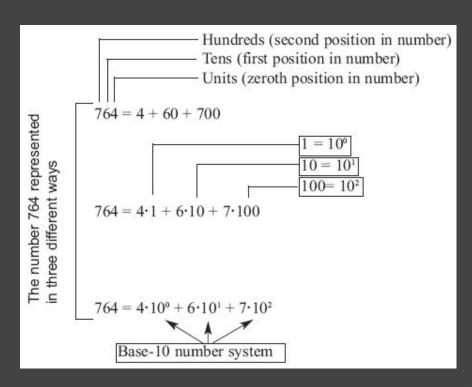
# Introduction to 8086 Assembly

Lecture 4

Binary, Decimal and Hex Integer representation, signed integers, x86 flags, extending bit size

#### Decimal numbers



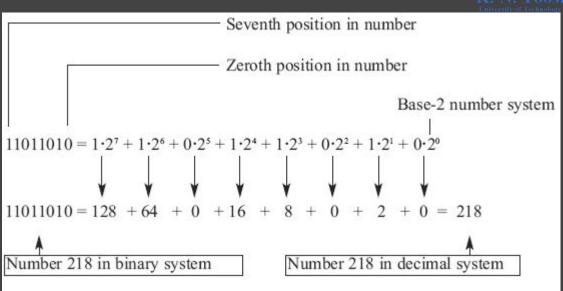


https://learn.mikroe.com/ebooks/picmicrocontrollersprogramminginassembly/front-matter/introduction-to-the-world-of-microcontrollers/

#### Binary numbers



mov al, 218 mov al, 11011010b



https://learn.mikroe.com/ebooks/picmicrocontrollersprogramminginassembly/front-matter/introduction-to-the-world-of-microcontrollers/

#### Decimal to binary conversion



```
4215
2107
 1053
 526
  263
  131
```

```
mov eax, 4215
mov eax, 1000001110111b
```

#### Hexadecimal numbers (hex)



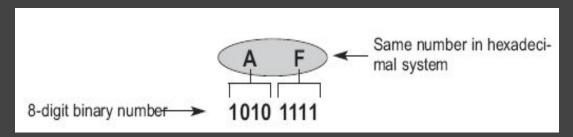
mov	ax,	0A9E2h
mov	ax,	0xA9E2

Binary	Hex	Decimal
0000	0	0
0001	1	1
0010	2	2
0011	3	3
0100	4	4
0101	5	5
0110	6	6
0111	7	7
1000	8	8
1001	9	9
1010	Α	10
1011	В	11
1100	С	12
1101	D	13
1110	E	14
1111	F	15

#### Convert hex to/from binary







https://learn.mikroe.com/ebooks/picmicrocontrollersprogramminginassembly/front-matter/introduction-to-the-world-of-microcontrollers/

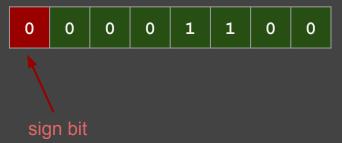
Decimal	Binary	Hexadecimal
0	0000	0
1	0001	1
2	0010	2
3	0011	3
4	0100	4
5	0101	5
6	0110	6
7	0111	7
8	1000	8
9	1001	9
10	1010	A
11	1011	В
12	1100	С
13	1101	D
14	1110	E
15	1111	F

