

Micro Processors & Interfacing

16CS307

Unit-4

Lec-2

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8051-Addressing Modes

- ➤ An Addressing Mode indicates how the data is represented in the instruction.
- ➤ 8051 supports 6 types of Addressing Modes.
 - 1. Immediate Addressing mode
 - 2. Register Addressing Mode
 - 3. Register Indirect Addressing Mode
 - 4. Direct Addressing Mode
 - 5. Indexed Addressing Mode
 - 6. Implicit Addressing Mode

1. Immediate Addressing Mode: -

- ✓ The data is directly placed in the source operand field of the instruction,
- √ '#' symbol must prefix for the data.

Ex: - MOV A, #38H ADD A, #67H

Immediate Mode – specify data by its value

Immediate Mode - continue

```
MOV DPTR, #7521h
```

MOV DPL, #21H MOV DPH, #75

COUNT EGU 30

~

mov R4, #COUNT

MOV DPTR, #MYDATA

~

ORG 200H

MYDATA: DB "IRAN"

2. Register Addressing Mode: -

✓ The data is placed in the source operand field of the instruction through a GPR (General Purpose Register).

✓ Either source or destination is one of CPU register

EX: - MOV A, B
 ADD A, RO

CPU Registers

A,B,SP,DPTR

Addressing Modes

Register Addressing – either source or destination is one of CPU register

```
MOV R0,A
MOV A,R7
ADD A,R4
ADD A,R7
MOV DPTR,#25F5H
MOV R5,DPL
MOV R6,DPH
```

Note that MOV R4, R7 is incorrect

3. Register Indirect Addressing Mode: -

- ✓ The address of the data is indirectly specified in the operand field of the instruction through a GPR (General Purpose Register) R0 or R1.
- ✓ The address register for 16-bit addresses can only be a DPTR.

```
• Ex: - MOV A, @RO
```

ADD A, @R1

MOV DPTR, #9000H ; DPTR ← 9000h

MOVX A, @DPTR ; A \leftarrow M[9000]

<u>Register Indirect</u> – the address of the source or destination is specified in registers

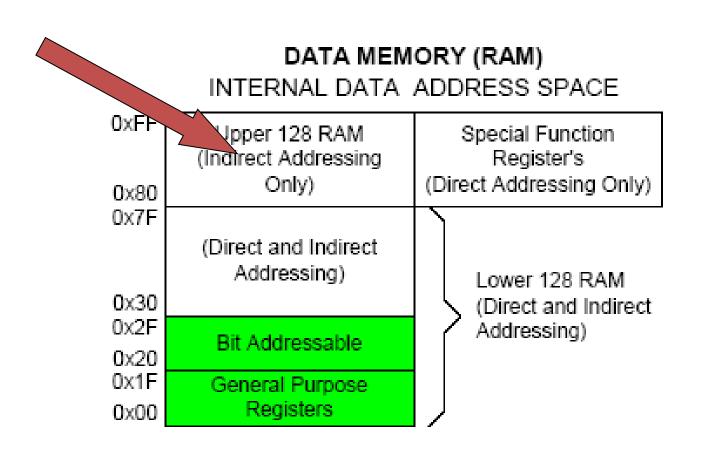
Uses registers R0 or R1 for 8-bit address:

Uses DPTR register for 16-bit addresses:

```
mov dptr, #0x9000 ; dptr ← 9000h
movx a, @dptr ; a ← M[9000]
```

Note that 9000 is an address in external memory

Use Register Indirect to access upper RAM block (+8052)



4. Direct Addressing Mode: -

- The address of the data is directly placed in the operand field of the instruction.
- ✓ The address is the internal RAM or internal SFR (Special Function Register).

Ex: - MOV A, 20H
 MOV R1, 70H

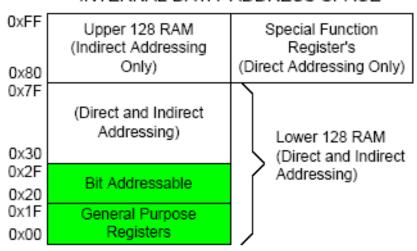
<u>Direct Mode</u> – specify data by its 8-bit address

Usually for 30h-7Fh of RAM

```
Mov a, 70h ; copy contents of RAM at 70h to a Mov R0,40h ; copy contents of RAM at 40h to a Mov 56h,a ; put contents of a at 56h Mov ODOh,a ; put contents of a into PSW
```

DATA MEMORY (RAM)

INTERNAL DATA ADDRESS SPACE



<u>Direct Mode</u> – play with R0-R7 by direct address

```
MOV A, 4 = MOV A, R4

MOV A, 7 = MOV A, R7

MOV 7, 2 = MOV R7, R6

MOV R2, #5 ; Put 5 in R2

MOV R2, 5 ; Put content of RAM at 5 in R2
```

5. Indexed Addressing Mode: -

- ✓ The address of the data is indirectly placed in the operand field of the instruction through combination 'A' register PC or DPTR.
- ✓ Only Program memory can be accessed using this AM.
- ✓ This 8051-AM is used for look table manipulations.
- Ex: MOVC A, @A+DPTR
 - MOVC A, @A+PC

<u>Register Indexed Mode</u> – source or destination address is the sum of the <u>base address</u> and the accumulator(Index)

Base address can be <u>DPTR</u> or PC

```
mov dptr, #4000h
mov a, #5
movc a, @a + dptr ;a ← M[4005]
```

6. Implied Addressing Mode: -

✓ The operand is implicitly represented in the operation code of the instruction.

• Ex: - NOP, RET, RETI