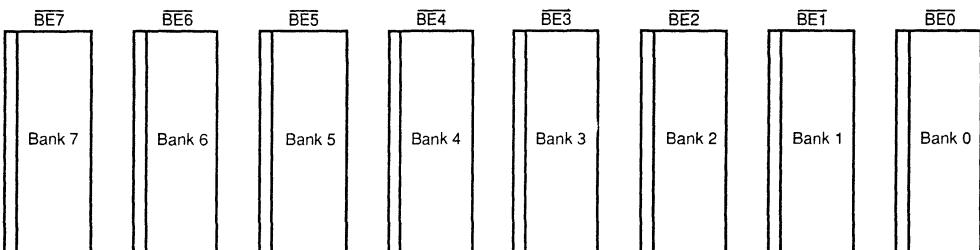
## The Memory System

The memory system for the Pentium microprocessor is 4G bytes in size, just as in the 80386DX and 80486 microprocessors. The difference lies in the width of the memory data bus. The Pentium uses a 64-bit data bus to address memory organized in eight banks that each contain 512M bytes of data. Refer to Figure 17–2 for the organization of the Pentium physical memory system.

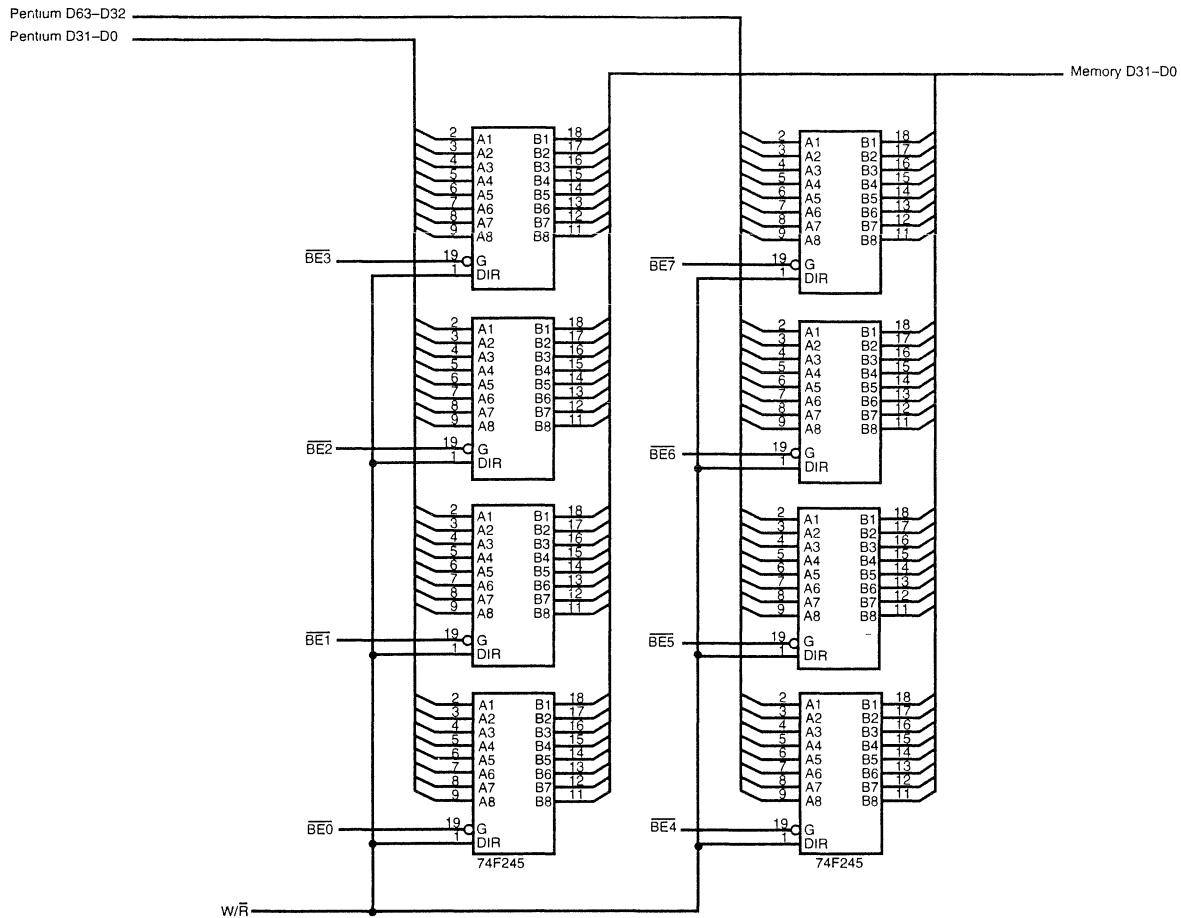
The Pentium memory system is divided into eight banks that each store a byte of data with a parity bit. Like the 80486, the Pentium employs internal parity generation and checking logic for the memory system data bus information. (Note that most Pentium systems do not use parity checks.) The 64-bit wide memory is important to double-precision floating-point data. Recall that a double-precision floating-point number is 64-bits wide. As with earlier Intel microprocessors, the memory system is numbered in bytes from byte 00000000H to byte FFFFFFFFH.

Memory selection is accomplished with the bank enable signals (BE7–BE0). These separate memory banks allow the Pentium to access any single byte, word, doubleword, or quadword with one memory transfer cycle. As with earlier memory selection logic, we often generate eight separate write strobes for writing to the memory system.

A new feature added to the Pentium is its ability to check and generate parity for the address bus (A31–A5) during certain operations. The AP pin provides the system with parity information, and the **APCHK** indicates a bad parity check for the address bus. The Pentium takes



**FIGURE 17–2** The 8-byte wide memory banks of the Pentium microprocessor



**FIGURE 17–3** A circuit that generates a 32-bit memory data bus from the 64-bit Pentium data bus

no action when an address parity error is detected. The error must be assessed by the system and the system must take appropriate action (an interrupt) if so desired.

How is a 32-bit memory system connected to the Pentium? The Pentium can function with a 32-bit wide memory system by using a multiplexer to convert the 64-bit data bus to a 32-bit data bus. Figure 17–3 shows a set of bi-directional multiplexers (bi-directional buffers are used as multiplexers) used to convert the Pentium’s 64-bit data bus into a 32-bit data bus. Care must be taken when using this arrangement because software could access a doubleword that crosses the boundary between the lower and upper halves of the data bus. All doublewords must be stored at doubleword boundaries. Note that a doubleword boundary is an address that is divisible by 4.

## Input/Output System

The input/output system of the Pentium is completely compatible with earlier Intel microprocessors. The I/O port number appears on address lines A15–A3, with the bank enable signals used to select the actual memory banks used for the I/O transfer.

Beginning with the 80386 microprocessor, I/O privilege information is added to the TSS segment when the Pentium is operated in the protected mode. Recall that this allows I/O ports to be selectively inhibited. If the blocked I/O location is accessed, the Pentium generates a type 13 interrupt to signal an I/O privilege violation.

## System Timing

As with any microprocessor, the system timing signals must be understood in order to interface the microprocessor. This portion of the text details the operation of the Pentium through its timing diagrams and also shows how to determine memory access times.

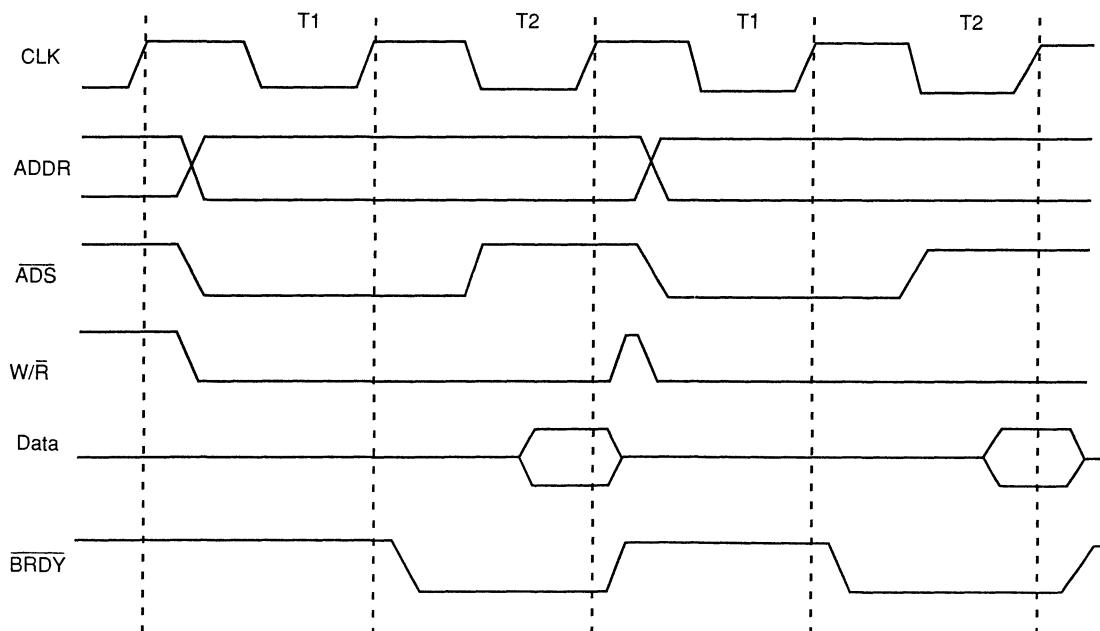
The basic Pentium, non-pipelined memory cycle consists of two clocking periods: T1 and T2. Refer to Figure 17–4 for the basic non-pipelined read cycle. Notice from the timing diagram that the 66 MHz Pentium is capable of 33 million memory transfers per second. This assumes that the memory can operate at that speed.

Also notice from the timing diagram that the W/R signal becomes valid if  $\overline{ADS}$  is a logic 0 at the positive edge of the clock (end of T1). This clock must be used to qualify the cycle as a read or a write.

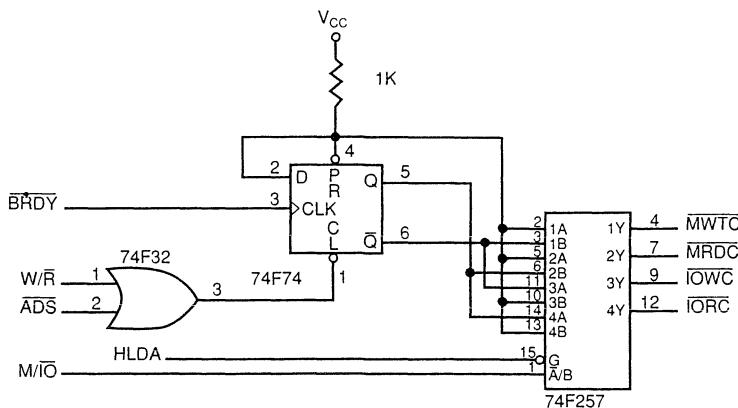
During T1, the microprocessor issues the  $\overline{ADS}$ ,  $W/\bar{R}$ , address, and  $M/I\bar{O}$  signals. In order to qualify the  $W/\bar{R}$  signal and generate appropriate  $\overline{MRDC}$  and  $\overline{MWTC}$  signals, we use a flip-flop to generate the  $W/\bar{R}$  signal. Then we use a 2-line-to-1-line multiplexer to generate the memory and I/O control signals. Refer to Figure 17–5 for a circuit that generates the memory and I/O control signals for the Pentium microprocessor.

During T2, the data bus is sampled in synchronization with the end of T2 at the positive transition of the clock pulse. The setup time before the clock is given as 3.8 ns, and the hold time after the clock is given as 2.0 ns. This means that the data window around the clock is 5.8 ns. The address appears on the 8.0 ns maximum after the start of T1. This means that the Pentium microprocessor operating at 66 MHz allows 30.3 ns (two clocking periods) minus the address delay time of 8.0 ns and also minus the data setup time of 3.8 ns. Memory access time without any wait states is  $30.3 - 8.0 - 3.8$ , or 18.5 ns. This is enough time to allow access to a SRAM, but not to any DRAM without inserting wait states into the timing.

Wait states are inserted into the timing by controlling the  $\overline{BRDY}$  input to the Pentium. The  $\overline{BRDY}$  signal must become a logic 0 by the end of T2; otherwise additional T2 states are inserted into the timing. Refer to Figure 17–6 for a read cycle timing diagram that contains wait



**FIGURE 17–4** The non-pipelined read cycle for the Pentium microprocessor

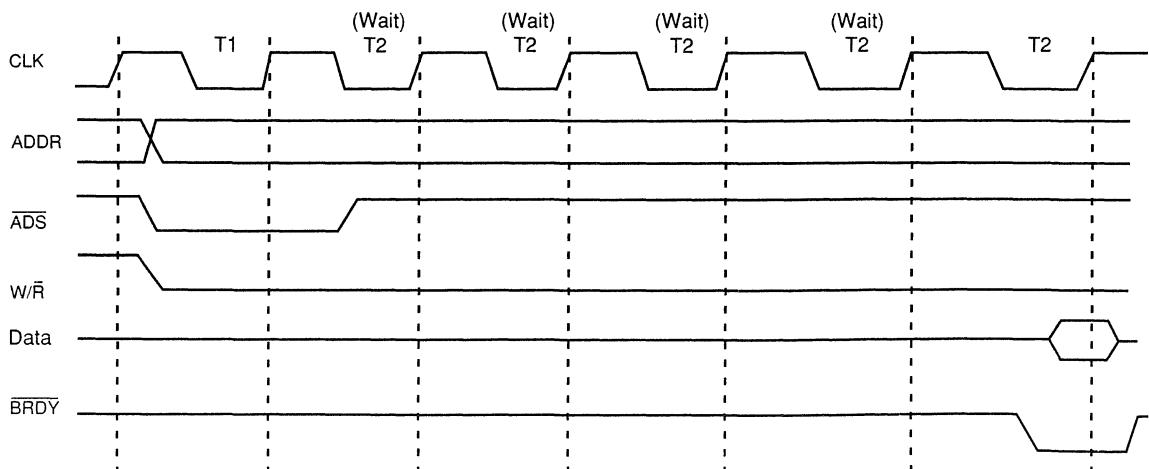


**FIGURE 17-5** A circuit that generates the memory and I/O control signals

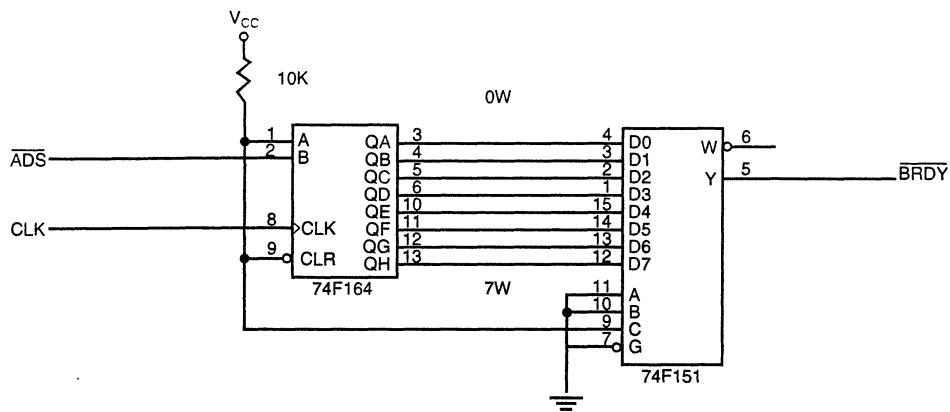
states for slower memory. The effect of inserting wait states into the timing is to lengthen the timing, allowing additional time to the memory to access data. In the timing shown, the access time has been lengthened so standard 60 ns DRAM can be used in a system. Note that this requires the insertion of four wait states of 15.2 ns (one clocking period) each to lengthen the access time to 79.5 ns. This is enough time for the DRAM and any decoder in the system to function.

The  $\overline{\text{BRDY}}$  signal is a synchronous signal generated using the system clock. Figure 17-7 illustrates a circuit that can be used to generate  $\overline{\text{BRDY}}$  for inserting any number of wait states into the Pentium timing diagram. You may recall a similar circuit inserting wait states into the timing diagram of the 80386 microprocessor. The  $\overline{\text{ADS}}$  signal is delayed between 0 and 7 clocking periods by the 74F161 shift register to generate the  $\overline{\text{BRDY}}$  signal. The exact number of wait states are selected by the 74F151 8-line-to-1-line multiplexer. In this example, the multiplexer selects the 4-wait output from the shift register.

A more efficient method of reading memory data is via the burst cycle. The burst cycle in the Pentium transfers four 64-bit numbers per burst cycle in five clocking periods. A burst, without wait states, requires that the memory system transfers data every 15.2 ns. If a level 2 cache is in place, this speed is no problem, as long as the data are read from the cache. If the cache does not contain the data, then wait states must be inserted, which will reduce the data



**FIGURE 17-6** The Pentium timing diagram with four wait states inserted for an access time of 79.5 ns



**FIGURE 17–7** A circuit that generates wait states by delaying ADS. This circuit is wired to generate four wait states.

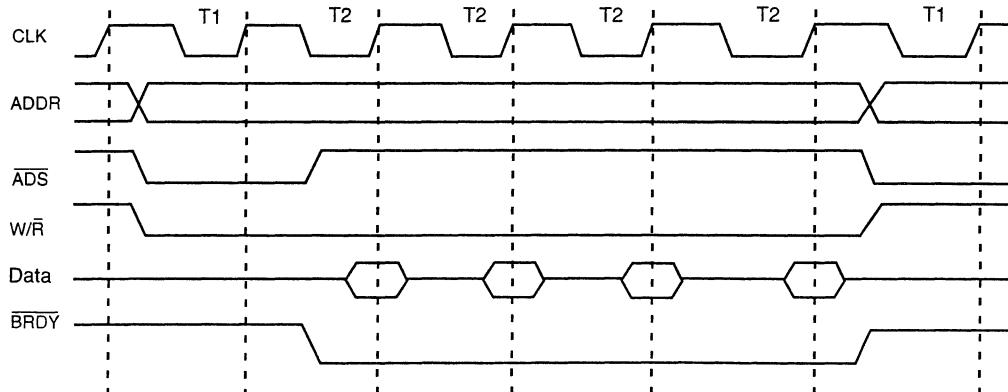
throughout. Refer to Figure 17–8 for the Pentium burst cycle transfer without wait states. As before, wait states can be inserted to allow more time to the memory system for accesses.

### Branch Prediction Logic

The Pentium microprocessor uses a branch prediction logic to reduce the time required for a branch caused by internal delays. These delays are minimized because when a branch instruction (short or near only) is encountered, the microprocessor begins pre-fetch instructions at the branch address. The instructions are loaded into the instruction cache, so when the branch occurs, the instructions are present and allow the branch to execute in one clocking period. If for any reason the branch prediction logic errs, the branch requires an extra three clocking periods to execute. In most cases, the branch prediction is correct and no delay ensues.

### Cache Structure

The cache in the Pentium has been changed from the one found in the 80486 microprocessor. The Pentium contains two 8K cache memories instead of one as in the 80486. There is an 8K



**FIGURE 17–8** The Pentium burst cycle operation that transfers four 64-bit data between the microprocessor and memory

data cache and an 8K instruction cache. The instruction cache stores only instructions, while the data cache stores data used by instructions.

In the 80486, a program that was data intensive quickly filled the cache, allowing little room for instructions. This slowed the execution speed of the 80486 microprocessor. In the Pentium, this cannot occur because of the separate instruction cache.

## Superscalar Architecture

The Pentium microprocessor is organized with three execution units. One executes floating-point instructions, and the other two (U-pipe and V-pipe) execute integer instructions. This means that it is possible to execute three instructions simultaneously. For example, the FADD ST,ST(2) instruction, MOV EAX,10H instruction, and MOV EBX,12H instruction can all execute simultaneously because none of these instructions depend on one another. The FADD ST,ST(2) instruction is executed by the coprocessor, the MOV EAX,10H instruction is executed by the U-pipe, and the MOV EBX,12H instruction is executed by the V-pipe.

Software should be written to take advantage of this feature by looking at the instructions in a program, and modifying them when cases are discovered where dependent instructions can be separated by non-dependent instructions. These changes can result in up to a 40 percent execution speed improvement in some software. Make sure that any new compiler or other application package takes advantage of this new superscalar feature of the Pentium.

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## 17-2

## SPECIAL PENTIUM REGISTERS

The Pentium is essentially the same microprocessor as the 80386 and 80486, except that some additional features and changes to the control register set have occurred. This section highlights the differences between the 80386 control register structure and the flag register.

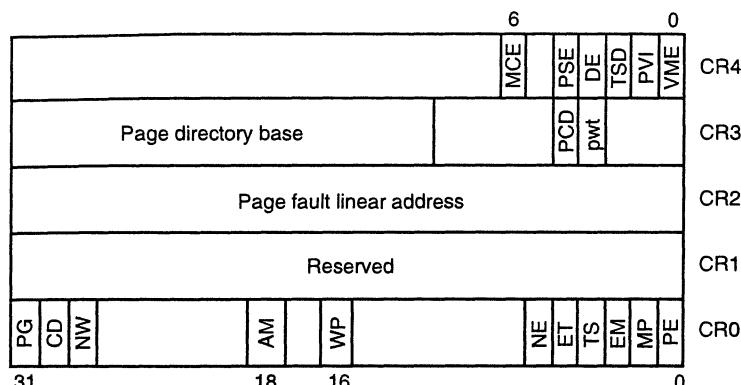
### Control Registers

Figure 17-9 shows the control register structure for the Pentium microprocessor. Notice that a new control register, CR4, has been added to the control register array.

This section of the text explains only the new Pentium components in the control registers. Refer to Figure 16-13 on page 637 for a description and illustration of the 80386 control registers. Following is a description of the new control bits and the new control register CR4:

- CD**      **Cache disable** controls the internal cache. If CD = 1, the cache will not fill with new data for cache misses, but it will continue to function for cache hits. If CD = 0, misses will cause the cache to fill with new data.
- NW**      **Not write-through** selects the mode of operation for the data cache. If NW = 1, the data cache is inhibited from cache write-through.
- AM**      **Alignment mask** enables alignment checking when set. Note that alignment checking occurs only for protected mode operation when the user is at privilege level 3.
- WP**      **Write protect** protects user level pages against supervisor level write operations. When WP = 1, the supervisor can write to user level segments.
- NE**      **Numeric error** enables standard numeric coprocessor error detection. If NE = 1, the FERR pin becomes active for a numeric coprocessor error. If NE = 0, any coprocessor error is ignored.
- VME**      **Virtual mode extension** enables support for the virtual interrupt flag in protected mode. If VME = 0, virtual interrupt support is disabled.

**FIGURE 17–9** The structure of the Pentium control registers



- PVI**      **Protected mode virtual interrupt** enables support for the virtual interrupt flag in protected mode.
- TSD**      **Time stamp disable** controls the RDTSC instruction.
- DE**      **Debugging extension** enables I/O breakpoint debugging extensions when set.
- PSE**      **Page size extension** enables 4M-byte memory pages when set.
- MCE**      **Machine check enable** enables the machine checking interrupt.

The Pentium contains new features that are controlled by CR4 and a few bits in CR0. These new features are explained in later sections of the text.

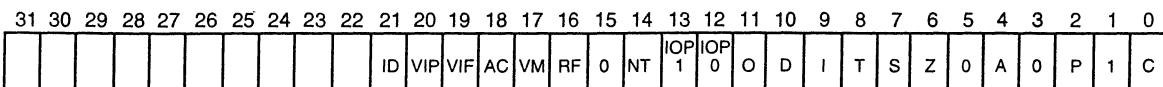
### EFLAG Register

The extended flag (EFLAG) register has been changed in the Pentium microprocessor. Figure 17–10 pictures the contents of the EFLAG register. Notice that four new flag bits have been added to this register to control or indicate conditions about some of the new features in the Pentium. Following is a list of the four new flags and the function of each:

- ID**      The **identification** flag is used to test for the CPUID instruction. If a program can set and clear the ID flag, the processor supports the CPUID instruction.
- VIP**      **Virtual interrupt pending** indicates that a virtual interrupt is pending.
- VIF**      **Virtual interrupt** is the image of the virtual interrupt flag IF used with VIP.
- AC**      **Alignment check** indicates the state of the AM bit in control register 0.

### Built-in Self-test (BIST)

The built-in self-test (BIST) is accessed on power-up by placing a logic 1 on INIT while the RESET pin changes from 1 to 0. The BIST tests 70 percent of the internal structure of the Pentium in approximately 150 µs. Upon completion of the BIST, the Pentium reports the outcome in register EAX. If EAX = 0, the BIST passed and the Pentium is ready for operation. If EAX contains any other value, the Pentium has malfunctioned and is faulty.



*Note:* The blank bits in the flag register are reserved for future use and must not be defined.

**FIGURE 17–10** The structure of the Pentium EFLAG register

## 17-3

## PENTIUM MEMORY MANAGEMENT

The memory-management unit within the Pentium is upward compatible with the 80386 and 80486 microprocessors. Many of the features of these earlier microprocessors are basically unchanged in the Pentium. The main change is in the paging unit and a new system memory-management mode.

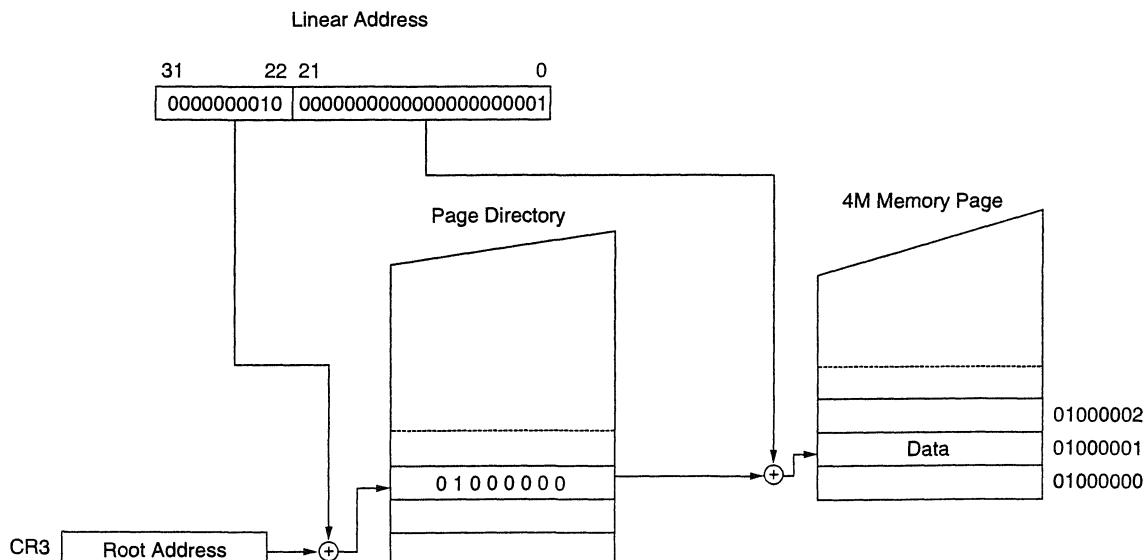
### Paging Unit

The paging mechanism functions with 4K-byte memory pages or with a new extension available to the Pentium with 4M-byte memory pages. As detailed in Chapters 1 and 16, the size of the paging table structure can become large in a system that contains a large memory. Recall that to fully repage 4G bytes of memory, earlier microprocessors require slightly over 4M bytes of memory just for the page tables. In the Pentium, with the new 4M-byte paging feature, this is dramatically reduced to just a single page table. The new 4M-byte page sizes are selected by the PSE bit in control register 0.

The main difference between 4K paging and 4M paging is that in the 4M paging scheme there is no page table entry in the linear address. Refer to Figure 17-11 for the 4M paging system in the Pentium microprocessor. Pay close attention to the way the linear address is used with this scheme. Notice that the leftmost 10-bits of the linear address select an entry in the page directory (just as with 4K pages). Unlike 4K pages, there are no page tables; instead, the page directory addresses a 4M-byte memory page.

### Memory-Management Mode

The system memory-management mode (SMM) is on the same level as protected mode, real mode, and virtual mode, but is provided to function as a manager. The SMM is not intended to be used as an application or a system level feature. It is intended for high-level system functions such as power management and security.



**FIGURE 17-11** The linear address 00200001H repaged to memory location 01000002H in 4M-byte pages. Note that there are no page tables.

Access to the SMM is accomplished via a new external hardware interrupt applied to the SMI pin on the Pentium. When the SMM interrupt is activated, the processor begins executing system level software in an area of memory called the *system management RAM* or *SMRAM*. The SMI interrupt disables all other interrupts normally handled by user applications and the operating system. A return from the SMM interrupt is accomplished with a new instruction. RSM returns from the memory-management mode interrupt and returns to the interrupted program at the point of the interruption.

The SMM interrupt calls the software, initially stored at memory location 38000H, using CS = 3000H and EIP = 8000H. This initial state can be changed using a jump to any location within the first 1M byte of memory. An environment similar to real mode memory addressing is entered by the management mode interrupt, but different because instead of being able to address the first 1M of memory, SMM mode allows the Pentium to treat the memory system as a flat 4G-byte system.

In addition to executing software that begins at location 38000H, the SMM interrupt also stores the state of the Pentium in what is called a *dump record*. The dump record is stored at memory locations 3FFA8H through 3FFFFH, with an area at locations 3FE00H through 3FEF7H reserved by Intel. Table 17–2 lists the contents of the dump record.

The halt auto restart and I/O trap restarts are used when the SMM mode is exited by the RSM instruction. These data allow the RSM instruction to return to the halt state or return to the interrupt

**TABLE 17–2** Pentium SMM state dump record

| Offset Address | Register                |
|----------------|-------------------------|
| FFFCH          | CR0                     |
| FFF8H          | CR3                     |
| FFF4H          | EFLAGS                  |
| FFF0H          | EIP                     |
| FFECH          | EDI                     |
| FFE8H          | ESI                     |
| FFE4H          | EBP                     |
| FFE0H          | ESP                     |
| FFDCH          | EBX                     |
| FFD8H          | EDX                     |
| FFD4H          | ECX                     |
| FFD0H          | EAX                     |
| FFCCH          | DR6                     |
| FFC8H          | DR7                     |
| FFC4H          | TR                      |
| FFC0H          | LDTR                    |
| FFBCH          | GS                      |
| FFB8H          | FS                      |
| FFB4H          | DS                      |
| FFB0H          | SS                      |
| FFACH          | CS                      |
| FFA8H          | ES                      |
| FF04H–FFA7H    | Reserved                |
| FF02H          | Halt auto restart       |
| FF00H          | I/O trap restart        |
| FEFCH          | SMM revision identifier |
| FEF8H          | State dump base         |
| FE00H–FEF7H    | Reserved                |

*Note:* The offset addresses are initially located at base address 00003000H.

I/O instruction. If neither a halt nor an I/O operation were in effect upon entering the SMM mode, the RSM instruction reloads the state of the machine from the state dump and returns to the point of interruption.

The SMM mode can be used by the system before the normal operating system is placed in the memory and executed. It can also periodically be used to manage the system, provided normal software doesn't exist at locations 38000H–3FFFFH. If the system relocates the SMRAM before booting the normal operating system, it becomes available for use in addition to the normal system.

The base address of the SMM mode SMRAM is changed by modifying the value in the state dump base address register (locations 3FEF8H through 3F3FBH) after the first memory-management mode interrupt. When the first RSM instruction is executed, returning control back to the interrupted system, the new value from these locations changes the base address of the SMM interrupt for all future uses. For example, if the state dump base address is changed to 000E8000H, all subsequent SMM interrupts use locations E8000H–EFFFFH for the Pentium state dump. These locations are compatible with DOS and Windows.

## 17-4

## NEW PENTIUM INSTRUCTIONS

The Pentium contains only one new instruction that functions with normal system software; the remainder of the new instructions are added to control the memory-management mode feature and to serialize instructions. Table 17-3 lists the new instructions added to the Pentium instruction set.

The CMPXCHG8B instruction is an extension of the CMPXCHG instruction added to the 80486 instruction set. The CMPXCHG8B instruction compares the number 64-bit stored in EDX and EAX with the contents of a 64-bit memory location or register pair. For example, the CMPXCHG8B DATA1 instruction compares the eight bytes stored in memory location DATA1 with the 64-bit number in EDX and EAX. If DATA1 equals EDX:EAX, the 64-bit number stored in ECX:EBX is stored in memory location DATA1. If they are not equal, the contents of DATA1 are stored into EDX:EAX. Note that the zero flag bit indicates that the contents of EDX:EAX are equal or not equal to DATA1.

The CPUID instruction reads the CPU identification code and other information from the Pentium. Table 17-4 shows different information returned from the CPUID instruction for various input values for EAX. To use the CPUID instruction, first load EAX with the input value and then execute CPUID. The information is returned in the registers as indicated in the table.

If a 0 is placed in EAX before executing the CPUID instruction, the microprocessor returns the vendor identification in EBX, EDX, and ECX. For example, the Intel Pentium returns "GenuineIntel" in ASCII code with the "Genu" in the EBX, "ineI" in EDX, and "ntel" in ECX.

**TABLE 17-3** New Pentium instructions

| Instruction | Function                                |
|-------------|-----------------------------------------|
| CMPXCHG8B   | Compare and exchange eight bytes        |
| CPUID       | Return the CPU identification code      |
| RDTSC       | Read time stamp counter                 |
| RDMSR       | Read model specific register            |
| WRMSR       | Write model specific register           |
| RSM         | Return from system management interrupt |

**TABLE 17-4** CPUID instruction execution

|   | <i>Input Value (EAX)</i> | <i>Result after CPUID Executes</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|---|--------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0 |                          | EAX = 1 for all microprocessors<br>EBX–EDX–ECX = vendor identification                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| 1 |                          | EAX (bits 3–0) = Stepping ID<br>EAX (bits 7–4) = Model<br>EAX (bits 11–8) = Family<br>EAX (bits 13–12) = Type<br>EAX (bits 31–14) = Reserved<br>EDX (bit 0) = CPU contains FPU<br>EDX (bit 1) = Enhanced 8086 virtual mode supported<br>EDX (bit 2) = I/O breakpoints supported<br>EDX (bit 3) = Page size extensions supported<br>EDX (bit 4) = Time stamp counter TSC supported<br>EDX (bit 5) = Pentium-style MSR supported<br>EDX (bit 6) = Reserved<br>EDX (bit 7) = Machine check exception supported<br>EDX (bit 8) = CMPXCHG8B supported<br>EDX (bit 9) = 3.3 V microprocessor<br>EDX (bits 10–31) = Reserved |

The EDX register returns information if EAX is loaded with a 1 before executing the CPUID instruction.

Example 17-1 illustrates a short program that reads the vendor information with the CPUID instruction. It then displays the information on the video screen using the DISP macro. Note that this program works with a Pentium or any of the other Pentium clones that are on the market. It also works with the Pentium Pro microprocessor.

### EXAMPLE 17-1

```
.MODEL TINY
.586 ;select the Pentium
0000
.CODE
DISP MACRO ;;display character macro
 MOV AH,2
 MOV DL,BL
 INT 21H
 SHR EBX,8
 ENDM
.STARTUP
0100 66| B8 00000000 MOV EAX,0
0106 0F A2 CPUID ;get ID from Pentium
0108 66| 52 PUSH EDX
DISP
DISP
DISP
DISP
0132 66| 5B POP EBX ;display next 4 letters
DISP
DISP
DISP
DISP
015C 66| 8B D9 MOV EBX,ECX ;display last 4 letters
DISP
DISP
DISP
```

```

 DISP
.EXIT
END

```

The RDTSC instruction reads the time stamp counter into EDX:EAX. The time stamp counter counts CPU clocks from the time the microprocessor is reset, where the time stamp counter is cleared to zero. Because this is a 64-bit count, a 100 MHz microprocessor can accumulate a count of over 5,800 years before the time stamp counter rolls over. This instruction only functions in real mode or privilege level 0 in protected mode. If you are using a DOS shell from Windows or operating with a memory manager, this instruction will not function and will cause a general protection error.

Example 17-2 shows a macro sequence that times events to the microsecond. It uses the Pentium time stamp to time events and returns the elapsed time in microseconds in the EAX register. Note that there are three parameters associated with the macro. The first parameter passes the location of a quadword memory location used to store an image of the time stamp clock in the memory system. Make sure that this is defined with the DQ directive. The second parameter passes the clock frequency of the Pentium in MHz to the macro and determines if it is to start the clock or return the elapsed time. If the final parameter is START, the clock is started; if it is READ, the elapsed time is returned in EAX in microseconds. Note that this macro can only be used in real mode or privilege level 0 of protected mode.

### EXAMPLE 17-2

```

EVENT MACRO WHERE,SPEED,OPER
 PUSH EDX ; save registers
 PUSH ECX
 IFIDN <OPER>,<START>
 RDTSC
 MOV DWORD PTR WHERE,EAX ; ; save current count
 MOV DWORD PTR WHERE+4,EDX
 ENDIF
 IFIDN <OPER>,<READ>
 RDTSC
 SUB EAX,DWORD PTR WHERE ; ; form difference
 SBB EDX,DWORD PTR WHERE+4
 MOV ECX,SPEED ; ; convert to microseconds
 DIV ECX
 ENDIF
 POP ECX
 POP EDX
ENDM

```

The RDMSR and WRMSR instructions allow the model-specific registers to be read or written. The model-specific registers are unique to the Pentium and are used to trace, check performance, test, and check for machine errors. Both instructions use ECX to convey the register number to the microprocessor and use EDX:EAX for the 64-bit wide read or write. Note that the register addresses are 0H–13H. Refer to Table 17-5 for a list of the Pentium model-specific registers and their contents. As with the RDTSC instruction, these also operate only in the real mode or privilege level 0 of protected mode.

Never use an undefined value in ECX before using the RDMSR or WRMSR instructions. If ECX = 0 before the read or write machine-specific register instruction, the value returned EDX:EAX is the machine check exception address. If ECX = 1, the value is the machine check exception type; if ECX = 0EH, the test register 12 (TR12) is accessed. Note that these are internal registers designed for in-house testing. The contents of these registers are proprietary to Intel and should not be used during normal programming.

The RMS instruction returns form a memory-management mode interrupt. The memory-management mode interrupt is explained in Section 17-3.

**TABLE 17–5** The Pentium model-specific registers

| Address (ECX) | Size    | Function                             |
|---------------|---------|--------------------------------------|
| 00H           | 64-bits | Machine check exception address      |
| 01H           | 5-bits  | Machine check exception type         |
| 02H           | 14-bits | TR1 parity reversal test register    |
| 03H           | —       | —                                    |
| 04H           | 4-bits  | TR2 instruction cache end bits       |
| 05H           | 32-bits | TR3 cache data                       |
| 06H           | 32-bits | TR4 cache tag                        |
| 07H           | 15-bits | TR4 cache control                    |
| 08H           | 32-bits | TR6 TLB command                      |
| 09H           | 32-bits | TR7 TLB data                         |
| 0AH           | —       | —                                    |
| 0BH           | 32-bits | TR9 BTB tag                          |
| 0CH           | 32-bits | TR10 BTB target                      |
| 0DH           | 12-bits | TR11 BTB control                     |
| 0EH           | 10-bits | TR12 new feature control             |
| 0FH           | —       | —                                    |
| 10H           | 64-bits | Time stamp counter (can be written)  |
| 11H           | 26-bits | Events counter selection and control |
| 12H           | 40-bits | Events counter 0                     |
| 13H           | 40-bits | Events counter 1                     |

**17–5****INTRODUCTION TO THE PENTIUM PRO MICROPROCESSOR**

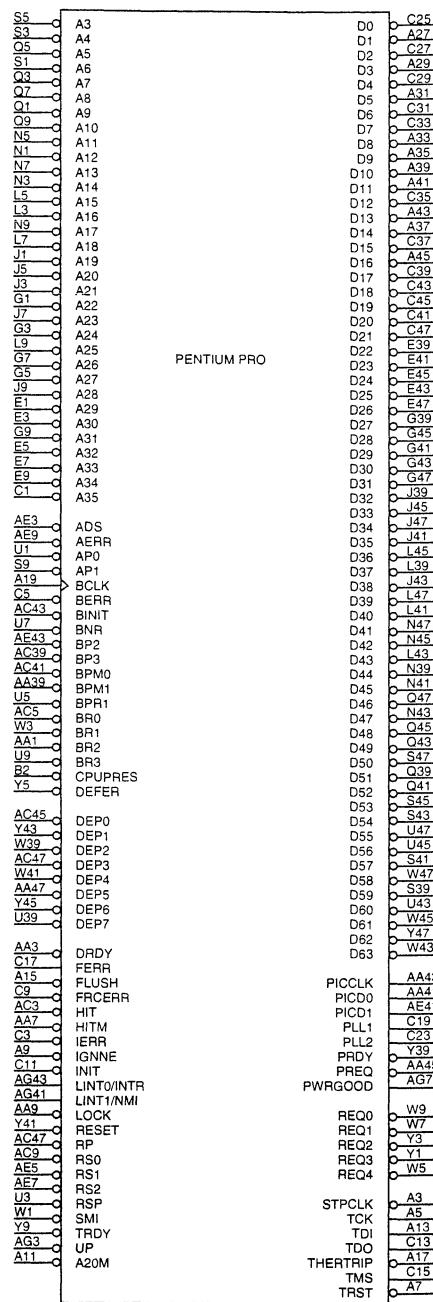
Before the Pentium Pro or any other microprocessor can be used in a system, the function of each pin must be understood. This section of the chapter details the operation of each pin, along with the external memory system and I/O structures of the Pentium Pro microprocessor.

Figure 17–12 illustrates the pin-out of the Pentium Pro microprocessor, which is packaged in an immense 387-pin PGA (pin grid array). Currently, the Pentium Pro is available in two versions. One version contains a 256K level 2 cache; the other contains a 512K level 2 cache. The notable difference in the pin-out of the Pentium Pro when compared to the earlier Pentium is that there are provisions for a 36-bit address bus, which allows access to 64G bytes of memory. This is meant for future use because no system today contains anywhere near that amount of memory.

As with most recent versions of the Pentium microprocessor, the Pentium Pro requires a single +3.3V power supply for operation. The power supply current is a maximum of 9.9 A for the 150 MHz version of the Pentium Pro, which also has a maximum power dissipation of 26.7 W. At present, a good heat sink with considerable airflow is required to keep the Pentium Pro cool. As with the Pentium, the Pentium Pro contains multiple  $V_{CC}$  and  $V_{SS}$  connections that must all be connected for proper operation. The Pentium Pro contains  $V_{CC}^P$  pins (primary  $V_{CC}$ ) that connect to +3.1V,  $V_{CC}^S$  (secondary  $V_{CC}$ ) pins that connect to +3.3V, and  $V_{CC}^5$  (standard  $V_{CC}$ ) pins that connect to +5.0V. There are also some pins that are labeled N/C (no connection) and must not be connected.

Each Pentium Pro output pin is capable of providing an ample 48.0 mA of current at a logic 0 level. This represents a considerable increase in drive current compared to the 2.0 mA available on earlier microprocessor output pins. Each input pin represents a small load requiring only 15  $\mu$ A of current. Because of the 48.0 mA of drive current available on each output, only an extremely large system requires bus buffers.

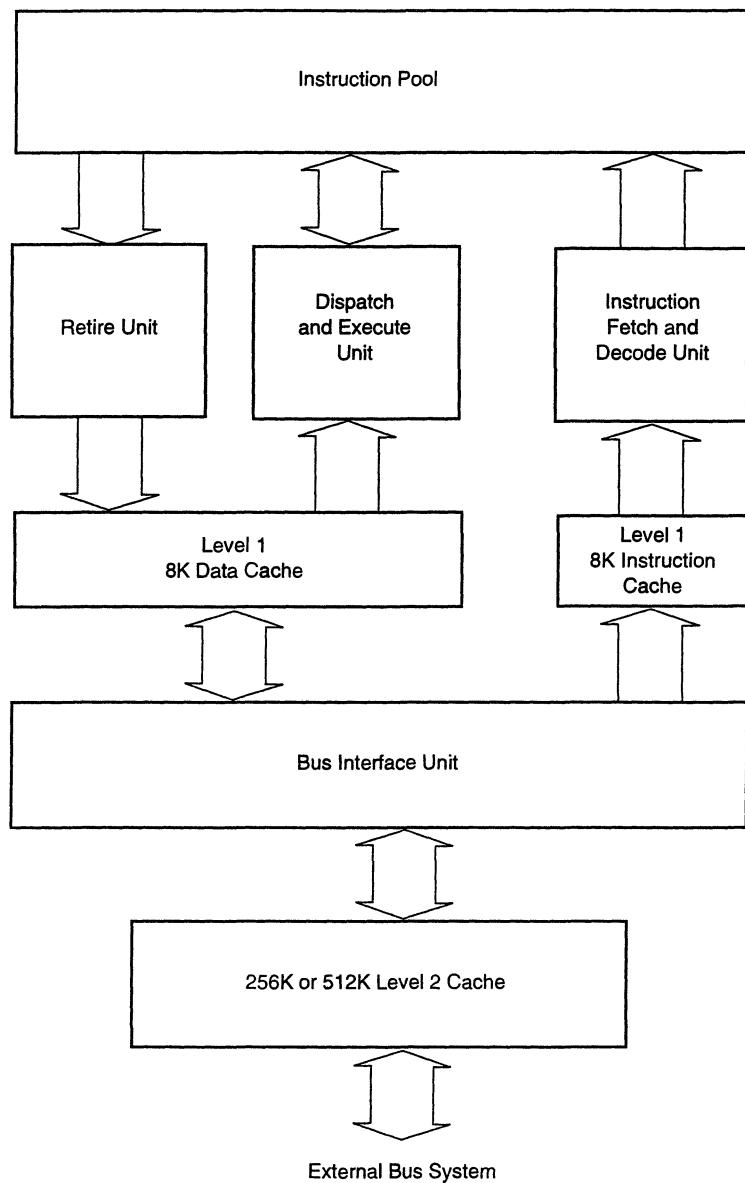
**FIGURE 17-12** The pin-out of the Pentium Pro microprocessor



### Internal Structure of the Pentium Pro

The Pentium Pro is structured differently than earlier microprocessors. Early microprocessors contained an execution unit and a bus interface unit with a small cache buffering the execution unit for the bus interface unit. This structure was modified in later microprocessors, but the modifications were just additional stages within the microprocessors. The Pentium architecture is also a modification, but a more significant one than in earlier microprocessors. Figure 17-13 shows a block diagram of the internal structure of the Pentium Pro microprocessor.

**FIGURE 17-13** The internal structure of the Pentium Pro microprocessor



The system buses, which communicate to the memory and I/O, connect to an internal level 2 cache that is often on the main board in most other microprocessor systems. The level 2 cache in the Pentium Pro is either 256K bytes or 512K bytes. The integration of the level 2 cache speeds processing and reduces the number of components in a system.

The bus interface unit (BIU) controls the access to the system buses through the level 2 cache, as it does in most other microprocessors. Again, the difference is that the level 2 cache is integrated. The BIU generates the memory address and control signals and passes and fetches data or instructions to either a level 1 data cache or a level 1 instruction cache. Each of these are presently 8K bytes in size and may be made larger in future versions of the microprocessor. Earlier versions of the Intel microprocessor contained a unified cache that held both instructions and data. The implementation of separate caches improves performance, because data-intensive programs no longer fill the cache with data.

The instruction cache is connected to the instruction fetch and decode unit (IFDU). Although not shown, the IFDU contains three separate instruction decoders that decode three instructions simultaneously. Once decoded, the outputs of the three decoders are passed to the instruction pool, where they remain until the dispatch and execution unit or the retire unit obtains them. Also included within the IFDU is a branch prediction logic section, which looks ahead in code sequences that contain conditional jump instructions. If a conditional jump is located, the branch prediction logic tries to determine the next instruction in the flow of a program.

Once decoded, instructions are passed to the instruction pool, where they are held for processing. The instruction pool is a content-addressable memory, but Intel never states its size in the literature.

The dispatch and execute unit (DEU) retrieves decoded instructions from the instruction pool, when they are complete, and executes them. The internal structure of the DEU is illustrated in Figure 17-14. Notice that the DEU contains three instruction execution units: two for processing integer instructions, and one for floating-point instructions. This means that the Pentium Pro can process two integer instructions and one floating-point instruction simultaneously. The Pentium also contains three execution units, but the architecture is different, because the Pentium does not contain a jump execution unit or address generation units as does the Pentium Pro. The reservation station (RS) can schedule up to five events for execution and can process four simultaneously. Note that there are two station components connected to one of the address generation units that does not appear in the illustration of Figure 17-14.

The last internal structure of the Pentium Pro is the retire unit (RU). The RU checks the instruction pool and removes decoded instructions that have been executed. The RU can remove three decoded instructions per clock pulse.

## Pin Connections

The number of pins has been increased from the 237 pins on the Pentium to 387 pins on the Pentium Pro. Following is a description of each pin or grouping of pins:

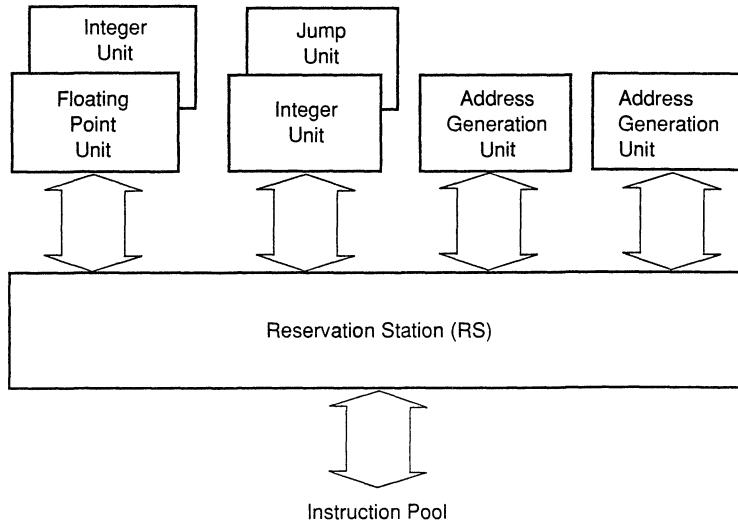
### A20M

The **address A20 mask** is an input that is asserted in the real mode to signal the Pentium Pro to perform address wraparound, as in the 8086 microprocessor, for use of the HIMEM.SYS driver.

### A35–A3

**Address bus** connections address any of the  $512\text{K} \times 64$  memory locations found in the Pentium Pro memory system.

**FIGURE 17-14** The Pentium Pro dispatch and execution unit (DEU)



**TABLE 17-6** The memory size as dictated by ASZ pins

| <i>ASZ1</i> | <i>ASZ0</i> | <i>Memory Size</i> |
|-------------|-------------|--------------------|
| 0           | 0           | 0-4G               |
| 0           | 1           | 4G-64G             |
| 1           | X           | Reserved           |

**ADS**

The **address data strobe** becomes active whenever the Pentium Pro has issued a valid memory or I/O address.

**APO, API**

**Address parity** provides even parity for the memory address on all Pentium Pro-initiated memory and I/O transfers. The **APO** output provides parity for address connections A23-A3, and the **API** output provides parity for address connections A35-A24.

**ASZ0,ASZ1**

**Address size inputs** are driven to select the size of the memory access. Table 17-6 illustrates the size of the memory access for the binary bit patterns on these two inputs to the Pentium Pro.

**BCLK**

The **bus clock** input determines the operating frequency of the Pentium Pro microprocessor. For example, if BCLK is 66 MHz, various internal clocking speeds are selected by the logic levels applied to the pins in Table 17-7. A BCLK frequency of 66 MHz runs the system bus at 66 MHz.

**BERR**

The **bus error** input/output either signals a bus error along or is asserted by an external device to cause either a machine check interrupt or a non-maskable interrupt.

**BINIT**

**Bus initialization** is active on power up to initialize the bus system.

**BNR**

**Block next request** is used to halt the system in a multiple microprocessor system.

**BP3, BP2**

The **break point status** outputs indicate the status of the Pentium Pro break points.

**BPM1, BPM0**

The **break point monitor** outputs indicate the status of the break points and programmable counters.

**BPRI**

**Priority agent bus request** is an input that causes the microprocessor to cease bus requests.

**TABLE 17-7** The BCLK signal and its effect on the Pentium Pro clock speed

| <i>LINT1/NMI</i> | <i>LINT0/INT R</i> | <i>IGNNE</i> | <i>A20M</i> | <i>Ratio</i> | <i>Speed with BCLK = 50 MHz</i> | <i>Speed with BCLK = 66 MHz</i> |
|------------------|--------------------|--------------|-------------|--------------|---------------------------------|---------------------------------|
| 0                | 0                  | 0            | 0           | 2            | 100 MHz                         | 133 MHz                         |
| 0                | 0                  | 0            | 1           | 4            | 200 MHz                         | 266 MHz                         |
| 0                | 0                  | 1            | 0           | 3            | 150 MHz                         | 200 MHz                         |
| 0                | 0                  | 1            | 1           | 5            | 250 MHz                         | 333 MHz                         |
| 0                | 1                  | 0            | 0           | 5/2          | 125 MHz                         | 166 MHz                         |
| 0                | 1                  | 0            | 1           | 9/2          | 225 MHz                         | 300 MHz                         |
| 0                | 1                  | 1            | 0           | 7/2          | 175 MHz                         | 233 MHz                         |
| 0                | 1                  | 1            | 1           | 11/2         | 275 MHz                         | 366 MHz                         |
| 1                | 1                  | 1            | 1           | 2            | 100 MHz                         | 133 MHz                         |

|                    |                                                                                                                                                                                                                       |
|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>BR3–BR0</b>     | The <b>bus request</b> inputs allow up to four Pentium Pro microprocessors to coexist on the same bus system.                                                                                                         |
| <b>BREQ3–BREQ0</b> | <b>Bus request</b> signals are used for multiple microprocessors on the same system bus.                                                                                                                              |
| <b>D63–D0</b>      | <b>Data bus</b> connections transfer byte, word, doubleword, and quadword data between the microprocessor and its memory and I/O system.                                                                              |
| <b>DBSY</b>        | <b>Data bus busy</b> is asserted to indicate that the data bus is busy transferring data.                                                                                                                             |
| <b>DEFER</b>       | The <b>defer</b> input is asserted during the snoop phase to indicate that the transaction cannot be guaranteed in-order completion.                                                                                  |
| <b>DEN</b>         | The <b>defer enable</b> signal is driven to the bus on the second phase of a request phase.                                                                                                                           |
| <b>DEP7–DEP0</b>   | <b>Data bus ECC protection signals</b> provide error correction codes for correcting a single bit error and detecting a double bit error.                                                                             |
| <b>FERR</b>        | <b>Floating-point error</b> is comparable to the ERROR line in the 80386 to show that the internal coprocessor has erred.                                                                                             |
| <b>FLUSH</b>       | The <b>flush cache</b> input causes the cache to flush all write-back lines and invalidate its internal caches. If the FLUSH input is a logic 0 during a reset operation, the Pentium enters its test mode.           |
| <b>FRCERR</b>      | <b>Functional redundancy check error</b> is used if two Pentium Pro microprocessors are configured in a pair.                                                                                                         |
| <b>HIT</b>         | <b>Hit</b> shows that the internal cache contains valid data in the inquire mode.                                                                                                                                     |
| <b>HITM</b>        | <b>Hit modified</b> shows that the inquire cycle found a modified cache line. This output is used to inhibit other master units from accessing data until the cache line is written to memory.                        |
| <b>IERR</b>        | The <b>internal error</b> output shows that the Pentium Pro has detected an internal parity error or functional redundancy error.                                                                                     |
| <b>IGNNE</b>       | The <b>ignore numeric error</b> input causes the Pentium Pro to ignore a numeric coprocessor error.                                                                                                                   |
| <b>INIT</b>        | The <b>initialization</b> input performs a reset without initializing the caches, write-back buffers, and floating-point registers. This may not be used to reset the microprocessor in lieu of RESET after power-up. |
| <b>INTR</b>        | <b>Interrupt request</b> is used by external circuitry to request an interrupt.                                                                                                                                       |
| <b>LEN</b>         | <b>Length</b> signals (bit 0 and 1) indicate the size of the data transfer, as illustrated in Table 17–8.                                                                                                             |
| <b>LINT</b>        | The <b>local interrupt</b> inputs function as NMI and INTR and also set the clock divider frequency on reset.                                                                                                         |
| <b>LOCK</b>        | <b>Lock</b> becomes a logic 0 whenever an instruction is prefixed with the LOCK: prefix. This is most often used during DMA accesses.                                                                                 |

**TABLE 17–8** The LEN bits show the size of a data transfer

| <i>LEN1</i> | <i>LEN0</i> | <i>Data Transfer Size</i> |
|-------------|-------------|---------------------------|
| 0           | 0           | 0–8 bytes                 |
| 0           | 1           | 16 bytes                  |
| 1           | 0           | 32 bytes                  |
| 1           | 1           | Reserved                  |

**TABLE 17–9** The function of the request signals in the first clocking period

| <i>REQ4</i> | <i>REQ3</i> | <i>REQ2</i> | <i>REQ1</i> | <i>REQ0</i> | <i>Function</i>  |
|-------------|-------------|-------------|-------------|-------------|------------------|
| 0           | 0           | 0           | 0           | 0           | Deferred reply   |
| 0           | 0           | 0           | 0           | 1           | Reserved         |
| 0           | 1           | 0           | 0           | 0           | Case 1*          |
| 0           | 1           | 0           | 0           | 1           | Case 2*          |
| 1           | 0           | 0           | 0           | 0           | I/O read         |
| 1           | 0           | 0           | 0           | 1           | I/O write        |
| X           | X           | 0           | 1           | 0           | Memory read      |
| X           | X           | 0           | 1           | 1           | Memory write     |
| X           | X           | 1           | 0           | 0           | Memory code read |
| X           | X           | 1           | 1           | 0           | Memory data read |
| X           | X           | 1           | X           | 1           | Memory write     |

\*Note: See Table 17–10 for the second clock pulse for these codes.

|                |                                                                                                                                                                                                                                                                                                                             |
|----------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>NMI</b>     | The <b>non-maskable interrupt</b> requests a non-maskable interrupt, as it did on the earlier versions of the microprocessor.                                                                                                                                                                                               |
| <b>PICCLK</b>  | The <b>clock signal</b> input is used for synchronous data transfers.                                                                                                                                                                                                                                                       |
| <b>PICD</b>    | The <b>processor interface serial data</b> is used to transfer bi-directional serial messages between Pentium Pro microprocessors.                                                                                                                                                                                          |
| <b>PWRGOOD</b> | <b>Power good</b> is an input that is placed at a logic 1 level when the power supply and clock have stabilized.                                                                                                                                                                                                            |
| <b>REQ</b>     | <b>Request signals</b> (bits 0–4) define the type of data transfer operation, as illustrated in Tables 17–9 and 17–10.                                                                                                                                                                                                      |
| <b>RESET</b>   | <b>Reset</b> initializes the Pentium Pro, causing it to begin executing software at memory location FFFFFFFF0H. The Pentium Pro is reset to the real mode and the leftmost 12 address connections remain logic 1's (FFFH) until a far jump or far call is executed. This allows compatibility with earlier microprocessors. |
| <b>RP</b>      | <b>Request parity</b> provides a means of requesting that the Pentium Pro checks parity.                                                                                                                                                                                                                                    |
| <b>RS</b>      | The <b>response status</b> inputs cause the Pentium Pro to perform functions as listed in Table 17–11.                                                                                                                                                                                                                      |
| <b>RSP</b>     | The <b>response parity</b> input applies a parity error signal from an external parity checker.                                                                                                                                                                                                                             |

**TABLE 17–10** The second clock pulse and the request signals as they apply to case 1 and 2 from Table 17–9

| <i>Case</i> | <i>REQ4</i> | <i>REQ3</i> | <i>REQ2</i> | <i>REQ1</i> | <i>REQ0</i> | <i>Function</i>       |
|-------------|-------------|-------------|-------------|-------------|-------------|-----------------------|
| 1           | X           | X           | X           | 0           | 0           | Interrupt acknowledge |
| 1           | X           | X           | X           | 0           | 1           | Special transactions  |
| 1           | X           | X           | X           | 1           | X           | Reserved              |
| 2           | X           | X           | X           | 0           | 0           | Branch trace message  |
| 2           | X           | X           | X           | 0           | 1           | Reserved              |
| 2           | X           | X           | X           | 1           | X           | Reserved              |

**TABLE 17-11** The operation of the Pentium Pro in response to the RS inputs

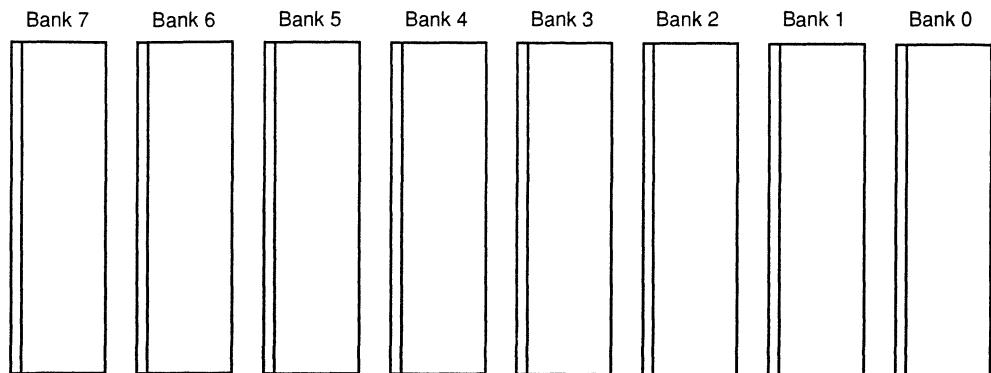
| <i>RS2</i> | <i>RS1</i> | <i>RS0</i> | <i>Function</i>     | <i>HITM</i> | <i>DEFER</i> |
|------------|------------|------------|---------------------|-------------|--------------|
| 0          | 0          | 0          | Idle state          | X           | X            |
| 0          | 0          | 1          | Retry               | 0           | 1            |
| 0          | 1          | 0          | Defer               | 0           | 1            |
| 0          | 1          | 1          | Reserved            | 0           | 1            |
| 1          | 0          | 0          | Hard failure        | X           | X            |
| 1          | 0          | 1          | Normal, no data     | 0           | 0            |
| 1          | 1          | 0          | Implicit write-back | 1           | X            |
| 1          | 1          | 1          | Normal with data    | 0           | 0            |

|               |                                                                                                                                                                           |
|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>SMI</b>    | The <b>system management interrupt</b> input causes the Pentium Pro to enter the system management mode of operation.                                                     |
| <b>SMMEM</b>  | The <b>system memory-management mode</b> signal becomes a logic 0 whenever the Pentium Pro is executing in the system memory-management mode interrupt and address space. |
| <b>SPCLK</b>  | The <b>split lock</b> signal is placed at a logic 0 level to indicate that the transfer will contain four locked transactions.                                            |
| <b>STPCLK</b> | <b>Stop clock</b> causes the Pentium Pro to enter the power-down state when placed at a logic 0 level.                                                                    |
| <b>TCK</b>    | The <b>testability clock</b> input selects the clocking function in accordance to the IEEE 1149.1 Boundary Scan interface.                                                |
| <b>TDI</b>    | The <b>test data</b> input is used to test data clocked into the Pentium with the TCK signal.                                                                             |
| <b>TDO</b>    | The <b>test data</b> output is used to gather test data and instructions shifted out of the Pentium with TCK.                                                             |
| <b>TMS</b>    | The <b>test mode select</b> input controls the operation of the Pentium in test mode.                                                                                     |
| <b>TRDY</b>   | The <b>target ready</b> input is asserted when the target is ready for a data transfer operation.                                                                         |

## The Memory System

The memory system for the Pentium Pro microprocessor is 4G bytes in size, just as in the 80386DX–Pentium microprocessors, but access to an area between 4G and 64G is made possible by additional address signals A32–A35. The Pentium Pro uses a 64-bit data bus to address memory organized in eight banks that each contain 8G bytes of data. Note that the additional memory is enabled with bit position 5 of CR4 and is accessible only when 2M paging is enabled. Note that 2M paging is new to the Pentium Pro to allow memory above 4G to be accessed. More information is presented on Pentium Pro paging later in this chapter. Refer to Figure 17-15 for the organization of the Pentium Pro physical memory system.

