

# UNIT 2

**The 8086 Microprocessor:** Architecture, Register organization, 8086 signal description, Physical memory organization, Minimum and Maximum mode system and timing diagrams, Addressing modes, 8086 Instruction Set and Assembler Directives, Assembly Language example programs, Stack structure of 8086, Interrupt structure of 8086, Interrupt vector table, Procedures and macros.

# Why study addressing modes?



Addressing modes help us to understand the types of operands and the way they are accessed while executing an instruction.

# Types of addressing mode in 8086

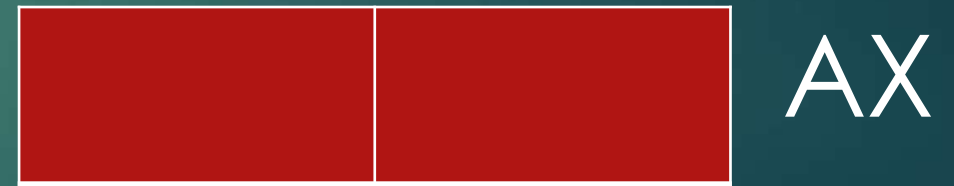
1. Immediate addressing mode
2. Direct addressing mode
3. Register addressing mode
4. Register Indirect addressing mode
5. Indexed addressing mode
6. Register relative addressing mode
7. Base plus index addressing mode
8. Base relative plus index addressing mode

# 1: Immediate addressing mode

- ▶ In this type of mode, immediate data is part of instruction and appears in the form of successive byte or bytes

MOV AX,10AB<sub>H</sub>

10 AB<sub>H</sub>



## 2: Direct addressing mode

- ▶ In this type of addressing mode a 16-bit memory address is directly specified in the instruction as a part of it.

MOV AX,[5000H]



AX

Memory

|    |      |
|----|------|
| 22 | 5000 |
| 33 | 5001 |
|    | 5002 |
|    |      |
|    |      |
|    |      |

# 3: Register addressing mode

- ▶ In this type of addressing mode, the data is stored in the register and it can be a 8-bit or 16-bit register. All the registers, except IP, may be used in this mode.

MOV AL,BLH

MOV AX,BXH



BH      BL



AH      AL

# 4: Register Indirect addressing mode

- ▶ The address of the memory location which contains data or operand is determined in an indirect way, using the offset register.

MOV AX,[BX]



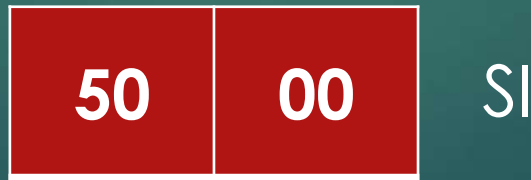
## Memory

|    |      |
|----|------|
| 22 | 5000 |
| 33 | 5001 |
|    | 5002 |
|    |      |
|    |      |
|    |      |

# 5: Indexed addressing mode

- ▶ In this addressing mode, offset of the operand is stored in one of the index registers. DS is the default segment for index register SI and DI.

MOV AX,[SI]



## Memory

|    |      |
|----|------|
| 22 | 5000 |
| 33 | 5001 |
|    | 5002 |
|    |      |
|    |      |
|    |      |



# 6: Register relative addressing mode

- ▶ In this mode, the data is available at an effective address formed by adding an 8-bit or 16-bit displacement with the content of any one of the registers BX, BP, SI and DI in the default (either DS or ES) segment.

MOV AX, 50H[BX]



AX



BX

+ 50H = 5050H

Offset

Final  
Index  
Address

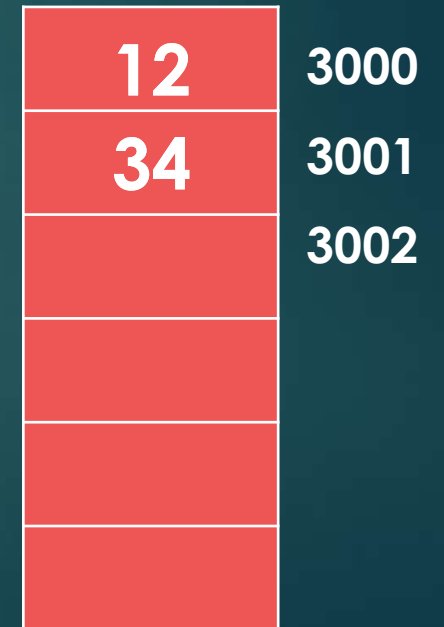
Memory

|    |      |
|----|------|
| 44 | 5051 |
| 33 | 5052 |
|    | 5053 |
|    |      |
|    |      |
|    |      |
|    |      |