https://codegolf.stackexchange.com/questions/53001/hexadecimal-counter

#### Signed integers



• Sign bit

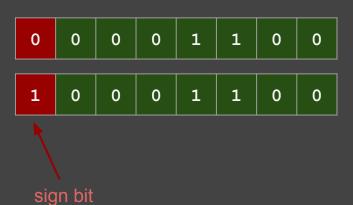


#### Signed integers



Sign bit

0 -12

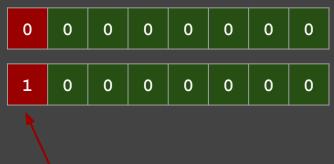


#### Signed integers



• Sign bit

$$\circ$$
 -C



sign bit

#### One's complement



Sign bit

o -12

0	0	0	0	1	1	0	0
1	1	1	1	0	0	1	1

mov al, 12 not al

AL	0	0	1	1	0	0	0	0
AL	1	1	0	0	1	1	1	1

#### One's complement



Representing 0

 $\circ$  -0

0	0	0	0	0	0	0	0
1	1	1	1	1	1	1	1



	binary	hex	unsigned
0	00000000	00	0
1	00000001	01	1
2	00000010	02	2
:	:	:	:
125	01111101	7D	125
126	01111110	7E	126
127	01111111	7F	127
128	10000000	80	128
129	10000001	81	129
130	10000010	82	130
:	:	:	:
253	11111101	FD	253
254	11111110	FE	254
255	11111111	FF	255



```
mov al, 255 add al, 1
```

	binary	hex	unsigned
0	00000000	00	0
1	00000001	01	1
2	00000010	02	2
:	:	:	:
125	01111101	7D	125
126	01111110	7E	126
127	01111111	7F	127
128	10000000	80	128
129	10000001	81	129
130	10000010	82	130
:	:	:	:
253	11111101	FD	253
254	11111110	FE	254
255	11111111	FF	255



	binary	hex	unsigned
0	00000000	00	0
1	00000001	01	1
2	00000010	02	2
:	:	:	:
125	01111101	7D	125
126	01111110	7E	126
127	01111111	7F	127
128	10000000	80	128
129	10000001	81	129
130	10000010	82	130
:	:	:	:
253	11111101	FD	253
254	11111110	FE	254
255	11111111	FF	255



	binary	hex	unsigned
0	00000000	00	0
1	00000001	01	1
2	00000010	02	2
:	:	:	:
125	01111101	7D	125
126	01111110	7E	126
127	01111111	7F	127
128	10000000	80	128
129	10000001	81	129
130	10000010	82	130
:	:	:	:
253	11111101	FD	253
254	11111110	FE	254
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	binary	hex	unsigned
0	00000000	00	0
1	00000001	01	1
2	00000010	02	2
:	:	:	:
125	01111101	7D	125
126	01111110	7E	126
127	01111111	7F	127
128	10000000	80	128
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130	10000010	82	130
:	:	:	:
253	11111101	FD	253
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255	11111111	FF	255





	binary	hex	unsigned
	·		
0	00000000	00	0
1	00000001	01	1
2	00000010	02	2
:	:	:	:
125	01111101	7D	125
126	01111110	7E	126
127	01111111	7F	127
128	10000000	80	128
129	10000001	81	129
130	10000010	82	130
:	:	:	:
253	11111101	FD	253
254	11111110	FE	254
255	11111111	FF	255



	0 8100			
signed	binary	hex	unsigned	
0	00000000	00	0	
1	00000001	01	1	
2	00000010	02	2	
:	:	:	:	
125	01111101	7D	125	
126	01111110	7E	126	
127	01111111	7F	127	
128	10000000	80	128	
129	10000001	81	129	
130	10000010	82	130	
:	:	:	:	
253	11111101	FD	253	
254	11111110	FE	254	
-1	11111111	FF	255	

#### 8 bits

signed	binary	hex	unsigned
0	00000000	00	0
1	00000001	01	1
2	00000010	02	2
:	:	:	:
125	01111101	7D	125
126	01111110	7E	126
127	01111111	7F	127
128	10000000	80	128
129	10000001	81	129
130	10000010	82	130
:	:	:	:
253	11111101	FD	253
254	11111110	FE	254
-1	11111111	FF	255



mov al, 254 add al, 2 al=0

signed	binary	hex	unsigned
0	00000000	00	0
1	00000001	01	1
2	00000010	02	2
:	:	:	:
125	01111101	7D	125
126	01111110	7E	126
127	01111111	7F	127
128	10000000	80	128
129	10000001	81	129
130	10000010	82	130
:	:	:	:
253	11111101	FD	253
-2	11111110	FE	254
-1	11111111	FF	255