The Pentium Pro memory system is divided into eight banks that each store a byte of data with a parity bit. Note that most Pentium and Pentium Pro microprocessor-based systems forgo the use of the parity bit. The Pentium Pro, like the 80486 and the Pentium, employs internal parity generation and checking logic for the memory system data bus information. The 64-bit wide memory is important to double-precision floating-point data. Recall that a double-precision floating-point number is 64-bits wide. As with earlier Intel microprocessors, the memory system is numbered in bytes from byte 00000000H to byte FFFFFFFFH. This nine-digit hexadecimal address is employed in a system that addresses 64G of memory.



**FIGURE 17-15** The eight memory banks in the Pentium Pro system. Note each bank is 8-bits wide and 8G long if 36-bit addressing is enabled.

Memory selection is accomplished with the bank enable signals ( $\overline{BE7}$ – $\overline{BE0}$ ). In the Pentium Pro microprocessor, the bank enable signals are presented on the address bus (A<sub>15</sub>–A<sub>8</sub>) during the second clock cycle of a memory or I/O access. These must be extracted from the address bus to access memory banks. The separate memory banks allow the Pentium Pro to access any single byte, word, doubleword, or quadword with one memory transfer cycle. As with earlier memory selection logic, we often generate eight separate write strobes for writing to the memory system. Note that the memory write information is provided on the request lines from the microprocessor during the second clock phase of a memory or I/O access.

A new feature added to the Pentium and Pentium Pro is the ability to check and generate parity for the address bus during certain operations. The AP pin (Pentium) or pins (Pentium Pro) provide the system with parity information, and the  $\overline{APCHK}$  (Pentium) or AP pins (Pentium Pro) indicate a bad parity check for the address bus. The Pentium Pro takes no action when an address parity error is detected. The error must be assessed by the system and the system must take appropriate action (an interrupt) if so desired.

## Input/Output System

The input/output system of the Pentium Pro is completely compatible with earlier Intel microprocessors. The I/O port number appears on address lines A<sub>15</sub>–A<sub>3</sub>, with the bank enable signals used to select the actual memory banks used for the I/O transfer.

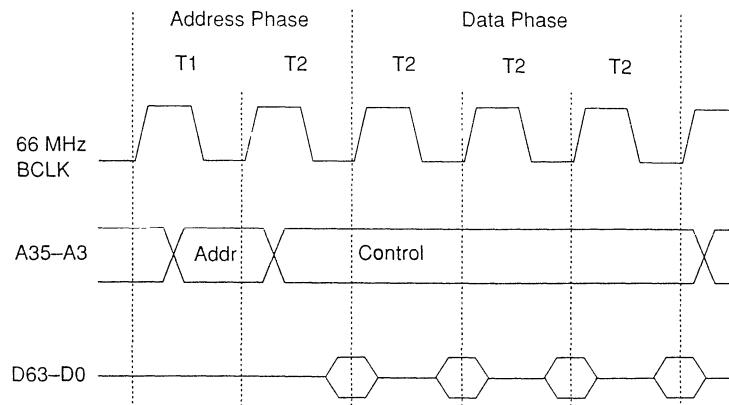
Beginning with the 80386 microprocessor, I/O privilege information is added to the TSS segment when the Pentium is operated in the protected mode. Recall that this allows I/O ports to be selectively inhibited. If the blocked I/O location is accessed, the Pentium Pro generates a type 13 interrupt to signal an I/O privilege violation.

## System Timing

As with any microprocessor, the system timing signals must be understood in order to interface the microprocessor. This portion of the text details the operation of the Pentium Pro through its timing diagrams and also shows how to determine memory access times.

The basic Pentium Pro memory cycle consists of two sections: the address phase and the data phase. During the address phase, the Pentium Pro sends the address (T1) to the memory and I/O system and also the control signals (T2). The control signals include the ATTR lines (A<sub>31</sub>–A<sub>24</sub>), the DID lines (A<sub>23</sub>–A<sub>16</sub>), the bank enable signals (A<sub>15</sub>–A<sub>8</sub>), and the EXF lines (A<sub>7</sub>–A<sub>3</sub>). Refer to Figure 17-16 for the basic timing cycle. The type of memory cycle appears on

**FIGURE 17–16** The basic Pentium Pro timing



the request pins. During the data phase, four 64-bit wide numbers are fetched or written to the memory. This operation is most common because data from the main memory are transferred between the internal 256K or 512K write-back cache and the memory system. Operations that write a byte, word, or doubleword, such as I/O transfers, use the bank selection signals and have only one clock in the data transfer phase. Notice from the timing diagram that the 66 MHz Pentium Pro is capable of 33 million memory transfers per second. This assumes that the memory can operate at that speed.

The setup time before the clock is given as 5.0 ns, and the hold time after the clock is given as 1.5 ns. This means that the data window around the clock is 6.5 ns. The address appears on the 8.0 ns maximum after the start of T1. This means that the Pentium Pro microprocessor operating at 66 MHz allows 30 ns (two clocking periods) minus the address delay time of 8.0 ns and also minus the data setup time of 5.0 ns. Memory access time without any wait states is 30 – 8.0 – 5.0, or 17.0 ns. This is enough time to allow access to a SRAM, but not to any DRAM without inserting wait states into the timing.

Wait states are inserted into the timing by controlling the TRDY input to the Pentium Pro. The TRDY signal must become a logic 0 by the end of T2; otherwise, additional T2 states are inserted into the timing. Note that 60 ns DRAM requires the insertion of four wait states of 15 ns (one clocking period) each to lengthen the access time to 77 ns. This is enough time for the DRAM and any decoder in the system to function. Because many EPROM memory devices require an access time of 100 ns, EPROM requires the addition of seven wait states to lengthen access time to 122 ns.

## 17-6

## SPECIAL PENTIUM PRO FEATURES

The Pentium Pro is essentially the same microprocessor as the 80386, 80486, and Pentium, except that some additional features and changes to the control register set have occurred. This section highlights the differences between the 80386 control register structure and the flag register.

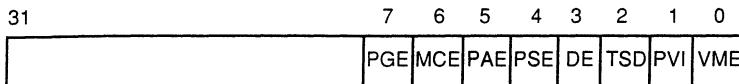
### Control Register 4

Figure 17–17 shows control register 4 of the Pentium Pro microprocessor. Notice that CR4 has two new control bits that are added to the control register array.

This section of the text explains only the two new Pentium Pro components in the control register 4. Refer to Figure 17–9 for a description and illustration of the Pentium control registers.

**FIGURE 17-17** The new control register 4 (CR4) in the Pentium Pro microprocessor

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Following is a description of the Pentium CR4 bits and the new Pentium Pro control bits in control register CR4:

- |            |                                                                                                                                                                                 |
|------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>VME</b> | <b>Virtual mode extension</b> enables support for the virtual interrupt flag in protected mode. If VME = 0, virtual interrupt support is disabled.                              |
| <b>PVI</b> | <b>Protected mode virtual interrupt</b> enables support for the virtual interrupt flag in protected mode.                                                                       |
| <b>TSD</b> | <b>Time stamp disable</b> controls the RDTSC instruction.                                                                                                                       |
| <b>DE</b>  | <b>Debugging extension</b> enables I/O breakpoint debugging extensions when set.                                                                                                |
| <b>PSE</b> | <b>Page size extension</b> enables 4M-byte memory pages when set in the Pentium or 2M-byte pages when set in the Pentium Pro.                                                   |
| <b>PAE</b> | <b>Page address extension</b> enables address lines A <sub>35</sub> –A <sub>32</sub> whenever a special new addressing mode, controlled by PSE, is enabled for the Pentium Pro. |
| <b>MCE</b> | <b>Machine check enable</b> enables the machine checking interrupt.                                                                                                             |
| <b>PGE</b> | <b>Page size extension</b> controls the new, larger 64G addressing mode whenever it is set along with PAE and PSE.                                                              |

17-7

## SUMMARY

1. The Pentium microprocessor is almost identical to the earlier 80386 and 80486 microprocessors. The main difference is that the Pentium has been modified internally to contain a dual cache (instruction and data) and a dual integer unit. The Pentium also operates at a higher clock speed of 66 MHz.
  2. The 66 MHz Pentium requires 3.3 A of current, and the 60 MHz version requires 2.91 A. The power supply must be a +5.0V supply with a regulation of  $\pm 5\%$ . Newer versions of the Pentium require a 3.3V power supply.
  3. The data bus on the Pentium is 64-bits wide and contains eight byte-wide memory banks selected with bank enable signals ( $\overline{BE0}$ – $\overline{BE7}$ ).
  4. Memory access time, without wait states, is only about 18 ns in the 66 MHz Pentium. In many cases, this short access time requires wait states introduced by controlling the  $\overline{BRDY}$  input to the Pentium.
  5. The superscaler structure of the Pentium contains three independent processing units: a floating-point processor and two integer processing units labeled U and V by Intel.
  6. The cache structure of the Pentium is modified to include two caches. One  $8K \times 8$  cache is designed as an instruction cache; the other  $8K \times 8$  cache is a data cache. The data cache can be operated as either a write-through or a write-back cache.
  7. A new mode of operation called the *system memory-management* (SMM) mode has been added to the Pentium. The SMM mode is accessed via the system memory management interrupt applied to the  $\overline{SMI}$  input pin. In response to  $\overline{SMI}$ , the Pentium begins executing software at memory location 38000H.
  8. New instructions include the CMPXCHG8B, RSM, RDMSR, WRMSR, and CPUID. The CMPXCHG8B instruction is similar to the 80486 CMPXCHG instruction. The RSM instruction returns from the system memory-management interrupt. The RDMSR and WRMSR

- instructions read or write to the machine-specific registers. The CPUID instruction reads the CPU identification code from the Pentium.
9. The built-in self-test (BIST) allows the Pentium to be tested when power is first applied to the system. A normal power-up reset activates the RESET input to the Pentium. A BIST power-up reset activates INIT and then deactivates the RESET pin. EAX is equal to a 0000000H in the BIST passes.
  10. A new proprietary Intel modification to the paging unit allows 4M-byte memory pages instead of the 4K-byte pages. This is accomplished by using the page directory to address 1,024 pages that each contain 4M of memory.
  11. The Pentium Pro is an enhanced version of the Pentium microprocessor that contains not only the level 1 caches found inside the Pentium, but the level 2 cache of 256K or 512K found on most main boards.
  12. The Pentium Pro operates using the same 66 MHz bus speed as the Pentium and the 80486. It uses an internal clock generator to multiply the bus speed by various factors to obtain higher internal execution speeds.
  13. The only significant software difference between the Pentium Pro and earlier microprocessors is the addition of the FCMOV and CMOV instructions.
  14. The only hardware difference between the Pentium Pro and earlier microprocessors is the addition of 2M paging and four extra address lines that allow access to a memory address space of 64G bytes.

1. How much memory is accessible to the Pentium microprocessor?
2. How much memory is accessible to the Pentium Pro microprocessor?
3. The memory data bus width is \_\_\_\_\_ in the Pentium.
4. What is the purpose of the DP0–DP7 pins on the Pentium?
5. If the Pentium operates at 66 MHz, what frequency clock signal is applied to the CLK pin?
6. What is the purpose of the  $\overline{\text{BRDY}}$  pin on the Pentium?
7. What is the purpose of the AP pin on the Pentium?
8. How much memory access time is allowed by the Pentium, without wait states, when it is operated at 66 MHz?
9. What Pentium pin is used to insert wait states into the timing?
10. A wait state is an extra \_\_\_\_\_ clocking period.
11. Explain how two integer units allow the Pentium to execute two non-dependent instructions simultaneously.
12. How many caches are found in the Pentium and what are their sizes?
13. How wide is the Pentium memory data sample window for a memory read operation?
14. Can the Pentium execute three instructions simultaneously?
15. What is the purpose of the  $\overline{\text{SMI}}$  pin?
16. What is the system memory-management mode of operation for the Pentium?
17. How is the system memory-management mode exited?
18. Where does the Pentium begin to execute software for an  $\overline{\text{SMI}}$  interrupt input?
19. How can the system memory-management unit dump address be modified?
20. Explain the operation of the CMPXCHG8B instruction.
21. What information is returned in register EAX after the CPUID instruction executes with an initial value of 0 in EAX?
22. What new flag bits are added to the Pentium microprocessor?
23. What new control register is added to the Pentium microprocessor?

24. Describe how the Pentium access 4M pages.
25. Explain how the time stamp clock functions and how it can be used to time events.
26. Contrast the Pentium with the Pentium Pro microprocessor.
27. Where are the bank enable signals found in the Pentium Pro microprocessor?
28. How many address lines are found in the Pentium Pro system?
29. What changes have been made to CR4 in the Pentium Pro and for what purpose?
30. Compare access times in the Pentium system with the Pentium Pro system.

---

## APPENDIX A

---

# The Assembler, Disk Operating System, Basic I/O System, Mouse, and DPMI Memory Manager

---

This appendix is provided so the use of the assembler can be understood and also to show the DOS (disk operating system), BIOS (basic I/O system), and mouse function calls that are used by assembly language to control the personal computer. The function calls control everything from reading and writing disk data to managing the keyboard and displays to controlling the mouse. The assembler represented in this text is the Microsoft ML (Version 6.X) and MASM (version 5.10) MACRO assembler programs. It is fairly important that version 6.X be used instead of the dated version 5.10. Also presented is the DPMI memory manager used when shelling out of Windows.

---

### ASSEMBLER USAGE

The assembler program requires that a symbolic program first be written, using a word processor, text editor, or the workbench program provided with the assembler package. The editor provided with version 5.10 is M.EXE, and it is strictly a full-screen editor. The editor provided with version 6.X is PWB.EXE, and it is a fully integrated development system that contains extensive help. Refer to the documentation that accompanies your assembler package for details on the operation of the editor program. If at all possible, use version 6.X of the assembler because it contains a detailed help file that guides the user through assembly language statements, directives, and even the DOS and BIOS interrupt function calls.

If you are using a word processor to develop your software, make sure that it is initialized to generate a pure ASCII file. The source file that you generate must use the extension .ASM that is required for the assembler to properly identify your source program.

Once your source file is prepared, it must be assembled. If you are using the workbench provided with version 6.X, assembling is accomplished by selecting the compile feature with your mouse. If you are using a word processor and DOS command lines with version 5.10, see Example A-1 for the dialog for version 5.10 to assemble a file called FROG.ASM.

**EXAMPLE A-1**

A&gt;MASM

```
Microsoft (R) Macro Assembler Version 5.10
Copyright (C) Microsoft Corp 1981, 1989. All rights reserved.

Source filename [.ASM]:FROG
Object filename [FROG.OBJ]:FROG
List filename [NUL.LST]:FROG
Cross reference [NUL.CRF]:FROG
```

Once a program is assembled, it must be linked before it can be executed. The linker converts the object file into an executable file (.EXE). Example A-2 shows the dialog required for the linker using an MASM version 5.10 object file. If the ML version 6.X assembler is in use, it automatically assembles and links a program using the COMPILE or BUILD command from workbench. After compiling with ML, workbench allows the program to be debugged with a debugging tool called *code view*. Code view is also available with MASM, but CV must be typed at the DOS command line to access it.

**EXAMPLE A-2**

A:&gt;LINK

```
Microsoft (R) Overlay Linker Version 3.64
Copyright (C) Microsoft Corp 1983-1988. All rights reserved.

Object modules [.OBJ]:FROG
Run file [FROG.EXE]:FROG
List file [NUL.MAP]:FROG
Libraries [.LIB]:SUBR
```

If MASM version 6.X is in use, the command line syntax differs from version 5.10. Example A-3 shows the command line syntax for ML, the assembler and linker for MASM version 6.X.

**EXAMPLE A-3**

C:&gt;ML /F1TEST.LST TEST.ASM

```
Microsoft (R) Macro Assembler Version 6.11
Copyright (C) Microsoft Corp 1981-1993. All rights reserved.

Assembling: TEST.ASM

Microsoft (R) Segmented-Executable Linker Version 5.13
Copyright (C) Microsoft Corp 1984-1993. All rights reserved.

Object Modules [.OBJ]: TEST.obj/t
Run File [TEST.com]: "TEST.com"
List File [NUL.MAP]: NUL
Libraries [.LIB]:
Definitions File [NUL.DEF]: ;
```

Version 6.X of the Microsoft MASM program contains the Programmer's Workbench program. Programmer's Workbench allows an assembly language program to be developed with its full screen editor and tool bar. Figure A-1 illustrates the display found with Programmer's Workbench. To access this program, type PWB at the DOS prompt. The make option allows a program to be automatically assembled and linked, making these tasks simple in comparison to version 5.10 of the assembler.

```

File Edit View Search Make Run Options Browse Help
C:\ASSMSLOT.ASM
DATA SEGMENT
 POS DB 33H ;position
DATA ENDS
CODE SEGMENT 'CODE'
ASSUME CS:CODE,DS:DATA
PORTA EQU 40H ;port number
STEP PROC FAR
 MOV AL,POS
 CMP CX,8000H
 JA RH ;if right-hand direction
 CMP CX,0
 JE STEP_OUT ;if no steps
STEP1:
 ROL AL,1
 OUT PORTA,AL ;step left
 macro N 00001.001

```

The screenshot shows the assembly editor interface with the file name 'C:\ASSMSLOT.ASM' in the title bar. The menu bar includes File, Edit, View, Search, Make, Run, Options, Browse, and Help. The assembly code defines segments for data and code, sets up registers, and implements a step function for a port. A macro definition is present at the bottom.

**FIGURE A-1** The edit screen from Programmer’s Workbench used to develop assembly language programs

## ASSEMBLER MEMORY MODELS

Memory models and the .MODEL statement are introduced in Chapter 4 and used exclusively throughout the text. Here we completely define the memory models available for software development. Each model defines the way that a program is stored in the memory system. Table A-1 describes the different models available with both MASM and ML.

**TABLE A-1** Memory models for the assembler

| <i>Model Type</i> | <i>Description</i>                                                                                                                                         |
|-------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Tiny              | All data and code must fit into one segment. Tiny programs are written in .COM format, which means that the program must be originated at location 100H.   |
| Small             | This model contains two segments: one data segment of 64K bytes and one code segment of 64K bytes.                                                         |
| Medium            | This model contains one data segment of 64K bytes and any number of code segments for large programs.                                                      |
| Compact           | One code segment contains the program, and any number of data segments contain the data.                                                                   |
| Large             | The large model allows any number of code and data segments.                                                                                               |
| Huge              | This model is the same as large, but the data segments may contain more than 64K bytes each.                                                               |
| Flat              | Only available to MASM 6.X. The flat model uses one segment of 512K bytes to store all data and code. Note that this model is mainly used with Windows NT. |

Note that the tiny model is used to create a .COM file instead of an execute file. The .COM file is different because all data and code fit into one code segment. A .COM file must use an origin of offset address 0100H as the start of the program. A .COM file loads from the disk and executes faster than the normal execute (.EXE) file. For most applications, we normally use the execute file (.EXE) and the small memory model.

When models are used to create a program, certain defaults apply as illustrated in Table A-2. The directive in this table is used to start a particular type of segment for the models listed in the

**TABLE A-2** Defaults for the .MODEL directive

| Model         | Directives | Name      | Align | Combine | Class      | Group  |
|---------------|------------|-----------|-------|---------|------------|--------|
| Tiny          | .CODE      | _TEXT     | word  | PUBLIC  | 'CODE'     | DGROUP |
|               | .FARDATA   | FAR_DATA  | para  | private | 'FAR_DATA' |        |
|               | .FARDATA?  | FAR_BSS   | para  | private | 'FAR_BSS'  |        |
|               | .DATA      | _DATA     | word  | PUBLIC  | 'DATA'     | DGROUP |
|               | .CONST     | CONST     | word  | PUBLIC  | 'CONST'    | DGROUP |
|               | .DATA?     | _BSS      | word  | PUBLIC  | 'BSS'      | DGROUP |
| Small         | .CODE      | _TEXT     | word  | PUBLIC  | 'CODE'     |        |
|               | .FARDATA   | FAR_DATA  | para  | private | 'FAR_DATA' |        |
|               | .FARDATA?  | FAR_BSS   | para  | private | 'FAR_BSS'  |        |
|               | .DATA      | _DATA     | word  | PUBLIC  | 'DATA'     | DGROUP |
|               | .CONST     | CONST     | word  | PUBLIC  | 'CONST'    | DGROUP |
|               | .DATA?     | _BSS      | word  | PUBLIC  | 'BSS'      | DGROUP |
| Medium        | .STACK     | STACK     | para  | STACK   | 'STACK'    | DGROUP |
|               | CODE       | name_TEXT | word  | PUBLIC  | 'CODE'     |        |
|               | .FARDATA   | FAR_DATA  | para  | private | 'FAR_DATA' |        |
|               | .FARDATA?  | FAR_BSS   | para  | private | 'FAR_BSS'  |        |
|               | .DATA      | _DATA     | word  | PUBLIC  | 'DATA'     | DGROUP |
|               | .CONST     | CONST     | word  | PUBLIC  | 'CONST'    | DGROUP |
| Compact       | .DATA?     | _BSS      | word  | PUBLIC  | 'BSS'      | DGROUP |
|               | .STACK     | STACK     | para  | STACK   | 'STACK'    | DGROUP |
|               | CODE       | _TEXT     | word  | PUBLIC  | 'CODE'     |        |
|               | .FARDATA   | FAR_DATA  | para  | private | 'FAR_DATA' |        |
|               | .FARDATA?  | FAR_BSS   | para  | private | 'FAR_BSS'  |        |
|               | .DATA      | _DATA     | word  | PUBLIC  | 'DATA'     | DGROUP |
| Large or huge | .CONST     | CONST     | word  | PUBLIC  | 'CONST'    | DGROUP |
|               | .DATA?     | _BSS      | word  | PUBLIC  | 'BSS'      | DGROUP |
|               | .STACK     | STACK     | para  | STACK   | 'STACK'    | DGROUP |
|               | CODE       | name_TEXT | word  | PUBLIC  | 'CODE'     |        |
|               | .FARDATA   | FAR_DATA  | para  | private | 'FAR_DATA' |        |
|               | .FARDATA?  | FAR_BSS   | para  | private | 'FAR_BSS'  |        |
| Flat          | .DATA      | _DATA     | word  | PUBLIC  | 'DATA'     | DGROUP |
|               | .CONST     | CONST     | word  | PUBLIC  | 'CONST'    | DGROUP |
|               | .DATA?     | _BSS      | word  | PUBLIC  | 'BSS'      | DGROUP |
|               | .STACK     | STACK     | para  | STACK   | 'STACK'    | DGROUP |
|               | CODE       | _TEXT     | dword | PUBLIC  | 'CODE'     |        |
|               | .FARDATA   | _DATA     | dword | PUBLIC  | 'DATA'     |        |

table. If the .CODE directive is placed in a program, it indicates the beginning of the code segment. Likewise, .DATA indicates the start of a data segment. The name *column* indicates the name of the segment. *Align* indicates whether the segment is aligned on a word, doubleword, or a 16-byte paragraph. *Combine* indicates the type of segment created. The *class* indicates the class of the segment, such as 'CODE' or 'DATA'. The *group* indicates the group type of the segment.

The directive from Table A-2 selects the type of information in a program. For example, .CODE is placed before the code. The name column is used if full-segment descriptions are mixed with the programming models for reference. The alignment specifies how the data in the segment are aligned. A para (paragraph) alignment starts a segment at the next paragraph, i.e., the next hexadecimal address ending in a 0H. The combine column indicates how various segments are combined and labeled (PUBLIC or private). The class is the actual segment name, and the group is the grouping of segments.

Example A-4 shows a program that uses the small model. The small model is used for programs that contain one DATA and one CODE segment. This applies to many programs that are developed. Notice that not only is the program listed, but so is all of the information generated by the assembler. Here the .DATA directive and .CODE directive indicate the start of each segment. Also notice how the DS register is loaded in this program. As presented throughout the text, the .STARTUP directive can be used to load the data segment register, set up the stack, and define the starting address of a program. In this example, an alternate method (END BEGIN) is illustrated for loading the data segment register and defining the starting address of the program.

#### EXAMPLE A-4

Microsoft (R) Macro Assembler Version 6.11

```

 .MODEL SMALL
 .STACK 100H
0000 .DATA

0000 0A FROG DB 10
0001 0064 [DATA1 DB 100 DUP (2)
 02
]
0000 .CODE

0000 B8 — R BEGIN: MOV AX,DGROUP ;set up DS
0003 8E D8 MOV DS,AX
 .
 .
 .
 END BEGIN

```

#### Segments and Groups:

| Name   | Size                    | Length | Align | Combine | Class  |
|--------|-------------------------|--------|-------|---------|--------|
| DGROUP | . . . . . . . . . . . . | GROUP  |       |         |        |
| _DATA  | . . . . . . . . . . . . | 16 Bit | 0065  | Word    | Public |
| STACK  | . . . . . . . . . . . . | 16 Bit | 0100  | Para    | Stack  |
| _TEXT  | . . . . . . . . . . . . | 16 Bit | 0005  | Word    | Public |

#### Symbols:

| Name       | Type   | Value | Attr  |
|------------|--------|-------|-------|
| @CodeSize  | Number | 0000h |       |
| @DataSize  | Number | 0000h |       |
| @Interface | Number | 0000h |       |
| @Model     | Number | 0002h |       |
| _code      | Text   |       | _TEXT |

```

@data Text DGROUP
@fardata? Text FAR_BSS
@fardata Text FAR_DATA
@stack Text DGROUP
BEGIN L Near 0000 _TEXT
DATA1 Byte 0001 _DATA
FROG Byte 0000 _DATA

0 Warnings
0 Errors

```

Example A-5 lists a program that uses the large model. Notice how it differs from the small model program of Example A-4. Models can be very useful in developing software, but often we use full segment descriptions as depicted in most examples in the text.

### EXAMPLE A-5

Microsoft (R) Macro Assembler Version 6.11

```

 .MODEL LARGE
 .STACK 1000H
0000 .FARDATA?

0000 00 FROG DB ?
0001 0064 [DATA1 DW 100 DUP (?)

 0000
]
0000 .CONST
0000 54 68 69 73 20 69 MES1 DB 'This is a character string'

 73 20 61 20 63 68

 61 72 61 63 74 65

 72 20 73 74 72 69

 6E 67
001A 53 6F 20 69 73 20 MES2 DB 'So is this!'
 74 68 69 73 21

0000 .DATA
0000 000C DATA2 DW 12
0002 00C8 [DATA3 DB 200 DUP (1)

 01
]
0000 .CODE
0000 FUNC PROC FAR
.
.
.
0000 CB RET
0001. FUNC ENDP
.
.
.
END FUNC

```

Segments and Groups:

| Name   | Size                    | Length | Align | Combine | Class  |
|--------|-------------------------|--------|-------|---------|--------|
| DGROUP | . . . . . . . . . . . . | GROUP  |       |         |        |
| _DATA  | . . . . . . . . . . . . | 16 Bit | 00CA  | Word    | Public |
|        |                         |        |       |         | 'DATA' |

|                                  |        |      |           |              |           |
|----------------------------------|--------|------|-----------|--------------|-----------|
| STACK . . . . . . . . . . . .    | 16 Bit | 1000 | Para Word | Stack Public | 'STACK'   |
| CONST . . . . . . . . . . . .    | 16 Bit | 0025 |           |              | 'CONST'   |
| ReadOnly                         |        |      |           |              |           |
| EXA_TEXT . . . . . . . . . . . . | 16 Bit | 0001 | Word      | Public       | 'CODE'    |
| FAR_BSS . . . . . . . . . . . .  | 16 Bit | 00C9 | Para      | Private      | 'FAR_BSS' |
| _EXT . . . . . . . . . . . .     | 16 Bit | 0000 | Word      | Public       | 'CODE'    |

Procedures, parameters and locals:

| Name                         | Type  | Value | Attr                         |
|------------------------------|-------|-------|------------------------------|
| FUNC . . . . . . . . . . . . | P Far | 0000  | EXA_TEXT Length= 0001 Public |

Symbols:

| Name                               | Type   | Value | Attr     |
|------------------------------------|--------|-------|----------|
| @CodeSize . . . . . . . . . . . .  | Number | 0001h |          |
| @DataSize . . . . . . . . . . . .  | Number | 0001h |          |
| @Interface . . . . . . . . . . . . | Number | 0000h |          |
| @Model . . . . . . . . . . . .     | Number | 0005h |          |
| @code . . . . . . . . . . . .      | Text   |       | EXA_TEXT |
| @data . . . . . . . . . . . .      | Text   |       | DGROUP   |
| @fardata? . . . . . . . . . . . .  | Text   |       | FAR_BSS  |
| @fardata . . . . . . . . . . . .   | Text   |       | FAR_DATA |
| @stack . . . . . . . . . . . .     | Text   |       | DGROUP   |
| DATA1 . . . . . . . . . . . .      | Word   | 0001  | FAR_BSS  |
| DATA2 . . . . . . . . . . . .      | Word   | 0000  | _DATA    |
| DATA3 . . . . . . . . . . . .      | Byte   | 0002  | _DATA    |
| FROG . . . . . . . . . . . .       | Byte   | 0000  | FAR_BSS  |
| MES1 . . . . . . . . . . . .       | Byte   | 0000  | CONST    |
| MES2 . . . . . . . . . . . .       | Byte   | 001A  | CONST    |

0 Warnings

0 Errors

## DOS FUNCTION CALLS

In order to use DOS function calls, always place the function number into register AH and load all other pertinent information into registers as described in the table as entry data. Once this is accomplished, follow with an INT 21H to execute the DOS function. Example A-6 shows how to display an ASCII A on the CRT screen at the current cursor position with a DOS function call. Table A-3 is a complete listing of the DOS function calls. Note that some function calls require a segment and offset address, indicated as DS:DI, for example. This means that the data segment is the segment address and DI is the offset address. All of the function calls use INT 21H, and AH contains the function call number. Note that functions marked with an @ should not be used unless DOS version 2.XX is in use. Also note that not all function numbers are implemented. As a rule, DOS function calls save all registers not used as exit data, but in certain cases some registers may change. In order to prevent problems, it is advisable to save registers where problems occur.

### EXAMPLE A-6

|            |             |                    |
|------------|-------------|--------------------|
| 0000 B4 06 | MOV AH, 6   | ;load function 06H |
| 0002 B2 41 | MOV DL, 'A' | ;select letter 'A' |
| 0004 CD 21 | INT 21H     | ;call DOS function |

**TABLE A-3** DOS function calls (pp. 716–738)

|            |                                                                                                                                                                                                                                                            |
|------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>00H</b> | TERMINATE A PROGRAM                                                                                                                                                                                                                                        |
| Entry      | AH = 00H<br>CS = program segment prefix address                                                                                                                                                                                                            |
| Exit       | DOS is entered                                                                                                                                                                                                                                             |
| <b>01H</b> | READ THE KEYBOARD                                                                                                                                                                                                                                          |
| Entry      | AH = 01H                                                                                                                                                                                                                                                   |
| Exit       | AL = ASCII character                                                                                                                                                                                                                                       |
| Notes      | If AL = 00H the function call must be invoked again to read an extended ASCII character. Refer to Chapter 9, Table 9-1, for a listing of the extended ASCII keyboard codes. This function call automatically echoes whatever is typed to the video screen. |
| <b>02H</b> | WRITE TO STANDARD OUTPUT DEVICE                                                                                                                                                                                                                            |
| Entry      | AH = 02H<br>DL = ASCII character to be displayed                                                                                                                                                                                                           |
| Notes      | This function call normally displays data on the video display.                                                                                                                                                                                            |
| <b>03H</b> | READ CHARACTER FROM COM1                                                                                                                                                                                                                                   |
| Entry      | AH = 03H                                                                                                                                                                                                                                                   |
| Exit       | AL = ASCII character read from the communications port                                                                                                                                                                                                     |
| Notes      | This function call reads data from the serial communications port.                                                                                                                                                                                         |
| <b>04H</b> | WRITE TO COM1                                                                                                                                                                                                                                              |
| Entry      | AH = 04H<br>DL = character to be sent out of COM1                                                                                                                                                                                                          |
| Notes      | This function transmits data through the serial communications port. The COM port assignment can be changed to use other COM ports with functions 03H and 04H by using the DOS MODE command to reassign COM1 to another COM port.                          |

|            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>05H</b> | WRITE TO LPT1                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| Entry      | AH = 05H<br>DL = ASCII character to be printed                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| Notes      | Prints DL on the line printer attached to LPT1. Note that the line printer port can be changed with the DOS MODE command.                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>06H</b> | DIRECT CONSOLE READ/WRITE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| Entry      | AH = 06H<br>DL = 0FFH or DL = ASCII character                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| Exit       | AL = ASCII character                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| Notes      | If DL = 0FFH on entry, then this function reads the console. If DL = ASCII character, then this function displays the ASCII character on the console (CON) video screen.<br><br>If a character is read from the console keyboard, the zero flag (ZF) indicates whether a character was typed. A zero condition indicates no key was typed, and a not-zero condition indicates that AL contains the ASCII code of the key or a 00H. If AL = 00H, the function must again be invoked to read an extended ASCII character from the keyboard. Note that the key does not echo to the video screen. |
| <b>07H</b> | DIRECT CONSOLE INPUT WITHOUT ECHO                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Entry      | AH = 07H                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| Exit       | AL = ASCII character                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| Notes      | This functions exactly as function number 06H with DL = 0FFH, but it will not return from the function until the key is typed.                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>08H</b> | READ STANDARD INPUT WITHOUT ECHO                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| Entry      | AH = 08H                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| Exit       | AL = ASCII character                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| Notes      | Performs as function 07H, except that it reads the standard input device. The standard input device can be assigned as either the keyboard or the COM port. This function also responds to a control-break, where function 06H and 07H do not. A control-break causes INT 23H to execute. By default, this functions as does function 07H.                                                                                                                                                                                                                                                     |

|            |                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>09H</b> | DISPLAY A CHARACTER STRING                                                                                                                                                                                                                                                                                                                                                                                                                    |
| Entry      | AH = 09H<br>DS:DX = address of the character string                                                                                                                                                                                                                                                                                                                                                                                           |
| Notes      | The character string must end with an ASCII \$ (24H). The character string can be of any length and may contain control characters such as carriage return (0DH) and line feed (0AH).                                                                                                                                                                                                                                                         |
| <b>0AH</b> | BUFFERED KEYBOARD INPUT                                                                                                                                                                                                                                                                                                                                                                                                                       |
| Entry      | AH = 0AH<br>DS:DX = address of keyboard input buffer                                                                                                                                                                                                                                                                                                                                                                                          |
| Notes      | The first byte of the buffer contains the size of the buffer (up to 255). The second byte is filled with the number of characters typed upon return. The third byte through the end of the buffer contains the character string typed followed by a carriage return (0DH). This function continues to read the keyboard (displaying data as typed) until either the specified number of characters are typed or until the enter key is typed. |
| <b>0BH</b> | TEST STATUS OF THE STANDARD INPUT DEVICE                                                                                                                                                                                                                                                                                                                                                                                                      |
| Entry      | AH = 0BH                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| Exit       | AL = status of the input device                                                                                                                                                                                                                                                                                                                                                                                                               |
| Notes      | This function tests the standard input device to determine if data are available. If AL = 00, no data are available. If AL = 0FFH, then data are available that must be input using function number 08H.                                                                                                                                                                                                                                      |
| <b>0CH</b> | CLEAR KEYBOARD BUFFER AND INVOKE KEYBOARD FUNCTION                                                                                                                                                                                                                                                                                                                                                                                            |
| Entry      | AH = 0CH<br>AL = 01H, 06H, 07H, or 0AH                                                                                                                                                                                                                                                                                                                                                                                                        |
| Exit       | See exit for functions 01H, 06H, 07H, or 0AH                                                                                                                                                                                                                                                                                                                                                                                                  |
| Notes      | The keyboard buffer holds keystrokes while programs execute other tasks. This function empties or clears the buffer and then invokes the keyboard function located in register AL.                                                                                                                                                                                                                                                            |
| <b>0DH</b> | FLUSH DISK BUFFERS                                                                                                                                                                                                                                                                                                                                                                                                                            |
| Entry      | AH = 0DH                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| Notes      | Erases all file names stored in disk buffers. This function does not close the files specified by the disk buffers, so care must be exercised in its usage.                                                                                                                                                                                                                                                                                   |

|            |                                                                                                                                                                                                                                                                                                                                                                                   |
|------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>0EH</b> | SELECT DEFAULT DISK DRIVE                                                                                                                                                                                                                                                                                                                                                         |
| Entry      | AH = 0EH<br>DL = desired default disk drive number                                                                                                                                                                                                                                                                                                                                |
| Exit       | AL = the total number of drives present in the system                                                                                                                                                                                                                                                                                                                             |
| Notes      | Drive A = 00H, drive B = 01H, drive C = 02H, and so forth.                                                                                                                                                                                                                                                                                                                        |
| <b>0FH</b> | @OPEN FILE WITH FCB                                                                                                                                                                                                                                                                                                                                                               |
| Entry      | AH = 0FH<br>DS:DX = address of the unopened file control block (FCB)                                                                                                                                                                                                                                                                                                              |
| Exit       | AL = 00H if file found<br>AL = OFFH if file not found                                                                                                                                                                                                                                                                                                                             |
| Notes      | The file control block (FCB) is only used with early DOS software and should never be used with new programs. File control blocks do not allow path names as do the newer file access function codes presented later. Figure A-2 (p. 738) illustrates the structure of the FCB. To open a file, the file must either be present on the disk or be created with function call 16H. |
| <b>10H</b> | @CLOSE FILE WITH FCB                                                                                                                                                                                                                                                                                                                                                              |
| Entry      | AH = 10H<br>DS:DX = address of the opened file control block (FCB)                                                                                                                                                                                                                                                                                                                |
| Exit       | AL = 00H if file closed<br>AL = OFFH if error found                                                                                                                                                                                                                                                                                                                               |
| Notes      | Errors that occurs usually indicate either that the disk is full or the media is bad.                                                                                                                                                                                                                                                                                             |
| <b>11H</b> | @SEARCH FOR FIRST MATCH (FCB)                                                                                                                                                                                                                                                                                                                                                     |
| Entry      | AH = 11H<br>DS:DX = address of the file control block to be searched                                                                                                                                                                                                                                                                                                              |
| Exit       | AL = 00H if file found<br>AL = OFFH if file not found                                                                                                                                                                                                                                                                                                                             |
| Notes      | Wild card characters (?) or (*) may be used to search for a file name. The ? wild card character matches any character and the * matches any name or extension.                                                                                                                                                                                                                   |

|            |                                                                                                                                                   |
|------------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>12H</b> | <b>@SEARCH FOR NEXT MATCH (FCB)</b>                                                                                                               |
| Entry      | AH = 12H<br>DS:DX = address of the file control block to be searched                                                                              |
| Exit       | AL = 00H if file found<br>AL = OFFH if file not found                                                                                             |
| Notes      | This function is used after function 11H finds the first matching file name.                                                                      |
| <b>13H</b> | <b>@DELETE FILE USING FCB</b>                                                                                                                     |
| Entry      | AH = 13H<br>DS:DX = address of the file control block to be deleted                                                                               |
| Exit       | AL = 00H if file deleted<br>AL = OFFH if error occurred                                                                                           |
| Notes      | Errors that most often occur are defective media errors.                                                                                          |
| <b>14H</b> | <b>@SEQUENTIAL READ (FCB)</b>                                                                                                                     |
| Entry      | AH = 14H<br>DS:DX = address of the file control block to be read                                                                                  |
| Exit       | AL = 00H if read successful<br>AL = 01H if end of file reached<br>AL = 02H if DTA had a segment wrap<br>AL = 03H if less than 128 bytes were read |
| <b>15H</b> | <b>@SEQUENTIAL WRITE (FCB)</b>                                                                                                                    |
| Entry      | AH = 15H<br>DS:DX = address of the file control block to be written                                                                               |
| Exit       | AL = 00H if write successful<br>AL = 01H if disk is full<br>AL = 02H if DTA had a segment wrap                                                    |
| <b>16H</b> | <b>@CREATE A FILE (FCB)</b>                                                                                                                       |
| Entry      | AH = 16H<br>DS:DX = address of an unopened file control block                                                                                     |
| Exit       | AL = 00H if file created<br>AL = 01H if disk is full                                                                                              |

|            |                                                                                                                                                                                   |
|------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>17H</b> | @RENAME A FILE (FCB)                                                                                                                                                              |
| Entry      | AH = 17H<br>DS:DX = address of a modified file control block                                                                                                                      |
| Exit       | AL = 00H if file renamed<br>AL = 01H if error occurred                                                                                                                            |
| Notes      | Refer to Figure A-3 (p. 738) for the modified FCB used to rename a file.                                                                                                          |
| <b>19H</b> | RETURN CURRENT DRIVE                                                                                                                                                              |
| Entry      | AH = 19H                                                                                                                                                                          |
| Exit       | AL = current drive                                                                                                                                                                |
| Notes      | AL = 00H for drive A, 01H for drive B, and so forth.                                                                                                                              |
| <b>1AH</b> | SET DISK TRANSFER AREA                                                                                                                                                            |
| Entry      | AH = 1AH<br>DS:DX = address of new DTA                                                                                                                                            |
| Notes      | The disk transfer area is normally located within the program segment prefix at offset address 80H. The DTA is used by DOS for all disk data transfers using file control blocks. |
| <b>1BH</b> | GET DEFAULT DRIVE FILE ALLOCATION TABLE (FAT)                                                                                                                                     |
| Entry      | AH = 1BH                                                                                                                                                                          |
| Exit       | AL = number of sectors per cluster<br>DS:BX = address of the media-descriptor<br>CX = size of a sector in bytes<br>DX = number of clusters on drive                               |
| Notes      | Refer to Figure A-4 (p. 739) for the format of the media-descriptor byte. The DS register is changed by this function, so make sure to save it before using this function.        |
| <b>1CH</b> | GET ANY DRIVE FILE ALLOCATION TABLE (FAT)                                                                                                                                         |
| Entry      | AH = 1CH<br>DL = disk drive number                                                                                                                                                |
| Exit       | AL = number of sectors per cluster<br>DS:BX = address of the media-descriptor<br>CX = size of a sector in bytes<br>DX = number of clusters on drive                               |

|            |                                                                                                                                                                                                      |
|------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>21H</b> | @RANDOM READ USING FCB                                                                                                                                                                               |
| Entry      | AH = 21H<br>DS:DX = address of opened FCB                                                                                                                                                            |
| Exit       | AL = 00H if read successful<br>AL = 01H if end of file reached<br>AL = 02H if the segment wrapped<br>AL = 03H if less than 128 bytes read                                                            |
| <b>22H</b> | @RANDOM WRITE USING FCB                                                                                                                                                                              |
| Entry      | AH = 22H<br>DS:DX = address of opened FCB                                                                                                                                                            |
| Exit       | AL = 00H if write successful<br>AL = 01H if disk full<br>AL = 02H if the segment wrapped                                                                                                             |
| <b>23H</b> | @RETURN NUMBER OF RECORDS (FCB)                                                                                                                                                                      |
| Entry      | AH = 23H<br>DS:DX = address of FCB                                                                                                                                                                   |
| Exit       | AL = 00H number of records<br>AL = 0FFH if file not found                                                                                                                                            |
| <b>24H</b> | @SET RELATIVE RECORD SIZE (FCB)                                                                                                                                                                      |
| Entry      | AH = 24H<br>DS:DX = address of FCB                                                                                                                                                                   |
| Notes      | Sets the record field to the value contained in the FCB.                                                                                                                                             |
| <b>25H</b> | SET INTERRUPT VECTOR                                                                                                                                                                                 |
| Entry      | AH = 25H<br>AL = interrupt vector number<br>DS:DX = address of new interrupt procedure                                                                                                               |
| Notes      | Before changing the interrupt vector, it is suggested that the current interrupt vector first be saved using DOS function 35H. This allows a back-link so the original vector can later be restored. |
| <b>26H</b> | CREATE NEW PROGRAM SEGMENT PREFIX                                                                                                                                                                    |
| Entry      | AH = 26H<br>DX = segment address of new PSP                                                                                                                                                          |
| Notes      | Figure A-5 (p. 739) illustrates the structure of the program segment prefix.                                                                                                                         |

|            |                                                                                                                                                                                                               |
|------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>27H</b> | @RANDOM FILE BLOCK READ (FCB)                                                                                                                                                                                 |
| Entry      | AH = 27H<br>CX = the number of records<br>DS:DX = address of opened FCB                                                                                                                                       |
| Exit       | AL = 00H if read successful<br>AL = 01H if end of file reached<br>AL = 02H if the segment wrapped<br>AL = 03H if less than 128 bytes read<br>CX = the number of records read                                  |
| <b>28H</b> | @RANDOM FILE BLOCK WRITE (FCB)                                                                                                                                                                                |
| Entry      | AH = 28H<br>CX = the number of records<br>DS:DX = address of opened FCB                                                                                                                                       |
| Exit       | AL = 00H if write successful<br>AL = 01H if disk full<br>AL = 02H if the segment wrapped<br>CX = the number of records written                                                                                |
| <b>29H</b> | @PARSE COMMAND LINE (FCB)                                                                                                                                                                                     |
| Entry      | AH = 29H<br>AL = parse mask<br>DS:SI = address of FCB<br>DS:DI = address of command line                                                                                                                      |
| Exit       | AL = 00H if no file name characters found<br>AL = 01H if file name characters found<br>AL = 0FFH if drive specifier incorrect<br>DS:SI = address of character after name<br>DS:DI = address first byte of FCB |
| <b>2AH</b> | READ SYSTEM DATE                                                                                                                                                                                              |
| Entry      | AH = 2AH                                                                                                                                                                                                      |
| Exit       | AL = day of the week<br>CX = the year (1980–2099)<br>DH = the month<br>DL = day of the month                                                                                                                  |
| Notes      | The day of the week is encoded as Sunday = 00H through Saturday = 06H. The year is a binary number equal to 1980 through 2099.                                                                                |

|            |                                                                                        |
|------------|----------------------------------------------------------------------------------------|
| <b>2BH</b> | SET SYSTEM DATE                                                                        |
| Entry      | AH = 2BH<br>CX = the year (1980–2099)<br>DH = the month<br>DL = day of the month       |
| <b>2CH</b> | READ SYSTEM TIME                                                                       |
| Entry      | AH = 2CH                                                                               |
| Exit       | CH = hours (0–23)<br>CL = minutes<br>DH = seconds<br>DL = hundredths of seconds        |
| Notes      | All times are returned in binary form, and hundredths of seconds may not be available. |
| <b>2DH</b> | SET SYSTEM TIME                                                                        |
| Entry      | AH = 2DH<br>CH = hours<br>CL = minutes<br>DH = seconds<br>DL = hundredths of seconds   |
| <b>2EH</b> | DISK VERIFY WRITE                                                                      |
| Entry      | AH = 2EH<br>AL = 00H to disable verify on write<br>AL = 01H to enable verify on write  |
| Notes      | By default, disk verify is disabled.                                                   |
| <b>2FH</b> | READ DISK TRANSFER AREA ADDRESS                                                        |
| Entry      | AH = 2FH                                                                               |
| Exit       | ES:BX = contains DTA address                                                           |
| <b>30H</b> | READ DOS VERSION NUMBER                                                                |
| Entry      | AH = 30H                                                                               |
| Exit       | AH = fractional version number<br>AL = whole number version number                     |
| Notes      | For example, DOS version number 3.2 is returned as a 3 in AL and a 14H in AH.          |

|            |                                                                                                                                                                               |
|------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>31H</b> | TERMINATE AND STAY RESIDENT (TSR)                                                                                                                                             |
| Entry      | AH = 31H<br>AL = the DOS return code<br>DX = number of paragraphs to reserve for program                                                                                      |
| Notes      | A paragraph is 16 bytes and the DOS return code is read at the batch file level with ERRORCODE.                                                                               |
| <b>33H</b> | TEST CONTROL-BREAK                                                                                                                                                            |
| Entry      | AH = 33H<br>AL = 00H to request current control-break<br>AL = 01H to change control-break<br>DL = 00H to disable control-break<br>DL = 01H to enable control-break            |
| Exit       | DL = current control-break state                                                                                                                                              |
| <b>34H</b> | GET ADDRESS OF InDOS FLAG                                                                                                                                                     |
| Entry      | AH = 34H                                                                                                                                                                      |
| Exit       | ES:BX = address of InDOS flag                                                                                                                                                 |
| Notes      | The InDOS flag is available in DOS versions 3.2 or newer and indicates DOS activity. If InDOS = 00H, DOS is inactive or OFFH if DOS is active and pursuing another operation. |
| <b>35H</b> | READ INTERRUPT VECTOR                                                                                                                                                         |
| Entry      | AH = 35H<br>AL = interrupt vector number                                                                                                                                      |
| Exit       | ES:BX = address stored at vector                                                                                                                                              |
| Notes      | This DOS function is used with function 25H to install/remove interrupt handlers.                                                                                             |
| <b>36H</b> | DETERMINE FREE DISK SPACE                                                                                                                                                     |
| Entry      | AH = 36H<br>DL = drive number                                                                                                                                                 |
| Exit       | AX = FFFFH if drive invalid<br>AX = number of sectors per cluster<br>BX = number of free clusters<br>CX = bytes per sector<br>DX = number of clusters on drive                |
| Notes      | The default disk drive is DL = 00H, drive A = 01H, drive B = 02H, and so forth.                                                                                               |

|            |                                                                                                                                                                                                                                                            |
|------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>38H</b> | RETURN COUNTRY CODE                                                                                                                                                                                                                                        |
| Entry      | AH = 38H<br>AL = 00H for current country code<br>BX = 16-bit country code<br>DS:DX = data buffer address                                                                                                                                                   |
| Exit       | AX = error code if carry set<br>BX = counter code<br>DS:DX = data buffer address                                                                                                                                                                           |
| <b>39H</b> | CREATE SUB-DIRECTORY                                                                                                                                                                                                                                       |
| Entry      | AH = 39H<br>DS:DX = address of ASCII-Z string subdirectory name                                                                                                                                                                                            |
| Exit       | AX = error code if carry set                                                                                                                                                                                                                               |
| Notes      | The ASCII-Z string is the name of the subdirectory in ASCII code ended with a 00H instead of a carriage return/line feed.                                                                                                                                  |
| <b>3AH</b> | ERASE SUB-DIRECTORY                                                                                                                                                                                                                                        |
| Entry      | AH = 3AH<br>DS:DX = address of ASCII-Z string subdirectory name                                                                                                                                                                                            |
| Exit       | AX = error code if carry set                                                                                                                                                                                                                               |
| <b>3BH</b> | CHANGE SUB-DIRECTORY                                                                                                                                                                                                                                       |
| Entry      | AH = 3BH<br>DS:DX = address of new ASCII-Z string subdirectory name                                                                                                                                                                                        |
| Exit       | AX = error code if carry set                                                                                                                                                                                                                               |
| <b>3CH</b> | CREATE A NEW FILE                                                                                                                                                                                                                                          |
| Entry      | AH = 3CH<br>CX = attribute word<br>DS:DX = address of ASCII-Z string file name                                                                                                                                                                             |
| Exit       | AX = error code if carry set<br>AX = file handle if carry cleared                                                                                                                                                                                          |
| Notes      | The attribute word can contain any of the following (added together): 01H read-only access, 02H = hidden file or directory, 04H = system file, 08H = volume label, 10H = subdirectory, and 20H = archive bit. In most cases, a file is created with 0000H. |

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| <b>3DH</b> | OPEN A FILE                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Entry      | AH = 3DH<br>AL = access code<br>DS:DX = address of ASCII-Z string file name                                                                                                                                                                                                                                                                                                                                                                                   |
| Exit       | AX = error code if carry set<br>AX = file handle if carry cleared                                                                                                                                                                                                                                                                                                                                                                                             |
| Notes      | The access code in AL = 00H for a read-only access, AL = 01H for a write-only access, and AL = 02H for a read/write access. For shared files in a network environment, bit 4 of AL = 1 will deny read/write access, bit 5 of AL = 1 will deny a write access, bits 4 and 5 of AL = 1 will deny read access, bit 6 of AL = 1 denies none, bit 7 of AL = 0 causes the file to be inherited by child; if bit 7 of AL = 1, file is restricted to current process. |
| <b>3EH</b> | CLOSE A FILE                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| Entry      | AH = 3EH<br>BX = file handle                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| Exit       | AX = error code if carry set                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>3FH</b> | READ A FILE                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Entry      | AH = 3FH<br>BX = file handle<br>CX = number of bytes to be read<br>DS:DX = address of file buffer to hold data read                                                                                                                                                                                                                                                                                                                                           |
| Exit       | AX = error code if carry set<br>AX = number of bytes read if carry cleared                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>40H</b> | WRITE A FILE                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| Entry      | AH = 40H<br>BX = file handle<br>CX = number of bytes to write<br>DS:DX = address of file buffer that holds write data                                                                                                                                                                                                                                                                                                                                         |
| Exit       | AX = error code if carry set<br>AX = number of bytes written if carry cleared                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>41H</b> | DELETE A FILE                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| Entry      | AH = 41H<br>DS:DX = address of ASCII-Z string file name                                                                                                                                                                                                                                                                                                                                                                                                       |
| Exit       | AX = error code if carry set                                                                                                                                                                                                                                                                                                                                                                                                                                  |

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| <b>42H</b> | MOVE FILE POINTER                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| Entry      | AH = 42H<br>AL = move technique<br>BX = file handle<br>CX:DX = number of bytes pointer moved                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| Exit       | AX = error code if carry set<br>AX:DX = bytes pointer moved                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| Notes      | The move technique causes the pointer to move from the start of the file if AL = 00H, from the current location if AL = 01H, and from the end of the file if AL = 02H. The count is stored so DX contains the least-significant 16-bits and either CX or AX contains the most-significant 16-bits.                                                                                                                                                                                                                                                                                                    |
| <b>43H</b> | READ/WRITE FILE ATTRIBUTES                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| Entry      | AH = 43H<br>AL = 00H to read attributes<br>AL = 01H to write attributes<br>CX = attribute word (see function 3CH)<br>DS:DX = address of ASCII-Z string file name                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| Exit       | AX = error code if carry set<br>CX = attribute word of carry cleared                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>44H</b> | I/O DEVICE CONTROL (IOTCL)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| Entry      | AH = 44H<br>AL = sub function code (see notes)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| Exit       | AX = error code (see function 59H) if carry set                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| Notes      | The sub function codes found in AL are as follows:<br><br>00H = read device status<br>Entry: BX = file handle<br>Exit: DX = status<br>01H = write device status<br>Entry: BX = file handle, DH = 0, DL = device information<br>Exit: AX = error code if carry set<br>02H = read control data from character device<br>Entry: BX = file handle, CX = number of bytes, DS:DX = I/O buffer address<br>Exit: AX = number of bytes read<br>03H = write control data to character device<br>Entry: BX = file handle, CX = number of bytes, DS:DX = I/O buffer address<br>Exit: AX = number of bytes written |

