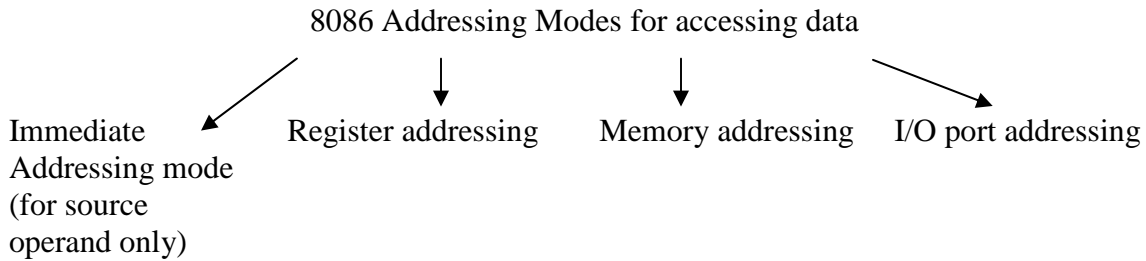


## 8086 Addressing Modes for accessing data

Addressing modes provide convenience in accessing data needed in an instruction.



### Immediate Addressing

|                    | Before   | After   |
|--------------------|--|---|
| Ex1: MOV DX, 1234H | DX <span style="border: 1px solid black; padding: 2px;">ABCDH</span> | <span style="border: 1px solid black; padding: 2px;">1234H</span> |

|                  | Before   | After   |
|------------------|--|---|
| Ex2: MOV CH, 23H | CH <span style="border: 1px solid black; padding: 2px;">4DH</span> | <span style="border: 1px solid black; padding: 2px;">23H</span> |

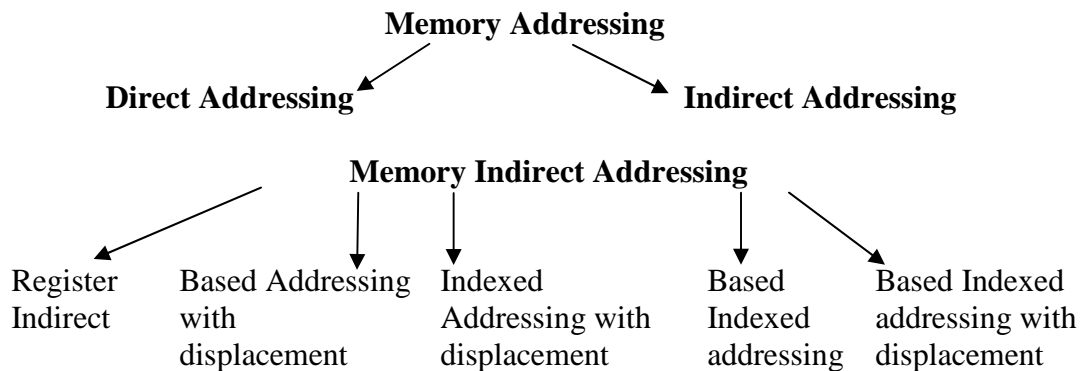
### Register Addressing

|                 | Before   | After   |
|-----------------|--|---|
| Ex1: MOV CX, SI | CX <span style="border: 1px solid black; padding: 2px;">1234H</span> | <span style="border: 1px solid black; padding: 2px;">5678H</span> |

|    |   |   |
|----|---|---|
| SI | <span style="border: 1px solid black; padding: 2px;">5678H</span> | <span style="border: 1px solid black; padding: 2px;">5678H</span> |
|----|---|---|

|                 | Before   | After   |
|-----------------|--|---|
| Ex2: MOV DL, AH | DI <span style="border: 1px solid black; padding: 2px;">89H</span> | <span style="border: 1px solid black; padding: 2px;">BCH</span> |

|    |   |   |
|----|---|---|
| AH | <span style="border: 1px solid black; padding: 2px;">BCH</span> | <span style="border: 1px solid black; padding: 2px;">BCH</span> |
|----|---|---|



## Memory Direct Addressing

|                       |          | Before           | After            |
|-----------------------|----------|------------------|------------------|
| Ex1: MOV BX, DS:5634H | BX       | <div>ABCDH</div> | <div>8645H</div> |
|                       | DS:5634H | <div>45H</div>   | LS byte          |
|                       | DS:5635H | <div>86H</div>   | MS byte          |
| Ex2: MOV CL, DS:5634H | CL       | <div>F2H</div>   | <div>45H</div>   |
|                       | DS:5634H | <div>45H</div>   |                  |
|                       | DS:5635H | <div>86H</div>   |                  |
| Ex3: MOV BH, LOC      |          |                  |                  |
| <i>Program</i>        | BH       | <div>C5H</div>   | <div>78H</div>   |
| .DATA                 |          |                  |                  |
| LOC DB 78H            |          |                  |                  |