signed	binary	hex	unsigned
0	00000000	00	0
1	00000001	01	1
2	00000010	02	2
	:	:	:
125	01111101	7D	125
126	01111110	7E	126
127	01111111	7F	127
128	10000000	80	128
129	10000001	81	129
130	10000010	82	130
:	:	:	:
-3	11111101	FD	253
-2	11111110	FE	254
-1	11111111	FF	255



signed	binary	hex	unsigned
0	0000000	00	0
1	00000001	01	1
2	00000010	02	2
	:	:	:
125	01111101	7D	125
126	01111110	7E	126
127	01111111	7F	127
128	10000000	80	128
129	10000001	81	129
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:	:	:	:
-3	11111101	FD	253
-2	11111110	FE	254
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#### 8 bits

signed	binary	hex	unsigned
0	0000000	00	0
1	00000001	01	1
2	00000010	02	2
	:	:	:
125	01111101	7D	125
126	01111110	7E	126
127	01111111	7F	127
128	10000000	80	128
129	10000001	81	129
-126	10000010	82	130
	:		:
-3	11111101	FD	253
-2	11111110	FE	254
-1	11111111	FF	255



#### 8 bits

signed	binary	hex	unsigned
0	0000000	00	0
1	00000001	01	1
2	00000010	02	2
:	:	:	:
125	01111101	7D	125
126	01111110	7E	126
127	01111111	7F	127
128	10000000	80	128
-127	10000001	81	129
-126	10000010	82	130
	:	:	:
-3	11111101	FD	253
-2	11111110	FE	254
-1	11111111	FF	255



#### 8 bits

signed	binary	hex	unsigned
0	00000000	00	0
1	00000001	01	1
2	00000010	02	2
:	:	:	:
125	01111101	7D	125
126	01111110	7E	126
127	01111111	7F	127
-128	10000000	80	128
-127	10000001	81	129
-126	10000010	82	130
:	:	:	:
-3	11111101	FD	253
-2	11111110	FE	254
-1	11111111	FF	255



#### 8 bits

signed	binary	hex	unsigned
0	0000000	00	0
1	00000001	01	1
2	00000010	02	2
	:	:	:
125	01111101	7D	125
126	01111110	7E	126
-129	01111111	7F	127
-128	10000000	80	128
-127	10000001	81	129
-126	10000010	82	130
:	:	:	:
-3	11111101	FD	253
-2	11111110	FE	254
-1	11111111	FF	255



#### 8 bits

signed	binary	hex	unsigned
0	00000000	00	0
1	00000001	01	1
2	00000010	02	2
	:	:	:
125	01111101	7D	125
-130	01111110	7E	126
-129	01111111	7F	127
-128	10000000	80	128
-127	10000001	81	129
-126	10000010	82	130
	:	:	:
-3	11111101	FD	253
-2	11111110	FE	254
-1	11111111	FF	255



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#### 8 bits

O DILO			
signed	binary	hex	unsigned
0	00000000	00	0
1	00000001	01	1
2	00000010	02	2
:	:	:	:
125	01111101	7D	125
126	01111110	7E	126
127	01111111	7F	127
-128	10000000	80	128
-127	10000001	81	129
-126	10000010	82	130
:	:	:	:
-3	11111101	FD	253
-2	11111110	FE	254
-1	11111111	FF	255

→ What is special about  $-128 \equiv 1000000$ ?



- mov AL, 0xFF
  - How do we know if AL stores a signed integer or an unsigned integer?
  - How do we know if AL=-1 or AL=255?



- mov AL, 0xFF
  - How do we know if AL stores a signed integer or an unsigned integer?
  - How do we know if AL=-1 or AL=255?
  - How do we know if AL stores
    - A signed integer with signed bit?
    - A 1's complement signed integer?
    - A 2's complement signed integer?
    - An unsigned integer?
    - the ASCII code of a character?