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|  | <p>04H = read control data from block device<br/>       Entry: BL = drive number (0 = default, 1 = A, 2 = B, etc),<br/>         CX = number of bytes, DS:DX = I/O buffer address<br/>       Exit: AX = number of bytes read</p> <p>05H = write control data to block device<br/>       Entry: BL = drive number, CX = number of bytes,<br/>         DS:DX = I/O buffer address<br/>       Exit: AX = number of bytes written</p> <p>06H = check input status<br/>       Entry: BX = file handle<br/>       Exit: AL = 00H ready or FFH not ready</p> <p>07H = check output status<br/>       Entry: BX = file handle<br/>       Exit: AL = 00H ready or FFH not ready</p> <p>08H = removable media?<br/>       Entry: BL = drive number<br/>       Exit: AL = 00H removable, 01H fixed</p> <p>09H = network block device?<br/>       Entry: BL = drive number<br/>       Exit: bit 12 of DX set for network block device</p> <p>0AH = local or network character device?<br/>       Entry: BX = file handle<br/>       Exit: bit 15 of DX set for network character device</p> <p>0BH = change entry count (must have SHARE.EXE loaded)<br/>       Entry: CX = delay loop count, DX = retry count<br/>       Exit: AX = error code if carry set</p> <p>0CH = generic I/O control for character devices<br/>       Entry: BX = file handle, CH = category, CL = function<br/>       Categories: 00H = unknown, 01H = COM port, 02H =<br/>         CON, 05H = LPT ports<br/>       Function:<br/>         CL = 45H; set iteration count<br/>         CL = 4AH; select code page<br/>         CL = 4CH; start code page preparation<br/>         CL = 4DH; end code page preparation<br/>         CL = 5FH; set display information<br/>         CL = 65H; get iteration count<br/>         CL = 6AH; query selected code page<br/>         CL = 6BH; query preparation list<br/>         CL = 7FH; get display information</p> <p>0DH = generic I/O control for block devices<br/>       Entry: BL = drive number, CH = category, CL = function,<br/>         DS:DX = address of parameter block<br/>       Category: 08H = disk drive<br/>       Function:<br/>         CL = 40H; set device parameters<br/>         CL = 41H; write track<br/>         CL = 42H; format and verify track<br/>         CL = 46H; set media ID code<br/>         CL = 47H; set access flag<br/>         CL = 60H; get device parameters<br/>         CL = 61H; read track<br/>         CL = 62H; verify track<br/>         CL = 66H; get media ID code<br/>         CL = 67H; get access code</p> |
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|            | <p>0EH = return logical device map<br/>       Entry: BL = drive number<br/>       Exit: AL = number of last device</p> <p>0FH = change logical device map<br/>       Entry: BL = drive number<br/>       Exit: AL = number of last device</p> |
| <b>45H</b> | <b>DUPLICATE FILE HANDLE</b>                                                                                                                                                                                                                  |
| Entry      | AH = 45H<br>BX = current file handle                                                                                                                                                                                                          |
| Exit       | AX = error code if carry set<br>AX = duplicate file handle                                                                                                                                                                                    |
| <b>46H</b> | <b>FORCE DUPLICATE FILE HANDLE</b>                                                                                                                                                                                                            |
| Entry      | AH = 46H<br>BX = current file handle<br>CX = new file handle                                                                                                                                                                                  |
| Exit       | AX = error code if carry set                                                                                                                                                                                                                  |
| Notes      | This function works like function 45H except that function 45H allows DOS to select the new handle, while this function allows the user to select the new handle.                                                                             |
| <b>47H</b> | <b>READ CURRENT DIRECTORY</b>                                                                                                                                                                                                                 |
| Entry      | AH = 47H<br>DL = drive number<br>DS:SI = address of a 64 byte buffer for directory name                                                                                                                                                       |
| Exit       | DS:SI addresses current directory name if carry cleared                                                                                                                                                                                       |
| Notes      | Drive A = 00, drive B = 01, and so forth                                                                                                                                                                                                      |
| <b>48H</b> | <b>ALLOCATE MEMORY BLOCK</b>                                                                                                                                                                                                                  |
| Entry      | AH = 48H<br>BX = number of paragraphs to allocate<br>CX = new file handle                                                                                                                                                                     |
| Exit       | BX = largest block available if carry cleared                                                                                                                                                                                                 |
| <b>49H</b> | <b>RELEASE ALLOCATED MEMORY BLOCK</b>                                                                                                                                                                                                         |
| Entry      | AH = 49H<br>ES = segment address of block to be released<br>CX = new file handle                                                                                                                                                              |
| Exit       | Carry indicates an error if set                                                                                                                                                                                                               |

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| <b>4AH</b> | MODIFY ALLOCATED MEMORY BLOCK                                                                                                                                                                                                                                                                                       |
| Entry      | AH = 4AH<br>BX = new block size in paragraphs<br>ES = segment address of block to be modified                                                                                                                                                                                                                       |
| Exit       | BX = largest block available if carry cleared                                                                                                                                                                                                                                                                       |
| <b>4BH</b> | LOAD OR EXECUTE A PROGRAM                                                                                                                                                                                                                                                                                           |
| Entry      | AH = 4BH<br>AL = function code<br>ES:BX = address of parameter block<br>DS:DX = address ASCII-Z string command                                                                                                                                                                                                      |
| Exit       | Carry indicates an error if set                                                                                                                                                                                                                                                                                     |
| Notes      | The function codes are AL = 00H to load and execute a program, AL = 01H to load a program but not execute it, AL = 03H to load a program overlay, and AL = 05H to enter the EXEC state. Figure A-6 (p. 740) shows the parameter block used with this function.                                                      |
| <b>4CH</b> | TERMINATE A PROCESS                                                                                                                                                                                                                                                                                                 |
| Entry      | AH = 4CH<br>AL = error code                                                                                                                                                                                                                                                                                         |
| Exit       | Returns control to DOS                                                                                                                                                                                                                                                                                              |
| Notes      | This function returns control to DOS with the error code saved so it can be obtained using DOS ERROR LEVEL batch processing system. We normally use this function with an error code of 00H to return to DOS.                                                                                                       |
| <b>4DH</b> | READ RETURN CODE                                                                                                                                                                                                                                                                                                    |
| Entry      | AH = 4DH                                                                                                                                                                                                                                                                                                            |
| Exit       | AX = return error code                                                                                                                                                                                                                                                                                              |
| Notes      | This function is used to obtain the return status code created by executing a program with DOS function 4BH. The return codes are AX = 0000H for a normal-no error-termination, AX = 0001H for a control-break termination, AX = 0002H for a critical device error, and AX = 0003H for a termination by an INT 31H. |

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| <b>4EH</b> | FIND FIRST MATCHING FILE                                                                                                                                                                       |
| Entry      | AH = 4EH<br>CX = file attributes<br>DS:DX = address ASCII-Z string file name                                                                                                                   |
| Exit       | Carry is set for file not found                                                                                                                                                                |
| Notes      | This function searches the current or named directory for the first matching file. Upon exit, the DTA contains the file information. See Figure A-7 (p. 740) for the disk transfer area (DTA). |
| <b>4FH</b> | FIND NEXT MATCHING FILE                                                                                                                                                                        |
| Entry      | AH = 4FH                                                                                                                                                                                       |
| Exit       | Carry is set for file not found                                                                                                                                                                |
| Notes      | This function is used after the first file is found with function 4EH.                                                                                                                         |
| <b>50H</b> | SET PROGRAM SEGMENT PREFIX (PSP) ADDRESS                                                                                                                                                       |
| Entry      | AH = 50H<br>BX = offset address of the new PSP                                                                                                                                                 |
| Notes      | Extreme care must be used with this function because no error recovery is possible.                                                                                                            |
| <b>51H</b> | GET PSP ADDRESS                                                                                                                                                                                |
| Entry      | AH = 51H                                                                                                                                                                                       |
| Exit       | BX = current PSP segment address                                                                                                                                                               |
| <b>54H</b> | READ DISK VERIFY STATUS                                                                                                                                                                        |
| Entry      | AH = 54H                                                                                                                                                                                       |
| Exit       | AL = 00H if verify off<br>AL = 01H if verify on                                                                                                                                                |
| <b>56H</b> | RENAME FILE                                                                                                                                                                                    |
| Entry      | AH = 56H<br>ES:DI = address of ASCII-Z string containing new file name<br>DS:DX = address of ASCII-Z string containing file to be renamed                                                      |
| Exit       | Carry is set for error condition                                                                                                                                                               |

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| <b>57H</b> | READ FILE'S DATE AND TIME STAMP                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| Entry      | AH = 57H<br>AL = function code<br>BX = file handle<br>CX = new time<br>DX = new date                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Exit       | Carry is set for error condition<br>CX = time if carry cleared<br>DX = date if carry cleared                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| Notes      | AL = 00H to read date and time or 01H to write date and time.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>59H</b> | GET EXTENDED ERROR INFORMATION                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Entry      | AH = 59H<br>BX = 0000H for DOS version 3.X                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| Exit       | AX = extended error code<br>BH = error class<br>BL = recommended action<br>CH = locus                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| Notes      | <p>Following are the extended error codes found in AX:</p> <p>0001H = invalid function number<br/>     0002H = file not found<br/>     0003H = path not found<br/>     0004H = no file handles available<br/>     0005H = access denied<br/>     0006H = file handle invalid<br/>     0007H = memory control block failure<br/>     0008H = insufficient memory<br/>     0009H = memory block address invalid<br/>     000AH = environment failure<br/>     000BH = format invalid<br/>     000CH = access code invalid<br/>     000DH = data invalid<br/>     000EH = unknown unit<br/>     000FH = disk drive invalid<br/>     0010H = attempted to remove current directory<br/>     0011H = not same device<br/>     0012H = no more files<br/>     0013H = disk write-protected<br/>     0014H = unknown unit<br/>     0015H = drive not ready<br/>     0016H = unknown command<br/>     0017H = data error (CRC check error)<br/>     0018H = bad request structure length<br/>     0019H = seek error<br/>     001AH = unknown media type<br/>     001BH = sector not found</p> |

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|  | <p>001CH = printer out of paper<br/>001DH = write fault<br/>001EH = read fault<br/>001FH = general failure<br/>0020H = sharing violation<br/>0021H = lock violation<br/>0022H = disk change invalid<br/>0023H = FCB unavailable<br/>0024H = sharing buffer exceeded<br/>0025H = code page mismatch<br/>0026H = handle end of file operation not completed<br/>0027H = disk full<br/>0028H–0031H reserved<br/>0032H = unsupported network request<br/>0033H = remote machine not listed<br/>0034H = duplicate name on network<br/>0035H = network name not found<br/>0036H = network busy<br/>0037H = device no longer exists on network<br/>0038H = netBIOS command limit exceeded<br/>0039H = error in network adapter hardware<br/>003AH = incorrect response from network<br/>003BH = unexpected network error<br/>003CH = remote adapter is incompatible<br/>003DH = print queue is full<br/>003EH = not enough room for print file<br/>003FH = print file was deleted<br/>0040H = network name deleted<br/>0041H = network access denied<br/>0042H = incorrect network device type<br/>0043H = network name not found<br/>0044H = network name exceeded limit<br/>0045H = netBIOS session limit exceeded<br/>0046H = temporary pause<br/>0047H = network request not accepted<br/>0048H = print or disk redirection pause<br/>0049H–004FH reserved<br/>0050H = file already exists<br/>0051H = duplicate FCB<br/>0052H = cannot make directory<br/>0053H = failure in INT 24H (critical error)<br/>0054H = too many re-directions<br/>0055H = duplicate redirection<br/>0056H = invalid password<br/>0057H = invalid parameter<br/>0058H = network write failure<br/>0059H = function not supported by network<br/>005AH = required system component not installed<br/>0065H = device not selected</p> <p>Following are the error class codes as found in BH:</p> <p>01H = no resources available<br/>02H = temporary error<br/>03H = authorization error</p> |
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|            | <p>04H = internal software error<br/>     05H = hardware error<br/>     06H = system failure<br/>     07H = application software error<br/>     08H = item not found<br/>     09H = invalid format<br/>     0AH = item blocked<br/>     0BH = media error<br/>     0CH = item already exists<br/>     0DH = unknown error</p> <p>Following is the recommended action as found in BL:</p> <p>01H = retry operation<br/>     02H = delay and retry operation<br/>     03H = user retry<br/>     04H = abort processing<br/>     05H = immediate exit<br/>     06H = ignore error<br/>     07H = retry with user intervention</p> <p>Following is a list of locus in CH:</p> <p>01H = unknown source<br/>     02H = block device error<br/>     03H = network area<br/>     04H = serial device error<br/>     05H = memory error</p> |
| <b>5AH</b> | CREATE UNIQUE FILE NAME                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| Entry      | AH = 5AH<br>CX = attribute code<br>DS:DX = address of the ASCII-Z string directory path                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| Exit       | Carry is set for error condition<br>AX = file handle if carry cleared<br>DS:DX = address of the appended directory name                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| Notes      | The ASCII-Z file directory path must end with a backslash (\). On exit, the directory name is appended with a unique file name.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>5BH</b> | CREATE A DOS FILE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| Entry      | AH = 5BH<br>CX = attribute code<br>DS:DX = address of the ASCII-Z string contain the file name                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| Exit       | Carry is set for error condition<br>AX = file handle if carry cleared                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Notes      | The function only works in DOS version 3.X or higher. It is almost identical to function 3CH, except that function 3CH erases the file, if it already exists, while function 5BH reports that the file exists without erasing it.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |

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| <b>5CH</b> | LOCK/UNLOCK FILE CONTENTS                                                                                                                        |
| Entry      | AH = 5CH<br>BX = file handle<br>CX:DX = offset address of locked/unlocked area<br>SI:DI = number of bytes to lock or unlock beginning at offset  |
| Exit       | Carry is set for error condition                                                                                                                 |
| <b>5DH</b> | SET EXTENDED ERROR INFORMATION                                                                                                                   |
| Entry      | AH = 5DH<br>AL = 0AH<br>DS:DX = address of the extended error data structure                                                                     |
| Notes      | This function is used by DOS version 3.1 or higher to store extended error information.                                                          |
| <b>5EH</b> | NETWORK/PRINTER                                                                                                                                  |
| Entry      | AH = 5EH<br>AL = 00H (get network name)<br>DS:DX = address of the ASCII-Z string containing network name                                         |
| Exit       | Carry is set for error condition<br>CL = netBIOS number if carry cleared                                                                         |
| Entry      | AH = 5EH<br>AL = 02H (define network printer)<br>BX = redirection list<br>CX = length of setup string<br>DS:DX = address of printer setup buffer |
| Exit       | Carry is set for error condition                                                                                                                 |
| Entry      | AH = 5EH<br>AL = 03H (read network printer setup string)<br>BX = redirection list<br>DS:DX = address of printer setup buffer                     |
| Exit       | Carry is set for error condition<br>CX = length of setup string if carry cleared<br>ES:DI = address of printer setup buffer                      |
| <b>62H</b> | GET PSP ADDRESS                                                                                                                                  |
| Entry      | AH = 62H                                                                                                                                         |
| Exit       | BX = segment address of the current program                                                                                                      |
| Notes      | The function only works in DOS version 3.0 or higher.                                                                                            |

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| <b>65H</b> | GET EXTENDED COUNTRY INFORMATION                                                                     |
| Entry      | AH = 65H<br>AL = function code<br>ES:DI = address of buffer to receive information                   |
| Exit       | Carry is set for error condition<br>CX = length of country information                               |
| Notes      | The function only works in DOS version 3.3 or higher.                                                |
| <b>66H</b> | GET/SET CODE PAGE                                                                                    |
| Entry      | AH = 66H<br>AL = function code<br>BX = code page number                                              |
| Exit       | Carry is set for error condition<br>BX = active code page number<br>DX = default code page number    |
| Notes      | A function code in AL of 01H gets the code page number, and a code of 02H sets the code page number. |
| <b>67H</b> | SET HANDLE COUNT                                                                                     |
| Entry      | AH = 67H<br>BX = number of handles desired                                                           |
| Exit       | Carry is set for error condition                                                                     |
| Notes      | This function is available for DOS version 3.3 or higher.                                            |
| <b>68H</b> | COMMIT FILE                                                                                          |
| Entry      | AH = 68H<br>BX = handle number                                                                       |
| Exit       | Carry is set for error condition; otherwise, the date and time stamp is written to directory         |
| Notes      | This function is available for DOS version 3.3 or higher.                                            |

| <b>6CH</b> |                                                                                                                                                               | <b>EXTENDED OPEN FILE</b> |
|------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------|
| Entry      | AH = 6CH<br>AL = 00H<br>BX = open mode<br>CX = attributes<br>DX = open flag<br>DS:SI = address of ASCII-Z string file name                                    |                           |
| Exit       | AX = error code if carry is set<br>AX = handle if carry is cleared<br>CX = 0001H file existed and was opened<br>CX = 0002H file did not exist and was created |                           |
| Notes      | This function is available for DOS version 4.0 or higher.                                                                                                     |                           |

**FIGURE A-2** Contents of the file control block (FCB)

| Offset | Contents                   |
|--------|----------------------------|
| 00H    | Drive                      |
| 01H    | 8-character filename       |
| 09H    | 3-character file extension |
| 0CH    | Current block number       |
| 0EH    | Record size                |
| 10H    | File size                  |
| 14H    | Creation date              |
| 16H    | Reserved space             |
| 20H    | Current record number      |
| 21H    | Relative record number     |

**FIGURE A-3** Contents of the modified file control block (FCB)

| Offset | Contents              |
|--------|-----------------------|
| 00H    | Drive                 |
| 01H    | 8-character filename  |
| 09H    | 3-character extension |
| 0CH    | Current block number  |
| 0EH    | Record size           |
| 10H    | File size             |
| 14H    | Creation date         |
| 16H    | Second file name      |

**FIGURE A–4** Contents of the media-descriptor byte

| 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|
| ? | ? | ? | ? | ? | ? | ? | ? |

Bit 0 = 0 if not two-sided  
= 1 if two-sided

Bit 1 = 0 if not eight sectors per track  
= 1 if eight sectors per track

Bit 2 = 0 if nonremovable  
= 1 if removable

**FIGURE A–5** Contents of the program segment prefix (PSP)

| Offset | Contents                         |
|--------|----------------------------------|
| 00H    | INT 20H                          |
| 02H    | Top of memory                    |
| 04H    | Reserved                         |
| 05H    | Opcode                           |
| 06H    | Number of bytes in segment       |
| 0AH    | Terminate address (offset)       |
| 0CH    | Terminate address (segment)      |
| 0EH    | Control-break address (offset)   |
| 10H    | Control-break address (segment)  |
| 12H    | Critical error address (offset)  |
| 14H    | Critical error address (segment) |
| 16H    | Reserved                         |
| 2CH    | Environment address (segment)    |
| 2EH    | Reserved                         |
| 50H    | DOS call                         |
| 52H    | Reserved                         |
| 5CH    | File control block 1             |
| 6CH    | File control block 2             |
| 80H    | Command line length              |
| 81H    | Command line                     |

**FIGURE A–6** The parameter blocks used with function 4BH (EXEC). (a) For function code 00H. (b) For function code 03H.

| Offset | (a)                                    |
|--------|----------------------------------------|
| 00H    | Environment address (segment)          |
| 02H    | Command line address (offset)          |
| 04H    | Command line address (segment)         |
| 06H    | File control block 1 address (offset)  |
| 08H    | File control block 1 address (segment) |
| 0AH    | File control block 2 address (segment) |
| 0CH    | File control block 2 address (offset)  |

| Offset | (b)                                 |
|--------|-------------------------------------|
| 00H    | Overlay destination segment address |
| 02H    | Relocation factor                   |

**FIGURE A–7** Data transfer area (DTA) used to find a file

| Offset | Contents            |
|--------|---------------------|
| 15H    | Attributes          |
| 16H    | Creation time       |
| 18H    | Creation date       |
| 1AH    | Low word file size  |
| 1CH    | High word file size |
| 1EH    | Search file name    |

## BIOS FUNCTION CALLS

In addition to DOS function call INT 21H, some other BIOS function calls are useful in controlling the I/O environment of the computer. Unlike INT 21H, which exists in the DOS program, the BIOS function calls are found stored in the system and video BIOS ROMs. These BIOS ROM functions directly control the I/O devices with or without DOS loaded into a system.

### INT 10H

The INT 10H BIOS interrupt is often called the *video services interrupt* because it directly controls the video display in a system. The INT 10H instruction uses register AH to select the video service provided by this interrupt. The video BIOS ROM is located on the video board and varies from one video card to another.

**Video Mode Selection.** The mode of operation for the video display is accomplished by placing a 00H into AH, followed by one of many mode numbers in AL. Table A–4 lists the modes of operation found in video display systems using standard video modes. The VGA can use any mode listed, while the other displays are more restrictive in use. Additional higher resolution modes are explained later in this section.

**TABLE A-4** Video display modes

| <i>Mode</i> | <i>Type</i> | <i>Columns</i> | <i>Rows</i> | <i>Resolution</i> | <i>Standard</i> | <i>Colors</i> |
|-------------|-------------|----------------|-------------|-------------------|-----------------|---------------|
| 00H         | Text        | 40             | 25          | 320 × 200         | CGA             | 2             |
| 00H         | Text        | 40             | 25          | 320 × 250         | EGA             | 2             |
| 00H         | Text        | 40             | 25          | 360 × 400         | VGA             | 2             |
| 01H         | Text        | 40             | 25          | 320 × 200         | CGA             | 16            |
| 01H         | Text        | 40             | 25          | 320 × 350         | EGA             | 16            |
| 01H         | Text        | 40             | 25          | 360 × 640         | VGA             | 16            |
| 02H         | Text        | 80             | 25          | 640 × 200         | CGA             | 2             |
| 02H         | Text        | 80             | 25          | 640 × 350         | EGA             | 2             |
| 02H         | Text        | 80             | 25          | 720 × 400         | VGA             | 2             |
| 03H         | Text        | 80             | 25          | 640 × 200         | CGA             | 16            |
| 03H         | Text        | 80             | 25          | 640 × 350         | EGA             | 16            |
| 03H         | Text        | 80             | 25          | 720 × 400         | VGA             | 16            |
| 04H         | Graphics    | 80             | 25          | 320 × 200         | CGA             | 4             |
| 05H         | Graphics    | 80             | 25          | 320 × 350         | CGA             | 2             |
| 06H         | Graphics    | 80             | 25          | 640 × 200         | CGA             | 2             |
| 07H         | Text        | 80             | 25          | 720 × 350         | EGA             | 4             |
| 07H         | Text        | 80             | 25          | 720 × 400         | VGA             | 4             |
| 0DH         | Graphics    | 80             | 25          | 320 × 200         | CGA             | 16            |
| 0EH         | Graphics    | 80             | 25          | 640 × 200         | CGA             | 16            |
| 0FH         | Graphics    | 80             | 25          | 640 × 350         | EGA             | 4             |
| 10H         | Graphics    | 80             | 25          | 640 × 350         | EGA             | 16            |
| 11H         | Graphics    | 80             | 30          | 640 × 480         | VGA             | 2             |
| 12H         | Graphics    | 80             | 30          | 640 × 480         | VGA             | 16            |
| 13H         | Graphics    | 40             | 25          | 320 × 200         | VGA             | 256           |

Example A-7 lists a short sequence of instructions that place the video display into mode 03H operation. This mode is available on CGA, EGA, and VGA displays. This mode allows the display to draw test data with 16 colors at various resolutions dependent upon the display adapter.

#### EXAMPLE A-7

```
0000 B4 00 MOV AH,0 ;select mode
0002 B0 03 MOV AL,3 ;mode is 03H
0004 CD 10 INT 10H
```

**Cursor Control and Other Standard Features.** Table A-5 shows the function codes (placed in AH) used to control the cursor on the video display. These cursor control functions will work on any video display from the CGA display to the latest super VGA display. It also lists the functions used to display data and change to a different character set.

**TABLE A-5** Video BIOS (INT 10H) functions (pp. 741–744)

| <b>00H</b> | <b>SELECT VIDEO MODE</b>        |
|------------|---------------------------------|
| Entry      | AH = 00H<br>AL = mode number    |
| Exit       | Mode changed and screen cleared |

|            |                                                                                                                                                                                                                                                                                                                |
|------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>01H</b> | <b>SELECT CURSOR TYPE</b>                                                                                                                                                                                                                                                                                      |
| Entry      | AH = 01H<br>CH = starting line number<br>CL = ending line number                                                                                                                                                                                                                                               |
| Exit       | Cursor size changed                                                                                                                                                                                                                                                                                            |
| <b>02H</b> | <b>SELECT CURSOR POSITION</b>                                                                                                                                                                                                                                                                                  |
| Entry      | AH = 02H<br>BH = page number (usually 0)<br>DH = row number (beginning with 0)<br>DL = column number (beginning with 0)                                                                                                                                                                                        |
| Exit       | Changes cursor to new position                                                                                                                                                                                                                                                                                 |
| <b>03H</b> | <b>READ CURSOR POSITION</b>                                                                                                                                                                                                                                                                                    |
| Entry      | AH = 03H<br>BH = page number                                                                                                                                                                                                                                                                                   |
| Exit       | CH = starting line (cursor size)<br>CL = ending line (cursor size)<br>DH = current row<br>DL = current column                                                                                                                                                                                                  |
| <b>04H</b> | <b>READ LIGHT PEN</b>                                                                                                                                                                                                                                                                                          |
| Entry      | AH = 04H (not supported in VGA)                                                                                                                                                                                                                                                                                |
| Exit       | AH = 0, light pen triggered<br>BX = pixel column<br>CX = pixel row<br>DH = character row<br>DL = character column                                                                                                                                                                                              |
| <b>05H</b> | <b>SELECT DISPLAY PAGE</b>                                                                                                                                                                                                                                                                                     |
| Entry      | AH = 05H<br>AL = page number                                                                                                                                                                                                                                                                                   |
| Exit       | Page number selected. Following are the valid page numbers:<br><br>Mode 0 and 1 support pages 0–7<br>Mode 2 and 3 support pages 0–7<br>Mode 4, 5, and 6 support page 0<br>Mode 7 and D support pages 0–7<br>Mode E supports pages 0–3<br>Mode F and 10 support pages 0–1<br>Mode 11, 12, and 13 support page 0 |
| Notes      | Most modern displays use page 0 for most operations.                                                                                                                                                                                                                                                           |

|            |                                                                                                                                                                                                                                                        |
|------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>06H</b> | SCROLL PAGE UP                                                                                                                                                                                                                                         |
| Entry      | AH = 06H<br>AL = number of lines to scroll (0 clears window)<br>BH = character attribute for new lines<br>CH = top row of scroll window<br>CL = left column of scroll window<br>DH = bottom row of scroll window<br>DL = right column of scroll window |
| Exit       | Scrolls window from the bottom toward the top of the screen. Blank lines fill the bottom using the character attribute in BH.                                                                                                                          |
| <b>07H</b> | SCROLL PAGE DOWN                                                                                                                                                                                                                                       |
| Entry      | AH = 07H<br>AL = number of lines to scroll (0 clears window)<br>BH = character attribute for new lines<br>CH = top row of scroll window<br>CL = left column of scroll window<br>DH = bottom row of scroll window<br>DL = right column of scroll window |
| Exit       | Scrolls window from the top toward the bottom of the screen. Blank lines fill from the top using the character attribute in BH.                                                                                                                        |
| <b>08H</b> | READ ATTRIBUTE/CHARACTER AT CURRENT CURSOR POSITION                                                                                                                                                                                                    |
| Entry      | AH = 08H<br>BH = page number                                                                                                                                                                                                                           |
| Exit       | AL = ASCII character code<br>AH = character attribute                                                                                                                                                                                                  |
| Notes      | This function does not advance the cursor.                                                                                                                                                                                                             |
| <b>09H</b> | WRITE ATTRIBUTE/CHARACTER AT CURRENT CURSOR POSITION                                                                                                                                                                                                   |
| Entry      | AH = 09H<br>AL = ASCII character code<br>BH = page number<br>BL = character attribute<br>CX = number of characters to write                                                                                                                            |
| Notes      | This function does not advance the cursor.                                                                                                                                                                                                             |

|            |                                                                                                                                                                                                                                                           |
|------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>0AH</b> | WRITE CHARACTER AT CURRENT CURSOR POSITION                                                                                                                                                                                                                |
| Entry      | AH = 0AH<br>AL = ASCII character code<br>BH = page number<br>CX = number of characters to write                                                                                                                                                           |
| Notes      | This function does not advance the cursor.                                                                                                                                                                                                                |
| <b>0FH</b> | READ VIDEO MODE                                                                                                                                                                                                                                           |
| Entry      | AH = 0FH                                                                                                                                                                                                                                                  |
| Exit       | AL = current video mode<br>AH = number of character columns<br>BH = page number                                                                                                                                                                           |
| <b>10H</b> | SET VGA PALETTE REGISTER                                                                                                                                                                                                                                  |
| Entry      | AH = 10H<br>AL = 10H<br>BX = color number (0–255)<br>CH = green (0–63)<br>CL = blue (0–63)<br>DH = red (0–63)                                                                                                                                             |
| Exit       | Palette register color is changed. Note: The first 16 colors (0–15) are used in the 16-color, VGA text mode and other modes.                                                                                                                              |
| <b>10H</b> | READ VGA PALETTE REGISTER                                                                                                                                                                                                                                 |
| Entry      | AH = 10H<br>AL = 15H<br>BX = color number (0–255)                                                                                                                                                                                                         |
| Exit       | CH = green<br>CL = blue<br>DH = red                                                                                                                                                                                                                       |
| <b>11H</b> | GET ROM CHARACTER SET                                                                                                                                                                                                                                     |
| Entry      | AH = 11H<br>AL = 30H<br>BH = 2 = ROM 8 x 14 character set<br>BH = 3 = ROM 8 x 8 character set<br>BH = 4 = ROM 8 x 8 extended character set<br>BH = 5 = ROM 9 x 14 character set<br>BH = 6 = ROM 8 x 16 character set<br>BH = 7 = ROM 9 x 16 character set |
| Exit       | CX = bytes per character<br>DL = rows per character<br>ES:BP = address of character set                                                                                                                                                                   |

If an SVGA (super VGA), EVGA (extended VGA), or XVGA (also extended VGA) adapter is available, the super VGA mode is set by using INT 10H function call AX = 4F02H with BX = to the VGA mode for these advanced display adapters. This conforms to the VESA standard for VGA adapters. Table A-6 shows the modes selected by register BX for this INT 10H function call. Most video cards are equipped with a driver called VVESA.COM or VVESA.SYS that conforms the card to the VESA standard functions.

### INT 11H

This function is used to determine the type of equipment installed in the system. To use this call, the AX register is loaded with an FFFFH, and then the INT 11H instruction is executed. In return, an INT 11H provides information as listed in Figure A-8.

### INT 12H

The memory size is returned by the INT 12H instruction. After executing the INT 12H instruction, the AX register contains the number of 1K-byte blocks of memory (conventional memory in the first 1M byte of address space) installed in the computer.

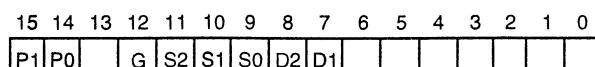
### INT 13H

This call controls the diskettes (5<sup>1</sup>/<sub>4</sub>" or 3<sup>1</sup>/<sub>2</sub>") and also fixed or hard disk drives attached to the system. Table A-7 lists the functions available to this interrupt via register AH. The direct control of a floppy disk or hard disk can lead to problems. Therefore, we only provide a listing of the functions without detail on their usage. Before using these functions, refer to the BIOS literature available from the company that produced your version of the BIOS ROM. Never use these functions for normal disk operations.

**TABLE A-6** Extended VGA functions

| BX   | Extended Mode                 |
|------|-------------------------------|
| 100H | 640 × 400 with 256 colors     |
| 101H | 640 × 480 with 256 colors     |
| 102H | 800 × 600 with 16 colors      |
| 103H | 800 × 600 with 256 colors     |
| 104H | 1,024 × 768 with 16 colors    |
| 105H | 1,024 × 768 with 256 colors   |
| 106H | 1,280 × 1,024 with 16 colors  |
| 107H | 1,280 × 1,024 with 256 colors |
| 108H | 80 × 60 in text mode          |
| 109H | 132 × 25 in text mode         |
| 10AH | 132 × 43 in text mode         |
| 10BH | 132 × 50 in text mode         |
| 10CH | 132 × 60 in text mode         |

**FIGURE A-8** The contents of AX as it indicates the equipment attached to the computer.



P1, P0 = number of parallel ports

G = 1 if game I/O attached

S2, S1, S0 = number of serial ports

D2, D1 = number of disk drives

**TABLE A-7** Disk I/O function via INT 13H

| AH  | Function                              |
|-----|---------------------------------------|
| 00H | Reset the system disk                 |
| 01H | Read disk status to AL                |
| 02H | Read sector                           |
| 03H | Write sector                          |
| 04H | Verify sector                         |
| 05H | Format track                          |
| 06H | Format bad track                      |
| 07H | Format drive                          |
| 08H | Get drive parameters                  |
| 09H | Initialize fixed disk characteristics |
| 0AH | Read long sector                      |
| 0BH | Write long sector                     |
| 0CH | Seek                                  |
| 0DH | Reset fixed disk system               |
| 0EH | Read sector buffer                    |
| 0FH | Write sector buffer                   |
| 10H | Get drive status                      |
| 11H | Re-calibrate drive                    |
| 12H | Controller RAM diagnostics            |
| 13H | Controller drive diagnostics          |
| 14H | Controller internal diagnostics       |
| 15H | Get disk type                         |
| 16H | Get disk changed status               |
| 17H | Set disk type                         |
| 18H | Set media type                        |
| 19H | Park heads                            |
| 1AH | Format ESDI drive                     |

## INT 14H

Interrupt 14H controls the serial COM (communications) ports attached to the computer. The computer system contains two COM ports, COM1 and COM2, unless you have a newer AT-style machine, where the number of communications ports are extended to COM3 and COM4. Communications ports are normally controlled with software packages that allow data transfer through a modem and the telephone lines. The INT 14H instruction controls these ports, as illustrated in Table A-8.

**TABLE A-8** COM port interrupt INT 14H

| AH  | Function                                |
|-----|-----------------------------------------|
| 00H | Initialize communications port          |
| 01H | Send character                          |
| 02H | Receive character                       |
| 03H | Get COM port status                     |
| 04H | Extended initialize communications port |
| 05H | Extended communications port control    |

## INT 15H

The INT 15H instruction controls many of the various I/O devices interfaced to the computer. It also allows access to protected mode operation and the extended memory system on an 80286–Pentium Pro, but it is not recommended. Table A–9 lists the functions supported by INT 15H.

## INT 16H

The INT 16H instruction is used as a keyboard interrupt. This interrupt is accessed by DOS interrupt INT 21H, but can be accessed directly. Table A–10 shows the functions performed by INT 16H.

**TABLE A–9** The I/O subsystem interrupt INT 15H

| AH  | Function                               |
|-----|----------------------------------------|
| 00H | Cassette motor on                      |
| 01H | Cassette motor off                     |
| 02H | Read cassette                          |
| 03H | Write cassette                         |
| 0FH | Format ESDI periodic interrupt         |
| 21H | Keyboard intercept                     |
| 80H | Device open                            |
| 81H | Device closed                          |
| 82H | Process termination                    |
| 83H | Event wait                             |
| 84H | Read joystick                          |
| 85H | System request key                     |
| 86H | Delay                                  |
| 87H | Move extended block of memory          |
| 88H | Get extended memory size               |
| 89H | Enter protected mode                   |
| 90H | Device wait                            |
| 91H | Device power on self test (POST)       |
| C0H | Get system environment                 |
| C1H | Get address of extended BIOS data area |
| C2H | Mouse pointer                          |
| C3H | Set watchdog timer                     |
| C4H | Programmable option select             |

**TABLE A–10** Keyboard interrupt INT 16H

| AH  | Function                     |
|-----|------------------------------|
| 00H | Read keyboard character      |
| 01H | Get keyboard status          |
| 02H | Get keyboard flags           |
| 03H | Set repeat rate              |
| 04H | Set keyboard click           |
| 05H | Push character and scan code |

## INT 17H

The INT 17H instruction accesses the parallel printer port, usually labeled LPT1 in most systems. Table A-11 lists the three functions available for the INT 17H instruction.

### DOS Low Memory Assignments

Table A-12 shows the low memory assignments (00000H–005FFH) for the DOS-based microprocessor system. This area of memory contains the interrupt vectors, BIOS data area, and the DOS/BIOS data.

**TABLE A-11** Parallel printer interrupt INT 17H

| AH  | Function           |
|-----|--------------------|
| 00H | Print character    |
| 01H | Initialize printer |
| 02H | Get printer status |

**TABLE A-12** DOS low memory assignments

| Location      | Purpose                                                              |
|---------------|----------------------------------------------------------------------|
| 00000H–002FFH | System interrupt vectors                                             |
| 00300H–003FFH | System interrupt vectors, power on, and bootstrap area               |
| 00400H–00407H | COM1–COM4 I/O port base addresses                                    |
| 00408H–0040FH | LPT1–LPT4 I/O port base addresses                                    |
| 00410H–00411H | Equipment flag word, returned in AX by INT 11H (refer to Figure A-8) |
| 00412H        | Reserved                                                             |
| 00413H–00414H | Memory size in K byte (0–640K)                                       |
| 00415H–00416H | Reserved                                                             |
| 00417H        | Keyboard control byte                                                |
|               | <i>Bit</i> <i>Purpose</i>                                            |
|               | 7           Insert locked                                            |
|               | 6           Caps locked                                              |
|               | 5           Numbers locked                                           |
|               | 4           Scroll locked                                            |
|               | 3           Alternate key pressed                                    |
|               | 2           Control key pressed                                      |
|               | 1           Left shift key pressed                                   |
|               | 0           Right shift key pressed                                  |
| 00418H        | Keyboard control byte                                                |
|               | <i>Bit</i> <i>Purpose</i>                                            |
|               | 7           Insert key pressed                                       |
|               | 6           Caps lock key pressed                                    |
|               | 5           Numbers lock key pressed                                 |
|               | 4           Scroll lock key pressed                                  |
|               | 3           Pause key pressed                                        |
|               | 2           System request key pressed                               |
|               | 1           Left alternate key pressed                               |
|               | 0           Right control key pressed                                |

**TABLE A-12** (*continued*)

| <i>Location</i> | <i>Purpose</i>                             |
|-----------------|--------------------------------------------|
| 00419H          | Alternate keyboard entry                   |
| 0041AH–0041BH   | Keyboard buffer header pointer             |
| 0041CH–0041DH   | Keyboard buffer tail pointer               |
| 0041EH–0043DH   | 32-byte keyboard buffer area               |
| 0043EH–00448H   | Disk drive control area                    |
| 00449H–00466H   | Video control area                         |
| 00467H–0046BH   | Reserved                                   |
| 0046CH–0046FH   | Timer counter                              |
| 00470H          | Timer overflow                             |
| 00471H          | Break key state                            |
| 00472H–00473H   | Reset flag                                 |
| 00474H–00477H   | Hard disk drive data area                  |
| 00478H–0047BH   | LPT1–LPT4 time-out area                    |
| 0047CH–0047FH   | COM1–COM4 time-out area                    |
| 00480H–00481H   | Keyboard buffer start offset pointer       |
| 00482H–00483H   | Keyboard buffer end offset pointer         |
| 00484H–0048AH   | Video control data area                    |
| 0048BH–00495H   | Hard disk control area                     |
| 00496H          | Keyboard mode, state, and type flag        |
| 00497H          | Keyboard LED flags                         |
| 00498H–00499H   | Offset address of user wait complete flag  |
| 0049AH–0049BH   | Segment address of user wait complete flag |
| 0049CH–0049FH   | User wait count                            |
| 004A0H          | Wait active flag                           |
| 004A1H–004A7H   | Reserved                                   |
| 004A8H–004ABH   | Pointer to video parameters                |
| 004ACH–004EFH   | Reserved                                   |
| 004F0H–004FFH   | Applications program communications area   |
| 00500H          | Print screen status                        |
| 00501H–00503H   | Reserved                                   |
| 00504H          | Single drive mode status                   |
| 00505H–0050FH   | Reserved                                   |
| 00510H–00521H   | Used by ROM BASIC                          |
| 00522H–0052FH   | Used by DOS for disk initialization        |
| 00530H–00533H   | Used by the MODE command                   |
| 00534H–005FFH   | Reserved                                   |

---

## MOUSE FUNCTIONS

The mouse is controlled and adjusted with INT 33H function call instructions. These functions provide complete control over the mouse and information provided by the mouse driver program. Table A-13 lists the mouse INT 33H functions by number and details the parameters required and any notes needed to use them. Refer to Chapter 7 for a discussion of the mouse driver and some example programs that access the mouse functions through INT 33H.

**TABLE A-13** The mouse (INT 33H) functions (pp. 750–761)

|            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>00H</b> | <b>RESET MOUSE</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| Entry      | AL = 00H                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Exit       | BX = number of mouse buttons<br>Both software and hardware are reset to their default values                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| Notes      | The default values are listed below:<br><br>CRT Page = 0<br>Cursor = off<br>Current cursor position = center of screen<br>Minimum horizontal position = 0<br>Minimum vertical position = 0<br>Maximum horizontal position = maximum for display mode<br>Maximum vertical position = maximum for display mode<br>Horizontal mickey-to-pixel ratio = 1 to 1<br>Vertical mickey-to-pixel ration = 2 to 1<br>Double-speed threshold = 64 per second<br>Graphics cursor = arrow<br>Text cursor = reverse block<br>Light-pen emulation = on<br>Interrupt call mask = 0 |
| <b>01H</b> | <b>SHOW MOUSE CURSOR</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Entry      | AL = 01H                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Exit       | Displays the mouse cursor                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>02H</b> | <b>HIDE MOUSE CURSOR</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Entry      | AL = 02H                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Exit       | Hides the mouse cursor                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| Notes      | When displaying data on the screen, it is important to hide the mouse cursor. If you don't, problems with the display will occur and the computer may reset and reboot.                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>03H</b> | <b>READ MOUSE STATUS</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Entry      | AL = 03H                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Exit       | BX = button status<br>CX = horizontal cursor position<br>DX = vertical cursor position                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| Notes      | The right bit (bit 0) of BX contains the status of the left mouse button and bit 1 contains the status of the right mouse button. A logic 1 indicates the button is active.                                                                                                                                                                                                                                                                                                                                                                                      |

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| <b>04H</b> | SET MOUSE CURSOR POSITION                                                                                                           |
| Entry      | AL = 04H<br>CX = horizontal position<br>DX = vertical position                                                                      |
| <b>05H</b> | GET BUTTON PRESS INFORMATION                                                                                                        |
| Entry      | AL = 05H<br>BX = desired button (0 for left and 1 for right)                                                                        |
| Exit       | AX = button status<br>BX = number of presses<br>CX = horizontal position of last press<br>DX = vertical position of last press      |
| <b>06H</b> | GET BUTTON RELEASE INFORMATION                                                                                                      |
| Entry      | AL = 06H<br>BX = desired button                                                                                                     |
| Exit       | AX = button status<br>BX = number of releases<br>CX = horizontal position of last release<br>DX = vertical position of last release |
| <b>07H</b> | SET HORIZONTAL BOUNDARY                                                                                                             |
| Entry      | AL = 07H<br>CX = minimum horizontal position<br>DX = maximum horizontal position                                                    |
| Exit       | Horizontal boundary is changed.                                                                                                     |
| <b>08H</b> | SET VERTICAL BOUNDARY                                                                                                               |
| Entry      | AL = 08H<br>CX = minimum vertical position<br>DX = maximum vertical position                                                        |
| Exit       | Vertical boundary is changed.                                                                                                       |

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| <b>09H</b> | SET GRAPHICS CURSOR                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| Entry      | AL = 09H<br>BX = horizontal center<br>CX = vertical center<br>ES:DX = address of 16 x 16 bit map of cursor.                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Exit       | New graphics cursor installed.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| Notes      | <p>The center is where the mouse pointer position is set. For example, a center of 0,0 is the upper left corner and 15,15 is the lower right corner.</p> <p>The pixel bit map mask is stored at the address passed through ES:DX and is a 16 × 16 array. Following the pixel bit mask is the cursor mask, also 16 × 16. The contents of the bit map mask are ANDed with a 16 × 16 portion of the video display, after which the contents of the cursor mask are Exclusive-ORed with a 16 × 16 portion of the video display to produce a cursor.</p> |
| <b>0AH</b> | SET TEXT CURSOR                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| Entry      | AL = 0AH<br>BX = cursor type (0 = software, 1 = hardware)<br>CX = pixel bit mask or beginning scan line<br>DX = cursor mask or ending scan line                                                                                                                                                                                                                                                                                                                                                                                                     |
| Exit       | Changes the text cursor.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>0BH</b> | READ MOTION COUNTERS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| Entry      | AL = 0BH                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| Exit       | CX = horizontal distance<br>DX = vertical distance                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| Notes      | Returns the distance traveled by the mouse since the last call to this function.                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |

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| <b>0CH</b> | SET INTERRUPT SUBROUTINE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Entry      | AL = 0CH<br>CX = interrupt mask<br>ES:DX = address of interrupt service procedure                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| Exit       | New interrupt handler is installed.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Notes      | <p>The interrupt mask defines the actions that request the installed interrupt handler. Following is a list of the actions that cause the interrupt when placed in the interrupt mask. Note that these actions can appear singly or in combination. For example, an interrupt mask of 8 plus 2 or 10 (0AH) causes an interrupt for either the left or right mouse buttons.</p> <ul style="list-style-type: none"> <li>1 = any change in cursor position</li> <li>2 = left mouse button pressed</li> <li>4 = left mouse button released</li> <li>8 = right mouse button pressed</li> <li>16 = right mouse button released</li> </ul> <p>After the installation, interrupt is called by one of the selected changes. The following registers contain information about the mouse:</p> <ul style="list-style-type: none"> <li>AX = interrupt mask</li> <li>BX = button status</li> <li>CX = horizontal position</li> <li>DX = vertical position</li> <li>SI = horizontal change</li> <li>DI = vertical change</li> </ul> |
| <b>0DH</b> | ENABLE LIGHT-PEN EMULATION                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| Entry      | AL = 0DH                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Exit       | Light-pen emulation is enabled.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| Notes      | Used whenever the mouse must replace the action of a light-pen.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>0EH</b> | DISABLE LIGHT-PEN EMULATION                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| Entry      | AL = 0EH                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Exit       | Light-pen emulation is disabled.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| Notes      | Used to disable light-pen emulation.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |

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| <b>0FH</b> | <b>SET MICKEY-TO-PIXEL RATIO</b>                                                                                                                                                      |
| Entry      | AL = 0FH<br>CX = horizontal ratio<br>DX = vertical ratio                                                                                                                              |
| Exit       | Mickey-to-pixel ratio changed.                                                                                                                                                        |
| Notes      | This function allows the screen-tracking speed of the mouse cursor to be changed. The default value is 1. If it is changed to 2, the normal speed will be reduced by half.            |
| <b>10H</b> | <b>BLANK MOUSE CURSOR</b>                                                                                                                                                             |
| Entry      | AL = 10H<br>CX = left corner<br>DX = upper position<br>SI = right corner<br>DI = bottom position                                                                                      |
| Exit       | Blinks the cursor in the window specified.                                                                                                                                            |
| Notes      | The mouse pointer is blanked in the area of the screen selected by registers CX, DX, SI, and DI.                                                                                      |
| <b>13H</b> | <b>SET DOUBLE-SPEED</b>                                                                                                                                                               |
| Entry      | AL = 13H<br>DX = threshold value                                                                                                                                                      |
| Exit       | Changes the threshold for double-speed pointer movement.                                                                                                                              |
| Notes      | The default threshold value for mouse pointer acceleration is 64. This default threshold is changed by this function to any other value.                                              |
| <b>14H</b> | <b>SWAP INTERRUPTS</b>                                                                                                                                                                |
| Entry      | AL = 14H<br>CX = interrupt mask<br>ES:DX = interrupt service procedure address                                                                                                        |
| Exit       | CX = old interrupt mask<br>ES:DX = old interrupt service procedure address                                                                                                            |
| Notes      | As with mouse INT 33H function 0CH, function 14H also installs a new interrupt handler. The difference is that function 14H replaces the handler already installed with function 0CH. |

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| <b>15H</b> | GET MOUSE STATE SIZE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| Entry      | AL = 15H                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Exit       | BX = size of buffer required to store mouse state                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| Notes      | Indicates the amount of memory required to store the state of the mouse with mouse function INT 33H number 16H.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>16H</b> | SAVE MOUSE STATE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| Entry      | AL = 16H<br>ES:DX = address where state of mouse is stored                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| Exit       | Saves the current state of the mouse.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>17H</b> | RELOAD MOUSE STATE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| Entry      | AL = 17H<br>ES:DX = address where state of mouse is stored                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| Exit       | Reloads the saved state of the mouse.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>18H</b> | SET ALTERNATE INTERRUPT SUBROUTINE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| Entry      | AL = 18H<br>CX = alternate interrupt mask<br>ES:DX = address of alternate interrupt service procedure<br>Carry = 0                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| Exit       | Alternate interrupt handler is installed.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| Notes      | <p>The alternate interrupt handler is accessed after the primary handler. The alternate interrupt mask defines the actions that request the alternate interrupt handler. Following is a list of the actions that cause an alternate interrupt when placed in the alternate interrupt mask:</p> <ul style="list-style-type: none"> <li>1 = any change in cursor position</li> <li>2 = left mouse button pressed</li> <li>4 = left mouse button released</li> <li>8 = right mouse button pressed</li> <li>16 = right mouse button released</li> <li>32 = shift key with mouse button</li> <li>64 = control key with mouse button</li> <li>128 = alternate key with mouse button</li> </ul> <p>After the installation, interrupt is called by one of the selected changes. The following registers contain information about the mouse:</p> <ul style="list-style-type: none"> <li>Carry = 1</li> <li>AX = interrupt mask (see function 0CH)</li> <li>BX = button status</li> <li>CX = horizontal position</li> <li>DX = vertical position</li> <li>SI = horizontal change</li> <li>DI = vertical change</li> </ul> |

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| <b>19H</b> | GET ALTERNATE INTERRUPT ADDRESS                                                                                                                                                                                                                        |
| Entry      | AL = 19H<br>CX = alternate interrupt mask                                                                                                                                                                                                              |
| Exit       | AX = -1 if unsuccessful<br>ES:DX = address of interrupt service procedure                                                                                                                                                                              |
| Notes      | Used to read the address of the alternate interrupt handler.                                                                                                                                                                                           |
| <b>1AH</b> | SET MOUSE SENSITIVITY                                                                                                                                                                                                                                  |
| Entry      | AL = 1AH<br>BX = horizontal sensitivity<br>CX = vertical sensitivity<br>DX = double-speed threshold                                                                                                                                                    |
| Exit       | Sensitivity is changed.                                                                                                                                                                                                                                |
| Notes      | The default values for vertical and horizontal sensitivity are both 50. The default value for the double-speed threshold is 64. The values for sensitivity range between 1 and 100, which represent ratios of between 33 to 350 percent.               |
| <b>1BH</b> | GET MOUSE SENSITIVITY                                                                                                                                                                                                                                  |
| Entry      | AL = 1BH                                                                                                                                                                                                                                               |
| Exit       | BX = horizontal sensitivity<br>CX = vertical sensitivity<br>DX = double-speed threshold                                                                                                                                                                |
| <b>1CH</b> | SET INTERRUPT RATE                                                                                                                                                                                                                                     |
| Entry      | AL = 1CH<br>BX = number of interrupts per second                                                                                                                                                                                                       |
| Exit       | Changes the interrupt rate for the InPort mouse only.                                                                                                                                                                                                  |
| Notes      | The default value is 30 interrupts per second, but this can be changed to any value listed:<br><br>0 = interrupt off<br>1 = 30 interrupts per second<br>2 = 50 interrupts per second<br>3 = 100 interrupts per second<br>4 = 200 interrupts per second |

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| <b>1DH</b> | SET CRT PAGE                                                                                                                                                                                                                                                                             |
| Entry      | AL = 1DH<br>BX = CRT page number                                                                                                                                                                                                                                                         |
| Exit       | Changes to a new CRT page for mouse cursor support.                                                                                                                                                                                                                                      |
| <b>1EH</b> | GET CRT PAGE                                                                                                                                                                                                                                                                             |
| Entry      | AL = 1EH                                                                                                                                                                                                                                                                                 |
| Exit       | BX = CRT page                                                                                                                                                                                                                                                                            |
| <b>1FH</b> | DISABLE MOUSE DRIVER                                                                                                                                                                                                                                                                     |
| Entry      | AL = 1FH                                                                                                                                                                                                                                                                                 |
| Exit       | AX = -1 if unsuccessful<br>ES:BX = address of mouse driver                                                                                                                                                                                                                               |
| <b>20H</b> | ENABLE MOUSE DRIVER                                                                                                                                                                                                                                                                      |
| Entry      | AL = 20H                                                                                                                                                                                                                                                                                 |
| Exit       | The mouse driver is enabled.                                                                                                                                                                                                                                                             |
| <b>21H</b> | SOFTWARE RESET                                                                                                                                                                                                                                                                           |
| Entry      | AL = 21H                                                                                                                                                                                                                                                                                 |
| Exit       | AX = 0FFFFH if successful<br>BX = 2 if successful                                                                                                                                                                                                                                        |
| <b>22H</b> | SET LANGUAGE                                                                                                                                                                                                                                                                             |
| Entry      | AL = 22H<br>BX = language number                                                                                                                                                                                                                                                         |
| Exit       | Language is changed only with the International version.                                                                                                                                                                                                                                 |
| Notes      | <p>The languages selected by BX are as follows:</p> <ul style="list-style-type: none"> <li>0 = English</li> <li>1 = French</li> <li>2 = Dutch</li> <li>3 = German</li> <li>4 = Swedish</li> <li>5 = Finnish</li> <li>6 = Spanish</li> <li>7 = Portuguese</li> <li>8 = Italian</li> </ul> |

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| <b>23H</b> | GET LANGUAGE                                                                                                                                                                                                                                                                                                                                                                     |
| Entry      | AL = 23H                                                                                                                                                                                                                                                                                                                                                                         |
| Exit       | BX = language number                                                                                                                                                                                                                                                                                                                                                             |
| <b>24H</b> | GET DRIVER VERSION                                                                                                                                                                                                                                                                                                                                                               |
| Entry      | AL = 24H                                                                                                                                                                                                                                                                                                                                                                         |
| Exit       | BH = major version number<br>BL = minor version number<br>CH = mouse type<br>CL = interrupt request number                                                                                                                                                                                                                                                                       |
| <b>25H</b> | GET DRIVER INFORMATION                                                                                                                                                                                                                                                                                                                                                           |
| Entry      | AL = 25H                                                                                                                                                                                                                                                                                                                                                                         |
| Exit       | AX contains the following driver information in the bits indicated.<br><br>Bits 13,12<br><br>00 = software text cursor active<br>01 = hardware text cursor active<br>1X = graphics cursor active<br><br>Bit 14<br><br>0 = non-integrated mouse display driver<br>1 = integrated mouse display driver<br><br>Bit 15<br><br>0 = driver is a .SYS file<br>1 = driver is a .COM file |
| <b>26H</b> | GET MAXIMUM VIRTUAL COORDINATES                                                                                                                                                                                                                                                                                                                                                  |
| Entry      | AL = 26H                                                                                                                                                                                                                                                                                                                                                                         |
| Exit       | BX = mouse driver status<br>CX = maximum horizontal coordinate<br>DX = maximum vertical coordinate                                                                                                                                                                                                                                                                               |

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| <b>27H</b> | GET CURSOR MASKS AND COUNTS                                                                                                                                            |
| Entry      | AL = 27H                                                                                                                                                               |
| Exit       | AX = screen mask or beginning scanning line<br>BX = cursor mask or ending scan line<br>CX = horizontal mickey count<br>DX = vertical mickey count                      |
| <b>28H</b> | SET VIDEO MODE                                                                                                                                                         |
| Entry      | AL = 28H<br>CX = video mode<br>DX = font size                                                                                                                          |
| Exit       | CX = 0 if successful                                                                                                                                                   |
| <b>29H</b> | GET SUPPORTED VIDEO MODES                                                                                                                                              |
| Entry      | AL = 29H<br>CX = search flag                                                                                                                                           |
| Exit       | BX:DX = address of ASCII description of video mode<br>CX = mode number or 0 if unsuccessful                                                                            |
| Notes      | The search flag is 0 to search for the first video mode, and non-zero to search for the next video mode.                                                               |
| <b>2AH</b> | GET CURSOR HOT SPOT                                                                                                                                                    |
| Entry      | AL = 2AH                                                                                                                                                               |
| Exit       | AX = display flag<br>BX = horizontal hot spot<br>CX = vertical hot spot<br>DX = mouse type                                                                             |
| Notes      | The hot spot is the position on the cursor that is returned when a mouse button is clicked. AX (display flag) indicates that the cursor is active (0) or inactive (1). |

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| <b>2BH</b> | SET ACCELERATION CURVE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| Entry      | AL = 2BH<br>BX = curve number<br>ES:SI = address of the acceleration curve                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| Exit       | AX = 0 if successful                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| Notes      | <p>Following are the contents of the acceleration curve table that contains curves 1 through 4:</p> <table> <tr><td>Offset</td><td>Meaning</td></tr> <tr><td>00H</td><td>= curve 1 counts</td></tr> <tr><td>01H</td><td>= curve 2 counts</td></tr> <tr><td>02H</td><td>= curve 3 counts</td></tr> <tr><td>03H</td><td>= curve 4 counts</td></tr> <tr><td>04H</td><td>= curve 1 mouse count and threshold</td></tr> <tr><td>24H</td><td>= curve 2 mouse count and threshold</td></tr> <tr><td>44H</td><td>= curve 3 mouse count and threshold</td></tr> <tr><td>64H</td><td>= curve 4 mouse count and threshold</td></tr> <tr><td>84H</td><td>= curve 1 scale factor array</td></tr> <tr><td>A4H</td><td>= curve 2 scale factor array</td></tr> <tr><td>C4H</td><td>= curve 3 scale factor array</td></tr> <tr><td>E4H</td><td>= curve 4 scale factor array</td></tr> <tr><td>104H</td><td>= curve 1 name</td></tr> <tr><td>114H</td><td>= curve 2 name</td></tr> <tr><td>124H</td><td>= curve 3 name</td></tr> <tr><td>134H</td><td>= curve 4 name</td></tr> </table> | Offset | Meaning | 00H | = curve 1 counts | 01H | = curve 2 counts | 02H | = curve 3 counts | 03H | = curve 4 counts | 04H | = curve 1 mouse count and threshold | 24H | = curve 2 mouse count and threshold | 44H | = curve 3 mouse count and threshold | 64H | = curve 4 mouse count and threshold | 84H | = curve 1 scale factor array | A4H | = curve 2 scale factor array | C4H | = curve 3 scale factor array | E4H | = curve 4 scale factor array | 104H | = curve 1 name | 114H | = curve 2 name | 124H | = curve 3 name | 134H | = curve 4 name |
| Offset     | Meaning                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| 00H        | = curve 1 counts                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| 01H        | = curve 2 counts                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| 02H        | = curve 3 counts                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| 03H        | = curve 4 counts                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| 04H        | = curve 1 mouse count and threshold                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| 24H        | = curve 2 mouse count and threshold                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| 44H        | = curve 3 mouse count and threshold                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| 64H        | = curve 4 mouse count and threshold                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| 84H        | = curve 1 scale factor array                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| A4H        | = curve 2 scale factor array                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| C4H        | = curve 3 scale factor array                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| E4H        | = curve 4 scale factor array                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| 104H       | = curve 1 name                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| 114H       | = curve 2 name                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| 124H       | = curve 3 name                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| 134H       | = curve 4 name                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| <b>2CH</b> | GET ACCELERATION CURVE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| Entry      | AL = 2CH<br>BX = current curve<br>ES:SI = address of current acceleration curves                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| Exit       | AX = 0 if successful                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| <b>2DH</b> | GET ACTIVE ACCELERATION CURVE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| Entry      | AL = 2DH<br>BX = curve number or -1 for current                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| Exit       | AX = 0 if successful<br>BX = curve number<br>ES:SI = address of acceleration curves                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| <b>2FH</b> | MOUSE HARDWARE RESET                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| Entry      | AL = 2FH                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |
| Exit       | AX = 0 if unsuccessful                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |        |         |     |                  |     |                  |     |                  |     |                  |     |                                     |     |                                     |     |                                     |     |                                     |     |                              |     |                              |     |                              |     |                              |      |                |      |                |      |                |      |                |

|            |                                                                                                                                                                            |
|------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>30H</b> | SET/GET BALLPOINT INFORMATION                                                                                                                                              |
| Entry      | AL = 30H<br>BX = rotation angle (+32K)<br>CX = command (0 for read and 1 for write)                                                                                        |
| Exit       | AX = FFFFH if unsuccessful or button state<br>BX = rotation angle<br>CX = button masks                                                                                     |
| <b>31H</b> | GET VIRTUAL COORDINATES                                                                                                                                                    |
| Entry      | AL = 31H                                                                                                                                                                   |
| Exit       | AX = minimum horizontal<br>BX = minimum vertical<br>CX = maximum horizontal<br>DX = maximum vertical                                                                       |
| <b>32H</b> | GET ACTIVE ADVANCED FUNCTIONS                                                                                                                                              |
| Entry      | AL = 32H                                                                                                                                                                   |
| Exit       | AX = function flag                                                                                                                                                         |
| Notes      | The function flags indicate which INT 33H advanced functions are available. The leftmost bit indicates function 25H through the rightmost bit that indicates function 34H. |
| <b>33H</b> | GET SWITCH SETTING                                                                                                                                                         |
| Entry      | AL = 33H<br>CX = buffer length<br>ES:DI = address of buffer                                                                                                                |
| Exit       | AX = 0<br>CX = byte in buffer<br>ES:DI = address of buffer                                                                                                                 |
| <b>34H</b> | GET MOUSE.INI                                                                                                                                                              |
| Entry      | AL = 34H                                                                                                                                                                   |
| Exit       | AX = 0<br>ES:DX = buffer address                                                                                                                                           |

## DPMI CONTROL FUNCTIONS

The DPMI (DOS protected mode interface) provides DOS and WINDOWS applications with access to protected mode and also access to real and extended memory. Four functions are accessed through the DOS multiplex interrupt (INT 2FH), and the remaining functions are accessed via INT 31H. The functions accessed by the INT 2FH interrupt release a time slice (AX = 1680H), get the CPU mode (AX = 1686H), get the mode switch entry point (AX = 1687H), and get the API entry point (AX = 168AH). The INT 2FH functions are listed in Table A-14 and the INT 31H functions appear in Table A-15.

