

MEMORY SEGMENTATION OF INTEL 8086

Memory Segmentation

- The total memory size is divided into segments of various sizes.
- A segment is just an area in memory.
- The process of dividing memory this way is called **Segmentation**.

Memory Segmentation

- In memory, data is stored as bytes.
- Each byte has a specific address.
- Intel 8086 has 20 lines address bus.
- With 20 address lines, the memory that can be addressed is 2^{20} bytes.
- $2^{20} = 1,048,576$ bytes (1 MB).
- 8086 can access memory with address ranging from 00000 H to FFFFF H.

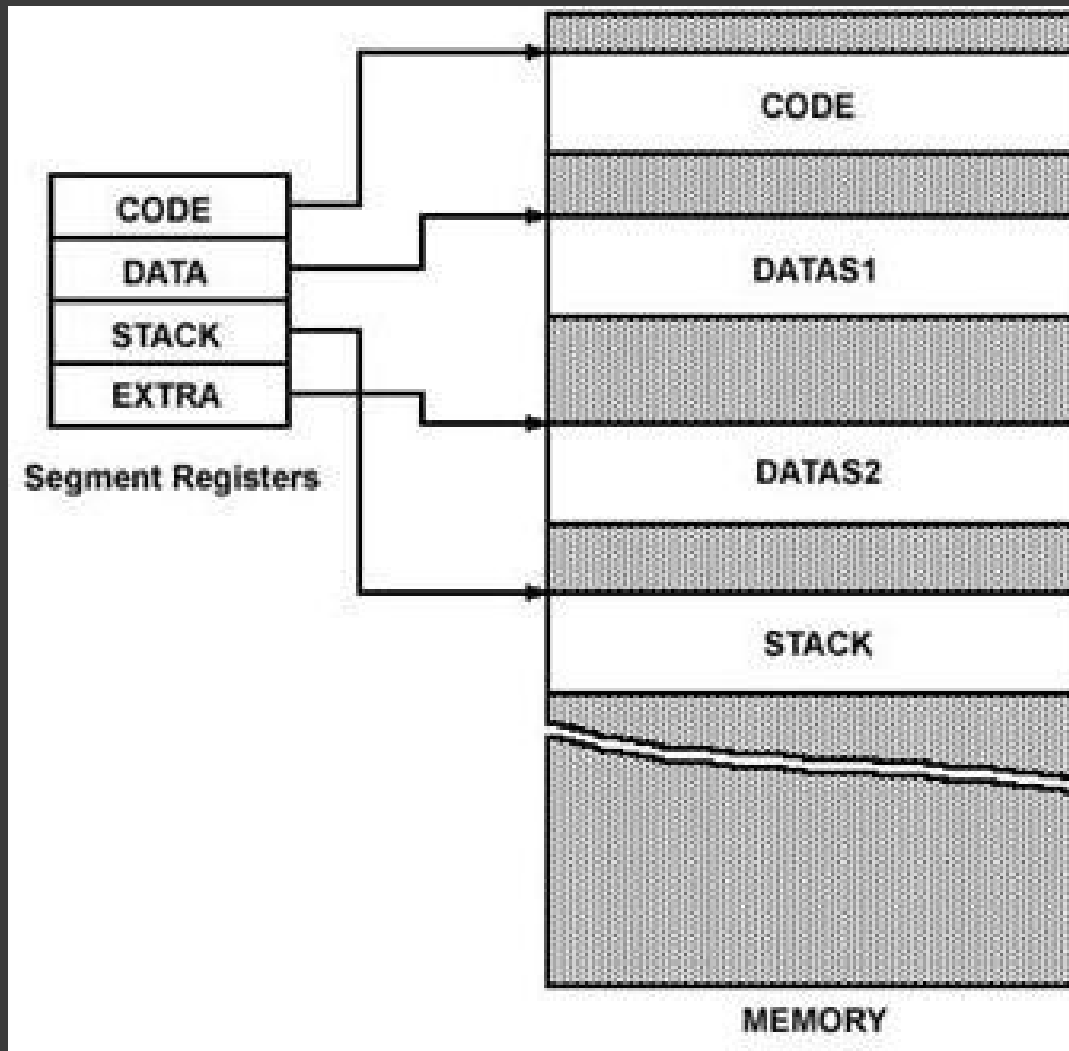
Memory Segmentation

- In 8086, memory has four different types of segments.
- These are:
 - Code Segment
 - Data Segment
 - Stack Segment
 - Extra Segment

Segment Registers

- Each of these segments are addressed by an address stored in corresponding segment register.
- These registers are 16-bit in size.
- Each register stores the base address (starting address) of the corresponding segment.
- Because the segment registers cannot store 20 bits, they only store the upper 16 bits.

Segment Registers



Segment Registers

- How is a 20-bit address obtained if there are only 16-bit registers?
- The answer lies in the next few slides.
- The 20-bit address of a byte is called its **Physical Address**.
- But, it is specified as a **Logical Address**.
- Logical address is in the form of:

Base Address : Offset

- Offset is the displacement of the memory location from the starting location of the segment.