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- add AL, BL
  - signed or unsigned addition?
- sub EDI, ESI
  - signed or unsigned subtraction?



- add AL, BL
  - signed or unsigned addition?
- sub EDI, ESI
  - o signed or unsigned subtraction?
- Does not matter when 2's complement signed integers are used



- add AL, BL
  - o signed or unsigned addition?
- sub EDI, ESI
  - signed or unsigned subtraction?
- Does not matter when 2's complement signed integers are used
- Not the case for multiplication and division

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University of Technology

- 8 bits: -128 to 127  $(-2^7$  to  $2^7-1)$
- 16 bits: -2<sup>15</sup> to 2<sup>15</sup>-1
- 32 bits: -2<sup>31</sup> to 2<sup>31</sup>-1
- n bits: -2<sup>n-1</sup> to 2<sup>n-1</sup>-1

- 8 bits: -128 to 127 ( $-2^7$  to  $2^7-1$ )
- 16 bits: -2<sup>15</sup> to 2<sup>15</sup>-1
- 32 bits: -2<sup>31</sup> to 2<sup>31</sup>-1
- n bits:  $-2^{n-1}$  to  $2^{n-1}-1$

- mov eax, 0xFFFFFFFF
- eax=?
  - signed 2's complement
  - unsigned

signed	binary	hex	unsigned
0	00000000	00	0
1	00000001	01	1
2	00000010	02	2
:	:	:	:
125	01111101	7D	125
126	01111110	7E	126
127	01111111	7F	127
-128	10000000	80	128
-127	10000001	81	129
-126	10000010	82	130
:	:	:	:
-3	11111101	FD	253
-2	11111110	FE	254
-1	11111111	FF	255



signed	binary	hex	unsigned
0	00000000	00	0
1	00000001	01	1
2	00000010	02	2
	:	:	:
125	01111101	7D	125
126	01111110	7E	126
127	01111111	7F	127
-128	10000000	80	128
-127	10000001	81	129
-126	10000010	82	130
:	:	:	:
-3	11111101	FD	253
-2	11111110	FE	254
-1	11111111	FF	255



signed	binary	hex	unsigned
0	00000000	00	0
1	00000001	01	1
2	00000010	02	2
:	:	:	:
125	01111101	7D	125
126	01111110	7E	126
127	01111111	7F	127
-128	10000000	80	128
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-126	10000010	82	130
:	:	:	:
-3	11111101	FD	253
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signed	binary	hex	unsigned
0	00000000	00	0
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2	00000010	02	2
:	:	:	:
125	01111101	7D	125
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-128	10000000	80	128
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-126	10000010	82	130
:	:	:	:
-3	11111101	FD	253
-2	11111110	FE	254
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#### 8 bits

signed	binary	hex	unsigned
0	0000000	00	0
1	00000001	01	1
2	00000010	02	2
	:	:	:
125	01111101	7D	125
126	01111110	7E	126
127	01111111	7F	127
-128	10000000	80	128
-127	10000001	81	129
-126	10000010	82	130
:	:	:	:
-3	11111101	FD	253
-2	11111110	FE	254
-1	11111111	FF	255



not al
inc al

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signed	binary	hex	unsigned		
0	00000000	00	0		
1	00000001	01	1		
2	00000010	02	2		
:	:	:	:		
125	01111101	7D	125		
126	01111110	7E	126		
127	01111111	7F	127		
-128	10000000	80	128		
-127	10000001	81	129		
-126	10000010	82	130		
:	:	:	:		
-3	11111101	FD	253		
-2	11111110	FE	254		
-1	11111111	FF	255		