**TABLE A-14** The INT 2FH, DPMI functions (pp. 762–763)

| <b>80H</b> |                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | RELEASE TIME SLICE   |
|------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------|
| Entry      | AX = 1680H                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                      |
| Exit       | AX = 0000H if successful<br>AX <> 1680H if unsuccessful                                                                                                                                                                                                                                                                                                                                                                                                               |                      |
| Notes      | A time slice is a portion of time allowed to an application. If the application is idle, it should release the remaining portion of its time slice to other applications using this function.                                                                                                                                                                                                                                                                         |                      |
| <b>86H</b> |                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | GET CPU MODE         |
| Entry      | AX = 1686H                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                      |
| Exit       | AX = 0000H if CPU in protected mode<br>AX <> 0000H if CPU in real or virtual mode                                                                                                                                                                                                                                                                                                                                                                                     |                      |
| <b>87H</b> |                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | GET MODE ENTRY POINT |
| Entry      | AX = 1687H                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                      |
| Exit       | AX = 0000H if successful<br>AX <> 0000H if unsuccessful<br>BX = support flag<br>CL = processor type<br>DX = DPMI version number<br>SI = private paragraph count<br>ES:DI = protected mode entry point                                                                                                                                                                                                                                                                 |                      |
| Notes      | Used to locate the entry point required to switch the CPU into the protected mode using DPMI. BX is a logic 1 if 32-bit support is provided by DPMI. CL indicates the microprocessor (2, 3, 4, or 5 for the 80286, 80386, 80486, or Pentium/Pentium Pro). DX = the DPMI version number returned binary value in DH (major) and DL (minor). SI = the number of paragraphs required by DPMI for proper operation. ES:DI = the address used to switch to protected mode. |                      |

|            |                                                                                              |
|------------|----------------------------------------------------------------------------------------------|
| <b>8AH</b> | GET API ENTRY POINT                                                                          |
| Entry      | AX = 168AH<br>DS:DI = address of vendor name (ASCII-Z)                                       |
| Exit       | AX = 0000H if successful<br>AX = 168AH if unsuccessful<br>ES:DI = API extensions entry point |
| Notes      | Used to reference a specific vendor's extensions to the DPMI interface.                      |

**Table A-15** The INT 31H, DPMI functions (pp. 763–782)

|              |                                                                                                                                                                                            |
|--------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>0000H</b> | ALLOCATE LDT DESCRIPTOR                                                                                                                                                                    |
| Entry        | AX = 0000H<br>CX = number of descriptors needed                                                                                                                                            |
| Exit         | AX = base selector, carry = 0<br>AX = error code, carry = 1                                                                                                                                |
| Notes        | Allocates one or more local descriptors, with the base or starting descriptor number returned in AX.                                                                                       |
| <b>0001H</b> | RELEASE LDT DESCRIPTOR                                                                                                                                                                     |
| Entry        | AX = 0001H<br>BX = selector                                                                                                                                                                |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                      |
| Notes        | Releases one descriptor selected by the selector placed in BX on the call to the INT 31H function.                                                                                         |
| <b>0002H</b> | MAP REAL SEGMENT TO DESCRIPTOR                                                                                                                                                             |
| Entry        | AX = 0002H<br>BX = segment address                                                                                                                                                         |
| Exit         | Carry = 0 if successful, AX = selector<br>Carry = 1 if unsuccessful, AX = error code                                                                                                       |
| Notes        | Maps a real mode segment to a protected mode descriptor. This cannot be released and should only be used to map the start of the descriptor table or other global protected mode segments. |

|              |                                                                                                                                                         |
|--------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>0003H</b> | GET SEGMENT INCREMENT                                                                                                                                   |
| Entry        | AX = 0003H                                                                                                                                              |
| Exit         | Carry = 0 if successful, AX = increment                                                                                                                 |
| Notes        | Used with function AX = 0000H to determine the increment of the selector returned as the base selector.                                                 |
| <b>0006H</b> | GET SEGMENT BASE ADDRESS                                                                                                                                |
| Entry        | AX = 0006H<br>BX = selector                                                                                                                             |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code<br>CX:DX = base address of segment                                                |
| Notes        | Returns the segment address as selected by BX in CX:DX where CX = the high-order word and DX = the low-order word expressed as a 32-bit linear address. |
| <b>0007H</b> | SET SEGMENT BASE ADDRESS                                                                                                                                |
| Entry        | AX = 0007H<br>BX = selector<br>CX:DX = linear base address                                                                                              |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                   |
| Notes        | Sets the base address to the 32-bit linear address found in CX:DX where CX = high-order word and DX = low-order word.                                   |
| <b>0008H</b> | SET SEGMENT LIMIT                                                                                                                                       |
| Entry        | AX = 0008H<br>BX = selector<br>CX:DX = segment limit in bytes                                                                                           |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                   |

| <b>0009H</b> | SET DESCRIPTOR ACCESS RIGHTS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |            |               |   |                       |   |                                 |   |                                                  |   |                                      |   |           |      |                                    |   |                                |      |                |    |                                                |    |                                                                                |
|--------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------|---------------|---|-----------------------|---|---------------------------------|---|--------------------------------------------------|---|--------------------------------------|---|-----------|------|------------------------------------|---|--------------------------------|------|----------------|----|------------------------------------------------|----|--------------------------------------------------------------------------------|
| Entry        | AX = 0009H<br>BX = selector<br>CX = access rights                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |            |               |   |                       |   |                                 |   |                                                  |   |                                      |   |           |      |                                    |   |                                |      |                |    |                                                |    |                                                                                |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |            |               |   |                       |   |                                 |   |                                                  |   |                                      |   |           |      |                                    |   |                                |      |                |    |                                                |    |                                                                                |
| Notes        | <p>The access rights determines how a segment is accessed in the protected mode. The definition of each bit of CX follows:</p> <table> <thead> <tr> <th><i>Bit</i></th> <th><i>Rights</i></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Descriptor access (1)</td> </tr> <tr> <td>1</td> <td>Read/write (1) or Read-only (0)</td> </tr> <tr> <td>2</td> <td>Expand segment up (0) or expand segment down (1)</td> </tr> <tr> <td>3</td> <td>Code segment (1) or data segment (0)</td> </tr> <tr> <td>4</td> <td>Must be 1</td> </tr> <tr> <td>5, 6</td> <td>Descriptor desired privilege level</td> </tr> <tr> <td>7</td> <td>Present (1) or not present (0)</td> </tr> <tr> <td>8–13</td> <td>Must be 000000</td> </tr> <tr> <td>14</td> <td>32-bit instruction mode (1) or 16-bit mode (0)</td> </tr> <tr> <td>15</td> <td>Granularity bit is 0 for 1X multiplier and 1 for 4K multiplier for limit field</td> </tr> </tbody> </table> <p>Bits 15-8 must be 0000 0000 for the 80286</p> | <i>Bit</i> | <i>Rights</i> | 0 | Descriptor access (1) | 1 | Read/write (1) or Read-only (0) | 2 | Expand segment up (0) or expand segment down (1) | 3 | Code segment (1) or data segment (0) | 4 | Must be 1 | 5, 6 | Descriptor desired privilege level | 7 | Present (1) or not present (0) | 8–13 | Must be 000000 | 14 | 32-bit instruction mode (1) or 16-bit mode (0) | 15 | Granularity bit is 0 for 1X multiplier and 1 for 4K multiplier for limit field |
| <i>Bit</i>   | <i>Rights</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |            |               |   |                       |   |                                 |   |                                                  |   |                                      |   |           |      |                                    |   |                                |      |                |    |                                                |    |                                                                                |
| 0            | Descriptor access (1)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |            |               |   |                       |   |                                 |   |                                                  |   |                                      |   |           |      |                                    |   |                                |      |                |    |                                                |    |                                                                                |
| 1            | Read/write (1) or Read-only (0)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |            |               |   |                       |   |                                 |   |                                                  |   |                                      |   |           |      |                                    |   |                                |      |                |    |                                                |    |                                                                                |
| 2            | Expand segment up (0) or expand segment down (1)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |            |               |   |                       |   |                                 |   |                                                  |   |                                      |   |           |      |                                    |   |                                |      |                |    |                                                |    |                                                                                |
| 3            | Code segment (1) or data segment (0)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |            |               |   |                       |   |                                 |   |                                                  |   |                                      |   |           |      |                                    |   |                                |      |                |    |                                                |    |                                                                                |
| 4            | Must be 1                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |            |               |   |                       |   |                                 |   |                                                  |   |                                      |   |           |      |                                    |   |                                |      |                |    |                                                |    |                                                                                |
| 5, 6         | Descriptor desired privilege level                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |            |               |   |                       |   |                                 |   |                                                  |   |                                      |   |           |      |                                    |   |                                |      |                |    |                                                |    |                                                                                |
| 7            | Present (1) or not present (0)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |            |               |   |                       |   |                                 |   |                                                  |   |                                      |   |           |      |                                    |   |                                |      |                |    |                                                |    |                                                                                |
| 8–13         | Must be 000000                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |            |               |   |                       |   |                                 |   |                                                  |   |                                      |   |           |      |                                    |   |                                |      |                |    |                                                |    |                                                                                |
| 14           | 32-bit instruction mode (1) or 16-bit mode (0)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |            |               |   |                       |   |                                 |   |                                                  |   |                                      |   |           |      |                                    |   |                                |      |                |    |                                                |    |                                                                                |
| 15           | Granularity bit is 0 for 1X multiplier and 1 for 4K multiplier for limit field                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |            |               |   |                       |   |                                 |   |                                                  |   |                                      |   |           |      |                                    |   |                                |      |                |    |                                                |    |                                                                                |
| <b>000AH</b> | CREATE ALIAS DESCRIPTOR                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |            |               |   |                       |   |                                 |   |                                                  |   |                                      |   |           |      |                                    |   |                                |      |                |    |                                                |    |                                                                                |
| Entry        | AX = 000AH<br>BX = selector                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |            |               |   |                       |   |                                 |   |                                                  |   |                                      |   |           |      |                                    |   |                                |      |                |    |                                                |    |                                                                                |
| Exit         | Carry = 0 if successful, AX = alias selector<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |            |               |   |                       |   |                                 |   |                                                  |   |                                      |   |           |      |                                    |   |                                |      |                |    |                                                |    |                                                                                |
| Notes        | Creates a new "carbon copy" as an alias local descriptor.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |            |               |   |                       |   |                                 |   |                                                  |   |                                      |   |           |      |                                    |   |                                |      |                |    |                                                |    |                                                                                |
| <b>000BH</b> | GET DESCRIPTOR                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |            |               |   |                       |   |                                 |   |                                                  |   |                                      |   |           |      |                                    |   |                                |      |                |    |                                                |    |                                                                                |
| Entry        | AX = 000BH<br>BX = selector<br>ES:DI = address of buffer                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |            |               |   |                       |   |                                 |   |                                                  |   |                                      |   |           |      |                                    |   |                                |      |                |    |                                                |    |                                                                                |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |            |               |   |                       |   |                                 |   |                                                  |   |                                      |   |           |      |                                    |   |                                |      |                |    |                                                |    |                                                                                |
| Notes        | Copies the 8-byte descriptor into the buffer addressed by ES:DI.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |            |               |   |                       |   |                                 |   |                                                  |   |                                      |   |           |      |                                    |   |                                |      |                |    |                                                |    |                                                                                |

|              |                                                                                                                                                                                                          |
|--------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>000CH</b> | SET DESCRIPTOR                                                                                                                                                                                           |
| Entry        | AX = 000CH<br>BX = selector<br>ES:DI = address of buffer                                                                                                                                                 |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                    |
| Notes        | Copies the 8-byte descriptor from the buffer to the descriptor table.                                                                                                                                    |
| <b>000DH</b> | ALLOCATE SPECIFIC LDT DESCRIPTOR                                                                                                                                                                         |
| Entry        | AX = 000DH<br>BX = selector                                                                                                                                                                              |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                    |
| Notes        | Creates a descriptor based in the selector of your choice (4–7CH) with as many as 16 assigned by this function.                                                                                          |
| <b>000EH</b> | GET MULTIPLE DESCRIPTORS                                                                                                                                                                                 |
| Entry        | AX = 000EH<br>BX = number to get<br>ES:DI = buffer address                                                                                                                                               |
| Exit         | Carry = 0 if successful, CX = number copied to buffer<br>Carry = 1 if unsuccessful, AX = error code                                                                                                      |
| Notes        | Copies multiple descriptors to a buffer addressed by ES:DI.                                                                                                                                              |
| <b>000FH</b> | SET MULTIPLE DESCRIPTORS                                                                                                                                                                                 |
| Entry        | AX = 000FH<br>BX = number to set<br>ES:DI = buffer address                                                                                                                                               |
| Exit         | Carry = 0 if successful, number copied from buffer<br>Carry = 1 if unsuccessful, AX = error code                                                                                                         |
| Notes        | Creates descriptors from the buffer at the location addressed by ES:DI. Each entry is 10 bytes in length with the first 2 bytes containing the selector number, followed by 8 bytes for descriptor data. |

|              |                                                                                                                                                                                   |
|--------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>0100H</b> | ALLOCATE DOS MEMORY BLOCK                                                                                                                                                         |
| Entry        | AX = 0100H<br>DX = paragraphs to allocate                                                                                                                                         |
| Exit         | Carry = 0 if successful<br>AX = real mode segment<br>DX = selector of descriptor for memory block<br>Carry = 1 if unsuccessful<br>AX = error code<br>BX = size of available block |
| Notes        | Allocates a local descriptor for the DOS memory block. Releases with function 0101H only.                                                                                         |
| <b>0101H</b> | RELEASE DOS MEMORY BLOCK                                                                                                                                                          |
| Entry        | AX = 0101H<br>DX = selector                                                                                                                                                       |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                             |
| <b>0200H</b> | GET REAL MODE INTERRUPT                                                                                                                                                           |
| Entry        | AX = 0200H<br>BX = interrupt number                                                                                                                                               |
| Exit         | CX = vector segment<br>DX = vector offset                                                                                                                                         |
| Notes        | Releases one descriptor selected by the selector placed in BX on the call to the INT 31H function.                                                                                |
| <b>0201H</b> | SET REAL MODE INTERRUPT VECTOR                                                                                                                                                    |
| Entry        | AX = 0201H<br>BX = interrupt number<br>CX = vector segment<br>DX = vector offset                                                                                                  |
| <b>0202H</b> | GET EXCEPTION HANDLER VECTOR                                                                                                                                                      |
| Entry        | AX = 0202H<br>BX = exception number 0–1FH                                                                                                                                         |
| Exit         | Carry = 0 if successful<br>CX = handler selector<br>DX = handler offset<br>Carry = 1 if unsuccessful<br>AX = error code                                                           |

|              |                                                                                                                         |
|--------------|-------------------------------------------------------------------------------------------------------------------------|
| <b>0203H</b> | SET EXCEPTION HANDLER VECTOR                                                                                            |
| Entry        | AX = 0203H<br>BX = exception number 0–1FH<br>CX = handler selector<br>DX = handler offset                               |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                   |
| <b>0204H</b> | GET PROTECTED MODE INTERRUPT VECTOR                                                                                     |
| Entry        | AX = 0204H<br>BX = interrupt number                                                                                     |
| Exit         | Carry = 0 if successful<br>CX = handler selector<br>DX = handler offset<br>Carry = 1 if unsuccessful<br>AX = error code |
| <b>0205H</b> | SET PROTECTED MODE INTERRUPT VECTOR                                                                                     |
| Entry        | AX = 0205H<br>BX = interrupt number<br>CX = handler selector<br>DX = handler offset                                     |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                   |
| <b>0210H</b> | GET EXTENDED REAL EXCEPTION HANDLER VECTOR                                                                              |
| Entry        | AX = 0210H<br>BX = exception number 0–1FH                                                                               |
| Exit         | Carry = 0 if successful<br>CX = handler selector<br>DX = handler offset<br>Carry = 1 if unsuccessful<br>AX = error code |
| <b>0211H</b> | GET EXTENDED PROTECTED EXCEPTION HANDLER VECTOR                                                                         |
| Entry        | AX = 0211H<br>BX = exception number 0–1FH                                                                               |
| Exit         | Carry = 0 if successful<br>CX = handler selector<br>DX = handler offset<br>Carry = 1 if unsuccessful<br>AX = error code |

| <b>0212H</b> | SET EXTENDED PROTECTED EXCEPTION<br>HANDLER VECTOR                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                   |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
|--------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------|------|----------|-----|------------|-----|-----|------------|-----|-----|------------|-----|-----|------------|-------------------|-----|------------|-----|-----|------------|-----|-----|------------|-----|-----|------------|-----|-----|------|-------|-----|------|----|-----|------|----|-----|------|----|-----|------|----|-----|------|----|-----|------|----|-----|------|----|-----|------|----|
| Entry        | AX = 0212H<br>BX = exception number 0–1FH<br>CX = handler selector<br>DX = handler offset                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                   |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                   |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| <b>0213H</b> | SET EXTENDED REAL EXCEPTION HANDLER<br>VECTOR                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                   |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| Entry        | AX = 0213H<br>BX = exception number 0–1FH<br>CX = handler selector<br>DX = handler offset                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                   |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                   |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| <b>0300H</b> | EMULATE REAL MODE INTERRUPT                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                   |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| Entry        | AX = 0300H<br>BX = interrupt number<br>CX = word copy count<br>ES:DI = buffer address                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                   |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| Exit         | Carry = 0 if successful, ES:DI = buffer address<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                   |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| Notes        | <p>Copies the number of words (CX) from the protected mode stack to the real mode stack. The ES:DI register combination addresses a memory buffer that specifies the contents of the register when the switch to the real mode interrupt occurs. The register set is stored as:</p> <table> <thead> <tr> <th>Offset</th> <th>Size</th> <th>Register</th> </tr> </thead> <tbody> <tr> <td>00H</td> <td>doubleword</td> <td>EDI</td> </tr> <tr> <td>04H</td> <td>doubleword</td> <td>ESI</td> </tr> <tr> <td>08H</td> <td>doubleword</td> <td>EBP</td> </tr> <tr> <td>0CH</td> <td>doubleword</td> <td>must be 00000000H</td> </tr> <tr> <td>10H</td> <td>doubleword</td> <td>EBX</td> </tr> <tr> <td>14H</td> <td>doubleword</td> <td>EDX</td> </tr> <tr> <td>18H</td> <td>doubleword</td> <td>ECX</td> </tr> <tr> <td>1CH</td> <td>doubleword</td> <td>EAX</td> </tr> <tr> <td>20H</td> <td>word</td> <td>flags</td> </tr> <tr> <td>22H</td> <td>word</td> <td>ES</td> </tr> <tr> <td>24H</td> <td>word</td> <td>DS</td> </tr> <tr> <td>26H</td> <td>word</td> <td>FS</td> </tr> <tr> <td>28H</td> <td>word</td> <td>GS</td> </tr> <tr> <td>2AH</td> <td>word</td> <td>IP</td> </tr> <tr> <td>2CH</td> <td>word</td> <td>CS</td> </tr> <tr> <td>2EH</td> <td>word</td> <td>SP</td> </tr> <tr> <td>30H</td> <td>word</td> <td>SS</td> </tr> </tbody> </table> | Offset            | Size | Register | 00H | doubleword | EDI | 04H | doubleword | ESI | 08H | doubleword | EBP | 0CH | doubleword | must be 00000000H | 10H | doubleword | EBX | 14H | doubleword | EDX | 18H | doubleword | ECX | 1CH | doubleword | EAX | 20H | word | flags | 22H | word | ES | 24H | word | DS | 26H | word | FS | 28H | word | GS | 2AH | word | IP | 2CH | word | CS | 2EH | word | SP | 30H | word | SS |
| Offset       | Size                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | Register          |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| 00H          | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | EDI               |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| 04H          | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | ESI               |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| 08H          | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | EBP               |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| 0CH          | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | must be 00000000H |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| 10H          | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | EBX               |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| 14H          | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | EDX               |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| 18H          | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | ECX               |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| 1CH          | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | EAX               |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| 20H          | word                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | flags             |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| 22H          | word                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | ES                |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| 24H          | word                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | DS                |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| 26H          | word                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | FS                |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| 28H          | word                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | GS                |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| 2AH          | word                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | IP                |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| 2CH          | word                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | CS                |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| 2EH          | word                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | SP                |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |
| 30H          | word                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | SS                |      |          |     |            |     |     |            |     |     |            |     |     |            |                   |     |            |     |     |            |     |     |            |     |     |            |     |     |      |       |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |     |      |    |

|              |                                                                                                                                                                              |
|--------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>0301H</b> | CALL FAR REAL MODE PROCEDURE                                                                                                                                                 |
| Entry        | AX = 0301H<br>BH = 00H<br>CX = word copy count<br>ES:DI = buffer address                                                                                                     |
| Exit         | Carry = 0 if successful, ES:DI = buffer address<br>Carry = 1 if unsuccessful, AX = error code                                                                                |
| Notes        | Calls a real mode procedure from protected mode. The buffer contains the register set as defined for function 0300H, which is loaded on the switch to real mode.             |
| <b>0302H</b> | CALL REAL MODE INTERRUPT PROCEDURE                                                                                                                                           |
| Entry        | AX = 0302H<br>BH = 00H<br>CX = word copy count<br>ES:DI = buffer address                                                                                                     |
| Exit         | Carry = 0 if successful, ES:DI = buffer address<br>Carry = 1 if unsuccessful, AX = error code                                                                                |
| Notes        | Calls the real mode interrupt procedure from protected mode. The buffer contains the register set as defined for function 0300H, which is loaded on the switch to real mode. |
| <b>0303H</b> | ALLOCATE REAL MODE CALLBACK ADDRESS                                                                                                                                          |
| Entry        | AX = 0303H<br>DS:SI = protected mode procedure address<br>ES:DI = buffer address                                                                                             |
| Exit         | Carry = 0 if successful, CX:DX = callback address<br>Carry = 1 if unsuccessful, AX = error code                                                                              |
| Notes        | Calls a protected mode procedure from the real mode. The real mode address is found in CX (segment) and DX (offset).                                                         |
| <b>0304H</b> | RELEASE REAL MODE CALLBACK ADDRESS                                                                                                                                           |
| Entry        | AX = 0304H<br>CX:DX = callback address                                                                                                                                       |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                        |
| Notes        | Releases the callback address allocated by function 0303H.                                                                                                                   |

|              |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|--------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>0305H</b> | GET STATE SAVE AND RESTORE ADDRESS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| Entry        | AX = 0305H                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Exit         | Carry = 0 if successful<br>AX = buffer size<br>BX:CX = real mode procedure address<br>SI:DI = protected mode procedure address<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                            |
| Notes        | The procedure addresses returned by this function save the real or protected mode registers in memory before switching modes. If in the real mode, BX:CX contain the far address or a procedure that saves the protected mode registers. Likewise, if operating in the protected mode, save the real mode register with a call to the protected mode address in SI:DI. The value of AL dictates how the procedure called by the procedure address functions. If AL = 0, the registers are saved. If AL = 1, the registers are restored. |
| <b>0306H</b> | GET RAW CPU MODE SWITCH ADDRESS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Entry        | AX = 0306H                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Exit         | Carry = 0 if successful<br>BX:CX = switch to protected mode address<br>SI:DI = switch to real mode address<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                |
| Notes        | To switch to protected mode from real mode, use a far JMP to the address found in BX:CX. To switch to real mode from protected mode, use a JMP to the address found in SI:DI.<br><br>The register must be pre-loaded as follows before jumping to the switch address:<br><br>AX = new DS<br>BX = new SP<br>CX = new ES<br>DX = new SS<br>SI = new CS<br>DI = new IP                                                                                                                                                                     |
| <b>0400H</b> | GET DPMI VERSION                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| Entry        | AX = 0400H                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Exit         | Carry = 0 if successful<br>AX = DPMI version number<br>BX = implementation flag<br>CL = processor type<br>DH = master interrupt controller base address<br>DL = slave interrupt controller base address<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                   |
| Notes        | The interrupt controller vector numbers are usually returned as 08H for the master and 70H for the slave.                                                                                                                                                                                                                                                                                                                                                                                                                               |

| <b>0401H</b>  | GET DPMI CAPABILITIES                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                              |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------|----------------|----------------|---------------------------|------------|------------------------------------|-----|------------------|------------------------|-----------------------------|------------|----------------------|-----|-----------------------------|-------------------------|------------|------------|----------------------|-----|------------|------------------|-----|------------|----------------------|-----|------------|-------------------|-----|------------|------------------------------|-----|----------|----------|
| Entry         | AX = 0401H<br>ES:DI = buffer address                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                              |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| Exit          | Carry = 0 if successful, AX = capabilities<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                              |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| Notes         | <p>This function is supported under version 1.0 of DPMI and uses AX to return the following capabilities:</p> <table> <thead> <tr> <th><i>Bit</i></th> <th><i>Purpose</i></th> </tr> </thead> <tbody> <tr> <td>6</td> <td>write-protect host (DPMI)</td> </tr> <tr> <td>5</td> <td>write-protect client (DOS/WINDOWS)</td> </tr> <tr> <td>4</td> <td>demand zero fill</td> </tr> <tr> <td>3</td> <td>conventional memory mapping</td> </tr> <tr> <td>2</td> <td>device mapping</td> </tr> <tr> <td>1</td> <td>exceptions can be restarted</td> </tr> <tr> <td>0</td> <td>page dirty</td> </tr> </tbody> </table>                                                                                                                                                                                                                                                                                                                                                                                                                                            | <i>Bit</i>                   | <i>Purpose</i> | 6              | write-protect host (DPMI) | 5          | write-protect client (DOS/WINDOWS) | 4   | demand zero fill | 3                      | conventional memory mapping | 2          | device mapping       | 1   | exceptions can be restarted | 0                       | page dirty |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| <i>Bit</i>    | <i>Purpose</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                              |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| 6             | write-protect host (DPMI)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                              |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| 5             | write-protect client (DOS/WINDOWS)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                              |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| 4             | demand zero fill                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                              |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| 3             | conventional memory mapping                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                              |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| 2             | device mapping                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                              |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| 1             | exceptions can be restarted                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                              |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| 0             | page dirty                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                              |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| <b>0500H</b>  | GET FREE MEMORY                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                              |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| Entry         | AX = 0500H<br>ES:DI = buffer address                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                              |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| Exit          | Carry = 0 if successful<br>Carry = 1 if unsuccessful                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                              |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| Notes         | <p>Information about the system memory is returned by this function in the buffer addressed by the buffer address. The contents of the buffer are:</p> <table> <thead> <tr> <th><i>Offset</i></th> <th><i>Size</i></th> <th><i>Purpose</i></th> </tr> </thead> <tbody> <tr> <td>00H</td> <td>doubleword</td> <td>largest free block in bytes</td> </tr> <tr> <td>04H</td> <td>doubleword</td> <td>maximum unlocked pages</td> </tr> <tr> <td>08H</td> <td>doubleword</td> <td>maximum locked pages</td> </tr> <tr> <td>0CH</td> <td>doubleword</td> <td>linear address in pages</td> </tr> <tr> <td>10H</td> <td>doubleword</td> <td>total unlocked pages</td> </tr> <tr> <td>14H</td> <td>doubleword</td> <td>total free pages</td> </tr> <tr> <td>18H</td> <td>doubleword</td> <td>total physical pages</td> </tr> <tr> <td>1CH</td> <td>doubleword</td> <td>free linear pages</td> </tr> <tr> <td>20H</td> <td>doubleword</td> <td>size of paging file in pages</td> </tr> <tr> <td>24H</td> <td>12 bytes</td> <td>reserved</td> </tr> </tbody> </table> | <i>Offset</i>                | <i>Size</i>    | <i>Purpose</i> | 00H                       | doubleword | largest free block in bytes        | 04H | doubleword       | maximum unlocked pages | 08H                         | doubleword | maximum locked pages | 0CH | doubleword                  | linear address in pages | 10H        | doubleword | total unlocked pages | 14H | doubleword | total free pages | 18H | doubleword | total physical pages | 1CH | doubleword | free linear pages | 20H | doubleword | size of paging file in pages | 24H | 12 bytes | reserved |
| <i>Offset</i> | <i>Size</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | <i>Purpose</i>               |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| 00H           | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | largest free block in bytes  |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| 04H           | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | maximum unlocked pages       |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| 08H           | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | maximum locked pages         |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| 0CH           | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | linear address in pages      |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| 10H           | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | total unlocked pages         |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| 14H           | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | total free pages             |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| 18H           | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | total physical pages         |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| 1CH           | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | free linear pages            |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| 20H           | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | size of paging file in pages |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |
| 24H           | 12 bytes                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | reserved                     |                |                |                           |            |                                    |     |                  |                        |                             |            |                      |     |                             |                         |            |            |                      |     |            |                  |     |            |                      |     |            |                   |     |            |                              |     |          |          |

|              |                                                                                                                                                                                                |
|--------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>0501H</b> | ALLOCATE MEMORY BLOCK                                                                                                                                                                          |
| Entry        | AX = 0501H<br>BX:CX = memory block size in bytes                                                                                                                                               |
| Exit         | Carry = 0 if successful<br>BX:CX = linear base address of block<br>SI:DI = memory block handle<br>Carry = 1 if unsuccessful, AX = error code                                                   |
| Notes        | Allocates a block of memory whose size in bytes is in BX:CX on the call to this function. On the return, BX:CX = the starting address of the memory block and SI:DI contains the block handle. |
| <b>0502H</b> | RELEASE MEMORY BLOCK                                                                                                                                                                           |
| Entry        | AX = 0502H<br>SI:DI = memory block handle                                                                                                                                                      |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                          |
| <b>0503H</b> | RESIZE MEMORY BLOCK                                                                                                                                                                            |
| Entry        | AX = 0503H<br>BX:CX = new memory block size in bytes<br>SI:DI = memory block handle                                                                                                            |
| Exit         | Carry = 0 if successful<br>BX:CX = linear base address of block<br>SI:DI = memory block handle<br>Carry = 1 if unsuccessful, AX = error code                                                   |
| <b>0504H</b> | ALLOCATE LINEAR MEMORY BLOCK                                                                                                                                                                   |
| Entry        | AX = 0504H<br>EBX = desired linear base address<br>ECX = block size in bytes<br>EDX = action code                                                                                              |
| Exit         | Carry = 0 if successful<br>EBX = linear base address of block<br>ESI = memory block handle<br>Carry = 1 if unsuccessful, AX = error code                                                       |
| Notes        | Used with a 32-bit DPMI host to allocate a linear memory block. The action code is 0 to create an uncommitted block and 1 to create a committed block.                                         |

| <b>0505H</b> | RESIZE LINEAR MEMORY BLOCK                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |            |                 |   |                                   |   |            |   |                                  |   |                                               |   |                                           |   |                                           |
|--------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------|-----------------|---|-----------------------------------|---|------------|---|----------------------------------|---|-----------------------------------------------|---|-------------------------------------------|---|-------------------------------------------|
| Entry        | AX = 0505H<br>ES:EBX = buffer address<br>ECX = block size in bytes<br>EDX = action code (see function 0504H)<br>ESI = memory block handle                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |            |                 |   |                                   |   |            |   |                                  |   |                                               |   |                                           |   |                                           |
| Exit         | Carry = 0 if successful<br>BX:CX = linear base address of block<br>SI:DI = memory block handle<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |            |                 |   |                                   |   |            |   |                                  |   |                                               |   |                                           |   |                                           |
| <b>0506H</b> | GET PAGE ATTRIBUTES                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |            |                 |   |                                   |   |            |   |                                  |   |                                               |   |                                           |   |                                           |
| Entry        | AX = 0506H<br>EBX = page offset within memory block<br>ECX = page count<br>ES:EDX = buffer address<br>ESI = memory block handle                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |            |                 |   |                                   |   |            |   |                                  |   |                                               |   |                                           |   |                                           |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |            |                 |   |                                   |   |            |   |                                  |   |                                               |   |                                           |   |                                           |
| Notes        | <p>The memory buffer contains a word of attribute information for each page in the memory block. The attribute word stored in the buffer indicates the following information:</p> <table> <thead> <tr> <th><i>Bit</i></th> <th><i>Function</i></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0 = uncommitted and 1 = committed</td> </tr> <tr> <td>1</td> <td>1 = mapped</td> </tr> <tr> <td>3</td> <td>0 = read-only and 1 = read/write</td> </tr> <tr> <td>4</td> <td>0 = dirty bit invalid and 1 = dirty bit valid</td> </tr> <tr> <td>5</td> <td>0 = page unaccessed and 1 = page accessed</td> </tr> <tr> <td>6</td> <td>0 = page unmodified and 1 = page modified</td> </tr> </tbody> </table> | <i>Bit</i> | <i>Function</i> | 0 | 0 = uncommitted and 1 = committed | 1 | 1 = mapped | 3 | 0 = read-only and 1 = read/write | 4 | 0 = dirty bit invalid and 1 = dirty bit valid | 5 | 0 = page unaccessed and 1 = page accessed | 6 | 0 = page unmodified and 1 = page modified |
| <i>Bit</i>   | <i>Function</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |            |                 |   |                                   |   |            |   |                                  |   |                                               |   |                                           |   |                                           |
| 0            | 0 = uncommitted and 1 = committed                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |            |                 |   |                                   |   |            |   |                                  |   |                                               |   |                                           |   |                                           |
| 1            | 1 = mapped                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |            |                 |   |                                   |   |            |   |                                  |   |                                               |   |                                           |   |                                           |
| 3            | 0 = read-only and 1 = read/write                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |            |                 |   |                                   |   |            |   |                                  |   |                                               |   |                                           |   |                                           |
| 4            | 0 = dirty bit invalid and 1 = dirty bit valid                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |            |                 |   |                                   |   |            |   |                                  |   |                                               |   |                                           |   |                                           |
| 5            | 0 = page unaccessed and 1 = page accessed                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |            |                 |   |                                   |   |            |   |                                  |   |                                               |   |                                           |   |                                           |
| 6            | 0 = page unmodified and 1 = page modified                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |            |                 |   |                                   |   |            |   |                                  |   |                                               |   |                                           |   |                                           |

| <b>0507H</b> | <b>SET PAGE ATTRIBUTES</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |            |                 |   |                                             |   |                                          |   |                                            |   |                      |   |                        |   |                        |
|--------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------|-----------------|---|---------------------------------------------|---|------------------------------------------|---|--------------------------------------------|---|----------------------|---|------------------------|---|------------------------|
| Entry        | AX = 0507H<br>EBX = page offset within memory block<br>ECX = page count<br>ES:EDX = buffer address<br>ESI = memory block handle                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |            |                 |   |                                             |   |                                          |   |                                            |   |                      |   |                        |   |                        |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |            |                 |   |                                             |   |                                          |   |                                            |   |                      |   |                        |   |                        |
| Notes        | As with function 0506H, the memory buffer contains a word for each page that defines the attribute for each page. Following is the meaning of the bits in the page attribute word: <table> <thead> <tr> <th><i>Bit</i></th><th><i>Function</i></th></tr> </thead> <tbody> <tr> <td>0</td><td>0 = make uncommitted and 1 = make committed</td></tr> <tr> <td>1</td><td>1 = modify attributes, but not page type</td></tr> <tr> <td>3</td><td>0 = make read-only and 1 = make read/write</td></tr> <tr> <td>4</td><td>1 = modify dirty bit</td></tr> <tr> <td>5</td><td>1 = mark page accessed</td></tr> <tr> <td>6</td><td>1 = mark page modified</td></tr> </tbody> </table> | <i>Bit</i> | <i>Function</i> | 0 | 0 = make uncommitted and 1 = make committed | 1 | 1 = modify attributes, but not page type | 3 | 0 = make read-only and 1 = make read/write | 4 | 1 = modify dirty bit | 5 | 1 = mark page accessed | 6 | 1 = mark page modified |
| <i>Bit</i>   | <i>Function</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |            |                 |   |                                             |   |                                          |   |                                            |   |                      |   |                        |   |                        |
| 0            | 0 = make uncommitted and 1 = make committed                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |            |                 |   |                                             |   |                                          |   |                                            |   |                      |   |                        |   |                        |
| 1            | 1 = modify attributes, but not page type                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |            |                 |   |                                             |   |                                          |   |                                            |   |                      |   |                        |   |                        |
| 3            | 0 = make read-only and 1 = make read/write                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |            |                 |   |                                             |   |                                          |   |                                            |   |                      |   |                        |   |                        |
| 4            | 1 = modify dirty bit                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |            |                 |   |                                             |   |                                          |   |                                            |   |                      |   |                        |   |                        |
| 5            | 1 = mark page accessed                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |            |                 |   |                                             |   |                                          |   |                                            |   |                      |   |                        |   |                        |
| 6            | 1 = mark page modified                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |            |                 |   |                                             |   |                                          |   |                                            |   |                      |   |                        |   |                        |
| <b>0508H</b> | <b>MAP DEVICE IN MEMORY BLOCK</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |            |                 |   |                                             |   |                                          |   |                                            |   |                      |   |                        |   |                        |
| Entry        | AX = 0508H<br>EBX = page offset within memory block<br>ECX = page count<br>EDX = device address<br>ESI = memory block handle                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |            |                 |   |                                             |   |                                          |   |                                            |   |                      |   |                        |   |                        |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |            |                 |   |                                             |   |                                          |   |                                            |   |                      |   |                        |   |                        |
| Notes        | Assigns the physical address of a device (EDX) to a linear address in a memory block.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |            |                 |   |                                             |   |                                          |   |                                            |   |                      |   |                        |   |                        |
| <b>0509H</b> | <b>MAP CONVENTIONAL MEMORY</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |            |                 |   |                                             |   |                                          |   |                                            |   |                      |   |                        |   |                        |
| Entry        | AX = 0509H<br>EBX = page offset within memory block<br>ECX = page count<br>EDX = linear address of conventional memory<br>ESI = memory block handle                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |            |                 |   |                                             |   |                                          |   |                                            |   |                      |   |                        |   |                        |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |            |                 |   |                                             |   |                                          |   |                                            |   |                      |   |                        |   |                        |
| Notes        | Allocates a linear (real) address to a memory block.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |            |                 |   |                                             |   |                                          |   |                                            |   |                      |   |                        |   |                        |

| <b>050AH</b> | GET MEMORY BLOCK SIZE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                    |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
|--------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------|------|----------|-----|------------|---------------------------|-----|------------|---------------------------------|-----|------------|---------------------------------|-----|------------|------------------------------------|-----|------------|------------------------------------|-----|------------|-----------------------------------|-----|------------|-----------------------------------|-----|------------|------------------------|-----|------------|--------------------------------|-----|------------|---------------------------------|-----|------------|--------------------------------|-----|------------|-------------------------|-----|------------|---------------------------|-----|----------|----------|
| Entry        | AX = 050AH<br>SI:DI = memory block handle                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                                    |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| Exit         | Carry = 0 if successful<br>SI:DI = memory block size<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                    |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| <b>050BH</b> | GET MEMORY INFORMATION                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                    |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| Entry        | AX = 050BH<br>DI:SI = buffer address                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                                    |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                    |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| Notes        | <p>This function fills a 128-byte buffer addressed by DI:SI with information about the memory. Following is the contents of the buffer:</p> <table> <thead> <tr> <th>Offset</th> <th>Size</th> <th>Function</th> </tr> </thead> <tbody> <tr> <td>00H</td> <td>doubleword</td> <td>allocated physical memory</td> </tr> <tr> <td>04H</td> <td>doubleword</td> <td>allocated virtual memory (host)</td> </tr> <tr> <td>08H</td> <td>doubleword</td> <td>available virtual memory (host)</td> </tr> <tr> <td>0CH</td> <td>doubleword</td> <td>allocated virtual memory (machine)</td> </tr> <tr> <td>10H</td> <td>doubleword</td> <td>available virtual memory (machine)</td> </tr> <tr> <td>14H</td> <td>doubleword</td> <td>allocated virtual memory (client)</td> </tr> <tr> <td>18H</td> <td>doubleword</td> <td>available virtual memory (client)</td> </tr> <tr> <td>1CH</td> <td>doubleword</td> <td>locked memory (client)</td> </tr> <tr> <td>20H</td> <td>doubleword</td> <td>maximum locked memory (client)</td> </tr> <tr> <td>24H</td> <td>doubleword</td> <td>maximum linear address (client)</td> </tr> <tr> <td>28H</td> <td>doubleword</td> <td>maximum free memory block size</td> </tr> <tr> <td>2CH</td> <td>doubleword</td> <td>minimum allocation unit</td> </tr> <tr> <td>30H</td> <td>doubleword</td> <td>allocation alignment unit</td> </tr> <tr> <td>34H</td> <td>76 bytes</td> <td>reserved</td> </tr> </tbody> </table> | Offset                             | Size | Function | 00H | doubleword | allocated physical memory | 04H | doubleword | allocated virtual memory (host) | 08H | doubleword | available virtual memory (host) | 0CH | doubleword | allocated virtual memory (machine) | 10H | doubleword | available virtual memory (machine) | 14H | doubleword | allocated virtual memory (client) | 18H | doubleword | available virtual memory (client) | 1CH | doubleword | locked memory (client) | 20H | doubleword | maximum locked memory (client) | 24H | doubleword | maximum linear address (client) | 28H | doubleword | maximum free memory block size | 2CH | doubleword | minimum allocation unit | 30H | doubleword | allocation alignment unit | 34H | 76 bytes | reserved |
| Offset       | Size                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Function                           |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| 00H          | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | allocated physical memory          |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| 04H          | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | allocated virtual memory (host)    |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| 08H          | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | available virtual memory (host)    |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| 0CH          | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | allocated virtual memory (machine) |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| 10H          | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | available virtual memory (machine) |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| 14H          | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | allocated virtual memory (client)  |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| 18H          | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | available virtual memory (client)  |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| 1CH          | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | locked memory (client)             |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| 20H          | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | maximum locked memory (client)     |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| 24H          | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | maximum linear address (client)    |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| 28H          | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | maximum free memory block size     |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| 2CH          | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | minimum allocation unit            |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| 30H          | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | allocation alignment unit          |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| 34H          | 76 bytes                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | reserved                           |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| <b>0600H</b> | LOCK LINEAR REGION                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                    |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| Entry        | AX = 0600H<br>BX:CX = linear address of memory to lock<br>SI:DI = number of bytes to lock                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                                    |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                    |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| <b>0601H</b> | UNLOCK LINEAR REGION                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                                    |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| Entry        | AX = 0601H<br>BX:CX = linear address of memory to unlock<br>SI:DI = number of bytes to unlock                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                    |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                    |      |          |     |            |                           |     |            |                                 |     |            |                                 |     |            |                                    |     |            |                                    |     |            |                                   |     |            |                                   |     |            |                        |     |            |                                |     |            |                                 |     |            |                                |     |            |                         |     |            |                           |     |          |          |

|              |                                                                                                             |
|--------------|-------------------------------------------------------------------------------------------------------------|
| <b>0602H</b> | MARK REAL MODE REGION PAGABLE                                                                               |
| Entry        | AX = 0602H<br>BX:CX = linear address of memory to mark<br>SI:DI = number of bytes in region                 |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                       |
| <b>0603H</b> | RELOCK REAL MODE REGION                                                                                     |
| Entry        | AX = 0603H<br>BX:CX = linear address to re-lock<br>SI:DI = number of bytes to re-lock                       |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                       |
| <b>0604H</b> | GET PAGE SIZE                                                                                               |
| Entry        | AX = 0604H                                                                                                  |
| Exit         | Carry = 0 if successful<br>BX:CX = page size in bytes<br>Carry = 1 if unsuccessful, AX = error code         |
| <b>0702H</b> | MARK PAGE AS DEMAND PAGING CANDIDATE                                                                        |
| Entry        | AX = 0702H<br>BX:CX = linear address of memory region<br>SI:DI = number of bytes in region                  |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                       |
| <b>0703H</b> | DISCARD PAGE CONTENTS                                                                                       |
| Entry        | AX = 0703H<br>BX:CX = linear address of memory region<br>SI:DI = number of bytes in region                  |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                       |
| Notes        | This releases the memory for other uses by DPMI. A discarded page still contains data, but it is undefined. |

|              |                                                                                                                          |
|--------------|--------------------------------------------------------------------------------------------------------------------------|
| <b>0800H</b> | <b>PHYSICAL ADDRESS MAPPING</b>                                                                                          |
| Entry        | AX = 0800H<br>BX:CX = base physical address                                                                              |
| Exit         | Carry = 0 if successful<br>BX:CX = base linear address<br>Carry = 1 if unsuccessful, AX = error code                     |
| Notes        | Converts a physical address to a linear address.                                                                         |
| <b>0801H</b> | <b>RELEASE PHYSICAL ADDRESS MAPPING</b>                                                                                  |
| Entry        | AX = 0801H<br>BX:CX = linear address                                                                                     |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                    |
| <b>0900H</b> | <b>GET AND DISABLE VIRTUAL INTERRUPT STATE</b>                                                                           |
| Entry        | AX = 0900H                                                                                                               |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                    |
| <b>0901H</b> | <b>GET AND ENABLE VIRTUAL INTERRUPT STATE</b>                                                                            |
| Entry        | AX = 0901H                                                                                                               |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                    |
| <b>0902H</b> | <b>GET VIRTUAL INTERRUPT STATE</b>                                                                                       |
| Entry        | AX = 0902H                                                                                                               |
| Exit         | Carry = 0 if successful, AL = 0 if disabled<br>Carry = 1 if unsuccessful, AX = error code                                |
| <b>0A00H</b> | <b>GET API ENTRY POINT</b>                                                                                               |
| Entry        | AX = 0A00H<br>DS:SI = vendor ASCII offset                                                                                |
| Exit         | Carry = 0 if successful, AL = 0 if disabled<br>ES:DI = entry point address<br>Carry = 1 if unsuccessful, AX = error code |

|              |                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|--------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>0B00H</b> | SET DEBUG WATCH-POINT                                                                                                                                                                                                                                                                                                                                                                                                                          |
| Entry        | AX = 0B00H<br>BX:CX = linear watch-point address<br>DH = watch-point type<br>DL = watch-point size                                                                                                                                                                                                                                                                                                                                             |
| Exit         | Carry = 0 if successful<br>BX = watch-point handle<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                               |
| Notes        | The BX:CX register provides the watch-point address to the function. The DH register provides the type of watch-point (0 = instruction executed at watch-point address, 1 = memory write to watch-point address, and 2 = a read or write to watch-point address). The DL register holds the size in byte of the watch-point address for types 1 and 2. When the watch-point is triggered, function AX = 0B02H is used to test for the trigger. |
| <b>0B01H</b> | CLEAR DEBUG WATCH-POINT                                                                                                                                                                                                                                                                                                                                                                                                                        |
| Entry        | AX = 0B01H<br>BX = watch-point handle                                                                                                                                                                                                                                                                                                                                                                                                          |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                          |
| Notes        | Erase a watch-point assigned with function 0B00H.                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>0B02H</b> | GET STATE OF DEBUG WATCH-POINT                                                                                                                                                                                                                                                                                                                                                                                                                 |
| Entry        | AX = 0B02H<br>BX = watch-point handle                                                                                                                                                                                                                                                                                                                                                                                                          |
| Exit         | Carry = 0 if successful<br>AX = watch-point status<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                               |
| Notes        | Used to detect a watch-point trigger. A status of 0 indicates that a watch-point has not been detected, and 1 indicates that it has.                                                                                                                                                                                                                                                                                                           |
| <b>0B03H</b> | RESET DEBUG WATCH-POINT                                                                                                                                                                                                                                                                                                                                                                                                                        |
| Entry        | AX = 0B03H<br>BX = watch-point handle                                                                                                                                                                                                                                                                                                                                                                                                          |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                          |
| Notes        | Clears the watch-point status, but does not erase the watch-point.                                                                                                                                                                                                                                                                                                                                                                             |

| <b>0C00H</b>  | INSTALL RESIDENT SERVICE PROVIDER<br>CALLBACK                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                   |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------|-------------|-----------------|-----|------------|--------------------------------|-----|------------|-----------------------------------|-----|------------|----------------------------------|-----|------------|--------------------------------|-----|------------|--------------------------------|-----|----------|---------------------------------|-----|------------|----------------------------------|-----|------------|--------------------------|
| Entry         | AX = 0C00H<br>ES:DI = buffer address                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                   |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| Exit          | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                   |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| Notes         | <p>Used for a protected mode TSR to notify the DPMI to call the TSR whenever another machine is in the same virtual memory. The buffer contains the following information for DPMI:</p> <table> <thead> <tr> <th><i>Offset</i></th> <th><i>Size</i></th> <th><i>Function</i></th> </tr> </thead> <tbody> <tr> <td>00H</td> <td>quadword</td> <td>16-bit data segment descriptor</td> </tr> <tr> <td>08H</td> <td>quadword</td> <td>16-bit code segment descriptor</td> </tr> <tr> <td>10H</td> <td>word</td> <td>16-bit callback procedure offset</td> </tr> <tr> <td>12H</td> <td>word</td> <td>reserved</td> </tr> <tr> <td>14H</td> <td>quadword</td> <td>32-bit data segment descriptor</td> </tr> <tr> <td>1CH</td> <td>quadword</td> <td>32-bit code segment descriptor</td> </tr> <tr> <td>24H</td> <td>doubleword</td> <td>32-bit callback procedure offset</td> </tr> </tbody> </table> | <i>Offset</i>                     | <i>Size</i> | <i>Function</i> | 00H | quadword   | 16-bit data segment descriptor | 08H | quadword   | 16-bit code segment descriptor    | 10H | word       | 16-bit callback procedure offset | 12H | word       | reserved                       | 14H | quadword   | 32-bit data segment descriptor | 1CH | quadword | 32-bit code segment descriptor  | 24H | doubleword | 32-bit callback procedure offset |     |            |                          |
| <i>Offset</i> | <i>Size</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <i>Function</i>                   |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| 00H           | quadword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 16-bit data segment descriptor    |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| 08H           | quadword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 16-bit code segment descriptor    |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| 10H           | word                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | 16-bit callback procedure offset  |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| 12H           | word                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | reserved                          |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| 14H           | quadword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 32-bit data segment descriptor    |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| 1CH           | quadword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 32-bit code segment descriptor    |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| 24H           | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 32-bit callback procedure offset  |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| <b>0C01H</b>  | TERMINATE AND STAY RESIDENT                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                   |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| Entry         | AX = 0C01H<br>BL = exit code<br>DX = number of paragraphs to reserve                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                   |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| Exit          | None                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                   |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| <b>0D00H</b>  | ALLOCATE SHARED MEMORY                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                   |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| Entry         | AX = 0D00H<br>ES:DI = buffer address                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                   |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| Exit          | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                   |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| Notes         | <p>The buffer contains information for DPMI used to allocate shared memory. Its contents follow:</p> <table> <thead> <tr> <th><i>Offset</i></th> <th><i>Size</i></th> <th><i>Function</i></th> </tr> </thead> <tbody> <tr> <td>00H</td> <td>doubleword</td> <td>desired block size in bytes</td> </tr> <tr> <td>04H</td> <td>doubleword</td> <td>actual memory block size in bytes</td> </tr> <tr> <td>08H</td> <td>doubleword</td> <td>memory block handle</td> </tr> <tr> <td>0CH</td> <td>doubleword</td> <td>linear address of memory block</td> </tr> <tr> <td>10H</td> <td>doubleword</td> <td>offset of ASCII-Z string name</td> </tr> <tr> <td>14H</td> <td>word</td> <td>selector of ASCII-Z string name</td> </tr> <tr> <td>16H</td> <td>word</td> <td>reserved</td> </tr> <tr> <td>18H</td> <td>doubleword</td> <td>must be set to 00000000H</td> </tr> </tbody> </table>             | <i>Offset</i>                     | <i>Size</i> | <i>Function</i> | 00H | doubleword | desired block size in bytes    | 04H | doubleword | actual memory block size in bytes | 08H | doubleword | memory block handle              | 0CH | doubleword | linear address of memory block | 10H | doubleword | offset of ASCII-Z string name  | 14H | word     | selector of ASCII-Z string name | 16H | word       | reserved                         | 18H | doubleword | must be set to 00000000H |
| <i>Offset</i> | <i>Size</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <i>Function</i>                   |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| 00H           | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | desired block size in bytes       |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| 04H           | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | actual memory block size in bytes |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| 08H           | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | memory block handle               |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| 0CH           | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | linear address of memory block    |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| 10H           | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | offset of ASCII-Z string name     |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| 14H           | word                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | selector of ASCII-Z string name   |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| 16H           | word                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | reserved                          |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |
| 18H           | doubleword                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | must be set to 00000000H          |             |                 |     |            |                                |     |            |                                   |     |            |                                  |     |            |                                |     |            |                                |     |          |                                 |     |            |                                  |     |            |                          |

| <b>0D01H</b> | RELEASE SHARED MEMORY                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |            |                 |   |                                                           |   |                                                          |   |                         |   |                                               |     |                                                                                                       |
|--------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------|-----------------|---|-----------------------------------------------------------|---|----------------------------------------------------------|---|-------------------------|---|-----------------------------------------------|-----|-------------------------------------------------------------------------------------------------------|
| Entry        | AX = 0D01H<br>SI:DI = memory block handle                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |            |                 |   |                                                           |   |                                                          |   |                         |   |                                               |     |                                                                                                       |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |            |                 |   |                                                           |   |                                                          |   |                         |   |                                               |     |                                                                                                       |
| <b>0D02H</b> | SERIALIZE ON SHARED MEMORY                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |            |                 |   |                                                           |   |                                                          |   |                         |   |                                               |     |                                                                                                       |
| Entry        | AX = 0D02H<br>DX = option flag<br>SI:DI = memory block handle                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |            |                 |   |                                                           |   |                                                          |   |                         |   |                                               |     |                                                                                                       |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |            |                 |   |                                                           |   |                                                          |   |                         |   |                                               |     |                                                                                                       |
| <b>0D03H</b> | RELEASE SERIALIZATION ON SHARED MEMORY                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |            |                 |   |                                                           |   |                                                          |   |                         |   |                                               |     |                                                                                                       |
| Entry        | AX = 0D03H<br>DX = option flag<br>SI:DI = memory block handle                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |            |                 |   |                                                           |   |                                                          |   |                         |   |                                               |     |                                                                                                       |
| Exit         | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |            |                 |   |                                                           |   |                                                          |   |                         |   |                                               |     |                                                                                                       |
| Notes        | The DX register contains the option code as follows:<br><br><table> <thead> <tr> <th><i>Bit</i></th> <th><i>Function</i></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0 = suspend until serialization and 1 = return error code</td> </tr> <tr> <td>1</td> <td>0 = exclusive serialization and 1 = shared serialization</td> </tr> </tbody> </table>                                                                                                                                                                                                                        | <i>Bit</i> | <i>Function</i> | 0 | 0 = suspend until serialization and 1 = return error code | 1 | 0 = exclusive serialization and 1 = shared serialization |   |                         |   |                                               |     |                                                                                                       |
| <i>Bit</i>   | <i>Function</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |            |                 |   |                                                           |   |                                                          |   |                         |   |                                               |     |                                                                                                       |
| 0            | 0 = suspend until serialization and 1 = return error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |            |                 |   |                                                           |   |                                                          |   |                         |   |                                               |     |                                                                                                       |
| 1            | 0 = exclusive serialization and 1 = shared serialization                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |            |                 |   |                                                           |   |                                                          |   |                         |   |                                               |     |                                                                                                       |
| <b>0E00H</b> | GET COPROCESSOR STATUS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |            |                 |   |                                                           |   |                                                          |   |                         |   |                                               |     |                                                                                                       |
| Entry        | AX = 0E00H                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |            |                 |   |                                                           |   |                                                          |   |                         |   |                                               |     |                                                                                                       |
| Exit         | Carry = 0 if successful<br>AX = status code<br>Carry = 1 if unsuccessful, AX = error code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |            |                 |   |                                                           |   |                                                          |   |                         |   |                                               |     |                                                                                                       |
| Notes        | The following is the coprocessor status:<br><br><table> <thead> <tr> <th><i>Bit</i></th> <th><i>Function</i></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>1 = coprocessor enabled</td> </tr> <tr> <td>1</td> <td>1 = emulation of coprocessor enabled for client</td> </tr> <tr> <td>2</td> <td>1 = coprocessor present</td> </tr> <tr> <td>3</td> <td>1 = emulation of coprocessor enabled for host</td> </tr> <tr> <td>4-7</td> <td>0000 = no coprocessor<br/>0001 = 80287 present<br/>0010 = 80387 present<br/>0011 = 80487/Pentium present</td> </tr> </tbody> </table> | <i>Bit</i> | <i>Function</i> | 0 | 1 = coprocessor enabled                                   | 1 | 1 = emulation of coprocessor enabled for client          | 2 | 1 = coprocessor present | 3 | 1 = emulation of coprocessor enabled for host | 4-7 | 0000 = no coprocessor<br>0001 = 80287 present<br>0010 = 80387 present<br>0011 = 80487/Pentium present |
| <i>Bit</i>   | <i>Function</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |            |                 |   |                                                           |   |                                                          |   |                         |   |                                               |     |                                                                                                       |
| 0            | 1 = coprocessor enabled                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |            |                 |   |                                                           |   |                                                          |   |                         |   |                                               |     |                                                                                                       |
| 1            | 1 = emulation of coprocessor enabled for client                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |            |                 |   |                                                           |   |                                                          |   |                         |   |                                               |     |                                                                                                       |
| 2            | 1 = coprocessor present                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |            |                 |   |                                                           |   |                                                          |   |                         |   |                                               |     |                                                                                                       |
| 3            | 1 = emulation of coprocessor enabled for host                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |            |                 |   |                                                           |   |                                                          |   |                         |   |                                               |     |                                                                                                       |
| 4-7          | 0000 = no coprocessor<br>0001 = 80287 present<br>0010 = 80387 present<br>0011 = 80487/Pentium present                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |            |                 |   |                                                           |   |                                                          |   |                         |   |                                               |     |                                                                                                       |

| 0E01H SET COPROCESSOR EMULATION |                                                                                                                                          |
|---------------------------------|------------------------------------------------------------------------------------------------------------------------------------------|
| Entry                           | AX = 0E01H<br>BX = action code                                                                                                           |
| Exit                            | Carry = 0 if successful<br>Carry = 1 if unsuccessful, AX = error code                                                                    |
| Notes                           | The contents of register BX follows:<br><i>Bit Function</i><br>0 1 = enable coprocessor for client<br>1 1 = client will supply emulation |

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## APPENDIX B

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# Instruction Set Summary

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The instruction set summary contains a complete alphabetical listing of the entire 8086–Pentium Pro instruction set. The coprocessor instructions are listed in Chapter 13 and are not repeated in this appendix.

Each instruction entry lists the mnemonic opcode plus a brief description of the purpose of the instruction. Also listed is the binary machine language coding of each instruction, plus any other data required to form the instruction, such as the displacement or immediate data. Listed to the right of each binary machine language version of the instruction are the flag bits and any change that might occur for the instruction. The flags are described in the following manner: a blank indicates no effect or change, a ? indicates a change with an unpredictable outcome, a \* indicates a change with a predictable outcome, a 1 indicates that the flag is set, and a 0 indicates that the flag is cleared. If the flag bits ODITSZAPC are not illustrated with an instruction, the instruction does not modify any of these flags.

Before the instruction listing begins, some information about the bit settings in binary machine language versions of the instructions is presented. Table B-1 lists the modifier bits, coded as oo in the instruction listings.

Table B-2 lists the memory-addressing modes available using a register field coding of mmm. This table applies to all versions of the microprocessor as long as the operating mode is 16-bits.

Table B-3 lists the register selections provided by the rrr field in an instruction. This table includes the register selections for 8-, 16-, and 32-bit registers.

