

Matrix Multiplication in 8085

MINI PROJECT REPORT

Submitted by,

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Under the guidance of

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in

COMPUTER SCIENCE AND ENGINEERING



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**DEPARTMENT OF
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MINI PROJECT REPORT
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Lab code & Sub Name : 21CSS201T & Computer Organization and Architecture
Year & Semester : II & III
Project Title : **Matrix Multiplication in 8085**
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PARTICULARS	MAX. MARKS	MARKS OBTAINED
		Name:
		Reg no:
Program and Execution	20	
Demo verification & Viva	15	
Project Report	5	
Total	40	

Date:

Staff Name:

Signature:

Matrix Multiplication in 8085

OBJECTIVE

The objective of this project is to integrate a matrix multiplication algorithm onto the Intel 8085 microprocessor, optimizing the algorithm to ensure compatibility with the 8085 architecture. The project aims to evaluate the performance of the implemented algorithm in terms of execution time, memory usage, and overall efficiency. Through comprehensive documentation, including code, flowcharts, and any necessary modifications, the project seeks to demonstrate a deep understanding of both the matrix multiplication algorithm and the Intel 8085 microprocessor. Additionally, practical applications of matrix multiplication on the 8085 will be explored, with the overall goal of contributing valuable insights to the field of integrating mathematical algorithms on microprocessor architectures.

ABSTRACT

Two matrices can only be multiplied if their orders are of the form $m \times n$ and $n \times p$ where $m, n, p \in \mathbb{Z}^+$. In this project we intend to multiply matrices of order $1 \times n$ & $n \times 1$. Later on, we may implement for general orders.

INTRODUCTION

Multiplying two matrices of order $m \times n$ and $n \times p$ where $m, n, p \in \mathbb{Z}^+$ is an $O(n^3)$ where n is the maximum of m, n, p . The project seeks to implement matrix multiplication for smaller order matrices on an Intel 8085 Microprocessor. As you compile the program step by step using GNUSim 8085 Microprocessor you could visualize each row of the product matrix being filled.

As there is no direct multiplication operation available in 8085 Instructions, we intend to multiply numbers through repeated addition method using a loop.

In order to traverse through a row in Matrix 1 & a column in Matrix 2, we first load the starting address of row and column in stack and HL pair respectively. For traversing through row and column we swap the values in HL register pair and top of stack and increment them. We call multiplication sub-routine as and when we require multiplication of 2 numbers.

IMPLEMENTATION

Algorithm for Matrix Multiplication:

```
for ( int i = 0 ; i < rowNo ; i++ ){  
  for ( int j = 0 ; j < colNo ; j++ ){  
    for ( int k = 0 ; k < p ; k++ ){  
      result[i][j] = result[i][j] + first[c][k]*second[k][d];  
    }  
  }  
}
```

Algorithm for Multiplication

```
int number1, number2;

while( number2 != 0 ){

    number1 = number1 + number2; number2-1;

}
```

Matrix Multiplication Algorithm for 8085 for $1 \times n$ & $n \times 1$

Load HL pair with Address of 1st row and 1st column of Matrix1

Load Stack with Address of 1st row and 1st column of Matrix2

MVI E, 00H

Method : Load value in HL memory location in A register
 Load value of stack in B register
 Call multiply subroutine to multiply two numbers
 ADD E
 STA E
 INX H
 XCHG
 INX H
 JMP Method

Store the value of E in specified memory Location

Matrix Multiplication Algorithm for 8085 for 2×2 & 2×2

Load C with 2

Load D with 2

Method1: DCR C

Method: Multiply row 1 vector with column 1 vector using algo defined above

DCR D

if D != 0:

if C != 0: Load HL pair with add. of Matrix1[1][1]

Call Method if C == 0: Load HL pair with add. of Matrix2[2][1]

Call Method if D == 0:

Load HL pair with add. of Matrix1[2][1] MVI D,002H if C == 0: HLT

if C!= 0 : Call Method1

FLOWCHARTS

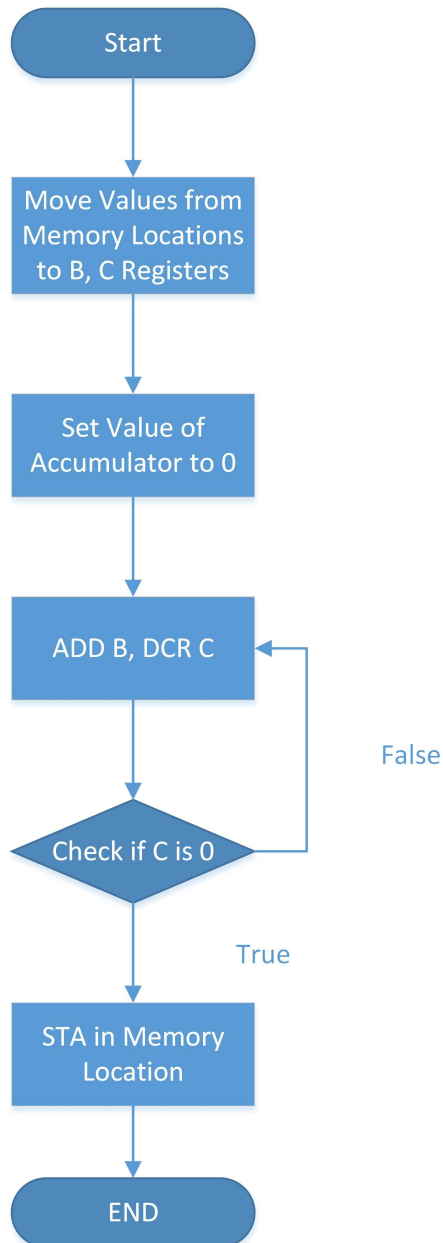


Figure 1: Multiplication of 2 numbers with column

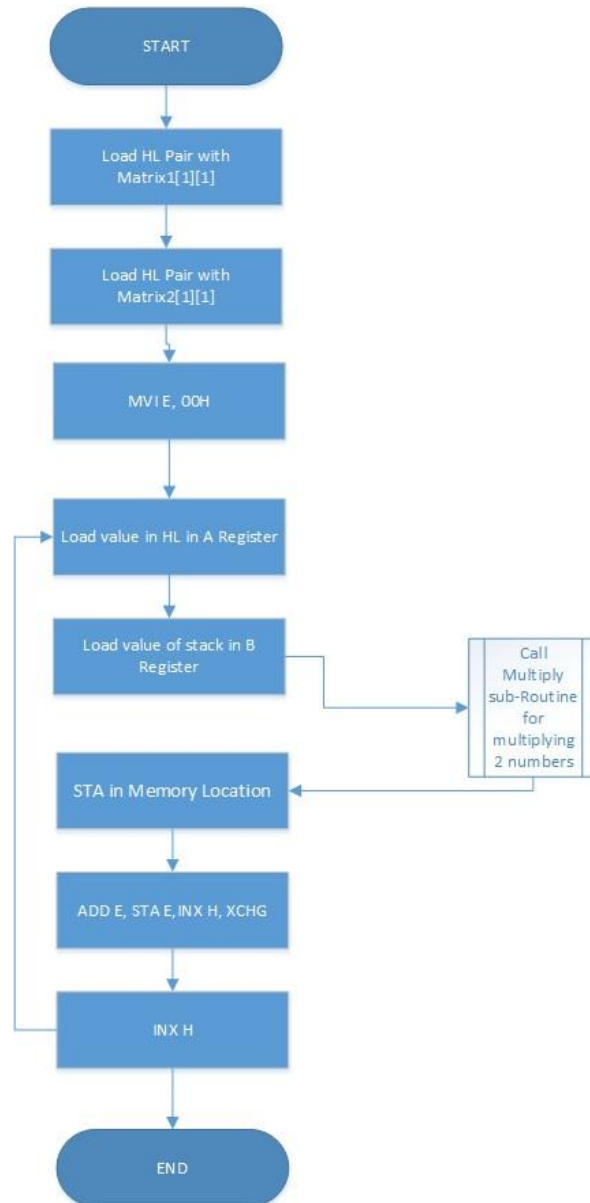


Figure 2: Mutliplying row vector

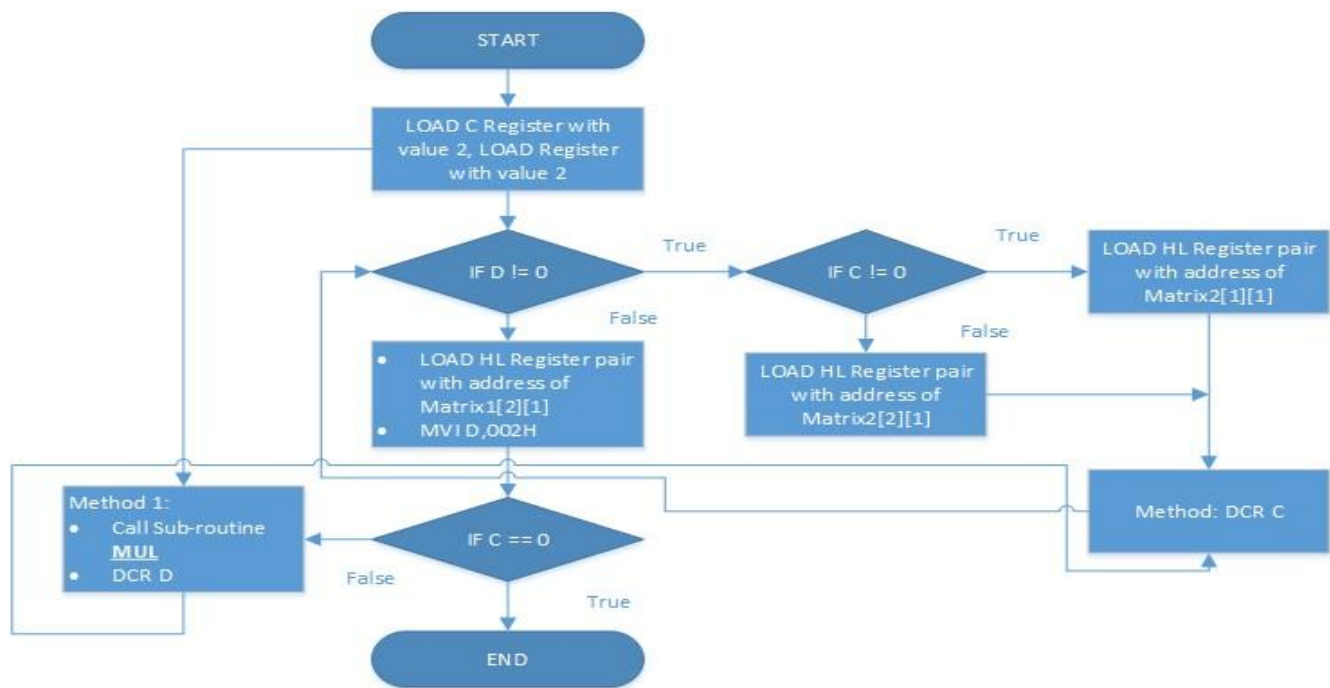


Figure 3: Matrix Multiplication

CODING : [In GNUSim8085]

Code for multiplication :

```

; code for multiplication of
; two numbers by repeated
; addition
; two numbers to be multiplied
; are stored in 0002H and
; 0003H,
; output is stored in 0004H
MOV B,0002H
MOV C,0003H
MVI A,00H
LOOP: ADD B DCR C
      JNZ LOOP
      STA 0004H
  
```

Multiplying row vector with column vector :

```

LXI H, 8500H
PUSH 8508H
Method: MOV M, A
XCHG
MOV M,B
CALL MUL
STA 8516H
INX H
XCHG
INX H
JMP Method
  
```

Matrix Multiplication :

```

MVI C, 002H
MVI D, 002H
  
```

Method2: DCR C
 Method3: CALL MRC
 DCR D
 JNZ Method4
 Method4: ORI C, 00H
 JNZ Method5
 Method5: LXI H, 8500H
 JMP Method3
 ORI C, 00H JZ
 Method6: LXI H, 8508H
 JMP Method3
 ORI D, 00H
 JZ Method7:
 Method7: INX H, 8508H
 MVI D, 002H ORI C, 00H
 JNZ Method3
 ORI C, 00H JZ Method8
 Method8: HLT

FINAL CODE :