- neg eax
- neg bx
- neg cl
- neg dh

#### 8086 FLAGS register





CF: carry flag

OF: overflow flag

SF: sign flag

ZF: zero flag

PF: parity flag

DF: direction flag

IF: interrupt flag

#### 8086 FLAGS register

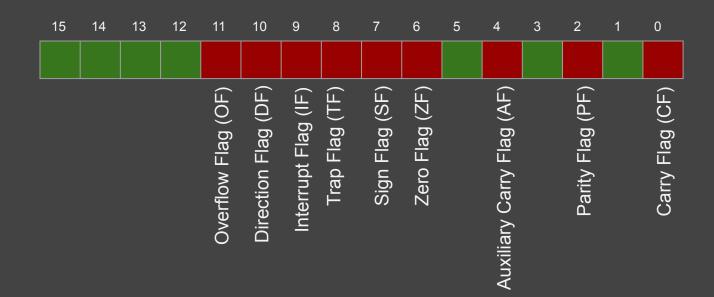
```
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```

```
CLC (clear carry, set CF=0)
STC (set carry, set CF=1)
CMC (complement carry, set CF= ~CF)
CLD, STD, CLI, STI
            15
                    14
                            13
                                    12
                                            11
                                                    10
                                                                                    6
                                                                    8
                                                                         Sign Flag (SF)
                                                          Interrupt Flag (IF)
Trap Flag (TF)
                                                    Direction Flag (DF)
                                                                                    Zero Flag (ZF)
                                                                                                                     Parity Flag (PF)
                                                                                                                                     Carry Flag (CF)
                                                                                                     Auxiliary Carry Flag (AF)
                                            Overflow Flag (OF)
```

#### 8086 FLAGS register

```
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```

```
8086: FLAGS (16 bits)
80386: EFLAGS (32 bits)
x86-64: RFLAGS (64 bits)
```



#### Overflow - unsigned integers



- add eax, ebx
  - o when there is carray
  - o carry flag (CF) is set
- sub eax, ebx
  - o when there is borrow
  - o carry flag (CF) is set

#### Overflow - signed integers



- add eax, ebx
  - o when POSITIVE+POSITIVE=NEGATIVE
  - o when NEGATIVE+NEGATIVE=POSITIVE
  - o overflow flag (OF) is set

#### Overflow

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- carry flag (CF): unsigned
- overflow flag (OF): signed



