



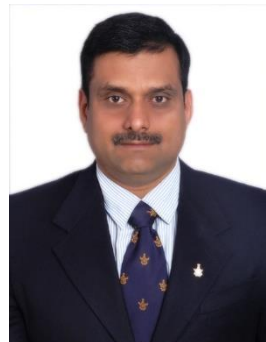
Microprocessors and Interfaces: 2021-22

Lecture 5

8086 Addressing Modes and OP-Code :

Examples

By Dr. Sanjay Vidhyadharan



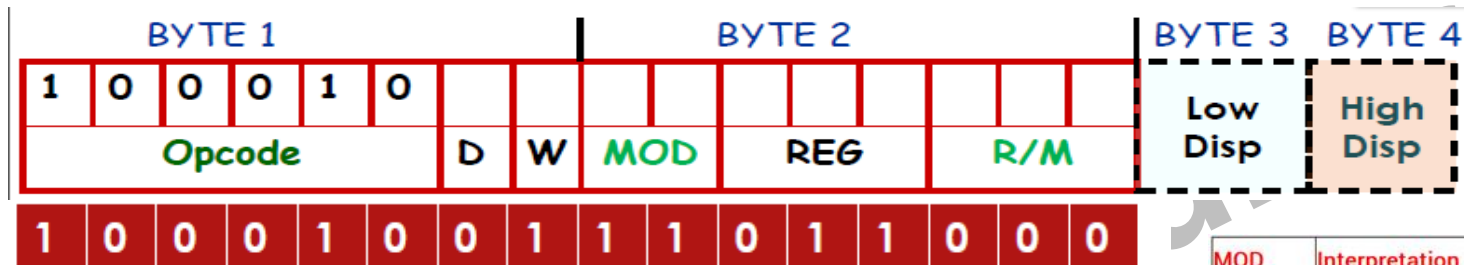
INSTRUCTION FORMAT

BYTE 1						BYTE 2						BYTE 3	BYTE 4
												LOW DISP.	HIGH DISP.
OPCODE				D	W	MOD		REG		R/M			

BYTE 1				BYTE 2		BYTE 3
				1 BIT	3 BITS	
OPCODE				W	REG	LOW DISP.
						HIGH DISP.

Register Addressing

MOV AX,BX



89D8



8BC3

MOD	Interpretation
00	Memory mode with no displacement follows except for 16-bit Displacement when R/M = 110
01	Memory mode with 8-bit displacement
10	Memory mode with 16-bit displacement
11	Register mode (no displacement)

MOV = Move
 Register/Memory to/from Register
 Immediate to Register/Memory

76543210
 100010 dw
 1100011 w

REG	W = 0	W = 1
000	AL	AX
001	CL	CX
010	DL	DX
011	BL	BX

Immediate Addressing

MOV CX, AD4C_H

BYTE 1					BYTE 2		BYTE 3	
				1 BIT	3 BITS		LOW DISP.	HIGH DISP.
OPCODE				W	REG			

1 0 1 1 1 0 0 1

4C

AD

B94CAD

MOV = Move
 Register/Memory to/from Register
 Immediate to Register/Memory
 Immediate to Register

76543210
 100010 dw
 1100011 w
 1011 w reg

REG	W = 0	W = 1
000	AL	AX
001	CL	CX
010	DL	DX
011	BL	BX

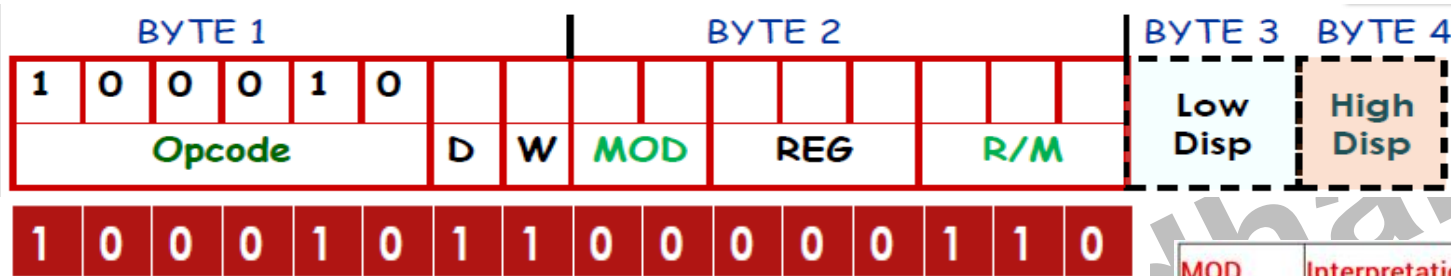
Little vs Big Endian

Little		vs	Big Endian (5627)	
00000	27		00000	56
00001	56		00001	27

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Direct Addressing

MOV AX, [1234_H]