Example

- The value of Data Segment Register (DS) is 2222 H.
- To convert this 16-bit address into 20-bit, the BIU appends 0H to the LSBs of the address.
- After appending, the starting address of the Data Segment becomes 22220H.

Example (Contd.)

- If the data at any location has a logical address specified as:

2222 H : 0016 H

- Then, the number 0016 H is the offset.
- 2222 H is the value of DS.

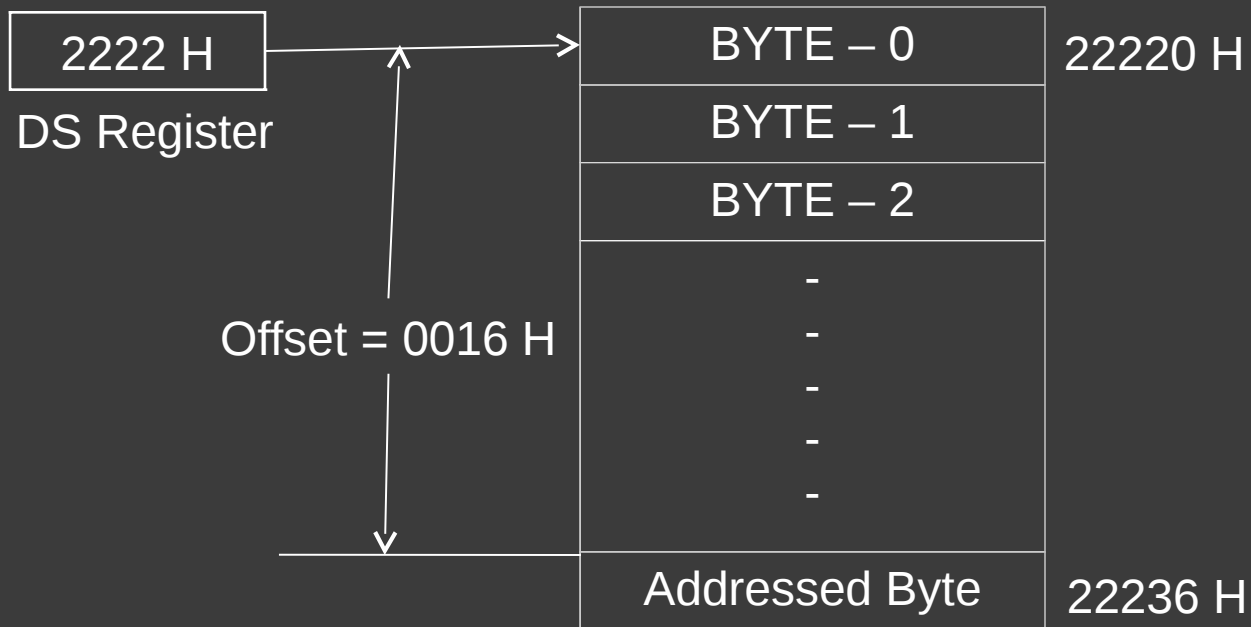
Example (Contd.)

- To calculate the effective address of the memory, BIU uses the following formula:
 - $\text{Effective Address} = \text{Starting Address of Segment} + \text{Offset}$
- To find the starting address of the segment, BIU appends the contents of Segment Register with 0H.
- Then, it adds offset to it.

Example (Contd.)

- Therefore:
- $$\begin{array}{r} \text{EA} = \quad 22220 \text{ H} \\ \quad + 0016 \text{ H} \\ \quad \text{-----} \\ \quad 22236 \text{ H} \end{array}$$

Example (Contd.)



Max. Size of Segment

- All offsets are limited to 16-bits.
- It means that the maximum size possible for segment is $2^{16} = 65,535$ bytes (64 KB).
- The offset of the first location within the segment is 0000 H.
- The offset of the last location in the segment is FFFF H.

Where to Look for the Offset

| Segment | Offset Registers | Function |
|---------|------------------|--|
| CS | IP | Address of the next instruction |
| DS | BX, DI, SI | Address of data |
| SS | SP, BP | Address in the stack |
| ES | BX, DI, SI | Address of destination data (for string operations) |

Question

- The contents of the following registers are:
 - CS = 1111 H
 - DS = 3333 H
 - SS = 2526 H
 - IP = 1232 H
 - SP = 1100 H
 - DI = 0020 H
- Calculate the corresponding physical addresses for the address bytes in CS, DS and SS.

Solution

1. CS = 1111 H

- The base address of the code segment is 11110 H.
- Effective address of memory is given by $11110H + 1232H = 12342H$.

2. DS = 3333 H

- The base address of the data segment is 33330 H.
- Effective address of memory is given by $33330H + 0020H = 33350H$.

3. SS = 2526 H

- The base address of the stack segment is 25260 H.
- Effective address of memory is given by $25260H + 1100H = 26350H$.