## Register Indirect Addressing

|                   |          | Before           | After            |
|-------------------|----------|------------------|------------------|
| Ex1: MOV CL, [SI] | CL       | <div>20H</div>   | <div>78H</div>   |
|                   | SI       | <div>3456H</div> |                  |
|                   | DS:3456H | <div>78H</div>   |                  |
| Ex2: MOV DX, [BX] | DX       | <div>F232H</div> | <div>3567H</div> |
|                   | BX       | <div>A2B2H</div> |                  |
|                   | DS:A2B2H | <div>67H</div>   | LS byte          |
|                   | DS:A2B3H | <div>35H</div>   | MS byte          |
| Ex3: MOV AH, [DI] | AH       | <div>30H</div>   | <div>86H</div>   |
|                   | DI       | <div>3400H</div> |                  |
|                   | DS:3400H | <div>86H</div>   |                  |

Only SI, DI and BX can be used inside [ ] from memory addressing point of view. From user point of view [BP] is also possible. This scheme provides 3 ways of addressing an operand in memory.

### Based Addressing with displacement

|                              | Before                    | After            |
|------------------------------|---------------------------|------------------|
| Ex1: MOV DH, 2345H[BX]       | DH <span>45H</span>       | <span>67H</span> |
| 2345H is 16-bit displacement | BX <span>4000H</span>     |                  |
| $4000 + 2345 = 6345H$        | DS:6345H <span>67H</span> |                  |

|                           | Before                    | After              |
|---------------------------|---------------------------|--------------------|
| Ex2: MOV AX, 45H[BP]      | AX <span>1000H</span>     | <span>CDABH</span> |
| 45H is 8-bit displacement | BP <span>3000H</span>     |                    |
| $3000 + 45 = 3045H$       | SS:3045H <span>ABH</span> | LS byte            |
| It is SS when BP is used  | SS:3346H <span>CDH</span> | MS byte            |

Base register can only be BX or BP. This scheme provides 4 ways of addressing an operand in memory.

### Indexed Addressing with displacement

|                              | Before                    | After            |
|------------------------------|---------------------------|------------------|
| Ex1: MOV CL, 2345H[SI]       | CL <span>60H</span>       | <span>85H</span> |
| 2345H is 16-bit displacement | SI <span>6000H</span>     |                  |
| $6000 + 2345 = 8345H$        | DS:8345H <span>85H</span> |                  |

|                           | Before                    | After              |
|---------------------------|---------------------------|--------------------|
| Ex2: MOV DX, 37H[DI]      | DX <span>7000H</span>     | <span>B2A2H</span> |
| 37H is 8-bit displacement | DI <span>5000H</span>     |                    |
| $5000H + 37H = 5037H$     | DS:5037H <span>A2H</span> | LS byte            |
|                           | DS:5038H <span>B2H</span> | MS byte            |

Index register can only be SI or DI. This scheme provides 4 ways of addressing an operand in memory.

## Based Indexed Addressing

|                         | Before  | After   |
|-------------------------|---|---|
| Ex1: MOV CL, [SI][BX]   | CL <span style="border: 1px solid black; padding: 2px;"><del>40H</del></span> | <span style="border: 1px solid black; padding: 2px;">67H</span> |
|                         | SI <span style="border: 1px solid black; padding: 2px;">2000H</span>          |   |
|                         | BX <span style="border: 1px solid black; padding: 2px;">0300H</span>          |   |
| $2000H + 0300H = 2300H$ | DS:2300H <span style="border: 1px solid black; padding: 2px;">67H</span>      |   |

|                          | Before  | After   |
|--------------------------|---|---|
| Ex2: MOV CX, [BP][DI]    | CX <span style="border: 1px solid black; padding: 2px;"><del>6000H</del></span> | <span style="border: 1px solid black; padding: 2px;">6385H</span> |
|                          | BP <span style="border: 1px solid black; padding: 2px;">3000H</span>            |   |
|                          | DI <span style="border: 1px solid black; padding: 2px;">0020H</span>            |   |
| $2000H + 0300H = 2300H$  | SS:3020H <span style="border: 1px solid black; padding: 2px;">85H</span>        | LS byte   |
| It is SS when BP is used | SS:3021H <span style="border: 1px solid black; padding: 2px;">63H</span>        | MS byte   |

This scheme provides 4 ways of addressing an operand in memory. One register must be a Base register and the other must be an Index register.

For ex. MOV CX, [BX][BP] is an invalid instruction.

## Based Indexed Addressing with Displacement

|                               | Before  | After   |
|-------------------------------|---|---|
| Ex1: MOV DL, 37H[BX+DI]       | DL <span style="border: 1px solid black; padding: 2px;"><del>40H</del></span> | <span style="border: 1px solid black; padding: 2px;">12H</span> |
| 37H is 8-bit displacement     | BX <span style="border: 1px solid black; padding: 2px;">2000H</span>          |   |
|                               | DI <span style="border: 1px solid black; padding: 2px;">0050H</span>          |   |
| $2000H + 0050H + 37H = 2087H$ | DS:2087H <span style="border: 1px solid black; padding: 2px;">12H</span>      |   |