MVI C, 00
 LXI H, 8500
 LOOP2: LXI D, 8600
 CALL MUL
 MOV B,A
 INX H
 INX D
 INX D
 CALL MUL
 ADD B

CALL STORE
 DCX H
 DCX D
 CALL MUL
 MOV B,A
 INX H
 INX D
 INX D
 ADD B
 CALL STORE
 MOV A,C
 CPI 04
 JZ LOOP1
 INX H
 JMP LOOP2
 LOOP1: HLT
 MUL: LDAX D
 MOV D,A
 MOV H,M
 DCR H
 JZ LOOP3
 LOOP4: ADD D
 DCR H
 JNZ LOOP4
 LOOP3: MVI H,85
 MVI D,86
 RET
 STORE: MVI B,87
 STAX B INR C
 RET

OUTPUT

The screenshot displays the GNUSim8085 - 8085 Microprocessor Simulator interface. The main window is titled "GNUSim8085 - 8085 Microprocessor Simulator" and includes a menu bar (File, Reset, Assembler, Debug, Help) and a toolbar with various icons.

Registers: The left panel shows the status of registers: A (04), BC (57 04), DE (56 9B), HL (55 37), PSW (00 00), PC (85 2E), SP (FF FF), and Int-Reg (00). Flags are also shown: S (0), Z (1), AC (0), P (1), and C (0).

Decimal - Hex Conversion: A section with input fields for Decimal (0) and Hex (0), and buttons for "To Hex" and "To Dec".

I/O Ports: A section with input fields for I/O ports (0, -, +, 00) and an "Update Port Value" button.

Memory: A section with input fields for memory (0, -, +, 00) and an "Update Memory" button.

Assembly Code: The central pane shows the following assembly code:

```

1 MVI C, 00
2 LXI H, 8500
3 LOOP2: LXI D, 8600
4 CALL MUL
5 MOV B,A
6 INX H
7 INX D
8 INX D
9 CALL MUL
10 ADD B
11 CALL STORE
12 DCX H
13 DCX D
14 CALL MUL
15 MOV B,A
16 INX H
17 INX D
18 INX D
19 ADD B
20 CALL STORE
21 MOV A,C
22 CPI 04
23 JZ LOOP1
24 INX H
25 JMP LOOP2
26 LOOP1: HLT
27 MUL: LDAX D
28 MOV D,A
29 MOV H,M
30 DCR H
31 JZ LOOP3
  
```

Memory Dump: The right panel shows a memory dump starting at address 8500h. The data is as follows:

Address (Hex)	Address	Data
2134	8500	14
2135	8501	0
2136	8502	33
2137	8503	52
2138	8504	33
2139	8505	17
213A	8506	152
213B	8507	33
213C	8508	205
213D	8509	98
213E	8510	33
213F	8511	71

Assembler Message: The bottom right pane shows the message: "Program assembled successfully".

Simulator Status: The bottom status bar indicates "Simulator: Idle".

RESULT

We have successfully computed Matrix multiplication of orders $1 \times n$ & $n \times 1$ and 2×2 & 2×2 and stored them in memory locations.

PROBLEM

Provided we had 4 more registers it would have easier to generalized matrix multiplication for $m \times n$ & $n \times p$. The need for extra registers could have been overcome by the use of stack but there is a problem. After pushing the values in the stack, if we wish to access them in any order it is not possible. Moreover, if we pop the values of stack, it would alter HL register pair values which we do not wish to do so.

CONCLUSION

At present we have been successively in computing matrices of order $1 \times n$ & $n \times 1$ and 2×2 & 2×2 . In conclusion, while it is possible to implement matrix multiplication using the 8085 microprocessor, it is not a straightforward or efficient task due to the processor's general-purpose nature and limited capabilities. Specialized hardware or more powerful processors are better suited for handling complex mathematical operations like matrix multiplication.

REFERENCES

- [1] [\[PDF\] Microprocessor Architecture, Programming and Applications with the 8085 By Ramesh Gaonkar Free Download – Learnengineering.in](#)
- [2] [Intel 8080 Assembly Language Programming Manual Rev.B \(1975\) : Intel Corporation : Free Download, Borrow, and Streaming : Internet Archive](#)
- [3] [Matrix multiplication - Wikipedia](#)