**TABLE B-1** The modifier bits, coded as oo in the instruction listing

| oo | Function                                                                                 |
|----|------------------------------------------------------------------------------------------|
| 00 | If mmm = 110, then a displacement follows the opcode; otherwise, no displacement is used |
| 01 | An 8-bit signed displacement follows the opcode                                          |
| 10 | A 16-bit signed displacement follows the opcode (unless it is a 32-bit displacement)     |
| 11 | mmm specifies a register instead of an addressing mode                                   |

**TABLE B-2** The 16-bit register/memory (mmm) field description

| mmm | Function   |
|-----|------------|
| 000 | DS:[BX+SI] |
| 001 | DS:[BX+DI] |
| 010 | SS:[BP+SI] |
| 011 | SS:[BP+DI] |
| 100 | DS:[SI]    |
| 101 | DS:[DI]    |
| 110 | SS:[BP]    |
| 111 | DS:[BX]    |

**TABLE B-3** The register field (rrr) assignment

| rrr | W=0 | W=1 (16-bit) | W=1 (32-bit) |
|-----|-----|--------------|--------------|
| 000 | AL  | AX           | EAX          |
| 001 | CL  | CX           | ECX          |
| 010 | DL  | DX           | EDX          |
| 011 | BL  | BX           | EBX          |
| 100 | AH  | SP           | ESP          |
| 101 | CH  | BP           | EBP          |
| 110 | DH  | SI           | ESI          |
| 111 | BH  | DI           | EDI          |

Table B-4 lists the segment register bit assignment (rrr) found with the MOV, PUSH, and POP instructions.

When the 80386–Pentium Pro are used, some of the definitions provided in Tables B-1 through B-3 change. Refer to Tables B-5 and B-6 for these changes as they apply to the 80386–Pentium Pro microprocessors.

**TABLE B-4** Register field assignments (rrr) for the segment registers

| rrr | Segment Register |
|-----|------------------|
| 000 | ES               |
| 001 | CS               |
| 010 | SS               |
| 011 | DS               |
| 100 | FS               |
| 101 | GS               |

**TABLE B-5** Index register specified with rrr for the advanced addressing mode found in the 80386–Pentium Pro microprocessors

| rrr | Index Register           |
|-----|--------------------------|
| 000 | DS:[EAX]                 |
| 001 | DS:[ECX]                 |
| 010 | DS:[EDX]                 |
| 011 | DS:[EBX]                 |
| 100 | No index (see Table B-6) |
| 101 | SS:[EBP]                 |
| 110 | DS:[ESI]                 |
| 111 | DS:[EDI]                 |

**TABLE B-6** Possible combinations of oo, mmm, and rrr for the 80386–Pentium Pro microprocessors using 32-bit addressing

| <i>oo</i> | <i>mmm</i> | <i>rrr</i> ( <i>base</i> in scaled index byte) | <i>Addressing Mode</i>       |
|-----------|------------|------------------------------------------------|------------------------------|
| 00        | 000        | —                                              | DS:[EAX]                     |
| 00        | 001        | —                                              | DS:[ECX]                     |
| 00        | 010        | —                                              | DS:[EDX]                     |
| 00        | 011        | —                                              | DS:[EBX]                     |
| 00        | 100        | 000                                            | DS:[EAX+scaled index]        |
| 00        | 100        | 001                                            | DS:[ECX+scaled index]        |
| 00        | 100        | 010                                            | DS:[EDX+scaled index]        |
| 00        | 100        | 011                                            | DS:[EBX+scaled index]        |
| 00        | 100        | 100                                            | SS:[ESP+scaled index]        |
| 00        | 100        | 101                                            | DS:[disp32+scaled index]     |
| 00        | 100        | 110                                            | DS:[ESI+scaled index]        |
| 00        | 100        | 111                                            | DS:[EDI+scaled index]        |
| 00        | 101        | —                                              | DS:disp32                    |
| 00        | 110        | —                                              | DS:[ESI]                     |
| 00        | 111        | —                                              | DS:[EDI]                     |
| 01        | 000        | —                                              | DS:[EAX+disp8]               |
| 01        | 001        | —                                              | DS:[ECX+disp8]               |
| 01        | 010        | —                                              | DS:[EDX+disp8]               |
| 01        | 011        | —                                              | DS:[EBX+disp8]               |
| 01        | 100        | 000                                            | DS:[EAX+scaled index+disp8]  |
| 01        | 100        | 001                                            | DS:[ECX+scaled index+disp8]  |
| 01        | 100        | 010                                            | DS:[EDX+scaled index+disp8]  |
| 01        | 100        | 011                                            | DS:[EBX+scaled index+disp8]  |
| 01        | 100        | 100                                            | SS:[ESP+scaled index+disp8]  |
| 01        | 100        | 101                                            | SS:[EBP+scaled index+disp8]  |
| 01        | 100        | 110                                            | DS:[ESI+scaled index+disp8]  |
| 01        | 100        | 111                                            | DS:[EDI+scaled index+disp8]  |
| 01        | 101        | —                                              | SS:[EBP+disp8]               |
| 01        | 110        | —                                              | DS:[ESI+disp8]               |
| 01        | 111        | —                                              | DS:[EDI+disp8]               |
| 10        | 000        | —                                              | DS:[EAX+disp32]              |
| 10        | 001        | —                                              | DS:[ECX+disp32]              |
| 10        | 010        | —                                              | DS:[EDX+disp32]              |
| 10        | 011        | —                                              | DS:[EBX+disp32]              |
| 10        | 100        | 000                                            | DS:[EAX+scaled index+disp32] |
| 10        | 100        | 001                                            | DS:[ECX+scaled index+disp32] |
| 10        | 100        | 010                                            | DS:[EDX+scaled index+disp32] |
| 10        | 100        | 011                                            | DS:[EBX+scaled index+disp32] |
| 10        | 100        | 100                                            | SS:[ESP+scaled index+disp32] |
| 10        | 100        | 101                                            | SS:[EBP+scaled index+disp32] |
| 10        | 100        | 110                                            | DS:[ESI+scaled index+disp32] |
| 10        | 100        | 111                                            | DS:[EDI+scaled index+disp32] |
| 10        | 101        | —                                              | SS:[EBP+disp32]              |
| 10        | 110        | —                                              | DS:[ESI+disp32]              |
| 10        | 111        | —                                              | DS:[EDI+disp32]              |

Notes: disp8 = 8-bit displacement and disp32 = 32-bit displacement.

In order to use the scaled index addressing modes listed in Table B-6, code oo and mmm in the second byte of the opcode. The scaled index byte is usually the third byte and contains three fields. The leftmost 2-bits determine the scaling factor (00 = X1, 01 = X2, 10 = X4, or 11 = X8) The next three bits toward the right contain the scaled index register number (this is obtained from Table B-5). The rightmost 3-bits are from the rrr field listed in Table B-6. For example, the MOV AL,[EBX+2\*ECX] instruction has a scaled index byte of 01 001 011 where 01 = X2, 001 = ECX, and 011 = EBX.

Some instructions are prefixed to change the default segment or to override the instruction mode. Table B-7 lists the segment and instruction mode override prefixes with append at the beginning of an instruction if they are used to form the instruction. For example, the MOV AL,ES:[BX] instruction uses the extra segment because of the override prefix ES:.

In the 8086 and 8088 microprocessors the effective address calculation requires additional clocks that are added to the times in the instruction set summary. These additional times are listed in Table B-8. No such times are added to the 80286–Pentium Pro. Note that Intel has not released clock times for the Pentium Pro.

**TABLE B-7** Override prefixes

|     | Prefix Byte                             | Purpose |
|-----|-----------------------------------------|---------|
| 26H | ES: segment override prefix             |         |
| 2EH | CS: segment override prefix             |         |
| 36H | SS: segment override prefix             |         |
| 3EH | DS: segment override prefix             |         |
| 64H | FS: segment override prefix             |         |
| 65H | GS: segment override prefix             |         |
| 66H | Operand size instruction mode override  |         |
| 67H | Register size instruction mode override |         |

**TABLE B-8** Effective address calculations for the 8086 and 8088 microprocessors

| Type                              | Clocks | Example Instruction |
|-----------------------------------|--------|---------------------|
| Base or index                     | 5      | MOV CL,[DI]         |
| Displacement                      | 3      | MOV AL,DATA1        |
| Base plus index                   | 7      | MOV AL,[BP+SI]      |
| Displacement plus base or index   | 9      | MOV DH,[DI+20H]     |
| Base plus index plus displacement | 11     | MOV CL,[BX+DI+2]    |
| Segment override                  | ea + 2 | MOV AL,ED:[DI]      |

## **INSTRUCTION SET SUMMARY** (pp. 787–870)

|                   |                                      |                            |
|-------------------|--------------------------------------|----------------------------|
| <b>AAA</b>        | ASCII adjust AL after addition       | O D I T      S Z A P C     |
| 00110111          |                                      | ?      ? ? * ? *           |
| Example           |                                      | Microprocessor      Clocks |
| AAA               | 8086                                 | 8                          |
|                   | 8088                                 | 8                          |
|                   | 80286                                | 3                          |
|                   | 80386                                | 4                          |
|                   | 80486                                | 3                          |
|                   | Pentium                              | 3                          |
|                   | Pentium Pro                          |                            |
| <b>AAD</b>        | ASCII adjust AX before division      |                            |
| 11010101 00001010 | O D I T      S Z A P C               |                            |
| Example           |                                      | ? * * ? * ?                |
| AAD               | Microprocessor                       | Clocks                     |
| AAD               | 8086                                 | 60                         |
|                   | 8088                                 | 60                         |
|                   | 80286                                | 14                         |
|                   | 80386                                | 19                         |
|                   | 80486                                | 14                         |
|                   | Pentium                              | 10                         |
|                   | Pentium Pro                          |                            |
| <b>AAM</b>        | ASCII adjust AX after multiplication |                            |
| 11010100 00001010 | O D I T      S Z A P C               |                            |
| Example           |                                      | ? * * ? * ?                |
| AAM               | Microprocessor                       | Clocks                     |
| AAM               | 8086                                 | 83                         |
|                   | 8088                                 | 83                         |
|                   | 80286                                | 16                         |
|                   | 80386                                | 17                         |
|                   | 80486                                | 15                         |
|                   | Pentium                              | 18                         |
|                   | Pentium Pro                          |                            |

| AAS                     |                                                                                        | ASCII adjust AL after subtraction |   |   |   |             |   |   |   |         |
|-------------------------|----------------------------------------------------------------------------------------|-----------------------------------|---|---|---|-------------|---|---|---|---------|
| 00111111                |                                                                                        | O                                 | D | I | T | S           | Z | A | P | C       |
| ?                       | ?                                                                                      | ?                                 | ? | * | ? | *           | ? | * | ? |         |
| Example                 |                                                                                        | Microprocessor                    |   |   |   | Clocks      |   |   |   |         |
| AAS                     |                                                                                        | 8086                              |   |   |   | 8           |   |   |   |         |
|                         |                                                                                        | 8088                              |   |   |   | 8           |   |   |   |         |
|                         |                                                                                        | 80286                             |   |   |   | 3           |   |   |   |         |
|                         |                                                                                        | 80386                             |   |   |   | 4           |   |   |   |         |
|                         |                                                                                        | 80486                             |   |   |   | 3           |   |   |   |         |
|                         |                                                                                        | Pentium                           |   |   |   | 3           |   |   |   |         |
|                         |                                                                                        | Pentium Pro                       |   |   |   |             |   |   |   |         |
| ADC                     |                                                                                        | Addition with carry               |   |   |   |             |   |   |   |         |
| 000100dw ocorrmmmm disp |                                                                                        | O                                 | D | I | T | S           | Z | A | P | C       |
| Format                  | Examples                                                                               | *                                 | * | * | * | *           | * | * | * | *       |
| ADC reg,reg             | ADC AX,BX<br>ADC AL,BL<br>ADC EAX,EBX<br>ADC CX,SI<br>ADC ESI,EDI                      | 8086                              |   |   |   | 8086        |   |   |   | 3       |
|                         |                                                                                        | 8088                              |   |   |   | 8088        |   |   |   | 3       |
|                         |                                                                                        | 80286                             |   |   |   | 80286       |   |   |   | 3       |
|                         |                                                                                        | 80386                             |   |   |   | 80386       |   |   |   | 3       |
|                         |                                                                                        | 80486                             |   |   |   | 80486       |   |   |   | 1       |
|                         |                                                                                        | Pentium                           |   |   |   | Pentium     |   |   |   | 1 or 3  |
|                         |                                                                                        | Pentium Pro                       |   |   |   | Pentium Pro |   |   |   |         |
| ADC mem,reg             | ADC DATAY,AL<br>ADC LIST,SI<br>ADC DATA2[DI],CL<br>ADC [EAX],BL<br>ADC [EBX+2*ECX],EDX | 8086                              |   |   |   | 8086        |   |   |   | 16 + ea |
|                         |                                                                                        | 8088                              |   |   |   | 8088        |   |   |   | 24 + ea |
|                         |                                                                                        | 80286                             |   |   |   | 80286       |   |   |   | 7       |
|                         |                                                                                        | 80386                             |   |   |   | 80386       |   |   |   | 7       |
|                         |                                                                                        | 80486                             |   |   |   | 80486       |   |   |   | 3       |
|                         |                                                                                        | Pentium                           |   |   |   | Pentium     |   |   |   | 1 or 3  |
|                         |                                                                                        | Pentium Pro                       |   |   |   | Pentium Pro |   |   |   |         |

| ADC reg,mem                 | ADC BL,DATA1<br>ADC SI,LIST1<br>ADC CL,DATA2[SI]<br>ADC CX,[ESI]<br>ADC ESI,[2*ECX]             | 8086           | 9 + ea  |
|-----------------------------|-------------------------------------------------------------------------------------------------|----------------|---------|
|                             |                                                                                                 | 8088           | 13 + ea |
|                             |                                                                                                 | 80286          | 7       |
|                             |                                                                                                 | 80386          | 6       |
|                             |                                                                                                 | 80486          | 2       |
|                             |                                                                                                 | Pentium        | 1 or 2  |
|                             |                                                                                                 | Pentium Pro    |         |
| 100000sw oo010mmm disp data |                                                                                                 |                |         |
| Format                      | Examples                                                                                        | Microprocessor | Clocks  |
| ADC reg,imm                 | ADC CX,3<br>ADC DI,1AH<br>ADC DL,34H<br>ADC EAX,12345<br>ADC CX,1234H                           | 8086           | 4       |
|                             |                                                                                                 | 8088           | 4       |
|                             |                                                                                                 | 80286          | 3       |
|                             |                                                                                                 | 80386          | 2       |
|                             |                                                                                                 | 80486          | 1       |
|                             |                                                                                                 | Pentium        | 1 or 3  |
|                             |                                                                                                 | Pentium Pro    |         |
| ADC mem,imm                 | ADC DATA4,33<br>ADC LIST,'A'<br>ADC DATA3[DI],2<br>ADC BYTE PTR[EBX],3<br>ADC WORD PTR[DI],669H | 8086           | 17 + ea |
|                             |                                                                                                 | 8088           | 23 + ea |
|                             |                                                                                                 | 80286          | 7       |
|                             |                                                                                                 | 80386          | 7       |
|                             |                                                                                                 | 80486          | 3       |
|                             |                                                                                                 | Pentium        | 1 or 3  |
|                             |                                                                                                 | Pentium Pro    |         |
| ADC acc,imm                 | ADC AX,3<br>ADC AL,1AH<br>ADC AH,34H<br>ADC EAX,2<br>ADC AL,'Z'                                 | 8086           | 4       |
|                             |                                                                                                 | 8088           | 4       |
|                             |                                                                                                 | 80286          | 3       |
|                             |                                                                                                 | 80386          | 2       |
|                             |                                                                                                 | 80486          | 1       |
|                             |                                                                                                 | Pentium        | 1       |
|                             |                                                                                                 | Pentium Pro    |         |

| <b>ADD</b> Addition |  |                              |                   |             |  |
|---------------------|--|------------------------------|-------------------|-------------|--|
| Format              |  | Examples                     | Microprocessor    | Clocks      |  |
| ADD reg,reg         |  | 000000dw oorrrmmm disp       | O D I T S Z A P C | * * * * * * |  |
|                     |  | ADD AX,BX                    | 8086              | 3           |  |
|                     |  | ADD AL,BL                    | 8088              | 3           |  |
|                     |  | ADD EAX,EBX                  | 80286             | 2           |  |
|                     |  | ADD CX,SI                    | 80386             | 2           |  |
|                     |  | ADD ESI,EDI                  | 80486             | 1           |  |
|                     |  |                              | Pentium           | 1 or 3      |  |
| ADD mem,reg         |  | ADD DATAy,AL                 | 8086              | 16 + ea     |  |
|                     |  | ADD LIST,SI                  | 8088              | 24 + ea     |  |
|                     |  | ADD DATA6[DI],CL             | 80286             | 7           |  |
|                     |  | ADD [EAX],CL                 | 80386             | 7           |  |
|                     |  | ADD [EDX+4*ECX],EBX          | 80486             | 3           |  |
|                     |  |                              | Pentium           | 1 or 3      |  |
|                     |  |                              | Pentium Pro       |             |  |
| ADD reg,mem         |  | ADD BL,DATA2                 | 8086              | 9 + ea      |  |
|                     |  | ADD SI,LIST3                 | 8088              | 13 + ea     |  |
|                     |  | ADD CL,DATA2[DI]             | 80286             | 7           |  |
|                     |  | ADD CX,[EDI]                 | 80386             | 6           |  |
|                     |  | ADD ESI,[ECX+200H]           | 80486             | 2           |  |
|                     |  |                              | Pentium           | 1 or 2      |  |
|                     |  |                              | Pentium Pro       |             |  |
| Format              |  | 100000sw oo000mmmm disp data | Microprocessor    |             |  |
| Examples            |  |                              | Clocks            |             |  |
| ADD reg,imm         |  | ADD CX,3                     | 8086              | 4           |  |
|                     |  | ADD DI,1AH                   | 8088              | 4           |  |
|                     |  | ADD DL,34H                   | 80286             | 3           |  |
|                     |  | ADD EDX,1345H                | 80386             | 2           |  |
|                     |  | ADD CX,1834H                 | 80486             | 1           |  |
|                     |  |                              | Pentium           | 1 or 3      |  |
|                     |  |                              | Pentium Pro       |             |  |

|                        |                                                                                                 |                        |         |  |
|------------------------|-------------------------------------------------------------------------------------------------|------------------------|---------|--|
| ADD mem,imm            | ADD DATA4,33<br>ADD LIST,'A'<br>ADD DATA3[DI],2<br>ADD BYTE PTR[EBX],3<br>ADD WORD PTR[DI],669H | 8086                   | 17 + ea |  |
|                        |                                                                                                 | 8088                   | 23 + ea |  |
|                        |                                                                                                 | 80286                  | 7       |  |
|                        |                                                                                                 | 80386                  | 7       |  |
|                        |                                                                                                 | 80486                  | 3       |  |
|                        |                                                                                                 | Pentium                | 1 or 3  |  |
|                        |                                                                                                 | Pentium Pro            |         |  |
| ADD acc,imm            | ADD AX,3<br>ADD AL,1AH<br>ADD AH,34H<br>ADD EAX,2<br>ADD AL,'Z'                                 | 8086                   | 4       |  |
|                        |                                                                                                 | 8088                   | 4       |  |
|                        |                                                                                                 | 80286                  | 3       |  |
|                        |                                                                                                 | 80386                  | 2       |  |
|                        |                                                                                                 | 80486                  | 1       |  |
|                        |                                                                                                 | Pentium                | 1       |  |
|                        |                                                                                                 | Pentium Pro            |         |  |
| <b>AND</b> Logical AND |                                                                                                 |                        |         |  |
| 001000dw oorrrmmm disp |                                                                                                 | O D I T      S Z A P C |         |  |
| Format Examples        |                                                                                                 | 0 * * ? * 0            |         |  |
|                        |                                                                                                 | Microprocessor         |         |  |
| AND reg,reg            | AND CX,BX<br>AND DL,BL<br>AND ECX,EBX<br>AND BP,SI<br>AND EDX,EDI                               | 8086                   | 3       |  |
|                        |                                                                                                 | 8088                   | 3       |  |
|                        |                                                                                                 | 80286                  | 2       |  |
|                        |                                                                                                 | 80386                  | 2       |  |
|                        |                                                                                                 | 80486                  | 1       |  |
|                        |                                                                                                 | Pentium                | 1 or 3  |  |
|                        |                                                                                                 | Pentium Pro            |         |  |
| AND mem,reg            | AND BIT,AL<br>AND LIST,DI<br>AND DATA2[BX],CL<br>AND [EAX],BL<br>AND [ESI+4*ECX],EDX            | 8086                   | 16 + ea |  |
|                        |                                                                                                 | 8088                   | 24 + ea |  |
|                        |                                                                                                 | 80286                  | 7       |  |
|                        |                                                                                                 | 80386                  | 7       |  |
|                        |                                                                                                 | 80486                  | 3       |  |
|                        |                                                                                                 | Pentium                | 1 or 3  |  |
|                        |                                                                                                 | Pentium Pro            |         |  |

| AND reg,mem                        | AND BL,DATAW<br>AND SI,LIST<br>AND CL,DATAQ[SI]<br>AND CX,[EAX]<br>AND ESI,[ECX+43H]            | 8086           | 9 + ea  |
|------------------------------------|-------------------------------------------------------------------------------------------------|----------------|---------|
|                                    |                                                                                                 | 8088           | 13 + ea |
|                                    |                                                                                                 | 80286          | 7       |
|                                    |                                                                                                 | 80386          | 6       |
|                                    |                                                                                                 | 80486          | 2       |
|                                    |                                                                                                 | Pentium        | 1 or 2  |
|                                    |                                                                                                 | Pentium Pro    |         |
| <b>100000sw oo100mmm disp data</b> |                                                                                                 |                |         |
| Format                             | Examples                                                                                        | Microprocessor | Clocks  |
| AND reg,imm                        | AND BP,1<br>AND DI,10H<br>AND DL,34H<br>AND EBP,1345H<br>AND SP,1834H                           | 8086           | 4       |
|                                    |                                                                                                 | 8088           | 4       |
|                                    |                                                                                                 | 80286          | 3       |
|                                    |                                                                                                 | 80386          | 2       |
|                                    |                                                                                                 | 80486          | 1       |
|                                    |                                                                                                 | Pentium        | 1 or 3  |
|                                    |                                                                                                 | Pentium Pro    |         |
| AND mem,imm                        | AND DATA4,33<br>AND LIST,'A'<br>AND DATA3[DI],2<br>AND BYTE PTR[EBX],3<br>AND DWORD PTR[DI],66H | 8086           | 17 + ea |
|                                    |                                                                                                 | 8088           | 23 + ea |
|                                    |                                                                                                 | 80286          | 7       |
|                                    |                                                                                                 | 80386          | 7       |
|                                    |                                                                                                 | 80486          | 3       |
|                                    |                                                                                                 | Pentium        | 1 or 3  |
|                                    |                                                                                                 | Pentium Pro    |         |
| AND acc,imm                        | AND AX,3<br>AND AL,1AH<br>AND AH,34H<br>AND EAX,2<br>AND AL,'r'                                 | 8086           | 4       |
|                                    |                                                                                                 | 8088           | 4       |
|                                    |                                                                                                 | 80286          | 3       |
|                                    |                                                                                                 | 80386          | 2       |
|                                    |                                                                                                 | 80486          | 1       |
|                                    |                                                                                                 | Pentium        | 1       |
|                                    |                                                                                                 | Pentium Pro    |         |

| <b>ARPL</b>            |                                                                                            | Adjust requested privilege level |   |   |   |        |   |             |    |   |  |  |  |  |
|------------------------|--------------------------------------------------------------------------------------------|----------------------------------|---|---|---|--------|---|-------------|----|---|--|--|--|--|
| 01100011 oorrrmmm disp |                                                                                            | O                                | D | I | T | S      | Z | A           | P  | C |  |  |  |  |
| *                      |                                                                                            |                                  |   |   |   |        |   |             |    |   |  |  |  |  |
| Format                 | Examples                                                                                   | Microprocessor                   |   |   |   | Clocks |   |             |    |   |  |  |  |  |
| ARPL reg,reg           | ARPL AX,BX<br>ARPL BX,SI<br>ARPL AX,DX<br>ARPL BX,AX<br>ARPL SI,DI                         |                                  |   |   |   |        |   | 8086        | —  |   |  |  |  |  |
|                        |                                                                                            |                                  |   |   |   |        |   | 8088        | —  |   |  |  |  |  |
|                        |                                                                                            |                                  |   |   |   |        |   | 80286       | 10 |   |  |  |  |  |
|                        |                                                                                            |                                  |   |   |   |        |   | 80386       | 20 |   |  |  |  |  |
|                        |                                                                                            |                                  |   |   |   |        |   | 80486       | 9  |   |  |  |  |  |
|                        |                                                                                            |                                  |   |   |   |        |   | Pentium     | 7  |   |  |  |  |  |
|                        |                                                                                            |                                  |   |   |   |        |   | Pentium Pro |    |   |  |  |  |  |
| ARPL mem,reg           | ARPL DATAY,AX<br>ARPL LIST,DI<br>ARPL DATA3[DI],CX<br>ARPL [EBX],AX<br>ARPL [EDX+4*ECX],BP |                                  |   |   |   |        |   | 8086        | —  |   |  |  |  |  |
|                        |                                                                                            |                                  |   |   |   |        |   | 8088        | —  |   |  |  |  |  |
|                        |                                                                                            |                                  |   |   |   |        |   | 80286       | 11 |   |  |  |  |  |
|                        |                                                                                            |                                  |   |   |   |        |   | 80386       | 21 |   |  |  |  |  |
|                        |                                                                                            |                                  |   |   |   |        |   | 80486       | 9  |   |  |  |  |  |
|                        |                                                                                            |                                  |   |   |   |        |   | Pentium     | 7  |   |  |  |  |  |
|                        |                                                                                            |                                  |   |   |   |        |   | Pentium Pro |    |   |  |  |  |  |
| <b>BOUND</b>           |                                                                                            | Check array against boundary     |   |   |   |        |   |             |    |   |  |  |  |  |
| 01100010 oorrrmmm disp |                                                                                            | Microprocessor                   |   |   |   | Clocks |   |             |    |   |  |  |  |  |
| Format                 | Examples                                                                                   |                                  |   |   |   |        |   |             |    |   |  |  |  |  |
| BOUND reg,mem          | BOUND AX,BETS<br>BOUND BP,LISTG<br>BOUND CX,DATAX<br>BOUND BX,[DI]<br>BOUND SI,[BX+2]      |                                  |   |   |   |        |   | 8086        | —  |   |  |  |  |  |
|                        |                                                                                            |                                  |   |   |   |        |   | 8088        | —  |   |  |  |  |  |
|                        |                                                                                            |                                  |   |   |   |        |   | 80286       | 13 |   |  |  |  |  |
|                        |                                                                                            |                                  |   |   |   |        |   | 80386       | 10 |   |  |  |  |  |
|                        |                                                                                            |                                  |   |   |   |        |   | 80486       | 7  |   |  |  |  |  |
|                        |                                                                                            |                                  |   |   |   |        |   | Pentium     | 8  |   |  |  |  |  |
|                        |                                                                                            |                                  |   |   |   |        |   | Pentium Pro |    |   |  |  |  |  |



| BSR reg,mem                          | BSR AX,DATA<br>BSR SI,LIST<br>BSR CX,DATA3[DI]<br>BSR EAX,[EBX]<br>BSR EBP,[EDX+4*ECX] | 8086              | —       |  |
|--------------------------------------|----------------------------------------------------------------------------------------|-------------------|---------|--|
|                                      |                                                                                        | 8088              | —       |  |
|                                      |                                                                                        | 80286             | —       |  |
|                                      |                                                                                        | 80386             | 10 + 3n |  |
|                                      |                                                                                        | 80486             | 7–104   |  |
|                                      |                                                                                        | Pentium           | 7–72    |  |
|                                      |                                                                                        | Pentium Pro       |         |  |
|                                      |                                                                                        |                   |         |  |
| <b>BSWAP</b> Byte swap               |                                                                                        |                   |         |  |
| 00001111 11001rrr                    |                                                                                        |                   |         |  |
| Format                               | Examples                                                                               | Microprocessor    | Clocks  |  |
| BSWAP reg32                          | BSWAP EAX<br>BSWAP EBX<br>BSWAP EDX<br>BSWAP ECX<br>BSWAP ESI                          | 8086              | —       |  |
|                                      |                                                                                        | 8088              | —       |  |
|                                      |                                                                                        | 80286             | —       |  |
|                                      |                                                                                        | 80386             | —       |  |
|                                      |                                                                                        | 80486             | 1       |  |
|                                      |                                                                                        | Pentium           | 1       |  |
|                                      |                                                                                        | Pentium Pro       |         |  |
|                                      |                                                                                        |                   |         |  |
| <b>BT</b> Bit test                   |                                                                                        |                   |         |  |
| 00001111 10111010 oo100mmm disp data |                                                                                        |                   |         |  |
| Format                               | Examples                                                                               | O D I T S Z A P C | *       |  |
| BT reg,imm8                          | BT AX,2<br>BT CX,4<br>BT BP,10H<br>BT CX,8<br>BT BX,2                                  | 8086              | —       |  |
|                                      |                                                                                        | 8088              | —       |  |
|                                      |                                                                                        | 80286             | —       |  |
|                                      |                                                                                        | 80386             | 3       |  |
|                                      |                                                                                        | 80486             | 3       |  |
|                                      |                                                                                        | Pentium           | 4       |  |
|                                      |                                                                                        | Pentium Pro       |         |  |
|                                      |                                                                                        |                   |         |  |

| BT mem,imm8 | BT DATA1,2             | 8086           | —      |
|-------------|------------------------|----------------|--------|
|             | BT LIST,2              | 8088           | —      |
|             | BT DATA2[DI],3         | 80286          | —      |
|             | BT [EAX],1             | 80386          | 6      |
|             | BT FROG,6              | 80486          | 3      |
|             |                        | Pentium        | 4      |
|             |                        | Pentium Pro    |        |
|             | 00001111 10100011 disp |                |        |
| Format      | Examples               | Microprocessor | Clocks |
| BT reg,reg  | BT AX,CX               | 8086           | —      |
|             | BT CX,DX               | 8088           | —      |
|             | BT BP,AX               | 80286          | —      |
|             | BT SI,CX               | 80386          | 3      |
|             | BT EAX,EBX             | 80486          | 3      |
|             |                        | Pentium        | 4 or 9 |
|             |                        | Pentium Pro    |        |
| BT mem,reg  | BT DATA4,AX            | 8086           | —      |
|             | BT LIST,BX             | 8088           | —      |
|             | BT DATA3[DI],CX        | 80286          | —      |
|             | BT [EBX],DX            | 80386          | 12     |
|             | BT [DI],DI             | 80486          | 8      |
|             |                        | Pentium        | 4 or 9 |
|             |                        | Pentium Pro    |        |



| BTR                    |  | Bit test and reset |  |                |  |         |  |   |  |
|------------------------|--|--------------------|--|----------------|--|---------|--|---|--|
| Format                 |  | Examples           |  | Microprocessor |  | Clocks  |  |   |  |
| BTR reg,imm8           |  | BTR AX,2           |  | 8086           |  | —       |  | * |  |
|                        |  | BTR CX,4           |  | 8088           |  | —       |  |   |  |
|                        |  | BTR BP,10H         |  | 80286          |  | —       |  |   |  |
|                        |  | BTR CX,8           |  | 80386          |  | 6       |  |   |  |
|                        |  | BTR BX,2           |  | 80486          |  | 6       |  |   |  |
|                        |  |                    |  | Pentium        |  | 7 or 8  |  |   |  |
|                        |  |                    |  | Pentium Pro    |  |         |  |   |  |
| BTR mem,imm8           |  | BTR DATA1,2        |  | 8086           |  | —       |  |   |  |
|                        |  | BTR LIST,2         |  | 8088           |  | —       |  |   |  |
|                        |  | BTR DATA2[DI],3    |  | 80286          |  | —       |  |   |  |
|                        |  | BTR [EAX],1        |  | 80386          |  | 8       |  |   |  |
|                        |  | BTR FROG,6         |  | 80486          |  | 8       |  |   |  |
|                        |  |                    |  | Pentium        |  | 7 or 8  |  |   |  |
|                        |  |                    |  | Pentium Pro    |  |         |  |   |  |
| 00001111 10110011 disp |  |                    |  |                |  |         |  |   |  |
| Format                 |  | Examples           |  | Microprocessor |  | Clocks  |  |   |  |
| BTR reg,reg            |  | BTR AX,CX          |  | 8086           |  | —       |  |   |  |
|                        |  | BTR CX,DX          |  | 8088           |  | —       |  |   |  |
|                        |  | BTR BP,AX          |  | 80286          |  | —       |  |   |  |
|                        |  | BTR SI,CX          |  | 80386          |  | 6       |  |   |  |
|                        |  | BTR EAX,EBX        |  | 80486          |  | 6       |  |   |  |
|                        |  |                    |  | Pentium        |  | 7 or 13 |  |   |  |
|                        |  |                    |  | Pentium Pro    |  |         |  |   |  |
| BTR mem,reg            |  | BTR DATA4,AX       |  | 8086           |  | —       |  |   |  |
|                        |  | BTR LIST,BX        |  | 8088           |  | —       |  |   |  |
|                        |  | BTR DATA3[DI],CX   |  | 80286          |  | —       |  |   |  |
|                        |  | BTR [EBX],DX       |  | 80386          |  | 13      |  |   |  |
|                        |  | BTR [DI],DI        |  | 80486          |  | 13      |  |   |  |
|                        |  |                    |  | Pentium        |  | 7 or 13 |  |   |  |
|                        |  |                    |  | Pentium Pro    |  |         |  |   |  |

| <b>BTS</b>             |                  | Bit test and set                     |         |  |        |  |  |  |
|------------------------|------------------|--------------------------------------|---------|--|--------|--|--|--|
|                        |                  | 00001111 10111010 oo101mmm disp data |         |  |        |  |  |  |
| Format                 | Examples         | Microprocessor                       |         |  | Clocks |  |  |  |
| BTS reg,imm8           | BTS AX,2         | 8086                                 | —       |  |        |  |  |  |
|                        | BTS CX,4         | 8088                                 | —       |  |        |  |  |  |
|                        | BTS BP,10H       | 80286                                | —       |  |        |  |  |  |
|                        | BTS CX,8         | 80386                                | 6       |  |        |  |  |  |
|                        | BTS BX,2         | 80486                                | 6       |  |        |  |  |  |
|                        |                  | Pentium                              | 7 or 8  |  |        |  |  |  |
|                        |                  | Pentium Pro                          |         |  |        |  |  |  |
| BTS mem,imm8           | BTS DATA1,2      | 8086                                 | —       |  |        |  |  |  |
|                        | BTS LIST,2       | 8088                                 | —       |  |        |  |  |  |
|                        | BTS DATA2[DI],3  | 80286                                | —       |  |        |  |  |  |
|                        | BTS [EAX],1      | 80386                                | 8       |  |        |  |  |  |
|                        | BTS FROG,6       | 80486                                | 8       |  |        |  |  |  |
|                        |                  | Pentium                              | 7 or 8  |  |        |  |  |  |
|                        |                  | Pentium Pro                          |         |  |        |  |  |  |
| 00001111 10101011 disp |                  |                                      |         |  |        |  |  |  |
| Format                 | Examples         | Microprocessor                       |         |  | Clocks |  |  |  |
| BTS reg,reg            | BTS AX,CX        | 8086                                 | —       |  |        |  |  |  |
|                        | BTS CX,DX        | 8088                                 | —       |  |        |  |  |  |
|                        | BTS BP,AX        | 80286                                | —       |  |        |  |  |  |
|                        | BTS SI,CX        | 80386                                | 6       |  |        |  |  |  |
|                        | BTS EAX,EBX      | 80486                                | 6       |  |        |  |  |  |
|                        |                  | Pentium                              | 7 or 13 |  |        |  |  |  |
|                        |                  | Pentium Pro                          |         |  |        |  |  |  |
| BTS mem,reg            | BTS DATA4,AX     | 8086                                 | —       |  |        |  |  |  |
|                        | BTS LIST,BX      | 8088                                 | —       |  |        |  |  |  |
|                        | BTS DATA3[DI],CX | 80286                                | —       |  |        |  |  |  |
|                        | BTS [EBX],DX     | 80386                                | 13      |  |        |  |  |  |
|                        | BTS [DI],DI      | 80486                                | 13      |  |        |  |  |  |
|                        |                  | Pentium                              | 7 or 13 |  |        |  |  |  |
|                        |                  | Pentium Pro                          |         |  |        |  |  |  |

| <b>CALL</b> Call procedure (subroutine) |                    |                |        |
|-----------------------------------------|--------------------|----------------|--------|
| Format                                  | Examples           | Microprocessor | Clocks |
| CALL label<br>(near)                    | CALL FOR_FUN       | 8086           | 19     |
|                                         | CALL HOME          | 8088           | 23     |
|                                         | CALL ET            | 80286          | 7      |
|                                         | CALL WAITING       | 80386          | 3      |
|                                         | CALL SOMEONE       | 80486          | 3      |
|                                         |                    | Pentium        | 1      |
|                                         |                    | Pentium Pro    |        |
|                                         |                    |                |        |
| 10011010 disp                           |                    |                |        |
| Format                                  | Examples           | Microprocessor | Clocks |
| CALL label<br>(far)                     | CALL FAR PTR DATES | 8086           | 28     |
|                                         | CALL WHAT          | 8088           | 36     |
|                                         | CALL WHERE         | 80286          | 13     |
|                                         | CALL FARCE         | 80386          | 17     |
|                                         | CALL WHOM          | 80486          | 18     |
|                                         |                    | Pentium        | 4      |
|                                         |                    | Pentium Pro    |        |
|                                         |                    |                |        |
| 11111111 oo010mmm                       |                    |                |        |
| Format                                  | Examples           | Microprocessor | Clocks |
| CALL reg<br>(near)                      | CALL AX            | 8086           | 16     |
|                                         | CALL BX            | 8088           | 20     |
|                                         | CALL CX            | 80286          | 7      |
|                                         | CALL DI            | 80386          | 7      |
|                                         | CALL SI            | 80486          | 5      |
|                                         |                    | Pentium        | 2      |
|                                         |                    | Pentium Pro    |        |
|                                         |                    |                |        |

| CALL mem<br>(near)                                    | CALL ADDRESS<br>CALL NEAR PTR [DI]<br>CALL DATA1<br>CALL FROG<br>CALL ME_NOW  | 8086           | 21 + ea |  |
|-------------------------------------------------------|-------------------------------------------------------------------------------|----------------|---------|--|
|                                                       |                                                                               | 8088           | 29 + ea |  |
|                                                       |                                                                               | 80286          | 11      |  |
|                                                       |                                                                               | 80386          | 10      |  |
|                                                       |                                                                               | 80486          | 5       |  |
|                                                       |                                                                               | Pentium        | 2       |  |
|                                                       |                                                                               | Pentium Pro    |         |  |
| <b>11111111 oo0011mmm</b>                             |                                                                               |                |         |  |
| Format                                                | Examples                                                                      | Microprocessor | Clocks  |  |
| CALL mem<br>(far)                                     | CALL FAR_LIST[SI]<br>CALL FROM_HERE<br>CALL TO THERE<br>CALL SIXX<br>CALL OCT | 8086           | 16      |  |
|                                                       |                                                                               | 8088           | 20      |  |
|                                                       |                                                                               | 80286          | 7       |  |
|                                                       |                                                                               | 80386          | 7       |  |
|                                                       |                                                                               | 80486          | 5       |  |
|                                                       |                                                                               | Pentium        | 2       |  |
|                                                       |                                                                               | Pentium Pro    |         |  |
| <b>CBW</b> Convert byte to word (AL $\Rightarrow$ AX) |                                                                               |                |         |  |
| <b>10011000</b>                                       |                                                                               | Microprocessor | Clocks  |  |
| Example                                               |                                                                               |                |         |  |
| CBW                                                   |                                                                               | 8086           | 2       |  |
|                                                       |                                                                               | 8088           | 2       |  |
|                                                       |                                                                               | 80286          | 2       |  |
|                                                       |                                                                               | 80386          | 3       |  |
|                                                       |                                                                               | 80486          | 3       |  |
|                                                       |                                                                               | Pentium        | 3       |  |
|                                                       |                                                                               | Pentium Pro    |         |  |

|                              |                                                               |                |        |
|------------------------------|---------------------------------------------------------------|----------------|--------|
| <b>CDQ</b>                   | Convert doubleword to quadword<br>(EAX $\Rightarrow$ EDX:EAX) |                |        |
| 11010100 00001010<br>Example |                                                               | Microprocessor | Clocks |
| CDQ                          | 8086                                                          | —              |        |
|                              | 8088                                                          | —              |        |
|                              | 80286                                                         | —              |        |
|                              | 80386                                                         | 2              |        |
|                              | 80486                                                         | 2              |        |
|                              | Pentium                                                       | 2              |        |
|                              | Pentium Pro                                                   |                |        |
| <b>CLC</b>                   | Clear carry flag                                              |                |        |
| 11111000<br>Example          | O D I T   S Z A P C<br>0                                      | Microprocessor | Clocks |
| CLC                          | 8086                                                          | 2              |        |
|                              | 8088                                                          | 2              |        |
|                              | 80286                                                         | 2              |        |
|                              | 80386                                                         | 2              |        |
|                              | 80486                                                         | 2              |        |
|                              | Pentium                                                       | 2              |        |
|                              | Pentium Pro                                                   |                |        |
| <b>CLD</b>                   | Clear direction flag                                          |                |        |
| 11111100<br>Example          | O D I T   S Z A P C<br>0                                      | Microprocessor | Clocks |
| CLD                          | 8086                                                          | 2              |        |
|                              | 8088                                                          | 2              |        |
|                              | 80286                                                         | 2              |        |
|                              | 80386                                                         | 2              |        |
|                              | 80486                                                         | 2              |        |
|                              | Pentium                                                       | 2              |        |
|                              | Pentium Pro                                                   |                |        |

|                   |                                |    |                       |
|-------------------|--------------------------------|----|-----------------------|
| <b>CLI</b>        | Clear interrupt flag           |    |                       |
| 11111010          | O                              | D  | I T S Z A P C         |
| Example           | 0                              |    |                       |
|                   |                                |    | Microprocessor Clocks |
| CLI               | 8086                           | 2  |                       |
|                   | 8088                           | 2  |                       |
|                   | 80286                          | 3  |                       |
|                   | 80386                          | 3  |                       |
|                   | 80486                          | 5  |                       |
|                   | Pentium                        | 7  |                       |
|                   | Pentium Pro                    |    |                       |
| <b>CLTS</b>       | Clear task switched flag (CR0) |    |                       |
| 00001111 00000110 | O                              | D  | I T S Z A P C         |
| Example           | 0                              |    |                       |
|                   |                                |    | Microprocessor Clocks |
| CLTS              | 8086                           | —  |                       |
|                   | 8088                           | —  |                       |
|                   | 80286                          | 2  |                       |
|                   | 80386                          | 5  |                       |
|                   | 80486                          | 7  |                       |
|                   | Pentium                        | 10 |                       |
|                   | Pentium Pro                    |    |                       |
| <b>CMC</b>        | Complement carry flag          |    |                       |
| 10011000          | O                              | D  | I T S Z A P C         |
| Example           | 0                              | *  |                       |
|                   |                                |    | Microprocessor Clocks |
| CMC               | 8086                           | 2  |                       |
|                   | 8088                           | 2  |                       |
|                   | 80286                          | 2  |                       |
|                   | 80386                          | 2  |                       |
|                   | 80486                          | 2  |                       |
|                   | Pentium                        | 2  |                       |
|                   | Pentium Pro                    |    |                       |

| <b>CMOVcondition</b>   |                                                                                             | Conditional move |               |                               |           |
|------------------------|---------------------------------------------------------------------------------------------|------------------|---------------|-------------------------------|-----------|
| Format                 | Examples                                                                                    |                  |               | Microprocessor                | Clocks    |
| CMOVcc reg,mem         | CMOVNZ AX,FROG<br>CMOVC EAX,[EDI]<br>CMOVNC BX,DATA1<br>CMOVP EBX,WAITING<br>CMOVNE DI,[SI] |                  |               | 8086                          | —         |
|                        |                                                                                             |                  |               | 8088                          | —         |
|                        |                                                                                             |                  |               | 80286                         | —         |
|                        |                                                                                             |                  |               | 80386                         | —         |
|                        |                                                                                             |                  |               | 80486                         | —         |
|                        |                                                                                             |                  |               | Pentium                       | —         |
|                        |                                                                                             |                  |               | Pentium Pro                   |           |
| Condition Codes        |                                                                                             | Mnemonic         | Flag          | Description                   |           |
| 0000                   | CMOVO                                                                                       |                  | O = 1         | Move if overflow              |           |
| 0001                   | CMOVNO                                                                                      |                  | O = 0         | Move if no overflow           |           |
| 0010                   | CMOVB                                                                                       |                  | C = 1         | Move if below                 |           |
| 0011                   | CMOVAE                                                                                      |                  | C = 0         | Move if above or equal        |           |
| 0100                   | CMOVE                                                                                       |                  | Z = 1         | Move if equal/zero            |           |
| 0101                   | CMOVNE                                                                                      |                  | Z = 0         | Move if not equal/zero        |           |
| 0110                   | CMOVBE                                                                                      |                  | C = 1 + Z = 1 | Move if below or equal        |           |
| 0111                   | CMOVA                                                                                       |                  | C = 0 • Z = 0 | Move if above                 |           |
| 1000                   | CMOVS                                                                                       |                  | S = 1         | Move if sign                  |           |
| 1001                   | CMOVNS                                                                                      |                  | S = 0         | Move if no sign               |           |
| 1010                   | CMOVP                                                                                       |                  | P = 1         | Move if parity                |           |
| 1011                   | CMOVNP                                                                                      |                  | P = 0         | Move if no parity             |           |
| 1100                   | CMOVL                                                                                       |                  | S • O         | Move if less than             |           |
| 1101                   | CMOVGE                                                                                      |                  | S = 0         | Move if greater than or equal |           |
| 1110                   | CMOVLE                                                                                      |                  | Z = 1 + S • O | Move if less than or equal    |           |
| 1111                   | CMOVG                                                                                       |                  | Z = 0 + S = O | Move if greater than          |           |
| <b>CMP</b>             |                                                                                             | Compare          |               |                               |           |
| 001110dw oorrrmmm disp |                                                                                             |                  |               | O D I T                       | S Z A P C |
| Format                 |                                                                                             | Examples         |               | *                             | *         |
| CMP reg,reg            |                                                                                             |                  |               | 8086                          | 3         |
|                        |                                                                                             |                  |               | 8088                          | 3         |
|                        |                                                                                             |                  |               | 80286                         | 2         |
|                        |                                                                                             |                  |               | 80386                         | 2         |
|                        |                                                                                             |                  |               | 80486                         | 1         |
|                        |                                                                                             |                  |               | Pentium                       | 1 or 2    |
|                        |                                                                                             |                  |               | Pentium Pro                   |           |

| CMP mem,reg                 | CMP DATAY,AL<br>CMP LIST,SI<br>CMP DATA6[DI],CL<br>CMP [EAX],CL<br>CMP [EDX+4*ECX],EBX  | 8086           | 9 + ea  |
|-----------------------------|-----------------------------------------------------------------------------------------|----------------|---------|
|                             |                                                                                         | 8088           | 13 + ea |
|                             |                                                                                         | 80286          | 7       |
|                             |                                                                                         | 80386          | 5       |
|                             |                                                                                         | 80486          | 2       |
|                             |                                                                                         | Pentium        | 1 or 2  |
|                             |                                                                                         | Pentium Pro    |         |
| CMP reg,mem                 | CMP BL,DATA2<br>CMP SI,LIST3<br>CMP CL,DATA2[DI]<br>CMP CX,[EDI]<br>CMP ESI,[ECX+200H]  | 8086           | 9 + ea  |
|                             |                                                                                         | 8088           | 13 + ea |
|                             |                                                                                         | 80286          | 6       |
|                             |                                                                                         | 80386          | 6       |
|                             |                                                                                         | 80486          | 2       |
|                             |                                                                                         | Pentium        | 1 or 2  |
|                             |                                                                                         | Pentium Pro    |         |
| 100000sw oo111mmm disp data |                                                                                         |                |         |
| Format                      | Examples                                                                                | Microprocessor | Clocks  |
| CMP reg,imm                 | CMP CX,3<br>CMP DI,1AH<br>CMP DL,34H<br>CMP EDX,1345H<br>CMP CX,1834H                   | 8086           | 4       |
|                             |                                                                                         | 8088           | 4       |
|                             |                                                                                         | 80286          | 3       |
|                             |                                                                                         | 80386          | 2       |
|                             |                                                                                         | 80486          | 1       |
|                             |                                                                                         | Pentium        | 1 or 2  |
|                             |                                                                                         | Pentium Pro    |         |
| CMP mem,imm                 | CMP DATAS,3<br>CMP BYTE PTR[EDI],1AH<br>CMP DADDY,34H<br>CMP LIST,'A'<br>CMP TOAD,1834H | 8086           | 10 + ea |
|                             |                                                                                         | 8088           | 14 + ea |
|                             |                                                                                         | 80286          | 6       |
|                             |                                                                                         | 80386          | 5       |
|                             |                                                                                         | 80486          | 2       |
|                             |                                                                                         | Pentium        | 1 or 2  |
|                             |                                                                                         | Pentium Pro    |         |

| 0001111w data                       |               |                |           |   |  |
|-------------------------------------|---------------|----------------|-----------|---|--|
| Format                              | Examples      | Microprocessor | Clocks    |   |  |
| CMP acc,imm                         | CMP AX,3      | 8086           | 4         |   |  |
|                                     | CMP AL,1AH    | 8088           | 4         |   |  |
|                                     | CMP AH,34H    | 80286          | 3         |   |  |
|                                     | CMP EAX,1345H | 80386          | 2         |   |  |
|                                     | CMP AL,'Y'    | 80486          | 1         |   |  |
|                                     |               | Pentium        | 1         |   |  |
|                                     |               | Pentium Pro    |           |   |  |
| <b>CMPS</b> Compare strings         |               |                |           |   |  |
| 1010011w                            |               | O D I T        | S Z A P C |   |  |
| Format                              | Examples      | *              | *         | * |  |
|                                     |               | *              | *         | * |  |
|                                     |               | *              | *         | * |  |
|                                     |               | *              | *         | * |  |
|                                     |               | *              | *         | * |  |
|                                     |               | *              | *         | * |  |
|                                     |               | *              | *         | * |  |
|                                     |               | *              | *         | * |  |
|                                     |               | *              | *         | * |  |
| <b>CMPXCHG</b> Compare and exchange |               |                |           |   |  |
| 00001111 1011000w 11rrrrr           |               | O D I T        | S Z A P C |   |  |
| Format                              | Examples      | *              | *         | * |  |
|                                     |               | *              | *         | * |  |
|                                     |               | *              | *         | * |  |
|                                     |               | *              | *         | * |  |
|                                     |               | *              | *         | * |  |
|                                     |               | *              | *         | * |  |
|                                     |               | *              | *         | * |  |
|                                     |               | *              | *         | * |  |
| <b>CMPXCHG</b>                      |               |                |           |   |  |
| reg,reg                             |               |                |           |   |  |
| Format                              | Examples      | 8086           | —         |   |  |
|                                     |               | 8088           | —         |   |  |
|                                     |               | 80286          | —         |   |  |
|                                     |               | 80386          | —         |   |  |
|                                     |               | 80486          | 6         |   |  |
|                                     |               | Pentium        | 6         |   |  |
|                                     |               | Pentium Pro    |           |   |  |

| 0001111w data              |                                        | Format                       | Examples | Microprocessor | Clocks |  |
|----------------------------|----------------------------------------|------------------------------|----------|----------------|--------|--|
| CMPXCHG<br>mem,reg         | CMPXCHG DATAD,EAX<br>CMPXCHG DATA2,EDI | 8086                         | —        |                |        |  |
|                            |                                        | 8088                         | —        |                |        |  |
|                            |                                        | 80286                        | —        |                |        |  |
|                            |                                        | 80386                        | —        |                |        |  |
|                            |                                        | 80486                        | 7        |                |        |  |
|                            |                                        | Pentium                      | 6        |                |        |  |
|                            |                                        | Pentium Pro                  |          |                |        |  |
| <b>CMPXCHG 8B</b>          |                                        | Compare and exchange 8 bytes |          |                |        |  |
| 00001111 11000111 oorrrmmm |                                        | O D I T S Z A P C            |          |                |        |  |
| Format                     | Examples                               | 8086                         | —        |                |        |  |
|                            |                                        | 8088                         | —        |                |        |  |
|                            |                                        | 80286                        | —        |                |        |  |
|                            |                                        | 80386                        | —        |                |        |  |
|                            |                                        | 80486                        | —        |                |        |  |
|                            |                                        | Pentium                      | 10       |                |        |  |
|                            |                                        | Pentium Pro                  |          |                |        |  |
| <b>CPUID</b>               |                                        | CPU identification code      |          |                |        |  |
| 00001111 10100010          |                                        | Example                      |          |                |        |  |
| CPUID                      |                                        | Microprocessor               |          | Clocks         |        |  |
|                            |                                        | 8086                         | —        |                |        |  |
|                            |                                        | 8088                         | —        |                |        |  |
|                            |                                        | 80286                        | —        |                |        |  |
|                            |                                        | 80386                        | —        |                |        |  |
|                            |                                        | 80486                        | —        |                |        |  |
|                            |                                        | Pentium                      | 14       |                |        |  |
|                            |                                        | Pentium Pro                  |          |                |        |  |

|                     |                                                               |                |        |
|---------------------|---------------------------------------------------------------|----------------|--------|
| <b>CWD</b>          | Convert word to doubleword (AX $\Rightarrow$ DX:AX)           |                |        |
| 10011000<br>Example |                                                               | Microprocessor | Clocks |
| CWD                 |                                                               | 8086           | 5      |
|                     |                                                               | 8088           | 5      |
|                     |                                                               | 80286          | 2      |
|                     |                                                               | 80386          | 2      |
|                     |                                                               | 80486          | 3      |
|                     |                                                               | Pentium        | 2      |
|                     |                                                               | Pentium Pro    |        |
| <b>CWDE</b>         | Convert word to extended doubleword<br>(AX $\Rightarrow$ EAX) |                |        |
| 10011000<br>Example |                                                               | Microprocessor | Clocks |
| CWDE                |                                                               | 8086           | —      |
|                     |                                                               | 8088           | —      |
|                     |                                                               | 80286          | —      |
|                     |                                                               | 80386          | 3      |
|                     |                                                               | 80486          | 3      |
|                     |                                                               | Pentium        | 3      |
|                     |                                                               | Pentium Pro    |        |
| <b>DAA</b>          | Decimal adjust AL after addition                              |                |        |
| 00100111<br>Example | O D I T      S Z A P C<br>? * * * * *                         | Microprocessor | Clocks |
| DAA                 |                                                               | 8086           | 4      |
|                     |                                                               | 8088           | 4      |
|                     |                                                               | 80286          | 3      |
|                     |                                                               | 80386          | 4      |
|                     |                                                               | 80486          | 2      |
|                     |                                                               | Pentium        | 3      |
|                     |                                                               | Pentium Pro    |        |

|                        |                                                                                   |                       |   |         |   |   |         |
|------------------------|-----------------------------------------------------------------------------------|-----------------------|---|---------|---|---|---------|
| <b>DAS</b>             | Decimal adjust AL after subtraction                                               |                       |   |         |   |   |         |
| 00101111               |                                                                                   | O                     | D | I       | T | S | Z A P C |
| Example                |                                                                                   | ?                     | * | *       | * | * | *       |
| DAS                    |                                                                                   | Microprocessor Clocks |   |         |   |   |         |
|                        |                                                                                   | 8086                  |   | 4       |   |   |         |
|                        |                                                                                   | 8088                  |   | 4       |   |   |         |
|                        |                                                                                   | 80286                 |   | 3       |   |   |         |
|                        |                                                                                   | 80386                 |   | 4       |   |   |         |
|                        |                                                                                   | 80486                 |   | 2       |   |   |         |
|                        |                                                                                   | Pentium               |   | 3       |   |   |         |
|                        |                                                                                   | Pentium Pro           |   |         |   |   |         |
| <b>DEC</b>             | Decrement                                                                         |                       |   |         |   |   |         |
| 1111111w 00001mmm disp |                                                                                   | O                     | D | I       | T | S | Z A P C |
|                        |                                                                                   | *                     | * | *       | * | * | *       |
| Format                 | Examples                                                                          | Microprocessor Clocks |   |         |   |   |         |
| DEC reg8               | DEC BL<br>DEC BH<br>DEC CL<br>DEC DH<br>DEC AH                                    | 8086                  |   | 3       |   |   |         |
|                        |                                                                                   | 8088                  |   | 3       |   |   |         |
|                        |                                                                                   | 80286                 |   | 2       |   |   |         |
|                        |                                                                                   | 80386                 |   | 2       |   |   |         |
|                        |                                                                                   | 80486                 |   | 1       |   |   |         |
|                        |                                                                                   | Pentium               |   | 1 or 3  |   |   |         |
|                        |                                                                                   | Pentium Pro           |   |         |   |   |         |
| DEC mem                | DEC DATAY<br>DEC LIST<br>DEC DATA6[DI]<br>DEC BYTE PTR [BX]<br>DEC WORD PTR [EBX] | 8086                  |   | 15 + ea |   |   |         |
|                        |                                                                                   | 8088                  |   | 23 + ea |   |   |         |
|                        |                                                                                   | 80286                 |   | 7       |   |   |         |
|                        |                                                                                   | 80386                 |   | 6       |   |   |         |
|                        |                                                                                   | 80486                 |   | 3       |   |   |         |
|                        |                                                                                   | Pentium               |   | 1 or 3  |   |   |         |
|                        |                                                                                   | Pentium Pro           |   |         |   |   |         |

| 01001rrr               |                    | Examples               | Microprocessor | Clocks |
|------------------------|--------------------|------------------------|----------------|--------|
| Format                 |                    |                        |                |        |
| DEC reg16<br>DEC reg32 | DEC CX             |                        | 8086           | 3      |
|                        | DEC DI             |                        | 8088           | 3      |
|                        | DEC EDX            |                        | 80286          | 2      |
|                        | DEC ECX            |                        | 80386          | 2      |
|                        | DEC BP             |                        | 80486          | 1      |
|                        |                    |                        | Pentium        | 1      |
|                        |                    |                        | Pentium Pro    |        |
| <b>DIV</b> Divide      |                    |                        |                |        |
| 1111011w oo110mmm disp |                    | O D I T      S Z A P C |                |        |
| Format                 | Examples           |                        | Microprocessor | Clocks |
|                        |                    |                        |                |        |
| DIV reg                | DIV BL             |                        | 8086           | 162    |
|                        | DIV BH             |                        | 8088           | 162    |
|                        | DIV ECX            |                        | 80286          | 22     |
|                        | DIV DH             |                        | 80386          | 38     |
|                        | DIV CX             |                        | 80486          | 40     |
|                        |                    |                        | Pentium        | 17–41  |
|                        |                    |                        | Pentium Pro    |        |
| DIV mem                | DIV DATAY          |                        | 8086           | 168    |
|                        | DIV LIST           |                        | 8088           | 176    |
|                        | DIV DATA6[DI]      |                        | 80286          | 25     |
|                        | DIV BYTE PTR [BX]  |                        | 80386          | 41     |
|                        | DIV WORD PTR [EBX] |                        | 80486          | 40     |
|                        |                    |                        | Pentium        | 17–41  |
|                        |                    |                        | Pentium Pro    |        |