# 7: Base plus index addressing mode

- ▶ In this mode the effective address is formed by adding content of a base register (any one of BX or BP) to the content of an index register (SI or DI). Default segment register DS.

MOV AX, [BX] [SI]



## 8: Base relative plus index addressing mode

- In the effective address is formed by adding an 8 or 16-bit displacement with sum of contents of any one of the base registers (BX or BP) and any one of the index registers, in a default segment.

MOV AX,50H[BX][SI]



50H +



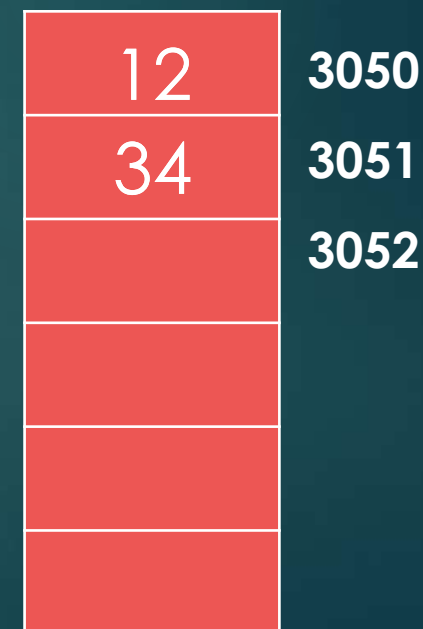
BX

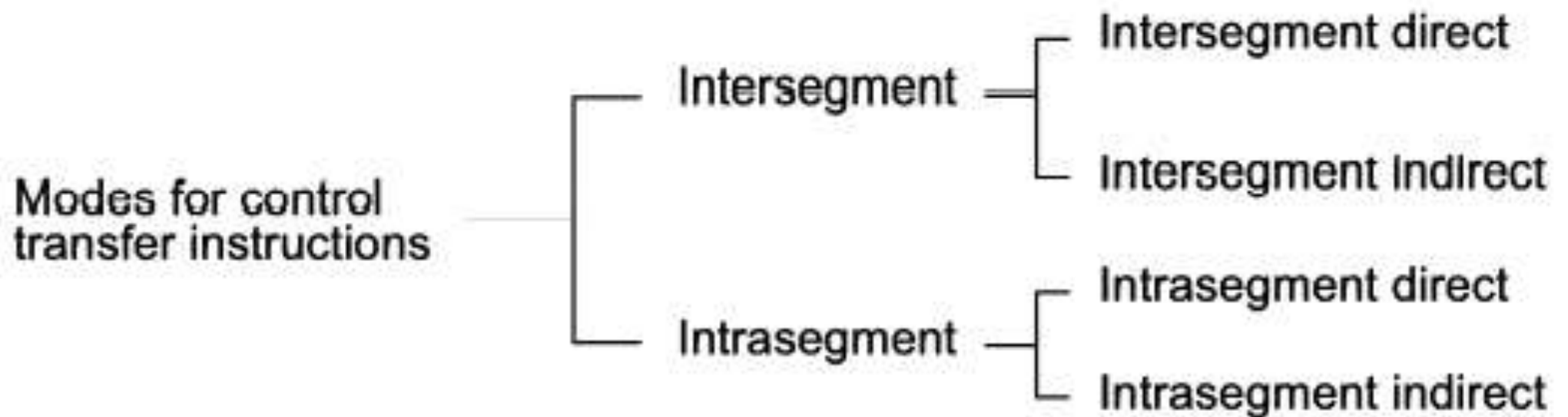


SI

= 3050H

Final  
Index  
Address





**Fig. 2.1** *Addressing Modes for Control Transfer Instructions*