0	0	Α	2



0	0	7	2



0 0 7 2	0	0	7	2	
---------	---	---	---	---	--

7 2

0000 0000 0111 0010



L	0	0	7	2			7	2	
0000	00	000	011	11	0010	01	111	001	0
		1′	14				1	14	



0 0	A 2
-----	-----

A 2



0	0	A	2

A 2

0000	0000	1010	0010
------	------	------	------



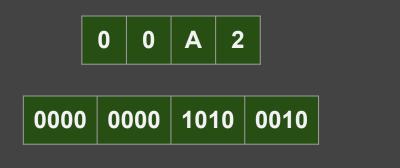
0 0 A 2

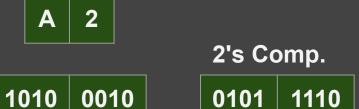
A 2

0000 0000 1010 0010

1010 0010

















4 E A 2

A 2



4 E A 2

A 2

0100 | 1110 | 1010 | 0010



F F 7 2



F F 7 2

7 2

1111 | 1111 | 0111 | 0010



	F F	7 2		7	2
1111	1111	0111	0010	0111	0010
	<	0		>	. 0



F F A 2

A 2

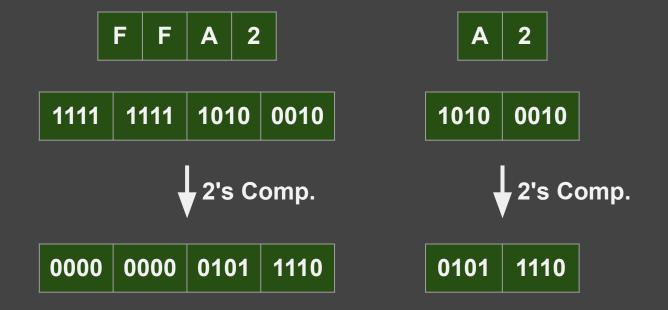


F F A 2

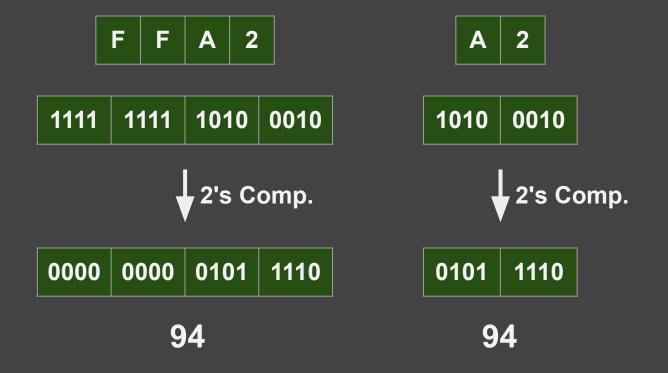
A 2

**1111** | **1111** | **1010** | **0010** 











	F	F	A	2			A	2	
1111	1'	111	101	0	0010	10 <sup>-</sup>	10	001	10
-94						<b>-</b> 9	4		



F	F	F	F
---	---	---	---



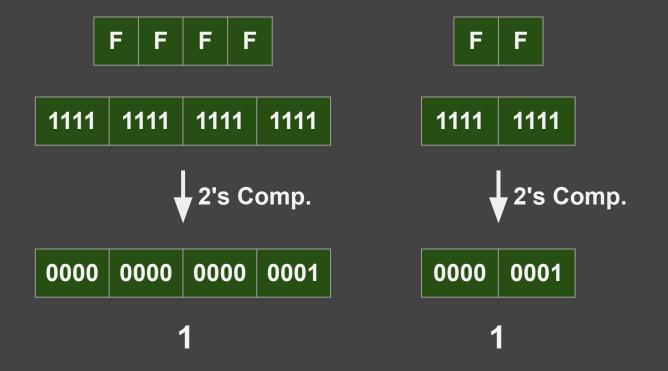


	F	F	F	F		F	F	
11	1	111	111	11	1111	1111	111	1









## Decreasing bit size - signed





# Decreasing bit size - signed



0	0	7	2
---	---	---	---

0 0 A 2

4 E A 2

F F 7 2



```
7 2
```





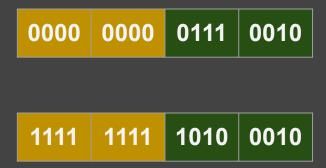
```
• AX <- AL mov ah, 0
```



0000	0000	0111	0010
------	------	------	------

**1111 | 1111 | 1010 | 0010** 





repeat the sign bit



0 2

8 2

7 2

F F





```
• AX <- AL CBW (convert Byte to Word)
```

```
■ DX:AX <- AX CWD (convert Word to Double word)
```

- EDX:EAX <- EAX CDQ (convert Double word to Quad word)
- RDX:RAX <- RAX CQO (convert Quad word to Oct Word, 64 bit)

#### Data size names



- Byte (8 bit)
- Word (2 bytes)
- Double word (4 bytes)
- Quad word (8 bytes)
- Oct word (16 bytes)



	<b>EAX</b>	/_	スソ
$lue{}$	LAA		AA

movsx eax, ax

movsx eax, al

movsx ax, al

movsx eax, bx

movsx rax, eax

(64 bit)

### ADC and SBB



- ADC: add with carry
  - o ADC dest, src dest = dest + src + CF
- SBB: subtract with borrow
  - SBB dest, src dest = dest src CF

- Example:
  - o edx:eax = edx:eax + ecx:ebx

#### ADC and SBB



- ADC: add with carry
  - o ADC dest, src dest = dest + src + CF
- SBB: subtract with borrow
  - SBB dest, src dest = dest src CF

- Example:
  - o edx:eax = edx:eax + ecx:ebx
    - add eax, ebx
    - adc edx, ecx