| <b>ENTER</b> Create a stack frame |                                                                      |                |         |
|-----------------------------------|----------------------------------------------------------------------|----------------|---------|
| Format                            | Examples                                                             | Microprocessor | Clocks  |
| ENTER imm,0                       | ENTER 4,0<br>ENTER 8,0<br>ENTER 100,0<br>ENTER 200,0<br>ENTER 1024,0 | 8086           | —       |
|                                   |                                                                      | 8088           | —       |
|                                   |                                                                      | 80286          | 11      |
|                                   |                                                                      | 80386          | 10      |
|                                   |                                                                      | 80486          | 14      |
|                                   |                                                                      | Pentium        | 11      |
|                                   |                                                                      | Pentium Pro    |         |
| ENTER imm,1                       | ENTER 4,1<br>ENTER 10,1                                              | 8086           | —       |
|                                   |                                                                      | 8088           | —       |
|                                   |                                                                      | 80286          | 12      |
|                                   |                                                                      | 80386          | 15      |
|                                   |                                                                      | 80486          | 17      |
|                                   |                                                                      | Pentium        | 15      |
|                                   |                                                                      | Pentium Pro    |         |
| ENTER imm,imm                     | ENTER 3,6<br>ENTER 100,3                                             | 8086           | —       |
|                                   |                                                                      | 8088           | —       |
|                                   |                                                                      | 80286          | 12      |
|                                   |                                                                      | 80386          | 15      |
|                                   |                                                                      | 80486          | 17      |
|                                   |                                                                      | Pentium        | 15 + 2n |
|                                   |                                                                      | Pentium Pro    |         |
| <b>ESC</b>                        | Escape (obsolete—see coprocessor)                                    |                |         |

| <b>HLT</b> Halt                       |                                                                                        |                        |        |  |
|---------------------------------------|----------------------------------------------------------------------------------------|------------------------|--------|--|
| 11110100<br>Example                   |                                                                                        | Microprocessor         | Clocks |  |
| HLT                                   |                                                                                        | 8086                   | 2      |  |
|                                       |                                                                                        | 8088                   | 2      |  |
|                                       |                                                                                        | 80286                  | 2      |  |
|                                       |                                                                                        | 80386                  | 5      |  |
|                                       |                                                                                        | 80486                  | 4      |  |
|                                       |                                                                                        | Pentium                | varies |  |
|                                       |                                                                                        | Pentium Pro            |        |  |
| <b>IDIV</b> Integer (signed) division |                                                                                        |                        |        |  |
| 1111011w oo111mmm disp                |                                                                                        | O D I T      S Z A P C |        |  |
| Format Examples                       |                                                                                        | ? ? ? ? ? ?            |        |  |
| IDIV reg                              | IDIV BL<br>IDIV BH<br>IDIV ECX<br>IDIV DH<br>IDIV CX                                   | Microprocessor         | Clocks |  |
|                                       |                                                                                        | 8086                   | 184    |  |
|                                       |                                                                                        | 8088                   | 184    |  |
|                                       |                                                                                        | 80286                  | 25     |  |
|                                       |                                                                                        | 80386                  | 43     |  |
|                                       |                                                                                        | 80486                  | 43     |  |
|                                       |                                                                                        | Pentium                | 22–46  |  |
|                                       |                                                                                        | Pentium Pro            |        |  |
| IDIV mem                              | IDIV DATAY<br>IDIV LIST<br>IDIV DATA6[DI]<br>IDIV BYTE PTR [BX]<br>IDIV WORD PTR [EBX] | 8086                   | 190    |  |
|                                       |                                                                                        | 8088                   | 194    |  |
|                                       |                                                                                        | 80286                  | 28     |  |
|                                       |                                                                                        | 80386                  | 46     |  |
|                                       |                                                                                        | 80486                  | 44     |  |
|                                       |                                                                                        | Pentium                | 22–46  |  |
|                                       |                                                                                        | Pentium Pro            |        |  |



| IMUL<br>reg,mem,imm                    | IMUL CX,DATAY,99                                                 | 8086           | —      |  |
|----------------------------------------|------------------------------------------------------------------|----------------|--------|--|
|                                        |                                                                  | 8088           | —      |  |
|                                        |                                                                  | 80286          | 24     |  |
|                                        |                                                                  | 80386          | 38     |  |
|                                        |                                                                  | 80486          | 42     |  |
|                                        |                                                                  | Pentium        | 10     |  |
|                                        |                                                                  | Pentium Pro    |        |  |
| <b>00001111 10101111 oorrrmmm disp</b> |                                                                  |                |        |  |
| Format                                 | Examples                                                         | Microprocessor | Clocks |  |
| IMUL reg,reg                           | IMUL CX,DX<br>IMUL DI,BX<br>IMUL EDX,EBX                         | 8086           | —      |  |
|                                        |                                                                  | 8088           | —      |  |
|                                        |                                                                  | 80286          | —      |  |
|                                        |                                                                  | 80386          | 38     |  |
|                                        |                                                                  | 80486          | 42     |  |
|                                        |                                                                  | Pentium        | 10     |  |
|                                        |                                                                  | Pentium Pro    |        |  |
| IMUL reg,mem                           | IMUL DX,DATAY<br>IMUL CX,LIST<br>IMUL ECX,DATA6[DI]              | 8086           | —      |  |
|                                        |                                                                  | 8088           | —      |  |
|                                        |                                                                  | 80286          | —      |  |
|                                        |                                                                  | 80386          | 41     |  |
|                                        |                                                                  | 80486          | 42     |  |
|                                        |                                                                  | Pentium        | 10     |  |
|                                        |                                                                  | Pentium Pro    |        |  |
| <b>IN Input data from port</b>         |                                                                  |                |        |  |
| <b>1110010w port#</b>                  |                                                                  |                |        |  |
| Format                                 | Examples                                                         | Microprocessor | Clocks |  |
| IN acc,pt                              | IN AL,12H<br>IN AX,12H<br>IN AL,0FFH<br>IN AX,0A0H<br>IN EAX,10H | 8086           | 10     |  |
|                                        |                                                                  | 8088           | 14     |  |
|                                        |                                                                  | 80286          | 5      |  |
|                                        |                                                                  | 80386          | 12     |  |
|                                        |                                                                  | 80486          | 14     |  |
|                                        |                                                                  | Pentium        | 7      |  |
|                                        |                                                                  | Pentium Pro    |        |  |

| Format                 | Examples                                                                      | Microprocessor         | Clocks  |  |
|------------------------|-------------------------------------------------------------------------------|------------------------|---------|--|
| IN acc,DX              | IN AL,DX<br>IN AX,DX<br>IN EAX,DX                                             | 8086                   | 8       |  |
|                        |                                                                               | 8088                   | 12      |  |
|                        |                                                                               | 80286                  | 5       |  |
|                        |                                                                               | 80386                  | 13      |  |
|                        |                                                                               | 80486                  | 14      |  |
|                        |                                                                               | Pentium                | 7       |  |
|                        |                                                                               | Pentium Pro            |         |  |
| <b>INC</b> Increment   |                                                                               |                        |         |  |
| 1111111w oo000mmm disp |                                                                               | O D I T      S Z A P C |         |  |
| Format                 | Examples                                                                      | Microprocessor         | Clocks  |  |
|                        |                                                                               | 8086                   | 3       |  |
|                        |                                                                               | 8088                   | 3       |  |
|                        |                                                                               | 80286                  | 2       |  |
|                        |                                                                               | 80386                  | 2       |  |
|                        |                                                                               | 80486                  | 1       |  |
|                        |                                                                               | Pentium                | 1 or 3  |  |
| INC mem                | INC DATA3<br>INC LIST<br>INC COUNT<br>INC BYTE PTR [DI]<br>INC WORD PTR [ECX] | Pentium Pro            |         |  |
|                        |                                                                               | 8086                   | 15 + ea |  |
|                        |                                                                               | 8088                   | 23 + ea |  |
|                        |                                                                               | 80286                  | 7       |  |
|                        |                                                                               | 80386                  | 6       |  |
|                        |                                                                               | 80486                  | 3       |  |
|                        |                                                                               | Pentium                | 1 or 3  |  |
| INC reg16<br>INC reg32 | INC CX<br>INC DX<br>INC BP<br>INC ECX<br>INC ESP                              | Pentium Pro            |         |  |
|                        |                                                                               | 8086                   | 3       |  |
|                        |                                                                               | 8088                   | 3       |  |
|                        |                                                                               | 80286                  | 2       |  |
|                        |                                                                               | 80386                  | 2       |  |
|                        |                                                                               | 80486                  | 1       |  |
|                        |                                                                               | Pentium                | 1       |  |
|                        |                                                                               | Pentium Pro            |         |  |

|               |         |                        |                |        |
|---------------|---------|------------------------|----------------|--------|
| <b>INS</b>    |         | Input string from port |                |        |
| 0110110w      | Format  | Examples               | Microprocessor | Clocks |
| INSB          |         | INSB                   | 8086           | —      |
| INSW          |         | INSW                   | 8088           | —      |
| INSD          |         | INSD                   | 80286          | 5      |
|               |         | INS DATA2              | 80386          | 15     |
|               |         | REP INSB               | 80486          | 17     |
|               |         |                        | Pentium        | 9      |
|               |         |                        | Pentium Pro    |        |
| <b>INT</b>    |         | Interrupt              |                |        |
| 11001101 type | Format  | Examples               | Microprocessor | Clocks |
| INT type      |         | INT12H                 | 8086           | 51     |
|               |         | INT15H                 | 8088           | 71     |
|               |         | INT 21H                | 80286          | 23     |
|               |         | INT 2FH                | 80386          | 37     |
|               |         | INT 10H                | 80486          | 30     |
|               |         |                        | Pentium        | 16–82  |
|               |         |                        | Pentium Pro    |        |
| <b>INT 3</b>  |         | Interrupt 3            |                |        |
| 11001100      | Example |                        | Microprocessor | Clocks |
| INT 3         |         |                        | 8086           | 52     |
|               |         |                        | 8088           | 72     |
|               |         |                        | 80286          | 23     |
|               |         |                        | 80386          | 33     |
|               |         |                        | 80486          | 26     |
|               |         |                        | Pentium        | 13–56  |
|               |         |                        | Pentium Pro    |        |

|                              |                                                  |                |        |
|------------------------------|--------------------------------------------------|----------------|--------|
| <b>INTO</b>                  | Interrupt on overflow                            |                |        |
| 11001110<br>Example          |                                                  | Microprocessor | Clocks |
| INTO                         | 8086                                             | 53             |        |
|                              | 8088                                             | 73             |        |
|                              | 80286                                            | 24             |        |
|                              | 80386                                            | 35             |        |
|                              | 80486                                            | 28             |        |
|                              | Pentium                                          | 13–56          |        |
|                              | Pentium Pro                                      |                |        |
| <b>INVD</b>                  | Invalidate data cache                            |                |        |
| 00001111 00001000<br>Example |                                                  | Microprocessor | Clocks |
| INTVD                        | 8086                                             | —              |        |
|                              | 8088                                             | —              |        |
|                              | 80286                                            | —              |        |
|                              | 80386                                            | —              |        |
|                              | 80486                                            | 4              |        |
|                              | Pentium                                          | 15             |        |
|                              | Pentium Pro                                      |                |        |
| <b>IRET/IRET D</b>           | Return from interrupt                            |                |        |
| 11001101 data                | O D I T      S Z A P C<br>* * * *      * * * * * |                |        |
| Format                       | Examples                                         | Microprocessor | Clocks |
| IRET                         | IRET                                             | 8086           | 32     |
| IRETD                        | IRETD                                            | 8088           | 44     |
|                              | IRET 100                                         | 80286          | 17     |
|                              |                                                  | 80386          | 22     |
|                              |                                                  | 80486          | 15     |
|                              |                                                  | Pentium        | 8–27   |
|                              |                                                  | Pentium Pro    |        |

| <b>Jcondition Conditional jump</b> |                                                           |                |                               |
|------------------------------------|-----------------------------------------------------------|----------------|-------------------------------|
| Format                             | Examples                                                  | Microprocessor | Clocks                        |
| Jcnd label<br>(8-bit disp)         | JA ABOVE<br>JB BELOW<br>JG GREATER<br>JE EQUAL<br>JZ ZERO | 8086           | 16/4                          |
|                                    |                                                           | 8088           | 16/4                          |
|                                    |                                                           | 80286          | 7/3                           |
|                                    |                                                           | 80386          | 7/3                           |
|                                    |                                                           | 80486          | 3/1                           |
|                                    |                                                           | Pentium        | 1                             |
|                                    |                                                           | Pentium Pro    |                               |
| 00001111 1000cccc disp             |                                                           |                |                               |
| Format                             | Examples                                                  | Microprocessor | Clocks                        |
| Jcnd label<br>(16-bit disp)        | JNE NOT_MORE<br>JLE LESS_OR_SO                            | 8086           | —                             |
|                                    |                                                           | 8088           | —                             |
|                                    |                                                           | 80286          | —                             |
|                                    |                                                           | 80386          | 7/3                           |
|                                    |                                                           | 80486          | 3/1                           |
|                                    |                                                           | Pentium        | 1                             |
|                                    |                                                           | Pentium Pro    |                               |
| Condition                          |                                                           |                |                               |
| Codes                              | Mnemonic                                                  | Flag           | Description                   |
| 0000                               | JO                                                        | O = 1          | Jump if overflow              |
| 0001                               | JNO                                                       | O = 0          | Jump if no overflow           |
| 0010                               | JB/NAE                                                    | C = 1          | Jump if below                 |
| 0011                               | JAE/JNB                                                   | C = 0          | Jump if above or equal        |
| 0100                               | JE/JZ                                                     | Z = 1          | Jump if equal/zero            |
| 0101                               | JNE/JNZ                                                   | Z = 0          | Jump if not equal/zero        |
| 0110                               | JBE/JNA                                                   | C = 1 + Z = 1  | Jump if below or equal        |
| 0111                               | JAE/JNBE                                                  | C = 0 • Z = 0  | Jump if above                 |
| 1000                               | JS                                                        | S = 1          | Jump if sign                  |
| 1001                               | JNS                                                       | S = 0          | Jump if no sign               |
| 1010                               | JP/JPE                                                    | P = 1          | Jump if parity                |
| 1011                               | JNP/JPO                                                   | P = 0          | Jump if no parity             |
| 1100                               | JL/JNGE                                                   | S • O          | Jump if less than             |
| 1101                               | JGE/JNL                                                   | S = 0          | Jump if greater than or equal |
| 1110                               | JLE/JNG                                                   | Z = 1 + S • O  | Jump if less than or equal    |
| 1111                               | JG/JNLE                                                   | Z = 0 + S = O  | Jump if greater than          |

| <b>JCXZ/JECXZ</b> Jump if CX (ECX) equals zero |                   |                |        |
|------------------------------------------------|-------------------|----------------|--------|
| 11100011<br>Format                             | Examples          | Microprocessor | Clocks |
| JCXZ label<br>JECXZ label                      | JCXZ ABOVE        | 8086           | 18/6   |
|                                                | JCXZ BELOW        | 8088           | 18/6   |
|                                                | JECXZ GREATER     | 80286          | 8/4    |
|                                                | JECXZ EQUAL       | 80386          | 9/5    |
|                                                | JCXZ NEXT         | 80486          | 8/5    |
|                                                |                   | Pentium        | 6/5    |
|                                                |                   | Pentium Pro    |        |
| JMP                                            | Jump              |                |        |
| 11101011 disp<br>Format                        | Examples          | Microprocessor | Clocks |
| JMP label<br>(short)                           | JMP SHORT UP      | 8086           | 15     |
|                                                | JMP SHORT DOWN    | 8088           | 15     |
|                                                | JMP SHORT OVER    | 80286          | 7      |
|                                                | JMP SHORT CIRCUIT | 80386          | 7      |
|                                                | JMP SHORT JOKE    | 80486          | 3      |
|                                                |                   | Pentium        | 1      |
|                                                |                   | Pentium Pro    |        |
| 11101001 disp<br>Format                        | Examples          | Microprocessor | Clocks |
| JMP label<br>(near)                            | JMP VERS          | 8086           | 15     |
|                                                | JMP FROG          | 8088           | 15     |
|                                                | JMP UNDER         | 80286          | 7      |
|                                                | JMP NEAR PTR OVER | 80386          | 7      |
|                                                |                   | 80486          | 3      |
|                                                |                   | Pentium        | 1      |
|                                                |                   | Pentium Pro    |        |

| 11101010 disp      |                   | Format | Examples | Microprocessor | Clocks  |  |
|--------------------|-------------------|--------|----------|----------------|---------|--|
| JMP label<br>(far) | JMP NOT_MORE      |        |          | 8086           | 15      |  |
|                    | JMP UNDER         |        |          | 8088           | 15      |  |
|                    | JMP AGAIN         |        |          | 80286          | 11      |  |
|                    | JMP FAR PTR THERE |        |          | 80386          | 12      |  |
|                    |                   |        |          | 80486          | 17      |  |
|                    |                   |        |          | Pentium        | 3       |  |
|                    |                   |        |          | Pentium Pro    |         |  |
| 11111111 oo100mmm  |                   |        |          |                |         |  |
| Format             | Examples          |        |          | Microprocessor | Clocks  |  |
| JMP reg<br>(near)  | JMP AX            |        |          | 8086           | 11      |  |
|                    | JMP EAX           |        |          | 8088           | 11      |  |
|                    | JMP CX            |        |          | 80286          | 7       |  |
|                    | JMP DX            |        |          | 80386          | 7       |  |
|                    |                   |        |          | 80486          | 3       |  |
|                    |                   |        |          | Pentium        | 2       |  |
|                    |                   |        |          | Pentium Pro    |         |  |
| JMP mem<br>(near)  | JMP VERS          |        |          | 8086           | 18 + ea |  |
|                    | JMP FROG          |        |          | 8088           | 18 + ea |  |
|                    | JMP CS:UNDER      |        |          | 80286          | 11      |  |
|                    | JMP DATA1[DI+2]   |        |          | 80386          | 10      |  |
|                    |                   |        |          | 80486          | 5       |  |
|                    |                   |        |          | Pentium        | 4       |  |
|                    |                   |        |          | Pentium Pro    |         |  |
| 11111111 oo101mmm  |                   |        |          |                |         |  |
| Format             | Examples          |        |          | Microprocessor | Clocks  |  |
| JMP mem<br>(far)   | JMP WAY_OFF       |        |          | 8086           | 24 + ea |  |
|                    | JMP TABLE         |        |          | 8088           | 24 + ea |  |
|                    | JMP UP            |        |          | 80286          | 15      |  |
|                    | JMP OUT_OF_HERE   |        |          | 80386          | 12      |  |
|                    |                   |        |          | 80486          | 13      |  |
|                    |                   |        |          | Pentium        | 4       |  |
|                    |                   |        |          | Pentium Pro    |         |  |

| <b>LAHF</b> Load AH from flags     |                                              |                        |        |  |
|------------------------------------|----------------------------------------------|------------------------|--------|--|
| 10011111<br>Example                |                                              | Microprocessor         | Clocks |  |
| LAHF                               |                                              | 8086                   | 4      |  |
|                                    |                                              | 8088                   | 4      |  |
|                                    |                                              | 80286                  | 2      |  |
|                                    |                                              | 80386                  | 2      |  |
|                                    |                                              | 80486                  | 3      |  |
|                                    |                                              | Pentium                | 2      |  |
|                                    |                                              | Pentium Pro            |        |  |
| <b>LAR</b> Load access rights byte |                                              |                        |        |  |
| 00001111 00000010 corrrmmm disp    |                                              | O D I T      S Z A P C | *      |  |
| Format                             | Examples                                     | Microprocessor         | Clocks |  |
| LAR reg,reg                        | LAR AX,BX<br>LAR CX,DX<br>LAR ECX,EDX        | 8086                   | —      |  |
|                                    |                                              | 8088                   | —      |  |
|                                    |                                              | 80286                  | 14     |  |
|                                    |                                              | 80386                  | 15     |  |
|                                    |                                              | 80486                  | 11     |  |
|                                    |                                              | Pentium                | 8      |  |
|                                    |                                              | Pentium Pro            |        |  |
| LAR reg,mem                        | LAR CX,DATA1<br>LAR AX,LIST3<br>LAR ECX,TOAD | 8086                   | —      |  |
|                                    |                                              | 8088                   | —      |  |
|                                    |                                              | 80286                  | 16     |  |
|                                    |                                              | 80386                  | 16     |  |
|                                    |                                              | 80486                  | 11     |  |
|                                    |                                              | Pentium                | 8      |  |
|                                    |                                              | Pentium Pro            |        |  |

| <b>LDS</b> Load far pointer to DS and register |                                                                 |                |         |  |
|------------------------------------------------|-----------------------------------------------------------------|----------------|---------|--|
| 11000101 oorrrmmm                              |                                                                 | Microprocessor | Clocks  |  |
| Format                                         | Examples                                                        |                |         |  |
| LDS reg,mem                                    | LDS DI,DATA3<br>LDS SI,LIST2<br>LDS BX,ARRAY_PTR<br>LDS CX,PNTR | 8086           | 16 + ea |  |
|                                                |                                                                 | 8088           | 24 + ea |  |
|                                                |                                                                 | 80286          | 7       |  |
|                                                |                                                                 | 80386          | 7       |  |
|                                                |                                                                 | 80486          | 6       |  |
|                                                |                                                                 | Pentium        | 4       |  |
|                                                |                                                                 | Pentium Pro    |         |  |
| <b>LEA</b> Load effective address              |                                                                 |                |         |  |
| 10001101 oorrrmmm disp                         |                                                                 | Microprocessor | Clocks  |  |
| Format                                         | Examples                                                        |                |         |  |
| LEA reg,mem                                    | LEA DI,DATA3<br>LEA SI,LIST2<br>LEA BX,ARRAY_PTR<br>LEA CX,PNTR | 8086           | 2 + ea  |  |
|                                                |                                                                 | 8088           | 2 + ea  |  |
|                                                |                                                                 | 80286          | 3       |  |
|                                                |                                                                 | 80386          | 2       |  |
|                                                |                                                                 | 80486          | 2       |  |
|                                                |                                                                 | Pentium        | 1       |  |
|                                                |                                                                 | Pentium Pro    |         |  |
| <b>LEAVE</b> Leave high-level procedure        |                                                                 |                |         |  |
| 11001001                                       |                                                                 | Microprocessor | Clocks  |  |
| Example                                        |                                                                 |                |         |  |
| LEAVE                                          |                                                                 | 8086           | —       |  |
|                                                |                                                                 | 8088           | —       |  |
|                                                |                                                                 | 80286          | 5       |  |
|                                                |                                                                 | 80386          | 4       |  |
|                                                |                                                                 | 80486          | 5       |  |
|                                                |                                                                 | Pentium        | 3       |  |
|                                                |                                                                 | Pentium Pro    |         |  |

|                                                |                  |                |         |
|------------------------------------------------|------------------|----------------|---------|
| <b>LES</b> Load far pointer to ES and register |                  |                |         |
| 11000100 oorrrmmm                              |                  |                |         |
| Format                                         | Examples         | Microprocessor | Clocks  |
| LES reg,mem                                    | LES DI,DATA3     | 8086           | 16 + ea |
|                                                | LES SI,LIST2     | 8088           | 24 + ea |
|                                                | LES BX,ARRAY_PTR | 80286          | 7       |
|                                                | LES CX,PNTR      | 80386          | 7       |
|                                                |                  | 80486          | 6       |
|                                                |                  | Pentium        | 4       |
|                                                |                  | Pentium Pro    |         |
| <b>LFS</b> Load far pointer to FS and register |                  |                |         |
| 00001111 10110100 oorrrmmm disp                |                  |                |         |
| Format                                         | Examples         | Microprocessor | Clocks  |
| LFS reg,mem                                    | LFS DI,DATA3     | 8086           | —       |
|                                                | LFS SI,LIST2     | 8088           | —       |
|                                                | LFS BX,ARRAY_PTR | 80286          | —       |
|                                                | LFS CX,PNTR      | 80386          | 7       |
|                                                |                  | 80486          | 6       |
|                                                |                  | Pentium        | 4       |
|                                                |                  | Pentium Pro    |         |
| <b>LGDT</b> Load global descriptor table       |                  |                |         |
| 00001111 00000001 oo010mmm disp                |                  |                |         |
| Format                                         | Examples         | Microprocessor | Clocks  |
| LGDT mem64                                     | LGDT DESCRIPT    | 8086           | —       |
|                                                | LGDT TABLED      | 8088           | —       |
|                                                |                  | 80286          | 11      |
|                                                |                  | 80386          | 11      |
|                                                |                  | 80486          | 11      |
|                                                |                  | Pentium        | 6       |
|                                                |                  | Pentium Pro    |         |

|                                                |                  |                |        |
|------------------------------------------------|------------------|----------------|--------|
| <b>LGS</b> Load far pointer to GS and register |                  |                |        |
| 00001111 10110101 oorrrmmmm disp               |                  |                |        |
| Format                                         | Examples         | Microprocessor | Clocks |
| LGS reg,mem                                    | LGS DI,DATA3     | 8086           | —      |
|                                                | LGS SI,LIST2     | 8088           | —      |
|                                                | LGS BX,ARRAY_PTR | 80286          | —      |
|                                                | LGS CX,PNTR      | 80386          | 7      |
|                                                |                  | 80486          | 6      |
|                                                |                  | Pentium        | 4      |
|                                                |                  | Pentium Pro    |        |
|                                                |                  |                |        |
| <b>LIDT</b> Load interrupt descriptor table    |                  |                |        |
| 00001111 00000001 oo011mmm disp                |                  |                |        |
| Format                                         | Examples         | Microprocessor | Clocks |
| LIDT mem64                                     | LIDT DATA3       | 8086           | —      |
|                                                | LIDT LIST2       | 8088           | —      |
|                                                |                  | 80286          | 12     |
|                                                |                  | 80386          | 11     |
|                                                |                  | 80486          | 11     |
|                                                |                  | Pentium        | 6      |
|                                                |                  | Pentium Pro    |        |
|                                                |                  |                |        |
| <b>LLDT</b> Load local descriptor table        |                  |                |        |
| 00001111 00000000 oo010mmm disp                |                  |                |        |
| Format                                         | Examples         | Microprocessor | Clocks |
| LLDT reg                                       | LLDT BX          | 8086           | —      |
|                                                | LLDT DX          | 8088           | —      |
|                                                | LLDT CX          | 80286          | 17     |
|                                                |                  | 80386          | 20     |
|                                                |                  | 80486          | 11     |
|                                                |                  | Pentium        | 9      |
|                                                |                  | Pentium Pro    |        |
|                                                |                  |                |        |

| LLDT mem                                          | LLDT DATA1<br>LLDT LIST3<br>LLDT TOAD | 8086           | —      |  |
|---------------------------------------------------|---------------------------------------|----------------|--------|--|
|                                                   |                                       | 8088           | —      |  |
|                                                   |                                       | 80286          | 19     |  |
|                                                   |                                       | 80386          | 24     |  |
|                                                   |                                       | 80486          | 11     |  |
|                                                   |                                       | Pentium        | 9      |  |
|                                                   |                                       | Pentium Pro    |        |  |
| <b>LMSW</b> Load machine status word (80286 only) |                                       |                |        |  |
| 00001111 00000001 oo110mmm disp                   |                                       |                |        |  |
| Format                                            | Examples                              | Microprocessor | Clocks |  |
| LMSW reg                                          | LMSW BX<br>LMSW DX<br>LMSW CX         | 8086           | —      |  |
|                                                   |                                       | 8088           | —      |  |
|                                                   |                                       | 80286          | 3      |  |
|                                                   |                                       | 80386          | 10     |  |
|                                                   |                                       | 80486          | 2      |  |
|                                                   |                                       | Pentium        | 8      |  |
|                                                   |                                       | Pentium Pro    |        |  |
| LMSW mem                                          | LMSW DATA1<br>LMSW LIST3<br>LMSW TOAD | 8086           | —      |  |
|                                                   |                                       | 8088           | —      |  |
|                                                   |                                       | 80286          | 6      |  |
|                                                   |                                       | 80386          | 13     |  |
|                                                   |                                       | 80486          | 3      |  |
|                                                   |                                       | Pentium        | 8      |  |
|                                                   |                                       | Pentium Pro    |        |  |

|                                                |                                       |                |        |  |
|------------------------------------------------|---------------------------------------|----------------|--------|--|
| <b>LOCK</b> Lock the bus                       |                                       |                |        |  |
| 11110000<br>Format                             | Examples                              | Microprocessor | Clocks |  |
| LOCK:inst                                      | LOCK:XCHG AX,BX<br>LOCK:ADD AL,3      | 8086           | 2      |  |
|                                                |                                       | 8088           | 3      |  |
|                                                |                                       | 80286          | 0      |  |
|                                                |                                       | 80386          | 0      |  |
|                                                |                                       | 80486          | 1      |  |
|                                                |                                       | Pentium        | 1      |  |
|                                                |                                       | Pentium Pro    |        |  |
| <b>LODS</b> Load string operand                |                                       |                |        |  |
| 1010110w<br>Format                             | Examples                              | Microprocessor | Clocks |  |
| LODSB<br>LODSW<br>LODSD                        | LODSB<br>LODSW<br>LODSD<br>LODS DATA3 | 8086           | 12     |  |
|                                                |                                       | 8088           | 15     |  |
|                                                |                                       | 80286          | 5      |  |
|                                                |                                       | 80386          | 5      |  |
|                                                |                                       | 80486          | 5      |  |
|                                                |                                       | Pentium        | 2      |  |
|                                                |                                       | Pentium Pro    |        |  |
| <b>LOOP/LOOPD</b> Loop until CX = 0 or ECX = 0 |                                       |                |        |  |
| 11100010 disp<br>Format                        | Examples                              | Microprocessor | Clocks |  |
| LOOP label<br>LOOPD label                      | LOOP NEXT<br>LOOP BACK<br>LOOPD LOOPS | 8086           | 17/5   |  |
|                                                |                                       | 8088           | 17/5   |  |
|                                                |                                       | 80286          | 8/4    |  |
|                                                |                                       | 80386          | 11     |  |
|                                                |                                       | 80486          | 7/6    |  |
|                                                |                                       | Pentium        | 5/6    |  |
|                                                |                                       | Pentium Pro    |        |  |

| <b>LOOPE/LOOPED</b> Loop while equal       |                                       |                             |        |
|--------------------------------------------|---------------------------------------|-----------------------------|--------|
| Format                                     | Examples                              | Microprocessor              | Clocks |
| LOOPE label                                | LOOPE AGAIN                           | 8086                        | 18/6   |
| LOOPED label                               | LOOPED UNTIL                          | 8088                        | 18/6   |
| LOOPZ label                                | LOOPZ ZORRO                           | 80286                       | 8/4    |
| LOOPZD label                               | LOOPZD WOW                            | 80386                       | 11     |
|                                            |                                       | 80486                       | 9/6    |
|                                            |                                       | Pentium                     | 7/8    |
|                                            |                                       | Pentium Pro                 |        |
| <b>LOOPNE/LOOPNED</b> Loop while not equal |                                       |                             |        |
| Format                                     | Examples                              | Microprocessor              | Clocks |
| LOOPNE label                               | LOOPNE FORWARD                        | 8086                        | 19/5   |
| LOOPNED label                              | LOOPNED UPS                           | 8088                        | 19/5   |
| LOOPNZ label                               | LOOPNZ TRY AGAIN                      | 80286                       | 8/4    |
| LOOPNZD label                              | LOOPNZD WOO                           | 80386                       | 11     |
|                                            |                                       | 80486                       | 9/6    |
|                                            |                                       | Pentium                     | 7/8    |
|                                            |                                       | Pentium Pro                 |        |
| <b>LSL</b> Load segment limit              |                                       |                             |        |
| 00001111 00000011 oorrrmmm disp            |                                       | O D I T      S Z A P C<br>* |        |
| Format                                     | Examples                              | Microprocessor              | Clocks |
| LSL reg,reg                                | LSL AX,BX<br>LSL CX,BX<br>LSL EDX,EAX | 8086                        | —      |
|                                            |                                       | 8088                        | —      |
|                                            |                                       | 80286                       | 14     |
|                                            |                                       | 80386                       | 25     |
|                                            |                                       | 80486                       | 10     |
|                                            |                                       | Pentium                     | 8      |
|                                            |                                       | Pentium Pro                 |        |

| LSL reg,mem                                    | LSL AX,LIMIT<br>LSL EAX,NUM                      | 8086           | —      |  |
|------------------------------------------------|--------------------------------------------------|----------------|--------|--|
|                                                |                                                  | 8088           | —      |  |
|                                                |                                                  | 80286          | 16     |  |
|                                                |                                                  | 80386          | 26     |  |
|                                                |                                                  | 80486          | 10     |  |
|                                                |                                                  | Pentium        | 8      |  |
|                                                |                                                  | Pentium Pro    |        |  |
| <b>LSS</b> Load far pointer to SS and register |                                                  |                |        |  |
| 00001111 10110010 oorrrmmm disp                |                                                  |                |        |  |
| Format                                         | Examples                                         | Microprocessor | Clocks |  |
| LSS reg,mem                                    | LSS DI,DATA1<br>LSS SP,STACK_TOP<br>LSS CX,ARRAY | 8086           | —      |  |
|                                                |                                                  | 8088           | —      |  |
|                                                |                                                  | 80286          | —      |  |
|                                                |                                                  | 80386          | 7      |  |
|                                                |                                                  | 80486          | 6      |  |
|                                                |                                                  | Pentium        | 4      |  |
|                                                |                                                  | Pentium Pro    |        |  |
| <b>LTR</b> Load task register                  |                                                  |                |        |  |
| 00001111 00000000 oo001mmm disp                |                                                  |                |        |  |
| Format                                         | Examples                                         | Microprocessor | Clocks |  |
| LTR reg                                        | LTR AX<br>LTR CX<br>LTR DX                       | 8086           | —      |  |
|                                                |                                                  | 8088           | —      |  |
|                                                |                                                  | 80286          | 17     |  |
|                                                |                                                  | 80386          | 23     |  |
|                                                |                                                  | 80486          | 20     |  |
|                                                |                                                  | Pentium        | 10     |  |
|                                                |                                                  | Pentium Pro    |        |  |

| LTR mem16              | LTR TASK<br>LTR NUM                                                               | 8086           | —       |  |
|------------------------|-----------------------------------------------------------------------------------|----------------|---------|--|
|                        |                                                                                   | 8088           | —       |  |
|                        |                                                                                   | 80286          | 19      |  |
|                        |                                                                                   | 80386          | 27      |  |
|                        |                                                                                   | 80486          | 20      |  |
|                        |                                                                                   | Pentium        | 10      |  |
|                        |                                                                                   | Pentium Pro    |         |  |
| <b>MOVE</b> Move data  |                                                                                   |                |         |  |
| 100010dw oorrrmmm disp |                                                                                   |                |         |  |
| Format                 | Examples                                                                          | Microprocessor | Clocks  |  |
| MOV reg,reg            | MOV CL,CH<br>MOV BH,CL<br>MOV CX,DX<br>MOV EAX,EBP<br>MOV ESP,ESI                 | 8086           | 2       |  |
|                        |                                                                                   | 8088           | 2       |  |
|                        |                                                                                   | 80286          | 2       |  |
|                        |                                                                                   | 80386          | 2       |  |
|                        |                                                                                   | 80486          | 1       |  |
|                        |                                                                                   | Pentium        | 1       |  |
|                        |                                                                                   | Pentium Pro    |         |  |
| MOV mem,reg            | MOV DATA7,DL<br>MOV NUMB,CX<br>MOV TEMP,EBX<br>MOV [ECX],BL<br>MOV [DI],DH        | 8086           | 9 + ea  |  |
|                        |                                                                                   | 8088           | 13 + ea |  |
|                        |                                                                                   | 80286          | 3       |  |
|                        |                                                                                   | 80386          | 2       |  |
|                        |                                                                                   | 80486          | 1       |  |
|                        |                                                                                   | Pentium        | 1       |  |
|                        |                                                                                   | Pentium Pro    |         |  |
| MOV reg,mem            | MOV DL,DATA8<br>MOV DX,NUMB<br>MOV EBX,TEMP+3<br>MOV CH,TEMP[EDI]<br>MOV CL,DATA2 | 8086           | 10 + ea |  |
|                        |                                                                                   | 8088           | 12 + ea |  |
|                        |                                                                                   | 80286          | 5       |  |
|                        |                                                                                   | 80386          | 4       |  |
|                        |                                                                                   | 80486          | 1       |  |
|                        |                                                                                   | Pentium        | 1       |  |
|                        |                                                                                   | Pentium Pro    |         |  |

| 1100011w oo000mmmm disp data |                                                                                               | Format | Examples | Microprocessor | Clocks  |
|------------------------------|-----------------------------------------------------------------------------------------------|--------|----------|----------------|---------|
| MOV mem,imm                  | MOV DATAF,23H<br>MOV LIST,12H<br>MOV BYTE PTR [DI],2<br>MOV NUMB,234H<br>MOV DWORD PTR[ECX],1 |        |          | 8086           | 10 + ea |
|                              |                                                                                               |        |          | 8088           | 14 + ea |
|                              |                                                                                               |        |          | 80286          | 3       |
|                              |                                                                                               |        |          | 80386          | 2       |
|                              |                                                                                               |        |          | 80486          | 1       |
|                              |                                                                                               |        |          | Pentium        | 1       |
|                              |                                                                                               |        |          | Pentium Pro    |         |
| 1011wrrr data                |                                                                                               | Format | Examples | Microprocessor | Clocks  |
| MOV reg,imm                  | MOV BX,22H<br>MOV CX,12H<br>MOV CL,2<br>MOV ECX,123456H<br>MOV DI,100                         |        |          | 8086           | 4       |
|                              |                                                                                               |        |          | 8088           | 4       |
|                              |                                                                                               |        |          | 80286          | 3       |
|                              |                                                                                               |        |          | 80386          | 2       |
|                              |                                                                                               |        |          | 80486          | 1       |
|                              |                                                                                               |        |          | Pentium        | 1       |
|                              |                                                                                               |        |          | Pentium Pro    |         |
| 101000dw disp                |                                                                                               | Format | Examples | Microprocessor | Clocks  |
| MOV mem,acc                  | MOV DATAF,AL<br>MOV LIST,AX<br>MOV NUMB,EAX                                                   |        |          | 8086           | 10      |
|                              |                                                                                               |        |          | 8088           | 14      |
|                              |                                                                                               |        |          | 80286          | 3       |
|                              |                                                                                               |        |          | 80386          | 2       |
|                              |                                                                                               |        |          | 80486          | 1       |
|                              |                                                                                               |        |          | Pentium        | 1       |
|                              |                                                                                               |        |          | Pentium Pro    |         |
| MOV acc,mem                  | MOV AL,DATAE<br>MOV AX,LIST<br>MOV EAX,LUTE                                                   |        |          | 8086           | 10      |
|                              |                                                                                               |        |          | 8088           | 14      |
|                              |                                                                                               |        |          | 80286          | 5       |
|                              |                                                                                               |        |          | 80386          | 4       |
|                              |                                                                                               |        |          | 80486          | 1       |
|                              |                                                                                               |        |          | Pentium        | 1       |
|                              |                                                                                               |        |          | Pentium Pro    |         |

| 100011d0 oosssmmm disp |                                                               | Format      | Examples | Microprocessor | Clocks |
|------------------------|---------------------------------------------------------------|-------------|----------|----------------|--------|
| MOV seg,reg            | MOV SS,AX<br>MOV DS,DX<br>MOV ES,CX<br>MOV FS,BX<br>MOV GS,AX | 8086        | 2        |                |        |
|                        |                                                               | 8088        | 2        |                |        |
|                        |                                                               | 80286       | 2        |                |        |
|                        |                                                               | 80386       | 2        |                |        |
|                        |                                                               | 80486       | 1        |                |        |
|                        |                                                               | Pentium     | 1        |                |        |
|                        |                                                               | Pentium Pro |          |                |        |
|                        |                                                               |             |          |                |        |
| MOV seg,mem            | MOV SS,STACK_TOP<br>MOV DS,DATAS<br>MOV ES,TEMP1              | 8086        | 8 + ea   |                |        |
|                        |                                                               | 8088        | 12 + ea  |                |        |
|                        |                                                               | 80286       | 2        |                |        |
|                        |                                                               | 80386       | 2        |                |        |
|                        |                                                               | 80486       | 1        |                |        |
|                        |                                                               | Pentium     | 2 or 3   |                |        |
|                        |                                                               | Pentium Pro |          |                |        |
|                        |                                                               |             |          |                |        |
| MOV reg,seg            | MOV BX,DS<br>MOV CX,FS<br>MOV CX,ES                           | 8086        | 2        |                |        |
|                        |                                                               | 8088        | 2        |                |        |
|                        |                                                               | 80286       | 2        |                |        |
|                        |                                                               | 80386       | 2        |                |        |
|                        |                                                               | 80486       | 1        |                |        |
|                        |                                                               | Pentium     | 1        |                |        |
|                        |                                                               | Pentium Pro |          |                |        |
|                        |                                                               |             |          |                |        |
| MOV mem,seg            | MOV DATA2,CS<br>MOV TEMP,DS<br>MOV NUMB1,SS<br>MOV TEMP2,GS   | 8086        | 9 + ea   |                |        |
|                        |                                                               | 8088        | 13 + ea  |                |        |
|                        |                                                               | 80286       | 3        |                |        |
|                        |                                                               | 80386       | 2        |                |        |
|                        |                                                               | 80486       | 1        |                |        |
|                        |                                                               | Pentium     | 1        |                |        |
|                        |                                                               | Pentium Pro |          |                |        |
|                        |                                                               |             |          |                |        |

| 00001111 001000d0 11rrrrmmmm |                                           | Microprocessor | Clocks |
|------------------------------|-------------------------------------------|----------------|--------|
| Format                       | Examples                                  |                |        |
| MOV reg,cr                   | MOV EBX,CR0<br>MOV ECX,CR2<br>MOV EBX,CR3 | 8086           | —      |
|                              |                                           | 8088           | —      |
|                              |                                           | 80286          | —      |
|                              |                                           | 80386          | 6      |
|                              |                                           | 80486          | 4      |
|                              |                                           | Pentium        | 4      |
|                              |                                           | Pentium Pro    |        |
| MOV cr,reg                   | MOV CR0,EAX<br>MOV CR1,EBX<br>MOV CR3,EDX | 8086           | —      |
|                              |                                           | 8088           | —      |
|                              |                                           | 80286          | —      |
|                              |                                           | 80386          | 10     |
|                              |                                           | 80486          | 4      |
|                              |                                           | Pentium        | 12–46  |
|                              |                                           | Pentium Pro    |        |
| 00001111 001000d1 11rrrrmmmm |                                           | Microprocessor | Clocks |
| Format                       | Examples                                  |                |        |
| MOV reg,dr                   | MOV EBX,DR6<br>MOV ECX,DR7<br>MOV EBX,DR1 | 8086           | —      |
|                              |                                           | 8088           | —      |
|                              |                                           | 80286          | —      |
|                              |                                           | 80386          | 22     |
|                              |                                           | 80486          | 10     |
|                              |                                           | Pentium        | 11     |
|                              |                                           | Pentium Pro    |        |
| MOV dr,reg                   | MOV DR0,EAX<br>MOV DR1,EBX<br>MOV DR3,EDX | 8086           | —      |
|                              |                                           | 8088           | —      |
|                              |                                           | 80286          | —      |
|                              |                                           | 80386          | 22     |
|                              |                                           | 80486          | 11     |
|                              |                                           | Pentium        | 11     |
|                              |                                           | Pentium Pro    |        |

| 00001111 001001d0 11rrrrmmmm |                                             |                |        |  |
|------------------------------|---------------------------------------------|----------------|--------|--|
| Format                       | Examples                                    | Microprocessor | Clocks |  |
| MOV reg,tr                   | MOV EBX,TR6<br>MOV ECX,TR7                  | 8086           | —      |  |
|                              |                                             | 8088           | —      |  |
|                              |                                             | 80286          | —      |  |
|                              |                                             | 80386          | 12     |  |
|                              |                                             | 80486          | 4      |  |
|                              |                                             | Pentium        | 11     |  |
|                              |                                             | Pentium Pro    |        |  |
| MOV tr,reg                   | MOV TR6,EAX<br>MOV TR7,EBX                  | 8086           | —      |  |
|                              |                                             | 8088           | —      |  |
|                              |                                             | 80286          | —      |  |
|                              |                                             | 80386          | 12     |  |
|                              |                                             | 80486          | 6      |  |
|                              |                                             | Pentium        | 11     |  |
|                              |                                             | Pentium Pro    |        |  |
| <b>MOVS</b> Move string data |                                             |                |        |  |
| 1010010w                     |                                             |                |        |  |
| Format                       | Examples                                    | Microprocessor | Clocks |  |
| MOVSB<br>MOVSW<br>MOVSD      | MOVSB<br>MOVSW<br>MOVSD<br>MOVS DATA1,DATA2 | 8086           | 18     |  |
|                              |                                             | 8088           | 26     |  |
|                              |                                             | 80286          | 5      |  |
|                              |                                             | 80386          | 7      |  |
|                              |                                             | 80486          | 7      |  |
|                              |                                             | Pentium        | 4      |  |
|                              |                                             | Pentium Pro    |        |  |

| <b>MOVSX</b> Move with sign extend |                                   |                |        |
|------------------------------------|-----------------------------------|----------------|--------|
| Format                             | Examples                          | Microprocessor | Clocks |
| MOVSX reg,reg                      | MOVSX BX,AL<br>MOVSX EAX,DX       | 8086           | —      |
|                                    |                                   | 8088           | —      |
|                                    |                                   | 80286          | —      |
|                                    |                                   | 80386          | 3      |
|                                    |                                   | 80486          | 3      |
|                                    |                                   | Pentium        | 3      |
|                                    |                                   | Pentium Pro    |        |
| MOVSX reg,mem                      | MOVSX AX,DATA34<br>MOVSX EAX,NUMB | 8086           | —      |
|                                    |                                   | 8088           | —      |
|                                    |                                   | 80286          | —      |
|                                    |                                   | 80386          | 6      |
|                                    |                                   | 80486          | 3      |
|                                    |                                   | Pentium        | 3      |
|                                    |                                   | Pentium Pro    |        |
| <b>MOVZX</b> Move with zero extend |                                   |                |        |
| Format                             | Examples                          | Microprocessor | Clocks |
| MOVZX reg,reg                      | MOVZX BX,AL<br>MOVZX EAX,DX       | 8086           | —      |
|                                    |                                   | 8088           | —      |
|                                    |                                   | 80286          | —      |
|                                    |                                   | 80386          | 3      |
|                                    |                                   | 80486          | 3      |
|                                    |                                   | Pentium        | 3      |
|                                    |                                   | Pentium Pro    |        |
| MOVZX reg,mem                      | MOVZX AX,DATA34<br>MOVZX EAX,NUMB | 8086           | —      |
|                                    |                                   | 8088           | —      |
|                                    |                                   | 80286          | —      |
|                                    |                                   | 80386          | 6      |
|                                    |                                   | 80486          | 3      |
|                                    |                                   | Pentium        | 3      |
|                                    |                                   | Pentium Pro    |        |



|                                  |                                 |                |                |  |
|----------------------------------|---------------------------------|----------------|----------------|--|
| NEG mem                          | NEG DATA9<br>NEG WORD PTR [ESI] | 8086           | 16 + ea        |  |
|                                  |                                 | 8088           | 24 + ea        |  |
|                                  |                                 | 80286          | 7              |  |
|                                  |                                 | 80386          | 6              |  |
|                                  |                                 | 80486          | 3              |  |
|                                  |                                 | Pentium        | 1 or 3         |  |
|                                  |                                 | Pentium Pro    |                |  |
| <b>NOP</b> No operation          |                                 |                |                |  |
| 10010000<br>Example              |                                 | Microprocessor | Clocks         |  |
| NOP                              |                                 | 8086           | 3              |  |
|                                  |                                 | 8088           | 3              |  |
|                                  |                                 | 80286          | 3              |  |
|                                  |                                 | 80386          | 3              |  |
|                                  |                                 | 80486          | 3              |  |
|                                  |                                 | Pentium        | 1              |  |
|                                  |                                 | Pentium Pro    |                |  |
| <b>NOT</b> One's complement      |                                 |                |                |  |
| 1111011w oo010mmm disp<br>Format |                                 | Examples       | Microprocessor |  |
| NOT reg                          | NOT BL<br>NOT CX<br>NOT EDI     | 8086           | 3              |  |
|                                  |                                 | 8088           | 3              |  |
|                                  |                                 | 80286          | 2              |  |
|                                  |                                 | 80386          | 2              |  |
|                                  |                                 | 80486          | 1              |  |
|                                  |                                 | Pentium        | 1 or 3         |  |
|                                  |                                 | Pentium Pro    |                |  |
| NOT mem                          | NOT DATA9<br>NOT WORD PTR [ESI] | 8086           | 16 + ea        |  |
|                                  |                                 | 8088           | 24 + ea        |  |
|                                  |                                 | 80286          | 7              |  |
|                                  |                                 | 80386          | 6              |  |
|                                  |                                 | 80486          | 3              |  |
|                                  |                                 | Pentium        | 1 or 3         |  |
|                                  |                                 | Pentium Pro    |                |  |



| OR mem,imm                     | OR DATAS,3<br>OR BYTE PTR[EDI],1AH<br>OR DADDY,34H<br>OR LIST,'A'<br>OR TOAD,1834H | 8086           | 17 + ea |  |
|--------------------------------|------------------------------------------------------------------------------------|----------------|---------|--|
|                                |                                                                                    | 8088           | 25 + ea |  |
|                                |                                                                                    | 80286          | 7       |  |
|                                |                                                                                    | 80386          | 7       |  |
|                                |                                                                                    | 80486          | 3       |  |
|                                |                                                                                    | Pentium        | 1 or 3  |  |
|                                |                                                                                    | Pentium Pro    |         |  |
| <b>0000110w data</b>           |                                                                                    |                |         |  |
| Format                         | Examples                                                                           | Microprocessor | Clocks  |  |
| OR acc,imm                     | OR AX,3<br>OR AL,1AH<br>OR AH,34H<br>OR EAX,1345H<br>OR AL,'Y'                     | 8086           | 4       |  |
|                                |                                                                                    | 8088           | 4       |  |
|                                |                                                                                    | 80286          | 3       |  |
|                                |                                                                                    | 80386          | 2       |  |
|                                |                                                                                    | 80486          | 1       |  |
|                                |                                                                                    | Pentium        | 1       |  |
|                                |                                                                                    | Pentium Pro    |         |  |
| <b>OUT Output data to port</b> |                                                                                    |                |         |  |
| <b>1110011w port#</b>          |                                                                                    |                |         |  |
| Format                         | Examples                                                                           | Microprocessor | Clocks  |  |
| OUT pt,acc                     | OUT 12H,AL<br>OUT 12H,AX<br>OUT 0FFH,AL<br>OUT 0A0H,AX<br>OUT 10H,EAX              | 8086           | 10      |  |
|                                |                                                                                    | 8088           | 14      |  |
|                                |                                                                                    | 80286          | 3       |  |
|                                |                                                                                    | 80386          | 10      |  |
|                                |                                                                                    | 80486          | 10      |  |
|                                |                                                                                    | Pentium        | 12–26   |  |
|                                |                                                                                    | Pentium Pro    |         |  |
| <b>1110111w</b>                |                                                                                    |                |         |  |
| Format                         | Examples                                                                           | Microprocessor | Clocks  |  |
| OUT DX,acc                     | OUT DX,AL<br>OUT DX,AX<br>OUT DX,EAX                                               | 8086           | 8       |  |
|                                |                                                                                    | 8088           | 12      |  |
|                                |                                                                                    | 80286          | 3       |  |
|                                |                                                                                    | 80386          | 11      |  |
|                                |                                                                                    | 80486          | 10      |  |
|                                |                                                                                    | Pentium        | 12–26   |  |
|                                |                                                                                    | Pentium Pro    |         |  |

|                                   |                                     |                |         |
|-----------------------------------|-------------------------------------|----------------|---------|
| <b>OUTS</b> Output string to port |                                     |                |         |
| 0110111w                          |                                     | Microprocessor | Clocks  |
| Format                            | Examples                            |                |         |
| OUTSB                             | OUTSB                               | 8086           | —       |
| OUTSW                             | OUTSW                               | 8088           | —       |
| OUTSD                             | OUTSD                               | 80286          | 5       |
|                                   | OUTS DATA2                          | 80386          | 14      |
|                                   | REP OUTSB                           | 80486          | 10      |
|                                   |                                     | Pentium        | 13-27   |
|                                   |                                     | Pentium Pro    |         |
| <b>POP</b> Pop data from stack    |                                     |                |         |
| 01011rrr                          |                                     | Microprocessor | Clocks  |
| Format                            | Examples                            |                |         |
| POP reg                           | POP CX<br>POP AX<br>POP EDI         | 8086           | 8       |
|                                   |                                     | 8088           | 12      |
|                                   |                                     | 80286          | 5       |
|                                   |                                     | 80386          | 4       |
|                                   |                                     | 80486          | 1       |
|                                   |                                     | Pentium        | 1       |
|                                   |                                     | Pentium Pro    |         |
| 10001111 oo000mmmm disp           |                                     |                |         |
| Format                            | Examples                            | Microprocessor | Clocks  |
| POP mem                           | POP DATA1<br>POP LISTS<br>POP NUMBS | 8086           | 17 + ea |
|                                   |                                     | 8088           | 25 + ea |
|                                   |                                     | 80286          | 5       |
|                                   |                                     | 80386          | 5       |
|                                   |                                     | 80486          | 4       |
|                                   |                                     | Pentium        | 3       |
|                                   |                                     | Pentium Pro    |         |

| 00sss111          |                            | Microprocessor               | Clocks |  |
|-------------------|----------------------------|------------------------------|--------|--|
| Format            | Examples                   |                              |        |  |
| POP seg           | POP DS<br>POP ES<br>POP SS | 8086                         | 8      |  |
|                   |                            | 8088                         | 12     |  |
|                   |                            | 80286                        | 5      |  |
|                   |                            | 80386                        | 7      |  |
|                   |                            | 80486                        | 3      |  |
|                   |                            | Pentium                      | 3      |  |
|                   |                            | Pentium Pro                  |        |  |
|                   |                            |                              |        |  |
| 00001111 10sss001 |                            |                              |        |  |
| Format            | Examples                   | Microprocessor               | Clocks |  |
| POP seg           | POP FS<br>POP GS           | 8086                         | —      |  |
|                   |                            | 8088                         | —      |  |
|                   |                            | 80286                        | —      |  |
|                   |                            | 80386                        | 7      |  |
|                   |                            | 80486                        | 3      |  |
|                   |                            | Pentium                      | 3      |  |
|                   |                            | Pentium Pro                  |        |  |
|                   |                            |                              |        |  |
| <b>POPA/POPAD</b> |                            | Pop all registers from stack |        |  |
| 01100001          |                            | Microprocessor               | Clocks |  |
| Example           |                            |                              |        |  |
| POPA<br>POPAD     |                            | 8086                         | —      |  |
|                   |                            | 8088                         | —      |  |
|                   |                            | 80286                        | 19     |  |
|                   |                            | 80386                        | 24     |  |
|                   |                            | 80486                        | 9      |  |
|                   |                            | Pentium                      | 5      |  |
|                   |                            | Pentium Pro                  |        |  |
|                   |                            |                              |        |  |

| <b>POPF/POPFD</b>                |  | Pop flags from stack |             |                |        |         |   |                |        |   |
|----------------------------------|--|----------------------|-------------|----------------|--------|---------|---|----------------|--------|---|
| 10010000                         |  | O                    | D           | I              | T      | S       | Z | A              | P      | C |
| Example                          |  |                      |             |                |        |         |   | Microprocessor | Clocks |   |
| POPF                             |  |                      | 8086        |                | 8      |         |   |                |        |   |
| POFD                             |  |                      | 8088        |                | 12     |         |   |                |        |   |
|                                  |  |                      | 80286       |                | 5      |         |   |                |        |   |
|                                  |  |                      | 80386       |                | 5      |         |   |                |        |   |
|                                  |  |                      | 80486       |                | 6      |         |   |                |        |   |
|                                  |  |                      | Pentium     |                | 4 or 6 |         |   |                |        |   |
|                                  |  |                      | Pentium Pro |                |        |         |   |                |        |   |
| <b>PUSH</b>                      |  | Push data onto stack |             |                |        |         |   |                |        |   |
| 01010rrr<br>Format               |  | Examples             |             | Microprocessor |        | Clocks  |   |                |        |   |
| PUSH reg                         |  | PUSH CX              |             | 8086           |        | 11      |   |                |        |   |
|                                  |  | PUSH AX              |             | 8088           |        | 15      |   |                |        |   |
|                                  |  | PUSH EDI             |             | 80286          |        | 3       |   |                |        |   |
|                                  |  |                      |             | 80386          |        | 2       |   |                |        |   |
|                                  |  |                      |             | 80486          |        | 1       |   |                |        |   |
|                                  |  |                      |             | Pentium        |        | 1       |   |                |        |   |
|                                  |  |                      |             | Pentium Pro    |        |         |   |                |        |   |
|                                  |  |                      |             |                |        |         |   |                |        |   |
| 11111111 oo110mmm disp<br>Format |  | Examples             |             | Microprocessor |        | Clocks  |   |                |        |   |
| PUSH mem                         |  | PUSH DATA1           |             | 8086           |        | 16 + ea |   |                |        |   |
|                                  |  | PUSH LISTS           |             | 8088           |        | 24 + ea |   |                |        |   |
|                                  |  | PUSH NUMBS           |             | 80286          |        | 5       |   |                |        |   |
|                                  |  |                      |             | 80386          |        | 5       |   |                |        |   |
|                                  |  |                      |             | 80486          |        | 4       |   |                |        |   |
|                                  |  |                      |             | Pentium        |        | 1 or 2  |   |                |        |   |
|                                  |  |                      |             | Pentium Pro    |        |         |   |                |        |   |
|                                  |  |                      |             |                |        |         |   |                |        |   |

| 00ss110           |          | Format   | Examples | Microprocessor | Clocks |  |
|-------------------|----------|----------|----------|----------------|--------|--|
| PUSH seg          |          |          |          | 8086           | 10     |  |
|                   | PUSH CS  |          |          | 8088           | 14     |  |
|                   | PUSH DS  |          |          | 80286          | 3      |  |
|                   |          |          |          | 80386          | 2      |  |
|                   |          |          |          | 80486          | 3      |  |
|                   |          |          |          | Pentium        | 1      |  |
|                   |          |          |          | Pentium Pro    |        |  |
|                   |          |          |          |                |        |  |
| 00001111 10sss000 |          |          |          |                |        |  |
| Format            |          | Examples |          | Microprocessor | Clocks |  |
|                   | PUSH seg |          |          | 8086           | —      |  |
|                   |          |          |          | 8088           | —      |  |
|                   |          |          |          | 80286          | —      |  |
|                   |          |          |          | 80386          | 2      |  |
|                   |          |          |          | 80486          | 3      |  |
|                   |          |          |          | Pentium        | 1      |  |
|                   |          |          |          | Pentium Pro    |        |  |
| 011010s0 data     |          |          |          |                |        |  |
| Format            |          | Examples |          | Microprocessor | Clocks |  |
|                   | PUSH imm |          |          | 8086           | —      |  |
|                   |          |          |          | 8088           | —      |  |
|                   |          |          |          | 80286          | 3      |  |
|                   |          |          |          | 80386          | 2      |  |
|                   |          |          |          | 80486          | 1      |  |
|                   |          |          |          | Pentium        | 1      |  |
|                   |          |          |          | Pentium Pro    |        |  |

|                                                                        |                                              |                        |        |
|------------------------------------------------------------------------|----------------------------------------------|------------------------|--------|
| <b>PUSHA/PUSHAD</b> Push all registers onto stack                      |                                              |                        |        |
| 01100000<br>Example                                                    |                                              | Microprocessor         | Clocks |
| PUSHA<br>PUSHAD                                                        |                                              | 8086                   | —      |
|                                                                        |                                              | 8088                   | —      |
|                                                                        |                                              | 80286                  | 17     |
|                                                                        |                                              | 80386                  | 18     |
|                                                                        |                                              | 80486                  | 11     |
|                                                                        |                                              | Pentium                | 5      |
|                                                                        |                                              | Pentium Pro            |        |
| <b>PUSHF/PUSHFD</b> Push flags onto stack                              |                                              |                        |        |
| 10011100<br>Example                                                    |                                              | Microprocessor         | Clocks |
| PUSHF<br>PUSHFD                                                        |                                              | 8086                   | 10     |
|                                                                        |                                              | 8088                   | 14     |
|                                                                        |                                              | 80286                  | 3      |
|                                                                        |                                              | 80386                  | 4      |
|                                                                        |                                              | 80486                  | 3      |
|                                                                        |                                              | Pentium                | 3 or 4 |
|                                                                        |                                              | Pentium Pro            |        |
| <b>RCL/RCR/ROL/ROR</b> Rotate                                          |                                              |                        |        |
| 1101000w ooTTTmmm disp                                                 |                                              | O D I T      S Z A P C |        |
|                                                                        |                                              | *                      | *      |
| TTT = 000 = ROL, TTT = 001 = ROR, TTT = 010 = RCL, and TTT = 011 = RCR |                                              |                        |        |
| Format                                                                 | Examples                                     | Microprocessor         | Clocks |
| ROL reg,1<br>ROR reg,1                                                 | ROL CL,1<br>ROL DX,1<br>ROR CH,1<br>ROR SI,1 | 8086                   | 2      |
|                                                                        |                                              | 8088                   | 2      |
|                                                                        |                                              | 80286                  | 2      |
|                                                                        |                                              | 80386                  | 3      |
|                                                                        |                                              | 80486                  | 3      |
|                                                                        |                                              | Pentium                | 1 or 3 |
|                                                                        |                                              | Pentium Pro            |        |