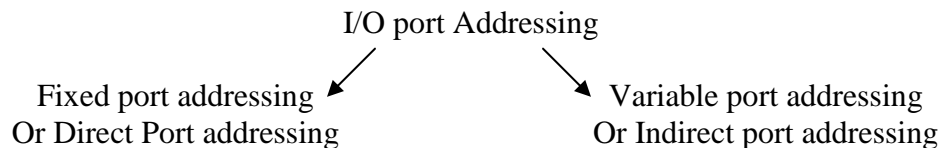
|                                | Before  | After   |
|--------------------------------|---|---|
| Ex2: MOV BX, 1234H[SI+BP]      | BX <span style="border: 1px solid black; padding: 2px;"><del>3000H</del></span> | <span style="border: 1px solid black; padding: 2px;">3665H</span> |
|                                | SI <span style="border: 1px solid black; padding: 2px;">4000H</span>            |   |
|                                | BP <span style="border: 1px solid black; padding: 2px;">0020H</span>            |   |
| $4000H + 0020H + 1234 = 5254H$ | SS:5254H <span style="border: 1px solid black; padding: 2px;">65H</span>        | LS byte   |
| It is SS when BP is used       | SS:5255H <span style="border: 1px solid black; padding: 2px;">36H</span>        | MS byte   |

This scheme provides 8 ways of addressing an operand in memory.

### Memory modes as derivatives of Based Indexed Addressing with Displacement

| Instruction        | Base Register | Index Register | Displacement | Addressing mode                            |
|--------------------|---------------|----------------|--------------|--|
| MOV BX, DS:5634H   | No            | No             | Yes          | Direct Addressing                          |
| MOV CL, [SI]       | No            | Yes            | No           | Register Indirect                          |
| MOV DX, [BX]       | Yes           | No             | No           |  |
| MOV DH, 2345H[BX]  | Yes           | No             | Yes          | Based Addressing with Displacement         |
| MOV DX, 35H[DI]    | No            | Yes            | Yes          | Indexed Addressing with displacement       |
| MOV CL, 37H[SI+BX] | Yes           | Yes            | No           | Based Indexed Addressing                   |
| MOV DL, 37H[BX+DI] | Yes           | Yes            | Yes          | Based Indexed Addressing with displacement |

### I/O port Addressing



### Fixed Port Addressing

Ex. 1: IN AL, 83H

|                    |                |                |
|--------------------|----------------|----------------|
|                    | Before         | After          |
| AL                 | <div>34H</div> | <div>78H</div> |
| Input port no. 83H | <div>78H</div> |                |

Ex. 2: IN AX, 83H

|                    |                  |                  |
|--------------------|------------------|------------------|
|                    | Before           | After            |
| AX                 | <div>5634H</div> | <div>F278H</div> |
| Input port no. 83H | <div>78H</div>   |                  |
| Input port no. 84H | <div>F2H</div>   |                  |

Ex. 3: OUT 83H, AL

|                     |                |                |
|---------------------|----------------|----------------|
|                     | Before         | After          |
| AL                  | <div>50H</div> |                |
| Output port no. 83H | <div>65H</div> | <div>50H</div> |

Ex. 4: OUT 83H, AX

|                     |                  |                |
|---------------------|------------------|----------------|
|                     | Before           | After          |
| AX                  | <div>6050H</div> |                |
| Output port no. 83H | <div>65H</div>   | <div>50H</div> |
| Output port no. 84H | <div>40H</div>   | <div>60H</div> |

IN and OUT instructions are allowed to use only AL or AX registers. Port address in the range 00 to FFH is provided in the instruction directly.

### Variable Port Addressing

I/O port address is provided in DX register. Port address ranges from 0000 to FFFFH. Data transfer with AL or AX only.

|                  |                      |                  |                |
|------------------|----------------------|------------------|----------------|
| Ex. 1: IN AL, DX |                      | Before           | After          |
|                  | AL                   | <div>30H</div>   | <div>60H</div> |
|                  | DX                   | <div>1234H</div> |                |
|                  | Input port no. 1234H | <div>60H</div>   |                |

|                  |                      |                  |                  |
|------------------|----------------------|------------------|------------------|
| Ex. 2: IN AX, DX |                      | Before           | After            |
|                  | AX                   | <div>3040H</div> | <div>7060H</div> |
|                  | DX                   | <div>4000H</div> |                  |
|                  | Input port no. 4000H | <div>60H</div>   |                  |
|                  | Input port no. 4001H | <div>70H</div>   |                  |

|                   |                       |                  |                |
|-------------------|-----------------------|------------------|----------------|
| Ex. 3: OUT DX, AL |                       | Before           | After          |
|                   | AL                    | <div>65H</div>   |                |
|                   | DX                    | <div>5000H</div> |                |
|                   | Output port no. 5000H | <div>80H</div>   | <div>65H</div> |

|                   |                       |                  |                |
|-------------------|-----------------------|------------------|----------------|
| Ex. 4: OUT DX, AX |                       | Before           | After          |
|                   | AX                    | <div>4567H</div> |                |
|                   | DX                    | <div>5000H</div> |                |
|                   | Output port no. 5000H | <div>25H</div>   | <div>67H</div> |
|                   | Output port no. 5001H | <div>36H</div>   | <div>45H</div> |