|                          |                                                                      |                |         |  |
|--------------------------|----------------------------------------------------------------------|----------------|---------|--|
| RCL reg,1<br>RCR reg,1   | RCL CL,1<br>RCL SI,1<br>RCR AH,1<br>RCR EBX,1                        | 8086           | 2       |  |
|                          |                                                                      | 8088           | 2       |  |
|                          |                                                                      | 80286          | 2       |  |
|                          |                                                                      | 80386          | 9       |  |
|                          |                                                                      | 80486          | 3       |  |
|                          |                                                                      | Pentium        | 1 or 3  |  |
|                          |                                                                      | Pentium Pro    |         |  |
| ROL mem,1<br>ROR mem,1   | ROL DATA1,1<br>ROL LIST,1<br>ROR DATA2[DI],1<br>ROR BYTE PTR [EAX],1 | 8086           | 15 + ea |  |
|                          |                                                                      | 8088           | 23 + ea |  |
|                          |                                                                      | 80286          | 7       |  |
|                          |                                                                      | 80386          | 7       |  |
|                          |                                                                      | 80486          | 4       |  |
|                          |                                                                      | Pentium        | 1 or 3  |  |
|                          |                                                                      | Pentium Pro    |         |  |
| RCL mem,1<br>RCR mem,1   | RCL DATA1,1<br>RCL LIST,1<br>RCR DATA2[SI],1<br>RCR WORD PTR [ESI],1 | 8086           | 15 + ea |  |
|                          |                                                                      | 8088           | 23 + ea |  |
|                          |                                                                      | 80286          | 7       |  |
|                          |                                                                      | 80386          | 10      |  |
|                          |                                                                      | 80486          | 4       |  |
|                          |                                                                      | Pentium        | 1 or 3  |  |
|                          |                                                                      | Pentium Pro    |         |  |
| 1101001w ooTTTmmmm disp  |                                                                      |                |         |  |
| Format Examples          |                                                                      | Microprocessor | Clocks  |  |
| ROL reg,CL<br>ROR reg,CL | ROL CH,CL<br>ROL DX,CL<br>ROR AL,CL<br>ROR ESI,CL                    | 8086           | 8 + 4n  |  |
|                          |                                                                      | 8088           | 8 + 4n  |  |
|                          |                                                                      | 80286          | 5 + n   |  |
|                          |                                                                      | 80386          | 3       |  |
|                          |                                                                      | 80486          | 3       |  |
|                          |                                                                      | Pentium        | 4       |  |
|                          |                                                                      | Pentium Pro    |         |  |

| RCL reg,CL<br>RCR reg,CL    | RCL CH,CL<br>RCL SI,CL<br>RCR AH,CL<br>RCR EBX,CL                        | 8086<br>8088<br>80286<br>80386<br>80486<br>Pentium<br>Pentium Pro | 8 + 4n<br>8 + 4n<br>5 + n<br>9<br>3<br>7-27<br>—    |
|-----------------------------|--------------------------------------------------------------------------|-------------------------------------------------------------------|-----------------------------------------------------|
| ROL mem,CL<br>ROR mem,CL    | ROL DATAY,CL<br>ROL LIST,CL<br>ROR DATA2[DI],CL<br>ROR BYTE PTR [EAX],CL | 8086<br>8088<br>80286<br>80386<br>80486<br>Pentium<br>Pentium Pro | 20 + 4n<br>28 + 4n<br>8 + n<br>7<br>4<br>4<br>—     |
| RCL mem,CL<br>RCR mem,CL    | RCL DATA1,CL<br>RCL LIST,CL<br>RCR DATA2[SI],CL<br>RCR WORD PTR [ESI],CL | 8086<br>8088<br>80286<br>80386<br>80486<br>Pentium<br>Pentium Pro | 20 + 4n<br>28 + 4n<br>8 + n<br>10<br>9<br>9-26<br>— |
| 1100000w ooTTTmmm disp data |                                                                          |                                                                   |                                                     |
| Format                      | Examples                                                                 | Microprocessor                                                    | Clocks                                              |
| ROL reg,imm<br>ROR reg,imm  | ROL CH,4<br>ROL DX,5<br>ROR AL,2<br>ROR ESI,14                           | 8086<br>8088<br>80286<br>80386<br>80486<br>Pentium<br>Pentium Pro | —<br>—<br>5 + n<br>3<br>2<br>1 or 3<br>—            |

|                                           |                                                                       |                                                                   |                                          |
|-------------------------------------------|-----------------------------------------------------------------------|-------------------------------------------------------------------|------------------------------------------|
| RCL reg,imm<br>RCR reg,imm                | RCL CL,2<br>RCL SI,12<br>RCR AH,5<br>RCR EBX,18                       | 8086<br>8088<br>80286<br>80386<br>80486<br>Pentium<br>Pentium Pro | —<br>—<br>5 + n<br>9<br>8<br>8-27<br>—   |
| ROL mem,imm<br>ROR mem,imm                | ROL DATAY,4<br>ROL LIST,3<br>ROR DATA2[DI],7<br>ROR BYTE PTR [EAX],11 | 8086<br>8088<br>80286<br>80386<br>80486<br>Pentium<br>Pentium Pro | —<br>—<br>8 + n<br>7<br>4<br>1 or 3<br>— |
| RCL mem,imm<br>RCR mem,imm                | RCL DATA1,5<br>RCL LIST,3<br>RCR DATA2[SI],9<br>RCR WORD PTR [ESI],8  | 8086<br>8088<br>80286<br>80386<br>80486<br>Pentium<br>Pentium Pro | —<br>—<br>8 + n<br>10<br>9<br>8-27<br>—  |
| <b>RDMSR</b> Read model specific register |                                                                       |                                                                   |                                          |
| 00001111 00110010<br>Example              |                                                                       | Microprocessor                                                    | Clocks                                   |
| RDMSR                                     | 8086                                                                  | —                                                                 |                                          |
|                                           | 8088                                                                  | —                                                                 |                                          |
|                                           | 80286                                                                 | —                                                                 |                                          |
|                                           | 80386                                                                 | —                                                                 |                                          |
|                                           | 80486                                                                 | —                                                                 |                                          |
|                                           | Pentium                                                               | 20-24                                                             |                                          |
|                                           | Pentium Pro                                                           |                                                                   |                                          |

| <b>REP</b> Repeat prefix |                                                             |                |          |  |
|--------------------------|-------------------------------------------------------------|----------------|----------|--|
| 11110011 1010010w        |                                                             | Format         | Examples |  |
|                          |                                                             | Microprocessor | Clocks   |  |
| REP MOVS                 | REP MOVSB<br>REP MOVSW<br>REP MOVSD<br>REP MOVS DATA1,DATA2 | 8086           | 9 + 17n  |  |
|                          |                                                             | 8088           | 9 + 25n  |  |
|                          |                                                             | 80286          | 5 + 4n   |  |
|                          |                                                             | 80386          | 8 + 4n   |  |
|                          |                                                             | 80486          | 12 + 3n  |  |
|                          |                                                             | Pentium        | 13 + n   |  |
|                          |                                                             | Pentium Pro    |          |  |
| 11110011 1010101w        |                                                             | Format         | Examples |  |
|                          |                                                             | Microprocessor | Clocks   |  |
| REP STOS                 | REP STOSB<br>REP STOSW<br>REP STOSD<br>REP STOS ARRAY       | 8086           | 9 + 10n  |  |
|                          |                                                             | 8088           | 9 + 14n  |  |
|                          |                                                             | 80286          | 4 + 3n   |  |
|                          |                                                             | 80386          | 5 + 5n   |  |
|                          |                                                             | 80486          | 7 + 4n   |  |
|                          |                                                             | Pentium        | 9 + n    |  |
|                          |                                                             | Pentium Pro    |          |  |
| 11110011 0110110w        |                                                             | Format         | Examples |  |
|                          |                                                             | Microprocessor | Clocks   |  |
| REP INS                  | REP INSB<br>REP INSW<br>REP INSD<br>REP INS ARRAY           | 8086           | —        |  |
|                          |                                                             | 8088           | —        |  |
|                          |                                                             | 80286          | 5 + 4n   |  |
|                          |                                                             | 80386          | 12 + 5n  |  |
|                          |                                                             | 80486          | 17 + 5n  |  |
|                          |                                                             | Pentium        | 25 + 3n  |  |
|                          |                                                             | Pentium Pro    |          |  |

| 11110011 0110111w |                                                                 | Format             | Examples | Microprocessor | Clocks  |  |
|-------------------|-----------------------------------------------------------------|--------------------|----------|----------------|---------|--|
| REP OUTS          | REP OUTSB<br>REP OUTSW<br>REP OUTSD<br>REP OUTS ARRAY           |                    |          | 8086           | —       |  |
|                   |                                                                 |                    |          | 8088           | —       |  |
|                   |                                                                 |                    |          | 80286          | 5 + 4n  |  |
|                   |                                                                 |                    |          | 80386          | 12 + 5n |  |
|                   |                                                                 |                    |          | 80486          | 17 + 5n |  |
|                   |                                                                 |                    |          | Pentium        | 25 + 4n |  |
|                   |                                                                 |                    |          | Pentium Pro    |         |  |
| <b>REPE/REPNE</b> |                                                                 | Repeat conditional |          |                |         |  |
| 11110011 1010011w |                                                                 | Format             | Examples | Microprocessor | Clocks  |  |
| REPE CMPS         | REPE CMPSB<br>REPE CMPSW<br>REPE CMPSD<br>REPE CMPS DATA1,DATA2 |                    |          | 8086           | 9 + 22n |  |
|                   |                                                                 |                    |          | 8088           | 9 + 30n |  |
|                   |                                                                 |                    |          | 80286          | 5 + 9n  |  |
|                   |                                                                 |                    |          | 80386          | 5 + 9n  |  |
|                   |                                                                 |                    |          | 80486          | 7 + 7n  |  |
|                   |                                                                 |                    |          | Pentium        | 9 + 4n  |  |
|                   |                                                                 |                    |          | Pentium Pro    |         |  |
| 11110011 1010111w |                                                                 | Format             | Examples | Microprocessor | Clocks  |  |
| REPE SCAS         | REPE SCASB<br>REPE SCASW<br>REPE SCASD<br>REPE SCAS ARRAY       |                    |          | 8086           | 9 + 15n |  |
|                   |                                                                 |                    |          | 8088           | 9 + 19n |  |
|                   |                                                                 |                    |          | 80286          | 5 + 8n  |  |
|                   |                                                                 |                    |          | 80386          | 5 + 8n  |  |
|                   |                                                                 |                    |          | 80486          | 7 + 5n  |  |
|                   |                                                                 |                    |          | Pentium        | 9 + 4n  |  |
|                   |                                                                 |                    |          | Pentium Pro    |         |  |

| 11110010 1010011w |                                                                    | Microprocessor | Clocks  |
|-------------------|--------------------------------------------------------------------|----------------|---------|
| Format            | Examples                                                           |                |         |
| REPNE CMPS        | REPNE CMPSB<br>REPNE CMPSW<br>REPNE CMPSD<br>REPNE CMPS ARRAY,LIST | 8086           | 9 + 22n |
|                   |                                                                    | 8088           | 9 + 30n |
|                   |                                                                    | 80286          | 5 + 9n  |
|                   |                                                                    | 80386          | 5 + 9n  |
|                   |                                                                    | 80486          | 7 + 7n  |
|                   |                                                                    | Pentium        | 8 + 4n  |
|                   |                                                                    | Pentium Pro    |         |
| 11110010 101011w  |                                                                    | Microprocessor | Clocks  |
| Format            | Examples                                                           |                |         |
| REPNE SCAS        | REPNE SCASB<br>REPNE SCASW<br>REPNE SCASD<br>REPNE SCAS ARRAY      | 8086           | 9 + 15n |
|                   |                                                                    | 8088           | 9 + 19N |
|                   |                                                                    | 80286          | 5 + 8n  |
|                   |                                                                    | 80386          | 5 + 8n  |
|                   |                                                                    | 80486          | 7 + 5n  |
|                   |                                                                    | Pentium        | 9 + 4n  |
|                   |                                                                    | Pentium Pro    |         |
| <b>RET</b>        | Return from procedure                                              |                |         |
| 11000011          |                                                                    | Microprocessor | Clocks  |
| Example           |                                                                    |                |         |
| RET<br>(near)     |                                                                    | 8086           | 16      |
|                   |                                                                    | 8088           | 20      |
|                   |                                                                    | 80286          | 11      |
|                   |                                                                    | 80386          | 10      |
|                   |                                                                    | 80486          | 5       |
|                   |                                                                    | Pentium        | 2       |
|                   |                                                                    | Pentium Pro    |         |

| 11000010 data     |                   |                |        |
|-------------------|-------------------|----------------|--------|
| Format            | Examples          | Microprocessor | Clocks |
| RET imm<br>(near) | RET 4<br>RET 100H | 8086           | 20     |
|                   |                   | 8088           | 24     |
|                   |                   | 80286          | 11     |
|                   |                   | 80386          | 10     |
|                   |                   | 80486          | 5      |
|                   |                   | Pentium        | 3      |
|                   |                   | Pentium Pro    |        |
| 11001011          |                   |                |        |
| Example           |                   | Microprocessor | Clocks |
| RET<br>(far)      |                   | 8086           | 26     |
|                   |                   | 8088           | 34     |
|                   |                   | 80286          | 15     |
|                   |                   | 80386          | 18     |
|                   |                   | 80486          | 13     |
|                   |                   | Pentium        | 4–23   |
|                   |                   | Pentium Pro    |        |
| 11001010 data     |                   |                |        |
| Format            | Examples          | Microprocessor | Clocks |
| RET imm<br>(far)  | RET 4<br>RET 100H | 8086           | 25     |
|                   |                   | 8088           | 33     |
|                   |                   | 80286          | 11     |
|                   |                   | 80386          | 10     |
|                   |                   | 80486          | 5      |
|                   |                   | Pentium        | 4–23   |
|                   |                   | Pentium Pro    |        |

|                                                            |                                    |                       |        |  |  |  |  |  |
|------------------------------------------------------------|------------------------------------|-----------------------|--------|--|--|--|--|--|
| <b>RSM</b>                                                 | Resume from system management mode |                       |        |  |  |  |  |  |
| 00001111 10101010                                          | O D I T S Z A P C<br>* * * * * * * |                       |        |  |  |  |  |  |
| Example                                                    | Microprocessor Clocks              |                       |        |  |  |  |  |  |
| RSM                                                        | 8086                               | —                     |        |  |  |  |  |  |
|                                                            | 8088                               | —                     |        |  |  |  |  |  |
|                                                            | 80286                              | —                     |        |  |  |  |  |  |
|                                                            | 80386                              | —                     |        |  |  |  |  |  |
|                                                            | 80486                              | —                     |        |  |  |  |  |  |
|                                                            | Pentium                            | 83                    |        |  |  |  |  |  |
|                                                            | Pentium Pro                        |                       |        |  |  |  |  |  |
| <b>SAHF</b>                                                | Store AH into flags                |                       |        |  |  |  |  |  |
| 10011110                                                   | O D I T S Z A P C<br>* * * * * * * |                       |        |  |  |  |  |  |
| Example                                                    | Microprocessor Clocks              |                       |        |  |  |  |  |  |
| SAHF                                                       | 8086                               | 4                     |        |  |  |  |  |  |
|                                                            | 8088                               | 4                     |        |  |  |  |  |  |
|                                                            | 80286                              | 2                     |        |  |  |  |  |  |
|                                                            | 80386                              | 3                     |        |  |  |  |  |  |
|                                                            | 80486                              | 2                     |        |  |  |  |  |  |
|                                                            | Pentium                            | 2                     |        |  |  |  |  |  |
|                                                            | Pentium Pro                        |                       |        |  |  |  |  |  |
| <b>SAL/SAR/SHL/SHR</b>                                     | Shift                              |                       |        |  |  |  |  |  |
| 1101000w ooTTTmmm disp                                     | O D I T S Z A P C<br>* * * ? * *   |                       |        |  |  |  |  |  |
| TTT = 100 = SHL/SAL , TTT = 101 = SHR, and TTT = 111 = SAR |                                    |                       |        |  |  |  |  |  |
| Format                                                     | Examples                           | Microprocessor Clocks |        |  |  |  |  |  |
| SAL reg,1                                                  | SAL CL,1                           | 8086                  | 2      |  |  |  |  |  |
| SHL reg,1                                                  | SHL DX,1                           | 8088                  | 2      |  |  |  |  |  |
| SHR reg,1                                                  | SAR CH,1                           | 80286                 | 2      |  |  |  |  |  |
| SAR reg,1                                                  | SHR SI,1                           | 80386                 | 3      |  |  |  |  |  |
|                                                            |                                    | 80486                 | 3      |  |  |  |  |  |
|                                                            |                                    | Pentium               | 1 or 3 |  |  |  |  |  |
|                                                            |                                    | Pentium Pro           |        |  |  |  |  |  |

|                                                          |                                                                         |                                                                   |                                                 |
|----------------------------------------------------------|-------------------------------------------------------------------------|-------------------------------------------------------------------|-------------------------------------------------|
| SAL mem,1<br>SHL mem,1<br>SHR mem,1<br>SAR mem,1         | SAL DATA1,1<br>SHL BYTE PTR [DI],1<br>SAR NUMB,1<br>SHR WORD PTR[EDI],1 | 8086<br>8088<br>80286<br>80386<br>80486<br>Pentium<br>Pentium Pro | 15 + ea<br>23 + ea<br>7<br>7<br>4<br>1 or 3<br> |
| <b>1101001w ooTTTmmmm disp</b>                           |                                                                         |                                                                   |                                                 |
| Format                                                   | Examples                                                                | Microprocessor                                                    | Clocks                                          |
| SAL reg,CL<br>SHL reg,CL<br>SAR reg,CL<br>SHR reg,CL     | SAL CH,CL<br>SHL DX,CL<br>SAR AL,CL<br>SHR ESI,CL                       | 8086<br>8088<br>80286<br>80386<br>80486<br>Pentium<br>Pentium Pro | 8 + 4n<br>8 + 4n<br>5 + n<br>3<br>3<br>4<br>    |
| SAL mem,CL<br>SHL mem,CL<br>SAR mem,CL<br>SHR mem,CL     | SAL DATAU,CL<br>SHL BYTE PTR [ESI],CL<br>SAR NUMB,CL<br>SHR TEMP,CL     | 8086<br>8088<br>80286<br>80386<br>80486<br>Pentium<br>Pentium Pro | 20 + 4n<br>28 + 4n<br>8 + n<br>7<br>4<br>4<br>  |
| <b>1100000w ooTTTmmmm disp data</b>                      |                                                                         |                                                                   |                                                 |
| Format                                                   | Examples                                                                | Microprocessor                                                    | Clocks                                          |
| SAL reg,imm<br>SHL reg,imm<br>SAR reg,imm<br>SHR reg,imm | SAL CH,4<br>SHL DX,10<br>SAR AL,2<br>SHR ESI,23                         | 8086<br>8088<br>80286<br>80386<br>80486<br>Pentium<br>Pentium Pro | —<br>—<br>5 + n<br>3<br>2<br>1 or 3<br>         |

| SAL mem,imm<br>SHL mem,imm<br>SAR mém,imm<br>SHR mem,imm | SAL DATAU,3<br>SHL BYTE PTR [ESI],15<br>SAR NUMB,3<br>SHR TEMP,5  | 8086<br>8088<br>80286<br>80386<br>80486<br>Pentium<br>Pentium Pro | —<br>—<br>8 + n<br>7<br>4<br>1 or 3<br>—                          |                                                                   |                                                 |
|----------------------------------------------------------|-------------------------------------------------------------------|-------------------------------------------------------------------|-------------------------------------------------------------------|-------------------------------------------------------------------|-------------------------------------------------|
| <b>SBB</b> Subtract with borrow                          |                                                                   |                                                                   |                                                                   |                                                                   |                                                 |
| 000110dw corrrmmmm disp                                  |                                                                   | O D I T<br>* * * * *                                              | S Z A P C<br>* * * * *                                            |                                                                   |                                                 |
| Format                                                   | Examples                                                          | Microprocessor                                                    | Clocks                                                            |                                                                   |                                                 |
| SBB reg,reg                                              | SBB CL,DL<br>SBB AX,DX<br>SBB CH,CL<br>SBB EAX,EBX<br>SBB ESI,EDI | 8086<br>8088<br>80286<br>80386<br>80486<br>Pentium<br>Pentium Pro | 3<br>3<br>2<br>2<br>1<br>1 or 2<br>—                              |                                                                   |                                                 |
|                                                          | SBB mem,reg                                                       | SBB DATAJ,CL<br>SBB BYTES,CX<br>SBB NUMBS,ECX<br>SBB [EAX],CX     | 8086<br>8088<br>80286<br>80386<br>80486<br>Pentium<br>Pentium Pro | 16 + ea<br>24 + ea<br>7<br>6<br>3<br>1 or 3<br>—                  |                                                 |
|                                                          |                                                                   | SBB reg,mem                                                       | SBB CL,DATAL<br>SBB CX,BYTES<br>SBB ECX,NUMBS<br>SBB DX,[EBX+EDI] | 8086<br>8088<br>80286<br>80386<br>80486<br>Pentium<br>Pentium Pro | 9 + ea<br>13 + ea<br>7<br>7<br>2<br>1 or 2<br>— |

| 100000sw 00111mm disp data |                                                    | Format | Examples | Microprocessor | Clocks  |   |   |   |   |   |
|----------------------------|----------------------------------------------------|--------|----------|----------------|---------|---|---|---|---|---|
|                            |                                                    |        |          |                |         |   |   |   |   |   |
| SBB reg,imm                | SBB CX,3                                           |        |          | 8086           | 4       |   |   |   |   |   |
|                            | SBB DI,1AH                                         |        |          | 8088           | 4       |   |   |   |   |   |
|                            | SBB DL,34H                                         |        |          | 80286          | 3       |   |   |   |   |   |
|                            | SBB EDX,1345H                                      |        |          | 80386          | 2       |   |   |   |   |   |
|                            | SBB CX,1834H                                       |        |          | 80486          | 1       |   |   |   |   |   |
|                            |                                                    |        |          | Pentium        | 1 or 3  |   |   |   |   |   |
|                            |                                                    |        |          | Pentium Pro    |         |   |   |   |   |   |
|                            |                                                    |        |          |                |         |   |   |   |   |   |
| SBB mem,imm                | SBB DATAS,3                                        |        |          | 8086           | 17 + ea |   |   |   |   |   |
|                            | SBB BYTE PTR[EDI],1AH                              |        |          | 8088           | 25 + ea |   |   |   |   |   |
|                            | SBB DADDY,34H                                      |        |          | 80286          | 7       |   |   |   |   |   |
|                            | SBB LIST,'A'                                       |        |          | 80386          | 7       |   |   |   |   |   |
|                            | SBB TOAD,1834H                                     |        |          | 80486          | 3       |   |   |   |   |   |
|                            |                                                    |        |          | Pentium        | 1 or 3  |   |   |   |   |   |
|                            |                                                    |        |          | Pentium Pro    |         |   |   |   |   |   |
|                            |                                                    |        |          |                |         |   |   |   |   |   |
| 0001110w data              |                                                    | Format | Examples | Microprocessor | Clocks  |   |   |   |   |   |
|                            |                                                    |        |          |                |         |   |   |   |   |   |
| SBB acc,imm                | SBB AX,3                                           |        |          | 8086           | 4       |   |   |   |   |   |
|                            | SBB AL,1AH                                         |        |          | 8088           | 4       |   |   |   |   |   |
|                            | SBB AH,34H                                         |        |          | 80286          | 3       |   |   |   |   |   |
|                            | SBB EAX,1345H                                      |        |          | 80386          | 2       |   |   |   |   |   |
|                            | SBB AL,'Y'                                         |        |          | 80486          | 1       |   |   |   |   |   |
|                            |                                                    |        |          | Pentium        | 1       |   |   |   |   |   |
|                            |                                                    |        |          | Pentium Pro    |         |   |   |   |   |   |
|                            |                                                    |        |          |                |         |   |   |   |   |   |
| SCAS                       | Scan string                                        |        |          |                |         |   |   |   |   |   |
| 1010111w                   |                                                    |        |          |                |         |   |   |   |   |   |
| Format                     | Examples                                           | O      | D        | I              | T       | S | Z | A | P | C |
|                            |                                                    | *      | *        | *              | *       | * | * | * | * | * |
| SCASB<br>SCASW<br>SCASD    | SCASB<br>SCASW<br>SCASD<br>SCAS DATAF<br>REP SCASB |        |          | Microprocessor | Clocks  |   |   |   |   |   |
|                            |                                                    |        |          |                |         |   |   |   |   |   |
|                            |                                                    |        |          |                |         |   |   |   |   |   |
|                            |                                                    |        |          |                |         |   |   |   |   |   |
|                            |                                                    |        |          |                |         |   |   |   |   |   |
|                            |                                                    |        |          |                |         |   |   |   |   |   |
|                            |                                                    |        |          |                |         |   |   |   |   |   |
|                            |                                                    |        |          |                |         |   |   |   |   |   |

| <b>SETcondition</b> |                                                     | Conditional set |                              |        |
|---------------------|-----------------------------------------------------|-----------------|------------------------------|--------|
| Format              | Examples                                            | Microprocessor  |                              | Clocks |
| SETcnd reg8         | SETA BL<br>SETB CH<br>SETG DL<br>SETE BH<br>SETZ AL | 8086            | —                            |        |
|                     |                                                     | 8088            | —                            |        |
|                     |                                                     | 80286           | —                            |        |
|                     |                                                     | 80386           | 4                            |        |
|                     |                                                     | 80486           | 3                            |        |
|                     |                                                     | Pentium         | 1 or 2                       |        |
|                     |                                                     | Pentium Pro     |                              |        |
| SETcnd mem8         | SETE DATAK<br>SETAE LESS_OR_SO                      | 8086            | —                            |        |
|                     |                                                     | 8088            | —                            |        |
|                     |                                                     | 80286           | —                            |        |
|                     |                                                     | 80386           | 5                            |        |
|                     |                                                     | 80486           | 3                            |        |
|                     |                                                     | Pentium         | 1 or 2                       |        |
|                     |                                                     | Pentium Pro     |                              |        |
| Condition Codes     |                                                     |                 |                              |        |
| Codes               | Mnemonic                                            | Flag            | Description                  |        |
| 0000                | SETO                                                | O = 1           | Set if overflow              |        |
| 0001                | SETNO                                               | O = 0           | Set if no overflow           |        |
| 0010                | SETB/SETAE                                          | C = 1           | Set if below                 |        |
| 0011                | SETAE/SETNB                                         | C = 0           | Set if above or equal        |        |
| 0100                | SETE/SETZ                                           | Z = 1           | Set if equal/zero            |        |
| 0101                | SETNE/SETNZ                                         | Z = 0           | Set if not equal/zero        |        |
| 0110                | SETBE/SETNA                                         | C = 1 + Z = 1   | Set if below or equal        |        |
| 0111                | SETA/SETNBE                                         | C = 0 • Z = 0   | Set if above                 |        |
| 1000                | SETS                                                | S = 1           | Set if sign                  |        |
| 1001                | SETNS                                               | S = 0           | Set if no sign               |        |
| 1010                | SETP/SETPE                                          | P = 1           | Set if parity                |        |
| 1011                | SETNP/SETPO                                         | P = 0           | Set if no parity             |        |
| 1100                | SETL/SETNGE                                         | S • O           | Set if less than             |        |
| 1101                | SETGE/SETNL                                         | S = 0           | Set if greater than or equal |        |
| 1110                | SETLE/SETNG                                         | Z = 1 + S • O   | Set if less than or equal    |        |
| 1111                | SETG/SETNLE                                         | Z = 0 + S = O   | Set if greater than          |        |

| <b>SGDT/SIDT/SLDT Store descriptor table registers</b> |                              |                |        |
|--------------------------------------------------------|------------------------------|----------------|--------|
| Format                                                 | Examples                     | Microprocessor | Clocks |
| SGDT mem                                               | SGDT MEMORY<br>SGDT GLOBAL   | 8086           | —      |
|                                                        |                              | 8088           | —      |
|                                                        |                              | 80286          | 11     |
|                                                        |                              | 80386          | 9      |
|                                                        |                              | 80486          | 10     |
|                                                        |                              | Pentium        | 4      |
|                                                        |                              | Pentium Pro    |        |
| 00001111 00000001 oo001mmm disp                        |                              |                |        |
| Format                                                 | Examples                     | Microprocessor | Clocks |
| SIDT mem                                               | SIDT DATAS<br>SIDT INTERRUPT | 8086           | —      |
|                                                        |                              | 8088           | —      |
|                                                        |                              | 80286          | 12     |
|                                                        |                              | 80386          | 9      |
|                                                        |                              | 80486          | 10     |
|                                                        |                              | Pentium        | 4      |
|                                                        |                              | Pentium Pro    |        |
| 00001111 00000000 oo000mmm disp                        |                              |                |        |
| Format                                                 | Examples                     | Microprocessor | Clocks |
| SLDT reg                                               | SLDT CX<br>SLDT DX           | 8086           | —      |
|                                                        |                              | 8088           | —      |
|                                                        |                              | 80286          | 2      |
|                                                        |                              | 80386          | 2      |
|                                                        |                              | 80486          | 2      |
|                                                        |                              | Pentium        | 2      |
|                                                        |                              | Pentium Pro    |        |
| SLDT mem                                               | SLDT NUMBS<br>SLDT LOCALS    | 8086           | —      |
|                                                        |                              | 8088           | —      |
|                                                        |                              | 80286          | 3      |
|                                                        |                              | 80386          | 2      |
|                                                        |                              | 80486          | 3      |
|                                                        |                              | Pentium        | 2      |
|                                                        |                              | Pentium Pro    |        |



| 00001111 10100101 oorrrmmm disp |                  | Microprocessor | Clocks |
|---------------------------------|------------------|----------------|--------|
| Format                          | Examples         |                |        |
| SHLD<br>reg,reg,CL              | SHLD BX,DX,CL    | 8086           | —      |
|                                 |                  | 8088           | —      |
|                                 |                  | 80286          | —      |
|                                 |                  | 80386          | 3      |
|                                 |                  | 80486          | 3      |
|                                 |                  | Pentium        | 4 or 5 |
|                                 |                  | Pentium Pro    |        |
| SHLD<br>mem,reg,CL              | SHLD DATAZ,DX,CL | 8086           | —      |
|                                 |                  | 8088           | —      |
|                                 |                  | 80286          | —      |
|                                 |                  | 80386          | 7      |
|                                 |                  | 80486          | 3      |
|                                 |                  | Pentium        | 4 or 5 |
|                                 |                  | Pentium Pro    |        |
| 00001111 10101101 oorrrmmm disp |                  | Microprocessor | Clocks |
| Format                          | Examples         |                |        |
| SHRD<br>reg,reg,CL              | SHRD AX,DX,CL    | 8086           | —      |
|                                 |                  | 8088           | —      |
|                                 |                  | 80286          | —      |
|                                 |                  | 80386          | 3      |
|                                 |                  | 80486          | 3      |
|                                 |                  | Pentium        | 4 or 5 |
|                                 |                  | Pentium Pro    |        |
| SHRD<br>mem,reg,CL              | SHRD DATAZ,DX,CL | 8086           | —      |
|                                 |                  | 8088           | —      |
|                                 |                  | 80286          | —      |
|                                 |                  | 80386          | 7      |
|                                 |                  | 80486          | 3      |
|                                 |                  | Pentium        | 4 or 5 |
|                                 |                  | Pentium Pro    |        |

| <b>SMSW</b> Store machine status word (80286) |                               |                     |        |  |
|-----------------------------------------------|-------------------------------|---------------------|--------|--|
| 00001111 00000001 oo100mmm disp               |                               |                     |        |  |
| Format                                        | Examples                      | Microprocessor      | Clocks |  |
| SMSW reg                                      | SMSW AX<br>SMSW DX<br>SMSW BP | 8086                | —      |  |
|                                               |                               | 8088                | —      |  |
|                                               |                               | 80286               | 2      |  |
|                                               |                               | 80386               | 10     |  |
|                                               |                               | 80486               | 2      |  |
|                                               |                               | Pentium             | 4      |  |
| SMSW mem                                      | SMSW DATAQ                    | 8086                | —      |  |
|                                               |                               | 8088                | —      |  |
|                                               |                               | 80286               | 3      |  |
|                                               |                               | 80386               | 3      |  |
|                                               |                               | 80486               | 3      |  |
|                                               |                               | Pentium             | 4      |  |
| <b>STC</b> Set carry flag                     |                               |                     |        |  |
| 11111001                                      |                               | O D I T   S Z A P C |        |  |
| Example                                       |                               | 1                   |        |  |
|                                               |                               | Microprocessor      | Clocks |  |
| STC                                           |                               | 8086                | 2      |  |
|                                               |                               | 8088                | 2      |  |
|                                               |                               | 80286               | 2      |  |
|                                               |                               | 80386               | 2      |  |
|                                               |                               | 80486               | 2      |  |
|                                               |                               | Pentium             | 2      |  |
|                                               |                               | Pentium Pro         |        |  |

|                               |                             |                |        |
|-------------------------------|-----------------------------|----------------|--------|
| <b>STD</b> Set direction flag |                             |                |        |
| 11111101                      | O D I T      S Z A P C<br>1 |                |        |
| Example                       | Microprocessor      Clocks  |                |        |
| STD                           | 8086      2                 |                |        |
|                               | 8088      2                 |                |        |
|                               | 80286      2                |                |        |
|                               | 80386      2                |                |        |
|                               | 80486      2                |                |        |
|                               | Pentium      2              |                |        |
|                               | Pentium Pro                 |                |        |
| <b>STI</b> Set interrupt flag |                             |                |        |
| 11111011                      | O D I T      S Z A P C<br>1 |                |        |
| Example                       | Microprocessor      Clocks  |                |        |
| STI                           | 8086      2                 |                |        |
|                               | 8088      2                 |                |        |
|                               | 80286      2                |                |        |
|                               | 80386      3                |                |        |
|                               | 80486      5                |                |        |
|                               | Pentium      7              |                |        |
|                               | Pentium Pro                 |                |        |
| <b>STOS</b> Store string data |                             |                |        |
| 1010101w                      |                             |                |        |
| Format                        | Examples                    | Microprocessor | Clocks |
| STOSB                         | STOSB                       | 8086           | 11     |
| STOSW                         | STOSW                       | 8088           | 15     |
| STOSD                         | STOSD                       | 80286          | 3      |
|                               | STOS DATA_LIST              | 80386          | 40     |
|                               | REP STOSB                   | 80486          | 5      |
|                               |                             | Pentium        | 3      |
|                               |                             | Pentium Pro    |        |

| <b>STR</b> Store task register |                                                                   |                        |        |  |
|--------------------------------|-------------------------------------------------------------------|------------------------|--------|--|
| Format                         | Examples                                                          | Microprocessor         | Clocks |  |
| STR reg                        | STR AX<br>STR DX<br>STR BP                                        | 8086                   | —      |  |
|                                |                                                                   | 8088                   | —      |  |
|                                |                                                                   | 80286                  | 2      |  |
|                                |                                                                   | 80386                  | 2      |  |
|                                |                                                                   | 80486                  | 2      |  |
|                                |                                                                   | Pentium                | 2      |  |
|                                |                                                                   | Pentium Pro            |        |  |
| STR mem                        | STR DATA3                                                         | 8086                   | —      |  |
|                                |                                                                   | 8088                   | —      |  |
|                                |                                                                   | 80286                  | 2      |  |
|                                |                                                                   | 80386                  | 2      |  |
|                                |                                                                   | 80486                  | 2      |  |
|                                |                                                                   | Pentium                | 2      |  |
|                                |                                                                   | Pentium Pro            |        |  |
| <b>SUB</b> Subtract            |                                                                   |                        |        |  |
| 000101dw oorrrmmm disp         |                                                                   | O D I T      S Z A P C |        |  |
| Format Examples                |                                                                   | *                      | *      |  |
| SUB reg,reg                    | SUB CL,DL<br>SUB AX,DX<br>SUB CH,CL<br>SUB EAX,EBX<br>SUB ESI,EDI | 8086                   | 3      |  |
|                                |                                                                   | 8088                   | 3      |  |
|                                |                                                                   | 80286                  | 2      |  |
|                                |                                                                   | 80386                  | 2      |  |
|                                |                                                                   | 80486                  | 1      |  |
|                                |                                                                   | Pentium                | 1 or 2 |  |
|                                |                                                                   | Pentium Pro            |        |  |

|                             |                                                                                         |                                                                   |                                                 |
|-----------------------------|-----------------------------------------------------------------------------------------|-------------------------------------------------------------------|-------------------------------------------------|
| SUB mem,reg                 | SUB DATAJ,CL<br>SUB BYTES,CX<br>SUB NUMBS,ECX<br>SUB [EAX],CX                           | 8086<br>8088<br>80286<br>80386<br>80486<br>Pentium<br>Pentium Pro | 16 + ea<br>24 + ea<br>7<br>6<br>3<br>1 or 3<br> |
| SUB reg,mem                 | SUB CL,DATAL<br>SUB CX,BYTES<br>SUB ECX,NUMBS<br>SUB DX,[EBX+EDI]                       | 8086<br>8088<br>80286<br>80386<br>80486<br>Pentium<br>Pentium Pro | 9 + ea<br>13 + ea<br>7<br>7<br>2<br>1 or 2<br>  |
| 100000sw oo101mmm disp data |                                                                                         |                                                                   |                                                 |
| Format                      | Examples                                                                                | Microprocessor                                                    | Clocks                                          |
| SUB reg,imm                 | SUB CX,3<br>SUB DI,1AH<br>SUB DL,34H<br>SUB EDX,1345H<br>SUB CX,1834H                   | 8086<br>8088<br>80286<br>80386<br>80486<br>Pentium<br>Pentium Pro | 4<br>4<br>3<br>2<br>1<br>1 or 3<br>             |
| SUB mem,imm                 | SUB DATAS,3<br>SUB BYTE PTR[EDI],1AH<br>SUB DADDY,34H<br>SUB LIST,'A'<br>SUB TOAD,1834H | 8086<br>8088<br>80286<br>80386<br>80486<br>Pentium<br>Pentium Pro | 17 + ea<br>25 + ea<br>7<br>7<br>3<br>1 or 3<br> |

| 0010110w data                               |                                                                                   | Format      | Examples       | Microprocessor | Clocks |  |
|---------------------------------------------|-----------------------------------------------------------------------------------|-------------|----------------|----------------|--------|--|
| SUB acc,imm                                 | SUB AL,3<br>SUB AX,1AH<br>SUB EAX,34H                                             | 8086        | 4              |                |        |  |
|                                             |                                                                                   | 8088        | 4              |                |        |  |
|                                             |                                                                                   | 80286       | 3              |                |        |  |
|                                             |                                                                                   | 80386       | 2              |                |        |  |
|                                             |                                                                                   | 80486       | 1              |                |        |  |
|                                             |                                                                                   | Pentium     | 1              |                |        |  |
|                                             |                                                                                   | Pentium Pro |                |                |        |  |
| <b>TEST</b> Test operands (logical compare) |                                                                                   |             |                |                |        |  |
| 1000001w oorrrmmm disp                      |                                                                                   | O D I T     | S Z A P C      |                |        |  |
|                                             |                                                                                   | 0           | * * ? *        | 0              |        |  |
| Format                                      |                                                                                   | Examples    | Microprocessor | Clocks         |        |  |
| TEST reg,reg                                | TEST CL,DL<br>TEST BX,DX<br>TEST DH,CL<br>TEST EBP,EBX<br>TEST EAX,EDI            | 8086        | 5              |                |        |  |
|                                             |                                                                                   | 8088        | 5              |                |        |  |
|                                             |                                                                                   | 80286       | 2              |                |        |  |
|                                             |                                                                                   | 80386       | 2              |                |        |  |
|                                             |                                                                                   | 80486       | 1              |                |        |  |
|                                             |                                                                                   | Pentium     | 1 or 2         |                |        |  |
|                                             |                                                                                   | Pentium Pro |                |                |        |  |
| TEST mem,reg<br>reg,mem                     | TEST DATAJ,CL<br>TEST BYTES,CX<br>TEST NUMBS,ECX<br>TEST [EAX],CX<br>TEST CL,POPS | 8086        | 9 + ea         |                |        |  |
|                                             |                                                                                   | 8088        | 13 + ea        |                |        |  |
|                                             |                                                                                   | 80286       | 6              |                |        |  |
|                                             |                                                                                   | 80386       | 5              |                |        |  |
|                                             |                                                                                   | 80486       | 2              |                |        |  |
|                                             |                                                                                   | Pentium     | 1 or 2         |                |        |  |
|                                             |                                                                                   | Pentium Pro |                |                |        |  |

| 1111011sw oo000mmm disp data |                                                                                              | Format      | Examples | Microprocessor | Clocks |
|------------------------------|----------------------------------------------------------------------------------------------|-------------|----------|----------------|--------|
|                              |                                                                                              |             |          |                |        |
| TEST reg,imm                 | TEST BX,3<br>TEST DI,1AH<br>TEST DH,44H<br>TEST EDX,1AB345H<br>TEST SI,1834H                 | 8086        | 4        |                |        |
|                              |                                                                                              | 8088        | 4        |                |        |
|                              |                                                                                              | 80286       | 3        |                |        |
|                              |                                                                                              | 80386       | 2        |                |        |
|                              |                                                                                              | 80486       | 1        |                |        |
|                              |                                                                                              | Pentium     | 1 or 2   |                |        |
|                              |                                                                                              | Pentium Pro |          |                |        |
| TEST mem,imm                 | TEST DATAS,3<br>TEST BYTE PTR[EDI],1AH<br>TEST DADDY,34H<br>TEST LIST,'A'<br>TEST TOAD,1834H | 8086        | 11 + ea  |                |        |
|                              |                                                                                              | 8088        | 11 + ea  |                |        |
|                              |                                                                                              | 80286       | 6        |                |        |
|                              |                                                                                              | 80386       | 5        |                |        |
|                              |                                                                                              | 80486       | 2        |                |        |
|                              |                                                                                              | Pentium     | 1 or 2   |                |        |
|                              |                                                                                              | Pentium Pro |          |                |        |
| 1010100w data                |                                                                                              | Format      | Examples | Microprocessor | Clocks |
|                              |                                                                                              |             |          |                |        |
| TEST acc,imm                 | TEST AL,3<br>TEST AX,1AH<br>TEST EAX,34H                                                     | 8086        | 4        |                |        |
|                              |                                                                                              | 8088        | 4        |                |        |
|                              |                                                                                              | 80286       | 3        |                |        |
|                              |                                                                                              | 80386       | 2        |                |        |
|                              |                                                                                              | 80486       | 1        |                |        |
|                              |                                                                                              | Pentium     | 1        |                |        |
|                              |                                                                                              | Pentium Pro |          |                |        |

| <b>VERR/VERW Verify read/write</b> |                               |                   |        |
|------------------------------------|-------------------------------|-------------------|--------|
| 00001111 00000000 oo100mmm disp    |                               | O D I T S Z A P C | *      |
| Format                             | Examples                      | Microprocessor    | Clocks |
| VERR reg                           | VERR CX<br>VERR DX<br>VERR DI | 8086              | —      |
|                                    |                               | 8088              | —      |
|                                    |                               | 80286             | 14     |
|                                    |                               | 80386             | 10     |
|                                    |                               | 80486             | 11     |
|                                    |                               | Pentium           | 7      |
|                                    |                               | Pentium Pro       |        |
| VERR mem                           | VERR DATAJ<br>VERR TESTB      | 8086              | —      |
|                                    |                               | 8088              | —      |
|                                    |                               | 80286             | 16     |
|                                    |                               | 80386             | 11     |
|                                    |                               | 80486             | 11     |
|                                    |                               | Pentium           | 7      |
|                                    |                               | Pentium Pro       |        |
| 00001111 00000000 oo101mmm disp    |                               |                   |        |
| Format                             | Examples                      | Microprocessor    | Clocks |
| VERW reg                           | VERW CX<br>VERW DX<br>VERW DI | 8086              | —      |
|                                    |                               | 8088              | —      |
|                                    |                               | 80286             | 14     |
|                                    |                               | 80386             | 15     |
|                                    |                               | 80486             | 11     |
|                                    |                               | Pentium           | 7      |
|                                    |                               | Pentium Pro       |        |
| VERW mem                           | VERW DATAJ<br>VERW TESTB      | 8086              | —      |
|                                    |                               | 8088              | —      |
|                                    |                               | 80286             | 16     |
|                                    |                               | 80386             | 16     |
|                                    |                               | 80486             | 11     |
|                                    |                               | Pentium           | 7      |
|                                    |                               | Pentium Pro       |        |

|                              |                                        |                |        |
|------------------------------|----------------------------------------|----------------|--------|
| <b>WAIT</b>                  | Wait for coprocessor                   |                |        |
| 10011011<br>Example          |                                        | Microprocessor | Clocks |
| WAIT                         | 8086                                   | 4              |        |
| FWAIT                        | 8088                                   | 4              |        |
|                              | 80286                                  | 3              |        |
|                              | 80386                                  | 6              |        |
|                              | 80486                                  | 6              |        |
|                              | Pentium                                | 1              |        |
|                              | Pentium Pro                            |                |        |
| <b>WBINVD</b>                | Write-back cache invalidate data cache |                |        |
| 00001111 00001001<br>Example |                                        | Microprocessor | Clocks |
| WBINVD                       | 8086                                   | —              |        |
|                              | 8088                                   | —              |        |
|                              | 80286                                  | —              |        |
|                              | 80386                                  | —              |        |
|                              | 80486                                  | 5              |        |
|                              | Pentium                                | 2000+          |        |
|                              | Pentium Pro                            |                |        |
| <b>WRMSR</b>                 | Write to model specific register       |                |        |
| 00001111 00110000<br>Example |                                        | Microprocessor | Clocks |
| WRMSR                        | 8086                                   | —              |        |
|                              | 8088                                   | —              |        |
|                              | 80286                                  | —              |        |
|                              | 80386                                  | —              |        |
|                              | 80486                                  | —              |        |
|                              | Pentium                                | 30–45          |        |
|                              | Pentium Pro                            |                |        |

| XADD Exchange and add            |                  | O D I T S Z A P C |           |
|----------------------------------|------------------|-------------------|-----------|
| 00001111 1100000w 11rrrrrr       |                  | *                 | * * * * * |
| Format                           | Examples         | Microprocessor    | Clocks    |
| XADD reg,reg                     | XADD EBX,ECX     | 8086              | —         |
|                                  | XADD EDX,EAX     | 8088              | —         |
|                                  | XADD EDI,EBP     | 80286             | —         |
|                                  |                  | 80386             | —         |
|                                  |                  | 80486             | 3         |
|                                  |                  | Pentium           | 3 or 4    |
|                                  |                  | Pentium Pro       |           |
| 00001111 1100000w oorrrmmmm disp |                  |                   |           |
| Format                           | Examples         | Microprocessor    | Clocks    |
| XADD mem,reg                     | XADD DATA5,ECX   | 8086              | —         |
|                                  | XADD [EBX],EAX   | 8088              | —         |
|                                  | XADD [ECX+4],EBP | 80286             | —         |
|                                  |                  | 80386             | —         |
|                                  |                  | 80486             | 4         |
|                                  |                  | Pentium           | 3 or 4    |
|                                  |                  | Pentium Pro       |           |
| XCHG Exchange                    |                  |                   |           |
| 1000011w oorrrmmmm               |                  |                   |           |
| Format                           | Examples         | Microprocessor    | Clocks    |
| XCHG reg,reg                     | XCHG CL,DL       | 8086              | 4         |
|                                  | XCHG BX,DX       | 8088              | 4         |
|                                  | XCHG DH,CL       | 80286             | 3         |
|                                  | XCHG EBP,EBX     | 80386             | 3         |
|                                  | XCHG EAX,EDI     | 80486             | 3         |
|                                  |                  | Pentium           | 3         |
|                                  |                  | Pentium Pro       |           |

|                         |                                                                                   |                                                                   |                                            |
|-------------------------|-----------------------------------------------------------------------------------|-------------------------------------------------------------------|--------------------------------------------|
| XCHG mem,reg<br>reg,mem | XCHG DATAJ,CL<br>XCHG BYTES,CX<br>XCHG NUMBS,ECX<br>XCHG [EAX],CX<br>XCHG CL,POPS | 8086<br>8088<br>80286<br>80386<br>80486<br>Pentium<br>Pentium Pro | 17 + ea<br>25 + ea<br>5<br>5<br>5<br>3<br> |
| <b>10010reg</b>         |                                                                                   |                                                                   |                                            |
| Format                  | Examples                                                                          | Microprocessor                                                    | Clocks                                     |
| XCHG acc,reg<br>reg,acc |                                                                                   |                                                                   |                                            |
|                         | XCHG BX,AX<br>XCHG AX,DI<br>XCHG DH,AL<br>XCHG EDX,EAX<br>XCHG SI,AX              | 8086<br>8088<br>80286<br>80386<br>80486<br>Pentium<br>Pentium Pro | 3<br>3<br>3<br>3<br>3<br>2<br>             |
|                         | <b>XLAT Translate</b>                                                             |                                                                   |                                            |
| <b>11010111</b>         |                                                                                   |                                                                   |                                            |
| Example                 |                                                                                   | Microprocessor                                                    | Clocks                                     |
| XLAT                    |                                                                                   |                                                                   |                                            |
|                         |                                                                                   | 8086<br>8088<br>80286<br>80386<br>80486<br>Pentium<br>Pentium Pro | 11<br>11<br>5<br>3<br>4<br>4<br>           |
|                         |                                                                                   |                                                                   |                                            |



| XOR mem,imm   | XOR DATAS,3           | 8086           | 17 + ea |
|---------------|-----------------------|----------------|---------|
|               | XOR BYTE PTR[EDI],1AH | 8088           | 25 + ea |
|               | XOR DADDY,34H         | 80286          | 7       |
|               | XOR LIST,'A'          | 80386          | 7       |
|               | XOR TOAD,1834H        | 80486          | 3       |
|               |                       | Pentium        | 1 or 3  |
|               |                       | Pentium Pro    |         |
| 0010101w data |                       |                |         |
| Format        | Examples              | Microprocessor | Clocks  |
| XOR acc,imm   | XOR AL,3              | 8086           | 4       |
|               | XOR AX,1AH            | 8088           | 4       |
|               | XOR EAX,34H           | 80286          | 3       |
|               |                       | 80386          | 2       |
|               |                       | 80486          | 1       |
|               |                       | Pentium        | 1       |
|               |                       | Pentium Pro    |         |

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## APPENDIX C

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### Flag-Bit Changes

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This appendix shows only the instructions that actually change the flag bits. Any instruction not listed does not affect any of the flag bits.

| <i>Instruction</i> | <i>O</i> | <i>D</i> | <i>I</i> | <i>T</i> | <i>S</i> | <i>Z</i> | <i>A</i> | <i>P</i> | <i>C</i> |
|--------------------|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| AAA                | ?        |          |          |          | ?        | ?        | *        | ?        | *        |
| AAD                | ?        |          |          |          | *        | *        | ?        | *        | ?        |
| AAM                | ?        |          |          |          | *        | *        | ?        | *        | ?        |
| AAS                | ?        |          |          |          | ?        | ?        | *        | ?        | *        |
| ADC                | *        |          |          |          | *        | *        | *        | *        | *        |
| ADD                | *        |          |          |          | *        | *        | *        | *        | *        |
| AND                | 0        |          |          |          | *        | *        | ?        | *        | 0        |
| ARPL               |          |          |          |          |          | *        |          |          |          |
| BSF                |          |          |          |          |          | *        |          |          |          |
| BSR                |          |          |          |          |          | *        |          |          |          |
| BT                 |          |          |          |          |          |          |          |          | *        |
| BTC                |          |          |          |          |          |          |          |          | *        |
| BTR                |          |          |          |          |          |          |          |          | *        |
| BTS                |          |          |          |          |          |          |          |          | *        |
| CLC                |          |          |          |          |          |          |          |          | 0        |
| CLD                |          | 0        |          |          |          |          |          |          |          |
| CLI                |          |          | 0        |          |          |          |          |          |          |
| CMC                |          |          |          |          |          |          |          |          | *        |
| CMP                | *        |          |          |          | *        | *        | *        | *        | *        |
| CMPS               | *        |          |          |          | *        | *        | *        | *        | *        |
| CMPXCHG            | *        |          |          |          | *        | *        | *        | *        | *        |
| CMPXCHG8B          |          |          |          |          | *        |          |          |          |          |
| DAA                | ?        |          |          |          | *        | *        | *        | *        | *        |
| DAS                | ?        |          |          |          | *        | *        | *        | *        | *        |
| DEC                | *        |          |          |          | *        | *        | *        | *        | *        |
| DIV                | ?        |          |          |          | ?        | ?        | ?        | ?        | ?        |
| IDIV               | ?        |          |          |          | ?        | ?        | ?        | ?        | ?        |
| IMUL               | *        |          |          |          | ?        | ?        | ?        | ?        | *        |
| INC                | *        |          |          |          | *        | *        | *        | *        | *        |

(Continued on next page)

| <i>Instruction</i> | <i>O</i> | <i>D</i> | <i>I</i> | <i>T</i> | <i>S</i> | <i>Z</i> | <i>A</i> | <i>P</i> | <i>C</i> |
|--------------------|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| IRET               | *        | *        | *        | *        | *        | *        | *        | *        | *        |
| LAR                |          |          |          |          |          | *        |          |          |          |
| LSL                |          |          |          |          |          | *        |          |          |          |
| MUL                | *        |          |          |          | ?        | ?        | ?        | ?        | *        |
| NEG                | *        |          |          |          | *        | *        | *        | *        | *        |
| OR                 | 0        |          |          |          | *        | *        | ?        | *        | 0        |
| POPF               | *        | *        | *        | *        | *        | *        | *        | *        | *        |
| RCL/RCR            | *        |          |          |          |          |          |          |          | *        |
| REPE/REPNE         |          |          |          |          |          | *        |          |          |          |
| ROL/ROR            | *        |          |          |          |          |          |          |          | *        |
| SAHF               |          |          |          |          | *        | *        | *        | *        | *        |
| SAL/SAR            | *        |          |          |          | *        | *        | ?        | *        | *        |
| SHL/SHR            | *        |          |          |          | *        | *        | ?        | *        | *        |
| SBB                | *        |          |          |          | *        | *        | *        | *        | *        |
| SCAS               | *        |          |          |          | *        | *        | *        | *        | *        |
| SHLD/SHRD          | ?        |          |          |          | *        | *        | ?        | *        | *        |
| STC                |          |          |          |          |          |          |          |          | 1        |
| STD                |          |          |          | 1        |          |          |          |          |          |
| STI                |          |          |          |          | 1        |          |          |          |          |
| SUB                | *        |          |          |          | *        | *        | *        | *        | *        |
| TEST               | 0        |          |          |          | *        | *        | ?        | *        | 0        |
| VERR/VERW          |          |          |          |          |          | *        |          |          |          |
| XADD               | *        |          |          |          | *        | *        | *        | *        | *        |
| XOR                | 0        |          |          |          | *        | *        | ?        | *        | 0        |

---

## APPENDIX D

---

# Answers to Selected Even-Numbered Questions and Problems

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### CHAPTER 1

2. Herman Hollerith
4. Konrad Zuse
6. ENIAC
8. Augusta Ada Bryon
10. A machine that stores its program in the memory system.
12. over 100,000,000
14. 16M
16. 1993
18. Pentium Pro
20. Complex instruction computer system
22. 1,024
24. 1,024M
26. TPA and systems
28. 384K
30. 16M
32. extended memory
34. DOS is the disk operating system that controls the personal computer system.
36. The VESA local bus is a peripheral bus in the personal computer system.
38. XMS is the extended memory system (the area of memory above the first 1M byte of memory).
40. upper memory area or the TPA
42. A TSR is accessed either through an interrupt or a hot-key.
44. The AUTOEXEC.BAT program relieves the user from entering the same commands each time that the computer system is started.
46. 64K
48. CONFIG.SYS
50. The video BIOS is located at location C0000H–C7FFFH
52. The microprocessor is the controlling element that performs data transfers, arithmetic, logic, and makes decisions.
54. The address bus.
56. The IORC signal informs the I/O device that it is time to read data from the I/O device into the microprocessor.
58. (a) 13.25 (b) 57.1875 (c) 43.3125 (d) 7.0625

60. (a) 163.1875 (b) 297.75 (c) 172.859375 (d) 4,011.1875 (e) 3,000/0578125  
 62. (a)  $0.101_2$ ,  $0.5_8$ , and  $0.D_{16}$  (b)  $0.00000001_2$ ,  $0.002_8$ , and  $0.01_{16}$  (c)  $0.10100001_2$ ,  $0.502_8$ , and  $0.A1_{16}$  (d)  $0.11_2$ ,  $0.6_8$ , and  $0.C_{16}$  (e)  $0.1111_2$ ,  $0.74_8$ , and  $0.F_{16}$   
 64. (a) C2 (b) 10FD (c) B.C (d) 10 (e) 8BA  
 66. (a) 0111 1111 (b) 0101 0100 (c) 0101 0001 (d) 1000 0000  
 68. (a) 46 52 4F 47 (b) 41 72 63 (c) 57 61 74 65 72 (d) 57 65 6C 6C  
 70. MESS DB ‘What time is it?’  
 72. (a) 0000 0011 1110 1000 (b) 1111 1111 1000 1000 (c) 0000 0011 0010 0000 (d) 1111 0011 0111 0100  
 74. (a) 34 12 (b) 22 A1 (c) 00 B1  
 76. DATA2 DW 123AH  
 78. (a) -128 (b) +51 (c) -110 (d) -118  
 80. (a) 0 01111111 100000000000000000000000000000  
      (b) 1 10000010 0101010000000000000000000000  
      (c) 0 10000101 1001000100000000000000000000  
      (d) 1 10001001 0010110000000000000000000000

## CHAPTER 2

2. 16-bits  
 4. EBX  
 6. The instruction pointer is used by the microprocessor to locate the next instruction in a program.  
 8. No  
 10. The interrupt flag (I)  
 12. The segment register locates the start of a 64K memory segment.  
 14. (a) 12000H (b) 21000H (c) 24A00H (d) 25000H (e) 3F120H  
 16. ES:DI and DS:SI  
 18. Stack segment plus the stack offset.  
 20. (a) 12000H (b) 21002H (c) 26200H (d) A1000H (e) 2CA00H  
 22. Any location between and including 000000H–FFFFFFFFFFH  
 24. The segment register contains a selector that chooses a descriptor from either the local or global descriptor table. It also contains the requested privilege level.  
 26. A00000H–A01000H  
 28. Base address = 00280000H and end address = 00290000H  
 30. 3  
 32. 64K bytes  
 34.

|    |    |
|----|----|
| 03 | 10 |
| 09 | 00 |
| 00 | 00 |
| 30 | 00 |

36. The LDT is addressed through the local descriptor table register.  
 38. The program invisible registers are the cache portion of the segment register, the task register, and the descriptor table register  
 40. 4K bytes  
 42. 1,024  
 44. Page directory 000H and page table entry 200H  
 46. The TLB stores the last 22 linear-to-physical address translations from the paging unit.

## CHAPTER 3

2. AH, AL, BH, BL, CH, CL, DH, and DL
4. EAX, EBX, ECX, EDX, ESP, EBP, EDI, and ESI
6. You may not mix register sizes.
8. (a) MOV EDX,EBX (b) MOV CL,BL (c) MOV BX,SI (d) MOV AX,DS (e) MOV AH,AL
10. #
12. .CODE
14. Opcode field
16. This is an assembly language directive that returns control to DOS.
18. The .STARTUP directive loads the DS register with the segment address of the data segment.
20. The [ ] symbols denote indirect addressing.
22. Memory-to-memory transfers are not allowed.
24. MOV WORD PTR [DI],3
26. The MOV BX,DATA instruction copies the contents of a data segment memory location DATA into BX, while the MOV BX,OFFSET DATA instruction loads BX with the offset address of DATA.
28. Nothing is wrong with this instruction.
30. (a) 11750H (b) 11950H (c) 11700H
32. BP/EBP
34. FIELDS STRUC

```

F1 DW ?
F2 DW ?
F3 DW ?
F4 DW ?
F5 DW ?

```

FIELDS ENDS

36. Direct, indirect, and stack.
38. The intrasegment jump is within a segment, while the intersegment jump is to any location in the memory system.
40. 32-bit
42. Short
44. JMP BX
46. Two bytes are stored for a 16-bit PUSH and four by a 32-bit PUSH.
48. AX, CX, DX, BX, SP, BP, DI and SI.
50. PUSHFD

## CHAPTER 4

2. The W-bit selects either a byte (W = 0) or a word/doubleword (W = 1). The D-bit selects the direction of flow between the register field and the register/memory field.
4. DL
6. DS:[BX+DI]
8. MOV AX,DI
10. 8B 77 02
12. You should never change CS without also changing IP. This instruction would most likely cause the system to crash because only the segment portion of the address of the next instruction is changed.
14. 16-bit

16. AX, CX, DX, BX, SP, BP, SI, and DI  
 18. (a) The PUSH AX instruction pushes the contents of AX onto the stack. (b) The POP ESI instruction removes a 32-bit number from the stack and places it into ESI. (c) The PUSH [BX] instruction pushes the 16-bit contents of the data segment memory location addressed by BX onto the stack. (d) The PUSHFD instruction pushes the EFLAG register onto the stack. (e) The POP DS instruction removes a 16-bit number from the stack and places it into the DS register. (f) The PUSHD 4 instruction places a 32-bit number 4 onto the stack.

20. The PUSH EAX instruction places bits 31–24 of EAX into memory location 20FFH, bits 23–16 into 20FEH, bits 15–8 into 20FDH, and bits 7–0 into 20FCH. After the data are stored, the contents of SP are decremented to four, which results in 20FCH.

22. One possibility is 200H in both registers.

24. The MOV using the OFFSET is more efficient than the LEA instruction for all microprocessors prior to the Pentium.

26. This instruction loads DS and BX with the 32-bit number stored at memory location NUMB.

```
28. MOV ,NUMB
 MOV DX,BX
 MOV SI,BX
```

30. The CLD instruction clears direction, and the STD instruction sets it.

32. The LODSB instruction copies the contents of the data segment memory location addressed by SI into AL. Next, the contents of SI are either incremented or decremented by a 1, depending on the state of the direction flag.

34. The OUTSB instruction outputs the contents of the data segment memory location addressed by SI to the I/O port addressed by DX. Next, the contents of SI are either incremented or decremented by 1, depending on the state of the direction flag.

```
36. MOV SI,OFFSET SOURCE
 MOV DI,OFFSET DEST
 MOV CX,12
 CLD
 REP MOVSB
```

38. XCHG EBX,ESI

40. The XLAT instruction adds the contents of AL to the contents of BX to form a data segment offset address that loads a byte of data from a table into AL.

42. The IN AL,12H instruction inputs a byte of data from I/O port 0012H into AL.

44. The segment override prefix allows the default segment to be changed to any other segment.

```
46. XCHG AX,BX
 XCHG ECX,EDX
 XCHG SI,DI
```

48. This instruction must be encoded as a series of DB (define bytes) definitions.

50. The DB directive is used to define or store bytes, DW defines words, and DD defines doublewords.

52. The EQU directive allows one label to be equated to another or a constant.

54. The .MODEL directive identifies the type of memory model used to generate a program.

56. Full-segment definitions

58. The PROC directive indicates the start of a procedure, and the ENDP directive indicates the end of a procedure.

60. The directive USE16 is placed on the line following the SEGMENT directive for full-segment definitions. If model is in effect, the .486 switch follows the model statement to select the 16-bit instruction mode.

```
62. COPS PROC FAR
 MOV AX,CS:DATA1
 MOV BX,AX
 MOV CX,AX
```

```

MOV DX,AX
MOV SI,AX
RET
COPS ENDP

```

## CHAPTER 5

2. You may not mix register sizes.
4. Sum = 3100H, C = 0, A = 1, S = 0, Z = 0, and O = 0.
6. ADD AX,BX
 ADD AX,CX
 ADD AX,DX
 ADD AX,SP
 MOV DI,AX
8. ADC DX,BX
10. The assembler cannot determine if the memory location is a byte, word, or doubleword.
12. Difference = 81H, C = 0, A = 0, S = 1, Z = 0, and O = 0.
14. DEC EBX
16. Both instructions are identical except that the CMP instruction does not change the destination.
18. The product is found in DX:AX where DX is the most-significant part.
20. EDX:EAX
22. DX is multiplied by 100H and the 16-bit signed product is found in BX.
24. AL
26. If an overflow or divide by zero error occurs, the microprocessor executes a divide-error interrupt.
28. AH
30. DAA (BCD addition) and DAS (BCD subtraction)
32. AAM converts AX to BCD by dividing it by a 10. The result (00–99) is found in AH and AL.
34. PUSH AX
 MOV AL,BL
 ADD AL,DL
 DAA
 MOV DL,AL
 MOV AL,BH
 ADC AL,DH
 DAA
 MOV DH,AL
 POP AX
 ADC AL,CL
 DAA
 MOV CL,AL
 MOV AL,AH
 ADC AL,CH
 DAA
 MOV CH,AL
36. MOV BH,DH
 AND BH,1FH
38. MOV SI,DI
 OR SI,1FH
40. OR AX,0FH
 AND AX,1FFFFH
 XOR AX,0EOH
42. TEST CH,4 or BT CH,2
44. (a) SHR DI,3 (b) SHL AL,1 (c) ROL AL,3 (d) RCR EDX,1 (e) SAR DH,1
46. extra

48. The REPE prefix continues to compare while an equal outcome from the comparison occurs or while CX is not equal to a zero.
50. The CMPS instruction compares the contents of two memory locations.
52. The letter C is displayed on the video screen.

## CHAPTER 6

2. A near JMP
4. A far JMP
6. (a) near (b) short (c) far
8. EIP/IP
10. The JMP AX instruction is a near jump to the offset address loaded in AX.
12. The JMP [DI] instruction is a near jump that obtains the jump address from the data segment memory location addressed by DI. The other JMP is a far jump.
14. JA is the jump above instruction that jumps if the destination is above the source.
16. JE, JNE, JG, JGE, JL, and JLE
18. JBE and JA
20. SETZ
22. ECX
- 24.
- ```
MOV    DI,OFFSET DATA
CLD
MOV    CX,150H
MOV    AL,0
```
- AGAIN:
- ```
STOSB
LOOP AGAIN
```
- 26.
- ```
CMP    AL,3
JNE    ?0000
ADD    AL,2
```
- ?0000:
- 28.
- ```
MOV SI,OFFSET BLOCKA
MOV DI,OFFSET BLOCKB
CLD
.REPEAT
 LODSB
 STOSB
.UNTIL AL==0
```
- 30.
- ```
MOV    SI,OFFSET BLOCKA
MOV    DI,OFFSET BLOCKB
CLD
MOV    AL,0
.WHILE AL!=12H
    LODSB
    ADD    AL,ES:[DI]
    STOSB
.ENDW
```
32. Both instructions store the return address on the stack and then jump to the procedure. Note that the return address for a near CALL is EIP/IP, and the return address for a far CALL is EIP/IP and CS.
34. RET
36. By using NEAR or FAR to the right of the PROC directive.
38. CUBE PROC NEAR USES AX DX
- ```
MOV AX,CX
MUL CX
MUL CX
RET
CUBE ENDP
```

- 40.
- ```

MOV    EDI, 0
ADD    EAX, EBX
.JF CARRY?
    MOV    EDI, 1
.ENDIF
ADD    EAX, ECX
.JF CARRY?
    MOV    EDI, 1
.ENDIF
ADD    EAX, EDX
.JF CARRY?
    MOV    EDI, 1
.ENDIF

```
42. INT
44. Interrupt vector number 2 is used with the NMI (non-maskable interrupt) pin.
46. The IRET pops the return address from the stack, as does a RET, but it also pops the flags, which RET does not.
48. INTO interrupts a program if the overflow flag is set.
50. The STI instruction enables the INTR pin, and the CLI instruction disables INTR.
52. Interrupt vector number 9
54. The interrupt occurs when the boundary (in a 16- or 32-bit register) is outside of the boundary set by a pair of words or doublewords stored in the memory.

CHAPTER 7

2. The result depends on the options set for the assembler, but the TEST.OBJ file is always generated, whereas the TEST.LST and TEST.CRF files can also be generated.
4. PUBLIC is used to declare that a label or even an entire segment is public to other modules.
6. NEAR PTR, FAR PTR, BYTE, WORD, or DWORD
8. The MACRO directive starts a macro, and the ENDM ends it.
10. Parameters are indicated next to the MACRO statement and then are placed in a program next to the name of the macro as operands.
12. The LOCAL directive must immediately follow the MACRO statement and must contain all labels used within the macro sequence.
14. ADDM MACRO LIST, LENGTH

```

MOV CX, LENGTH
MOV SI, OFFSET LIST
MOV AX, 0
CLD
.REPEAT
    ADD AX, [SI]
    ADD SI, 2
.UNTILCXZ
ENDM
```
16. RANDOM MACRO

```

LOCAL R1
R1:
    INC CL
    MOV AH, 6
    MOV DL, -1
    INT 21H
    JZ R1
ENDM
```
18. DISP MACRO PARA

```

IFB <PARA>
    MOV AH, 6
    MOV DL, 13
    INT 21H
```

```

        MOV      DL,10
        ENDIF
        IFNB    <PARA>
            MOV      DL, PARA
        ENDIF
        MOV      AH,6
        INT     21H
        ENDM

20. DIPS   PROC    NEAR
        MOV      AH,6
        MOV      DL, -1
        INT     21H
        JZ      DISP
        .IF AL==0
            PUSH    AX
            SHR     AL,4
            ADD     AL,30H
            .IF AL>'9'
                ADD     AL,7
            .ENDIF
            MOV      AH,6
            MOV      DL,AL
            INT     21H
            POP     AX
            AND     AL,0FH
            ADD     AL,30H
            .IF AL>'9'
                ADD     AL,7
            .ENDIF
            MOV      AH,6
            MOV      DL,AL
            INT     21H
        .ENDIF
        RET
DISP    ENDP

```

22. INT 33H

24. If AH loaded with a 24H before INT 33H executes, the mouse type is returned in CH.
26. If not disabled, the mouse driver can at worst lock up the computer; at best, it will display repeated mouse arrows all over the video screen.
28. A large number is converted by repeatedly dividing by 10.
30. 30H
32. A 30H is first subtracted from each digit, then the most-significant digit is multiplied by 100 and the middle digit is multiplied by 10. The three are then summed to generate a binary value.
34. HEXAS PROC NEAR ;AL is converted
 AND AL,0FH
 MOV BX,OFFSET LOOK
 XLAT CS:LOOK
 RET
HEXAS ENDP
LOOK DB 30H,31H,32H,33H
 DB 34H,35H,36H,37H
 DB 38H,39H,41H,42H
 DB 43H,44H,45H,46H

36. XLAT SS:LOOK

38. Boot sector contains a program that loads DOS into the memory system. The FAT (file allocation table) holds information that indicates which clusters are in use and which are free. The root directory is the main directory on the disk drive.
40. The bootstrap loader is a program, located in the boot sector, that loads DOS into memory.

42. The attribute byte indicates the type of directory entry such as directory name, file name, volume name, and so forth.
44. 4G bytes
46. RRNAM PROC NEAR USES DS ES
 MOV AX,CS
 MOV DS,AX
 MOV ES,AX
 MOV DI,OFFSET NEW1
 MOV SI,OFFSET OLD1
 MOV AH,56H
 INT 21H
 RET
 RRNAM ENDP
 NEW1 DB 'TEST.LIS',0
 OLD1 DB 'TEST.LST',0
48. .MODEL TINY
 .CODE
 DISP MACRO PARA
 MOV DL, PARA
 MOV AH, 6
 INT 21H
 ENDP
 .STARTUP
 MOV CX, 8
 .REPEAT
 DISP 13
 DISP 10
 DISP ''
 MOV AL, 8
 SUB AL, CL
 ADD AL, 30H
 DISP AL
 DISP 13
 DISP 10
 DISP '2'
 DISP ''
 DISP '='
 MOV AX, 100H
 SHR AX, CL
 .IF AL>99
 DISP '1'
 SUB AL, 100
 AAM
 ADD AX, 3030H
 DISP AH
 DISP AL
 .ELSE
 AAM
 .IF AH!=0
 ADD AH, 30H
 DISP AH
 .ENDIF
 ADD AL, 30H
 DISP AL
 .ENDIF
 .UNTILCXZ
 .EXIT
 END
50. MODEL TINY
 .386
 .CODE

```

.STARTUP
    CALL    GETADR
    CALL    DISPA
.EXIT
DISP   MACRO PARA
        MOV     DL, PARA
        MOV     AH, 6
        INT     21H
        ENDM
GETADR PROC  NEAR
        MOV     EDI, 0
        MOV     ESI, 0
.WHILE 1
        CALL    GETN
        .BREAK IF AL==13
        SHL    EDI, 4
        MOV     AH, 0
        ADD    DI, AX
        ADD    AL, 30H
        .IF AL> '9'
            ADD    AL, 7
        .ENDIF
        DISP   AL
.ENDW
        MOV     SI, DI
        AND    SI, 0FH
        SHR    EDI, 4
        MOV     DS, DI
        SHL    EDI, 4
        RET
GETADR ENDP
DISPA  PROC  NEAR
        MOV     CX, 256
        CALL   ADR
.REPEAT
        LODSB
        ADD    AX, 3030H
        .IF    AH> '9'
            ADD    AH, 7
        .ENDIF
        .IF    AL> '9'
            ADD    AL, 7
        .ENDIF
        DISP   AH
        DISP   AL
        DISP   ,
        MOV     AX, SI
        AND    AX, 15
        .IF    ZERO?
            CALL   ADR
        .ENDIF
.UNTILCXZ
        RET
DISPA  ENDP
ADR    PROC  NEAR USES CX EDI
        DISP   13
        DISP   10
        MOV    CX, 5
        ADD    EDI, ESI
        ROL    EDI, 12
.REPEAT
        ROL    EDI, 4
        MOV    AX, DI
        AND    AL, 0FH

```

```

ADD    AL, 30H
.IF    AL> '9'
    ADD    AL, 7
.ENDIF
DISP   AL
.UNTILCXZ
DISP   '
RET
ADR    ENDP
END

```

CHAPTER 8

2. As long as you don't exceed a logic 0 current of 2.0 mA, they are TTL compatible.
4. Address bits A7–A0.
6. A logic 0 on \overline{RD} indicates that the microprocessor is either reading data from memory or I/O.
8. The CLK input must be a TTL-compatible square-wave.
10. The \overline{WR} signal indicates that the microprocessor has placed data on its data bus to be written to the memory or an I/O device.
12. If DT/R is a logic 1, it indicates that the microprocessor's data bus is transmitting data to the memory or I/O.
14. $S_2 - S_0$
16. The queue tracking status bits indicate the condition of the queue within the microprocessor for the arithmetic coprocessor.
18. Three
20. 2.33 MHz
22. AD19–AD0
24. An 8-bit transparent latch (74LS373)
26. Buffers are required because of the drive current (2.0 mA) available at the output pins of the microprocessor.
28. Four
30. A read or a write
32. (a) State T1 is used by the microprocessor to provide the memory or I/O with the address.
(b) State T2 provides access time to the memory and also is where the READY input is sampled.
(c) State T3 is where the data are sampled or sent to the memory or I/O. (d) State T4 is used to deactivate the control signals.
34. 400 ns (2 clocks)
36. This input is used to request wait states.
38. Minimum mode is used unless the system contains the arithmetic coprocessor.

CHAPTER 9

2. (a) 256 (b) 2,048 (c) 4,096 (d) 8,192
4. The \overline{CS} or \overline{CE} pin on a memory device is used to select or enable the device so it can perform a read or a write operation.
6. The \overline{WE} pin causes the memory to perform a write operation, provided the \overline{CS} or \overline{CE} pin is also active.
8. The 5 MHz version of the 8088 allows 460 ns of time for the memory to access data. A 450 ns memory device will only function if the amount of time required for the address decoder and buffers in a system is less than 10 ns, which is unlikely.
10. The SRAM (static RAM) is a device that retains data for as long as power is applied to the memory device. The SRAM can be read or written.
12. 250 ns
14. The address inputs to most DRAM devices are multiplexed. This allows a 16-bit address to be sent to the DRAM through eight address input pins.

16. 2–4 ms

18.

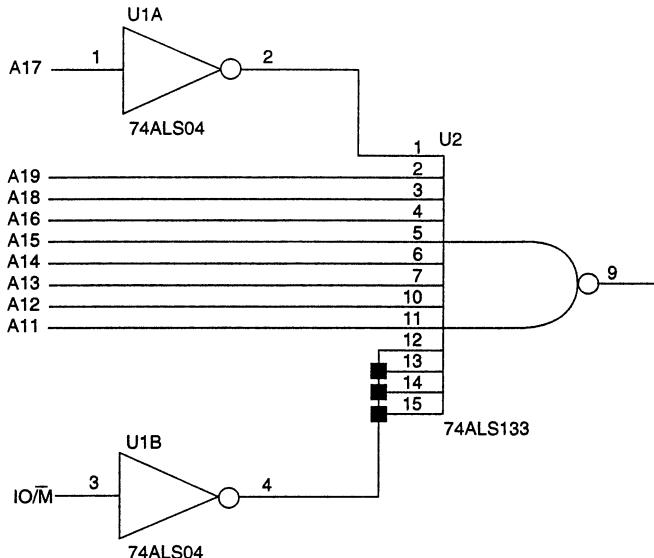


FIGURE D-1

20. One of the eight outputs becomes a logic 0 as dictated by the A, B, and C address inputs.

22.

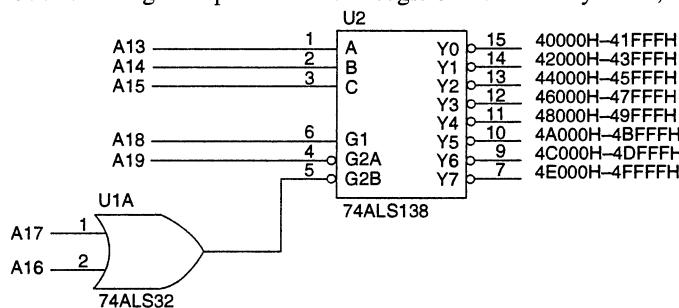


FIGURE D-2

24. The PROM address decoder is more suited to memory address decoding than the 74LS138 in many cases.

26.

OE	A8	A7	A6	A5	A4	A3	A2	A1	A0	O0	O1	O2	O3	O4	O5	O6	O7
0	0	0	0	0	1	1	0	0	0	0	1	1	1	1	1	1	1
0	0	0	0	0	1	1	0	0	1	1	0	1	1	1	1	1	1
0	0	0	0	0	1	1	0	1	0	1	1	0	1	1	1	1	1
0	0	0	0	0	1	1	1	0	1	1	1	1	0	1	1	1	1
0	0	0	0	0	1	1	1	1	0	1	1	1	1	0	1	1	1
0	0	0	0	0	1	1	1	1	0	0	1	1	1	1	0	1	1
0	0	0	0	0	1	1	1	0	1	1	1	1	1	1	0	1	1
0	0	0	0	0	1	1	1	1	0	1	1	1	1	1	1	0	1
0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	0

28. EQUATIONS

$$\begin{aligned} /O_1 &= A_{19} * /A_{18} * A_{17} * A_{16} * /A_{15} * /A_{14} * /A_{13} \\ /O_2 &= A_{19} * /A_{18} * A_{17} * A_{16} * /A_{15} * /A_{14} * A_{13} \end{aligned}$$

$/O_3 = A_{19} * /A_{18} * A_{17} * A_{16} * /A_{15} * A_{14} * /A_{13}$
 $/O_4 = A_{19} * /A_{18} * A_{17} * A_{16} * /A_{15} * A_{14} * A_{13}$
 $/O_5 = A_{19} * /A_{18} * A_{17} * A_{16} * A_{15} * /A_{14} * /A_{13}$
 $/O_6 = A_{19} * /A_{18} * A_{17} * A_{16} * A_{15} * /A_{14} * A_{13}$
 $/O_7 = A_{19} * /A_{18} * A_{17} * A_{16} * A_{15} * A_{14} * /A_{13}$
 $/O_8 = A_{19} * /A_{18} * A_{17} * A_{16} * A_{15} * A_{14} * A_{13}$

30.

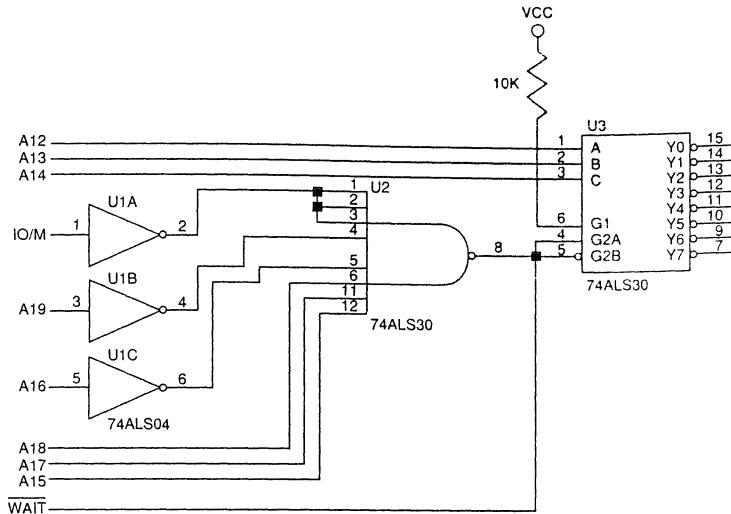


FIGURE D-3

34. 5
 36. One
 38. The BHE selects the upper memory bank, and the A0 (BLE) signal selects the lower memory bank.
 40. Either separate decoders or separate write control signals
 42. Low
 46.

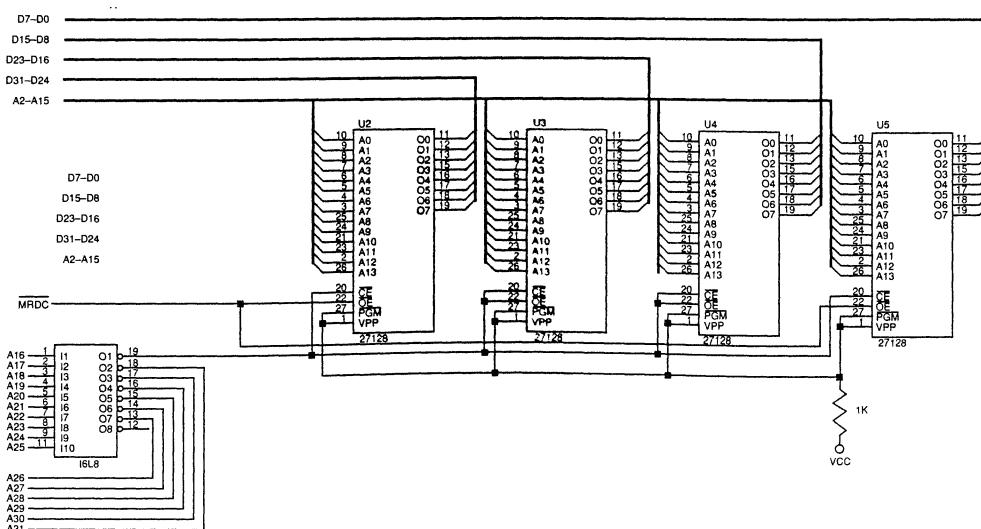


FIGURE D-4

48. The $\overline{\text{RAS}}$ cycle selects a new row address, but does not select the DRAM for a read or a write.
 50. $15.625 \mu\text{s}$
 52. The BS pin selects a bank of memory.

CHAPTER 10

2. The fixed I/O port is stored in the memory immediately following the opcode.
 4. Register DX
 6. The OUTSB instruction copies the contents of the data segment memory location addressed by SI to the data bus, where it is written to the I/O device addressed by DX. After the transfer, the contents of SI are incremented or decremented as dictated by the direction flag.
 8. The difference between the memory-mapped I/O and the isolated I/O is that with isolated I/O all memory locations are available to the system.
 10. The basic output interface is a latch that holds data output from the microprocessor.
 12. Low bank
 14.

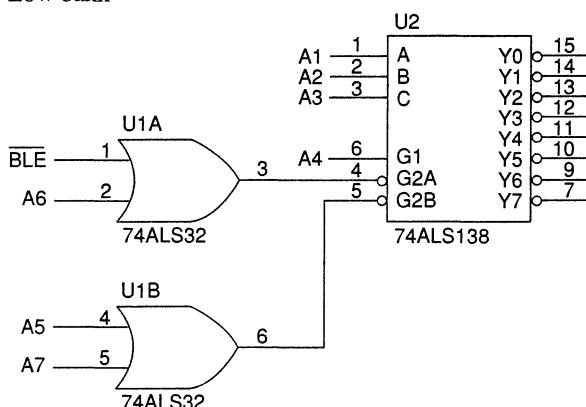


FIGURE D-5

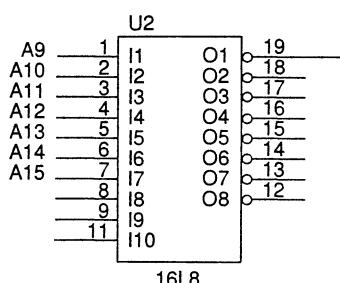
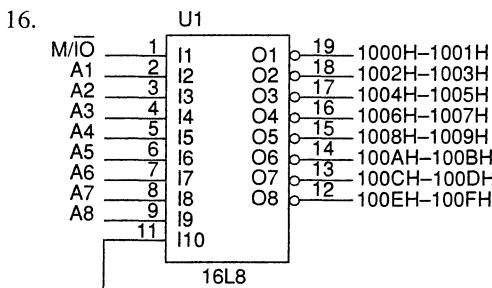


FIGURE D-6

;Equations for U1

EQUATIONS

```
/O1 = /U2 * /A4 * /A5 * /A6 * /A7 * A8 * /A3 * /A2 * /A1 * /MIO
/O2 = /U2 * /A4 * /A5 * /A6 * /A7 * A8 * /A3 * /A2 * A1 * /MIO
/O3 = /U2 * /A4 * /A5 * /A6 * /A7 * A8 * /A3 * A2 * /A1 * MIO
/O4 = /U2 * /A4 * /A5 * /A6 * /A7 * A8 * /A3 * A2 * A1 * /MIO
/O5 = /U2 * /A4 * /A5 * /A6 * /A7 * A8 * A3 * /A2 * /A1 * /MIO
/O6 = /U2 * /A4 * /A5 * /A6 * /A7 * A8 * A3 * /A2 * A1 * /MIO
/O7 = /U2 * /A4 * /A5 * /A6 * /A7 * A8 * A3 * A2 * /A1 * /MIO
/O8 = /U2 * /A4 * /A5 * /A6 * /A7 * A8 * A3 * A2 * A1 * /MIO
```

;Equation for U2

EQUATIONS

```
/U2 = /A9 * /A10 * /A11 * /A12 * /A13 * /A14 * /A15
```

18.

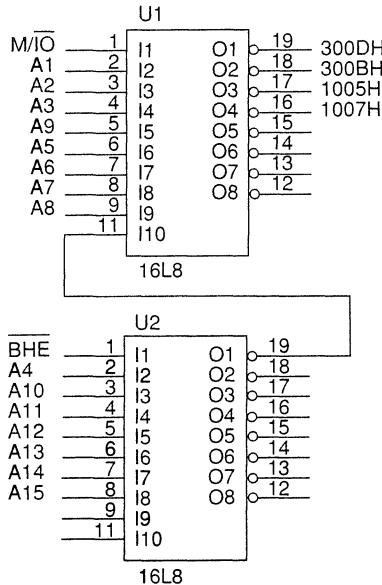


FIGURE D-7

;Equations for U1

```
EQUATIONS/O1 = /U2 * /A9 * /A5 * /A6 * /A7 * A8 * A3 * A2 * /A1 * /MIO
/O2 = /U2 * /A9 * /A5 * /A6 * /A7 * A8 * A3 * /A2 * A1 * /MIO
/O3 = /U2 * A9 * /A5 * /A6 * /A7 * A8 * /A3 * A2 * /A1 * MIO
/O4 = /U2 * A9 * /A5 * /A6 * /A7 * A8 * /A3 * A2 * A1 * /MIO
;Equation for U2
```

EQUATIONS

```
/U2 = /BHE * /A4 * /A10 * /A11 * /A12 * /A13 * /A14 * /A15
```

20. D7-D0

22. 24

24. A1 and A0

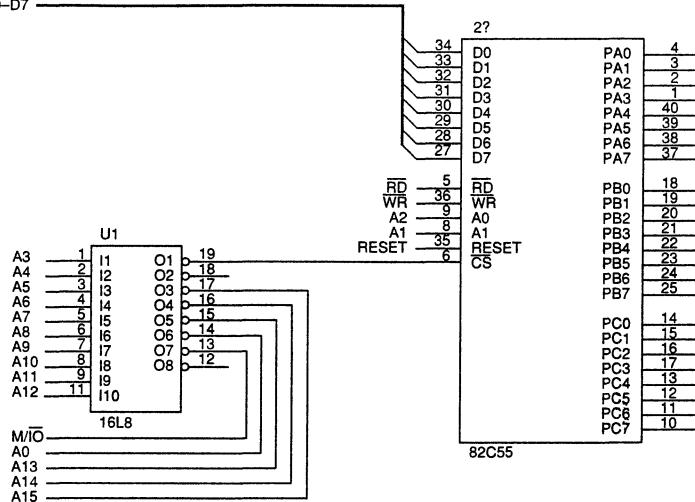
26. D0-D7

FIGURE D-8

EQUATION

$$/CS = /A15 * /A14 * /A13 * /A12 * /A11 * /A10 * A9 * A8 * A7 * /A6 * /A5 * /A4 * /A3 * /MIO$$

28. Latched I/O (mode 0), strobed I/O (mode 1), and bi-directional I/O (mode 2)
30. Whenever a coil is energized, the current causes the permanent magnet armature to step (move) to the next position.
32. MOV AL, 0FH
OUT COMMAND, AL
34. The ACK signal is an output that signals that the data have been removed from the port.
36. IN AL, PORTC
TEST AL, 16
JNZ FOR_A_ONE
38. PC0-PC2
40. 10 ms to 20 ms
42. 2 wait states
44. An overrun error occurs if the internal FIFO fills before the data are input to the microprocessor.

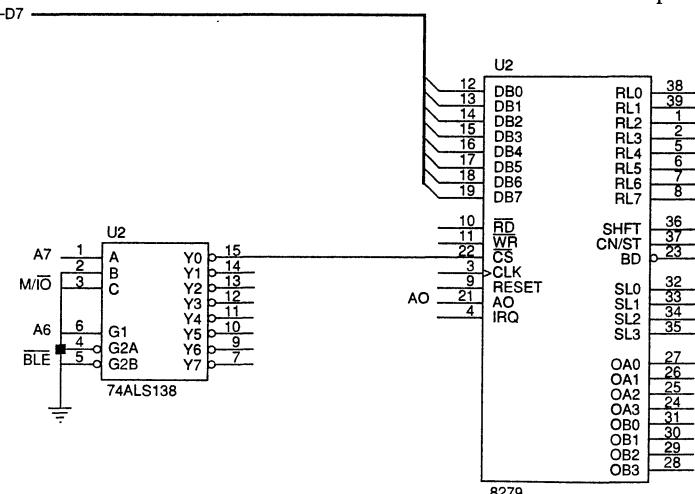
D0-D7

FIGURE D-9

48. 10 MHz

50.

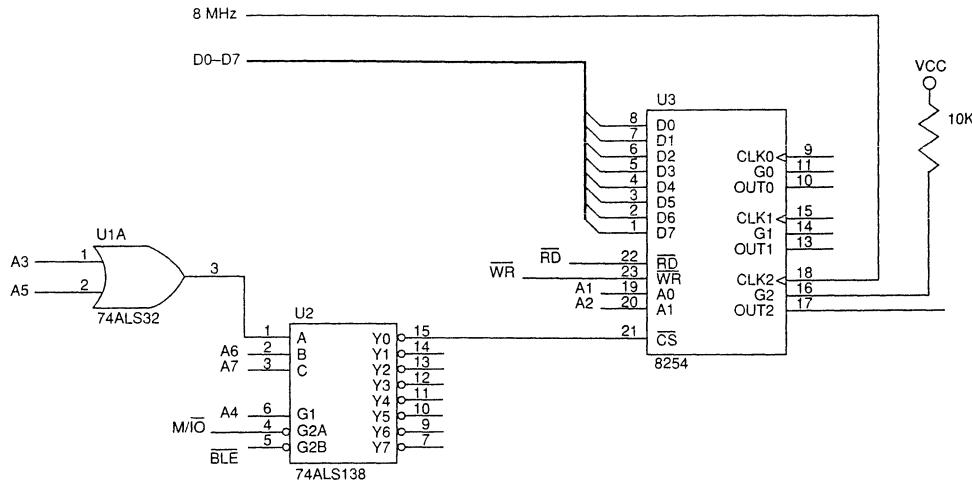


FIGURE D-10

```

MOV AL, 0B6H
OUT 16H, AL
MOV AL, 64H
OUT 14H, AL
MOV AL, 00H
OUT 14H, AL

```

52. Least-significant

54. ;using a 1 MHz clock

```

;
MOV AL, 74H
OUT CONTROL, AL
MOV AL, 65H      ;count of 101
OUT TIMER1, AL
MOV AL, 0
OUT TIMER1, AL

```

56. Asynchronous serial data are data that are sent without a clock pulse.

```

58. LINE EQU 023H
LSB  EQU 020H
MSB  EQU 021H
FIFO EQU 022H

```

```

MOV AL, 10001010B    ;enable Baud divisor
OUT LINE, AL

MOV AL, 60            ;program Baud rate
OUT LSB, AL
MOV AL, 0
OUT MSB, AL

MOV AL, 00011001B    ;program 7-data, odd
OUT LINE, AL          ;parity, one stop

MOV AL, 00000111B    ;enable transmitter and
OUT FIFO, AL          ;and receiver

```

60. Simplex = sending or receiving, but not both. Half duplex = sending and receiving, but only one direction at a time. Full duplex = sending and receiving simultaneously.

62. SENDS PROC NEAR

```

MOV CX, 16
.REPEAT
    .REPEAT
        IN AL, LSTAT      ;get line status register
        TEST AL, 20H       ;test TH bit
        .UNTIL !ZERO?
        LODSB             ;get data
        OUT DATA, AL       ;transmit data
    .UNTILCXZ

RET

```

SENDS ENDP

64. 0.01V

66. .MODEL TINY

.CODE

.STARTUP

```

MOV DX, 400H
.WHILE 1
MOV CX, 256
MOV AL, 0
.REPEAT
    OUT DX, AL
    INC AL
    CALL DELAY
.UNTILCXZ
MOV CX, 256
.REPEAT
    OUT DX, AL
    DEC AL
    CALL DELAY
.UNTILCXZ
.ENDW

```

DELAY PROC NEAR

; 39 microsecond time delay

DELAY ENDP

68. The INTR pin indicates that the converter has completed a conversion.

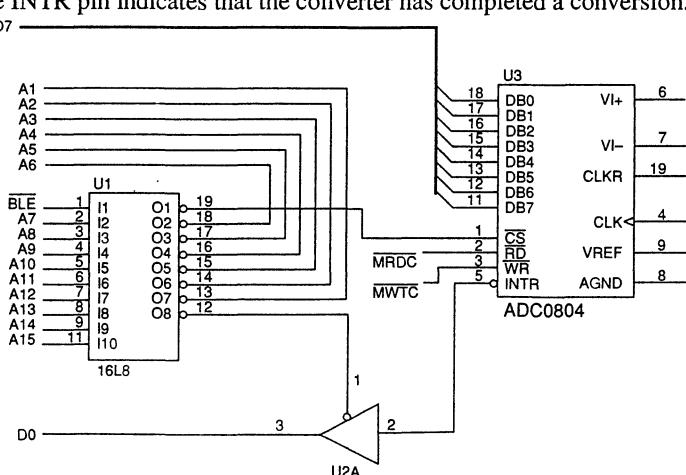
70. 

FIGURE D-11

```
;equations for U1
;
EQUATIONS

/O1 =
/A15*/A14*/A13*/A12*/A11*/A10*A9*/A8*/A7*A6*A5*/A4*/A3*/A2*/A1*/BLE
/O8 =
/A15*/A14*/A13*/A12*/A11*/A10*A9*/A8*/A7*A6*A5*A4*/A3*/A2*/A1*/BLE
```

CHAPTER 11

2. An interrupt is a hardware-initiated subroutine call.
4. Interrupts free processing time because the only time the processor is used is when the interrupt is active. This means that no time is wasted polling an I/O device.
6. INT, INTO, IRET, CLI, STI
8. In the first 1K byte at location 0000000H–000003FFH
10. Vectors 00H–1FH are reserved, even though some are used in the personal computer for other purposes.
12. The interrupt descriptor table is located anywhere in the memory system, as addressed by the interrupt descriptor table register.
14. The main difference is the location of the interrupt vector. The real mode interrupt uses a vector from a table in the bottom 1K byte of memory, while the protected mode interrupt uses a descriptor from any location in the memory system. The other difference is that the protected mode interrupt service procedure can be placed anywhere in the memory system.
16. The INTO instruction interrupts a program only if the overflow flag bit is set.
18. The IRET instruction functions as a far RET except that before the return occurs, data from the stack are popped into the flag register.
20. The flags are pushed onto the stack, the I and T flag bits are cleared to zero, and the interrupt service procedure is called using a vector from the interrupt vector table.
22. The trace flag is set to enable tracing. Tracing is an interrupt that occurs after each instruction is executed to allow software to trace through a program.
24. The only way to clear or set the trace flag is to obtain an image of the flag register and change the trace bit to a zero or a one before returning the value back to the flag register. There is no instruction to set or clear the trace flag.
26. The INTA signal is only active in response to an INTR input.
28. The NMI input is both level and edge sensitive.
30. Type or vector number.
- 32.

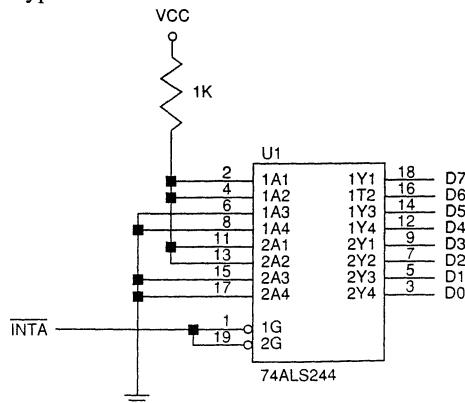


FIGURE D-12

34. A daisy chain is a method of connecting interrupt so that any active interrupt causes a logic 1 to be placed on the INTR input to the microprocessor. The daisy chain interrupt requires software to determine which interrupt is active.
36. The 8259A is a programmable interrupt controller that adds eight interrupt inputs to the microprocessor.
38. The IR inputs are the interrupt request inputs to the 8259A.
40. The slave INT pin connects to any IR pin on the master 8259A.
42. The OCW is an operational command word used to control the 8259A once it has been initialized by the ICW.
44. ICW2
46. Among other things, ICW1 selects the level or edge triggering for the 8259A.
48. The priority rotation algorithm places the most recently serviced interrupt at the lowest priority level.
50. Ports 20H and 21H.

CHAPTER 12

2. Whenever HOLD is placed at a logic 1 level, the microprocessor (a) stops executing a program within a few clocks, (b) places its address, data, and control buses at their high-impedance states, and (c) places a logic 1 on the HLDA to signal that the HOLD is in effect.
4. A DMA write transfers data from I/O to the memory.

6. DACK

8. If both HOLD and HLDA are a logic 1 level, the microprocessor is in its hold state.

10. 4

12. The command register

```
14. LATCHB EQU    10H      ;latch B
    CLEAR_F EQU    7CH      ;F/L flip flop
    CH0_A   EQU    70H      ;channel 0 address
    CH1_A   EQU    72H      ;channel 1 address
    CH1_C   EQU    73H      ;channel 1 count
    MODE    EQU    7BH      ;mode
    CMMRD  EQU    78H      ;command
    MASKS   EQU    7FH      ;masks
    REQ     EQU    79H      ;request register
    STATUS   EQU    78H      ;status register
```

TRANS PROC FAR USES AX

```
        MOV     AL, 20H
        SHR     AL, 4
        OUT    LATCHB, AL

        OUT    CLEAR_F, AL ;clear F/L flip-flop

        MOV     AX, 1000H ;program source address
        OUT    CH0_A, AL
        MOV     AL, AH
        OUT    CH0_A, AL

        MOV     AX, 0000H ;program destination address
        OUT    CH1_A, AL
        MOV     AL, AH
        OUT    CH1_A, AL

        MOV     AX, 0FFFH ;program count
        OUT    CH1_C, AL
```

```

        MOV    AL,AH
        OUT    CH1_C,AL

        MOV    AL,88H      ;program mode
        OUT    MODE,AL
        MOV    AL,85H
        OUT    MODE,AL

        MOV    AL,1       ;enable block transfer
        OUT    CMMD,AL

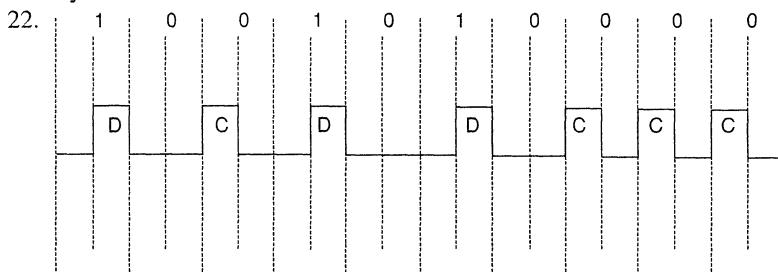
        MOV    AL,0EH      ;unmask channel 0
        OUT    MASKS,AL

        MOV    AL,4       ;start DMA transfer
        OUT    REQ,AL

        .REPEAT           ;wait until DMA complete
        IN     AL,STATUS
        .UNTIL AL &1
    
```

TRANS ENDP

16. Mini
18. Tracks
20. Cylinder

**FIGURE D-13**

24. The flying head is the name given to the head inside a hard disk drive because it floats on a cushion of air created by the spinning disk.
 26. The stepper is not very accurate, whereas the voice coil is, because of feedback obtained from a timing track on the disk.
 28. The CD-ROM is a device that stores data in pits on the surface of a plastic-coated metal disk. The pits are read by an optical system that uses a small LED laser diode.
 30. Red, green, and blue
 32. A pixel is the smallest picture element in a video display.
 34. The TTL level RGB monitor displays 16 levels because there is a high-intensity signal to the monitor to modify the eight colors sent through the R, G, and B video lines.
 36. 128 levels
 38. 560

CHAPTER 13

2. 16-bit ($\pm 32K$), 32-bit ($\pm 2 G$), and 64-bit ($\pm 9 \times 10^{18}$)
4. Short (32-bits), long (64-bits), and extended (64-bits)
6. (a) -7.5 (b) +0.5625 (c) +320 (d) +2.0 (e) +10 (f) +0.0

8. The microprocessor is free to obtain and execute normal microprocessor instructions while the coprocessor executes a coprocessor instruction.
10. The FSTSW AX copies the status register into the AX register.
12. After executing the FCOMP ST(2) and FSTSW AX instructions, the SAHF instruction copies the AH register into the flag register (F7–F0). This allows the condition jump instruction JE to be used to test for equality.
14. FSTSW AX
16. Data are stored in eight 80-bit wide registers that are formed into a stack.
18. ST(0)
20. Affine allows positive or negative infinity, while projective does not.
22. Double-precision (64-bits)
24. The FST DATA instruction copies (does not pop) data from ST(0) into memory location data as a 64-bit floating-point number.
26. FADD ST,ST(3)
28. FSUB ST(2),ST
30. Forward division divides the operand into the top of the stack, while reverse division divides the top of the stack into the operand. If no operand appears, forward division divides ST(0) into ST(1), while reversion division divides ST(0) into ST(1).
32. The instruction does a move only if below.
34. RECEP PROC NEAR

```

MOV    TEMP, EAX
FLD1
FLD    TEMP
FDIVR
FSTP   TEMP
MOV    EAX, TEMP
RET
TEMP   DD    ?

```

RECEP ENDP

36. The F2XMI instruction raises 2 to the integer power located at the stack top, then a 1 is subtracted from the result before it replaces the power at the top of the stack.
38. FLDP1
40. It clears the contents of ST(2)
42. The FSAVE instruction saves all of the registers in the coprocessor to memory.
44. REAC PROC NEAR

```

FLDP1
FADD  ST, ST(0)
FMUL   F
FMUL   C1
FLD1
FDIVR
FSTP   XC
RET

```

REAC ENDP

46. The FWAIT instruction is used to cause the microprocessor to wait for the coprocessor to complete its operation and is used before processing floating-point data.
48. TOT PROC NEAR

```

FLD1
FDIV   R2
FLD1
FDIV   R3
FLD1

```

```

FDIV    R4
FADD
FADD
FLD1
FDIVR
FADD    R1
FSTP    RT
RET

TOT      ENDP
50. ARRAY1 DQ      100 DUP (?)
ARRAY2 DQ      100 DUP (?)
ARRAY3 DQ      100 DUP (?)

PROD     PROC      NEAR

        MOV     EBX,OFFSET ARRAY1-8
        MOV     EDX,OFFSET ARRAY2-8
        MOV     ESI,OFFSET ARRAY3-8
        MOV     ECX,100
AGAIN:
        FLD     QWORD PTR [EBX+8*ECX]
        FMUL   QWORD PTR [EDX+8*ECX]
        FSTP   QWORD PTR [ESI+8*ECX]
        LOOPD  AGAIN
        RET

PROD     ENDP
52. POW     PROC      NEAR

        MOV     TEMP,EBX
        FLD     TEMP
        F2XM1
        FLD1
        FADD
        MOV     TEMP,EAX
        FLD     TEMP
        FYL2X
        FSTP   TEMP
        MOV     ECX,TEMP
        RET

POW     ENDP
54. VOUT    DD      100 DUP (?)
VIN     DD      100 DUP (?)
DBG     DD      100 DUP (?)
TWEN    DD      20.0

GAIN    PROC      NEAR

        LEA     EBX,VOUT-4
        LEA     EDX,VIN-4
        LEA     ESI,DBG-4
        MOV     ECX,100
AGAIN:
        FLD     DWORD PTR [EBX+4*ECX]
        FDIV   DWORD PTR [EDX+4*ECX]
        CALL   LOG10
        FMUL   TWEN
        FSTP   DWORD PTR [ESI+4*ECX]
        LOOPD  AGAIN

```

RET

GAIN ENDP

CHAPTER 14

2. The early ISA bus supports only 8-bit transfers, while the newest supports either 8- or 16-bit transfers.

4.

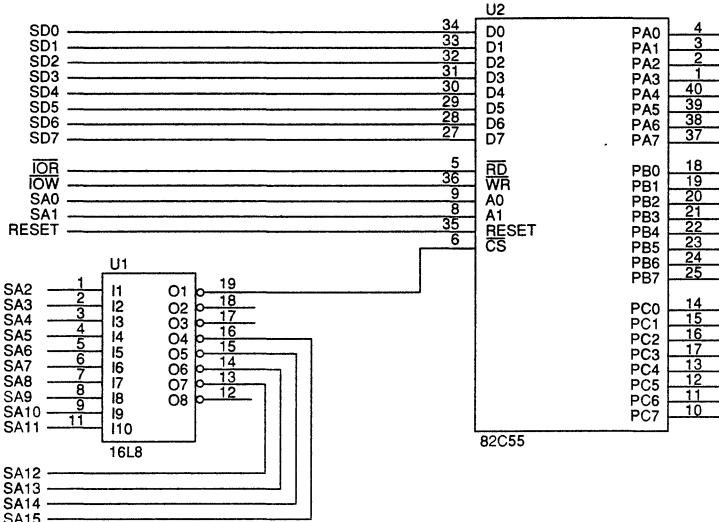


FIGURE D-14

6.

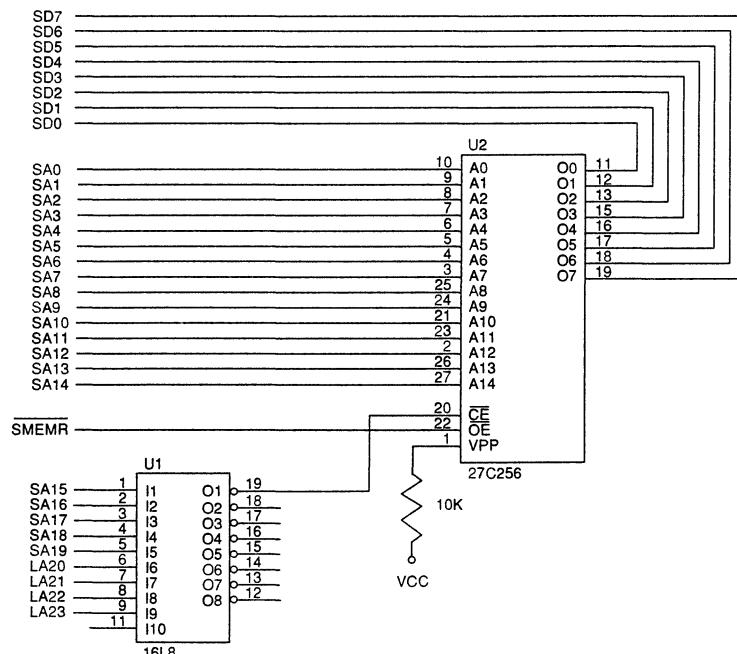


FIGURE D-15

8.

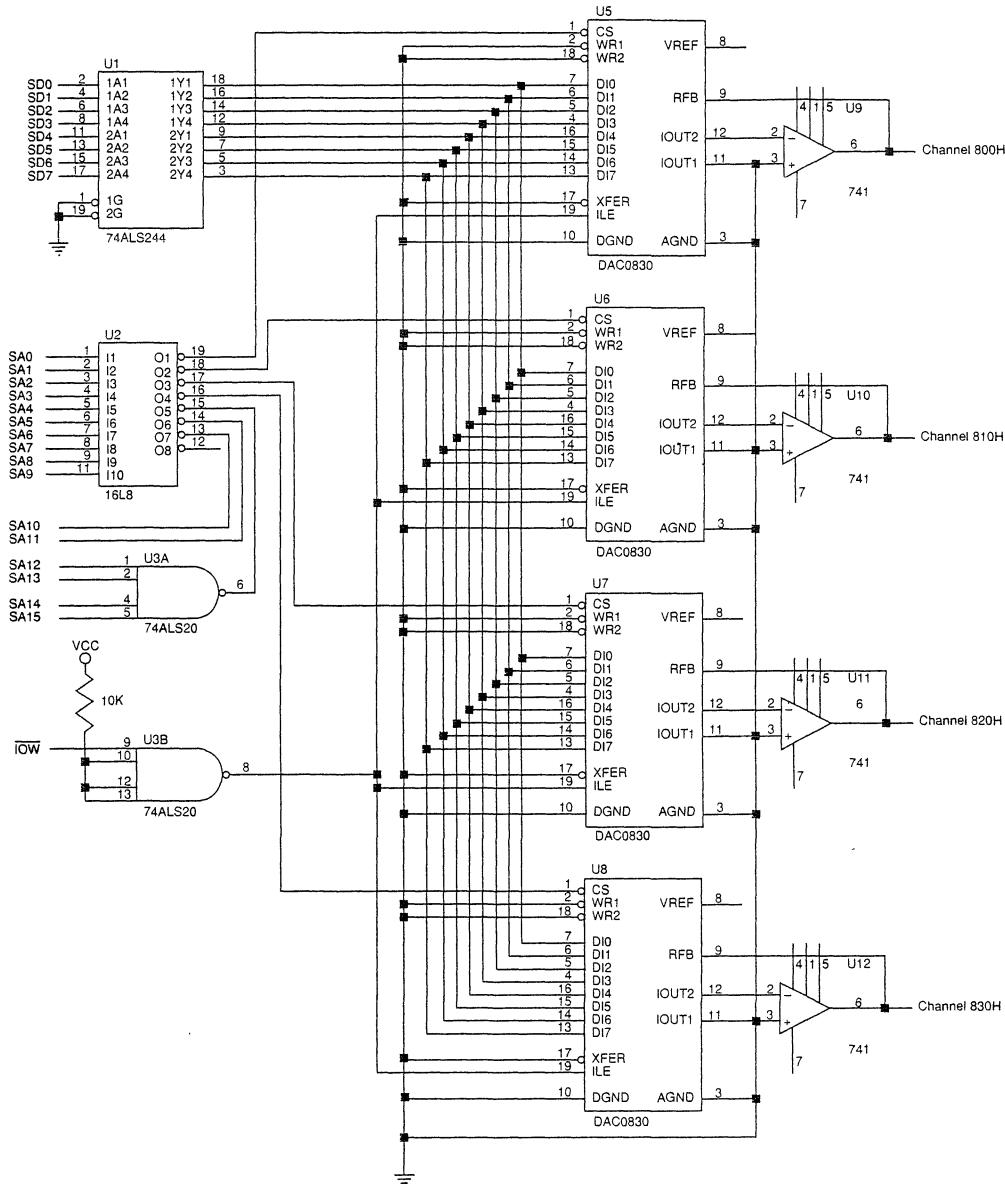


FIGURE D-16

12. 32-bits
14. 33 MHz
16. The main difference is that the PCI bus supports either a 32- or 64-bit data bus, which makes it suited to the Pentium or Pentium Pro microprocessor.
18. The configuration memory allows software to determine what board is plugged into a PCI slot so the software can automatically set up the system for the PCI interface.
20. These pins are used to transfer the command to the PCI interface and also to select the memory or I/O bank.

CHAPTER 15

2. The 80186/80188 contain an internal clock generator, chip-selection logic, timers, programmable interrupt controller, DMA controller, power-down mode, serial interfaces, and parallel interfaces. Note that not all versions contain all features.
4. 10 MHz
6. Is 2.0 mA
8. The ALE signal appears $\frac{1}{2}$ clock earlier in the 80186/80188.
10. 417 ns
12.

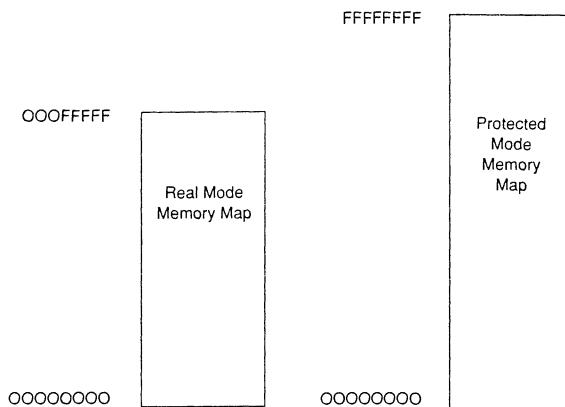
```
MOV AX,1100H
      MOV DX,0FFE9H
      OUT DX,AL
```
14. 10 on most versions of the 80186/80188
16. The interrupt controller registers each control a single interrupt input to the 80186/80188 interrupt controller.
18. The difference is that reading the interrupt poll register acknowledges the interrupt, while reading the interrupt poll status register does not.
20. 3
22. Timer 2
24. The INH bit must be set to allow the EN bit to change.
26. Alternate operation using the two compare or maximum count registers.
28.

```
MOV AX,123
      MOV DX,0FF5AH
      OUT DX,AL
      MOV AX,23
      ADD DX,2
      OUT DX,AL
      MOV AX,8007H
      MOV DX,0FF58H
      OUT DX,AL
```
30. 2
32. The channel is started by software control (control register) or by hardware control (timer 2 or the DRQ input).
34. 7
36. Base
38. 0 and 15
40. It selects the operation of the $\overline{\text{PCS}5}/\text{A}0$ and $\overline{\text{PCS}6}/\text{A}1$ pins.
42.

```
MOV DX,0FF90H
      MOV AX,1001H
      OUT DX,AL
      MOV DX,0FF92H
      MOV AX,1008H
      OUT DX,AL
```
44. 1G
46. It verifies that a protected mode segment can be read.

CHAPTER 16

2. 64T
4. See Figure D-17 (top of next page)
6. The memory map for the 80386 contains 4G bytes of memory that is physically organized into a 32-bit-wide memory system. Each of the four 8-bit-wide memory banks is selected using a bank enable signal labeled $\overline{\text{BE}0}-\overline{\text{BE}3}$.
8. The pipeline allows the microprocessor to send out an address while the data from a prior operation are being fetched. This allows the memory additional time for accessing the data.
10. 0000H–FFFFH
12. The only differences are a wider data bus (32-bits) and a wider address bus (32-bits).

**FIGURE D-17**

14. The BS16 pin configures the microprocessor to operate with a 16-bit data bus.
16. EAX, EBX, ECX, EDX, WSP, EBP, ESI, EDI, EIP, and EFLAGS.
18. CR0 = selects paging and enters or leaves the protected mode, CR1 = reserved for the future, CR2 = holds the linear address of any fault, and CR3 = holds the base address of the page directory.
20. Interrupt type 1
22. The BSR instruction scans a number from the left toward the right. If a 1 is found, the zero flag is set and the bit position of the logic 1 is placed into the destination register.
24. MOV FS:[DI],EAX
26. Yes
28. Interrupt type number 7 is used to emulate the arithmetic coprocessor.
30. A double fault interrupt occurs whenever more than one interrupt occurs within the microprocessor.
32. A descriptor is a sequence of eight bytes that describe the location, length, and attributes of a protected mode memory segment.
34. If the table indicator is a logic 1, the local descriptor table is chosen by the segment register.
36. 8,192
38. The segment descriptor describes a data, code, or stack segment, while the system descriptor describes a CALL or interrupt gate or a task.
40. The TSS is addressed by a special descriptor that is accessed by the task register.
42. The 803786 is switched between real and protected mode by setting or clearing the right-most bit of CR0.
44. CR3 holds the base address of the paging directory.
46. Linear address D0000000H addresses a physical page by accessing page directory entry 1101000000. In this entry, the address of the page table that describes 4M of memory is located. Page table entry 0000000000 holds memory address C0000000H to translate linear addresses D0000000H to C0000000H.
48. The FLUSH input erases the internal 80486 cache.
50. None except for the 80486SX, which contains an alignment check flag used by the arithmetic coprocessor (80487).
52. Even parity
54. 16
56. A cache write-through occurs when the microprocessor writes data to the cache and to the memory system.
58. If paging is in effect, caching can be turned on and off for different page translations.
60. This instruction does nothing if AL = CL, but if AL ≠ CL then CL is copied into AL.
62. If PCD = 0, the cache is enabled for the current memory page.

CHAPTER 17

2. Up to 64G bytes
4. These pins both generate parity for the ninth bit per byte and also check parity.
6. This pin signals the microprocessor that the bus is ready and is used to insert wait states into the timing.
8. 18.2 ns
10. T2
12. Two 8K-byte caches, one for data and the other for instructions.
14. Yes, as long as they are not dependent on each other.
16. The memory-management mode is a special mode accessed through the memory-management interrupt input to the Pentium and Pentium Pro.
18. 38000H
20. This instruction compares eight bytes of data stored in memory with EDX:EAX.
22. ID, VIF, and VIP.
24. The Pentium and Pentium Pro access 4M-byte pages by using the page directory to store the base page address of a 4M-byte memory page instead of the address of a page table.
26. The Pentium and the Pentium Pro differ in address bus size (32-bits versus 36- on the Pentium Pro), the FCMOV and CMOV instructions are added to the Pentium Pro, and the Pentium Pro contains the level 2 cache with a size of either 256K or 512K bytes.
28. A35–A3
30. The access times are essentially the same on both microprocessors if operated with the same frequency bus clock.

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