88 06 34 12

MOD	Interpretation
00	Memory mode with no displacement follows except for 16-bit Displacement when R/M = 110
01	Memory mode with 8-bit displacement
10	Memory mode with 16-bit displacement
11	Register mode (no displacement)

Operands	Memory Operands			Register Operands	
	No Displacement	Displacement 8-bit	Displacement 16-bit	11	
MOD \ R/M	00	01	10	W = 0	W = 1
000	(BX) + (SI)	(BX) + (SI) + D8	(BX) + (SI) + D16	AL	AX
001	(BX) + (DI)	(BX) + (DI) + D8	(BX) + (DI) + D16	CL	CX
010	(BP) + (SI)	(BP) + (SI) + D8	(BP) + (SI) + D16	DL	DX
011	(BP) + (DI)	(BP) + (DI) + D8		BL	BX
100	(SI)	(SI) + D8	(SI) + D16	AH	SP
101	(DI)	(DI) + D8	(DI) + D16	CH	BP
110	D16	(BP) + D8	(BP) + D16	DH	SI
111	(BX)	(BX) + D8	(BX) + D16	BH	DI

REG	W = 0	W = 1
000	AL	AX
001	CL	CX
010	DL	DX
011	BL	BX

Register indirect Addressing:

MOV [BX], CL - Register Indirect addressing

- ⌘ Transfers a byte or word between a register and a memory location addressed by an index or base register.

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Lookup table with register indirect addressing

CS: 0200, DS: 0100

MOV AL,0

MOV CL,04H

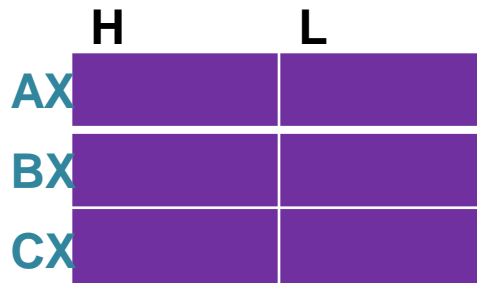
MOV BX,0000H

AGAIN: MOV [BX],AL

INC AL

INC BX

LOOP AGAIN



Physical Address	Value

DS = 0100

Lookup table with register indirect addressing

CS: 0200, DS: 0100

MOV AL,0

MOV CL,04H ←

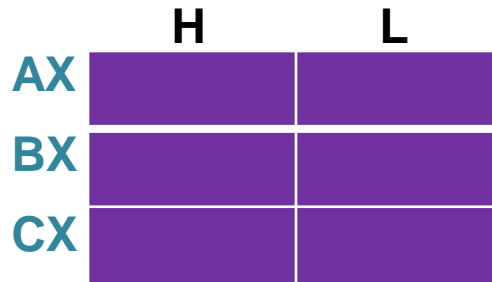
MOV BX,0000H

AGAIN: MOV [BX],AL

INC AL

INC BX

LOOP AGAIN



Physical Address	Value

DS = 0100

Lookup table with register indirect addressing

CS: 0200, DS: 0100

MOV AL,0

MOV CL,04H

MOV BX,0000H

AGAIN: MOV [BX],AL

INC AL

INC BX

LOOP AGAIN

	H	L
AX	xx	00
BX		
CX	xx	04

Physical Address	Value

DS = 0100

Lookup table with register indirect addressing

```
CS: 0200, DS: 0100
MOV AL,0
MOV CL,04H
MOV BX,0000H
AGAIN: MOV [BX],AL
INC AL ←
INC BX
LOOP AGAIN
```

	H	L
AX	xx	00
BX	00	00
CX	xx	04

$DS * 10H + BX$ 01000

Physical address

Physical Address	Value
01000	00

DS = 0100

Lookup table with register indirect addressing

CS: 0200, DS: 0100

MOV AL,0

MOV CL,04H

MOV BX,0000H

AGAIN: MOV [BX],AL

INC AL

INC BX ←

LOOP AGAIN

	H	L
AX	xx	01
BX	00	00
CX	xx	04

DS*10H+BX

01000

Physical address

Physical Address	Value
01000	00

DS = 0100

Lookup table with register indirect addressing

CS: 0200, DS: 0100

MOV AL,0

MOV CL,04H

MOV BX,0000H

AGAIN: MOV [BX],AL

INC AL

INC BX

LOOP AGAIN ←

	H	L
AX	xx	01
BX	00	01
CX	xx	04

DS*10H+BX 01000

Physical address

Physical Address	Value
01000	00

DS = 0100

Lookup table with register indirect addressing

CS: 0200, DS: 0100
 MOV AL,0
 MOV CL,04H
 MOV BX,0000H

AGAIN: MOV [BX],AL
 INC AL
 INC BX
 LOOP AGAIN

	H	L
AX	xx	01
BX	00	01
CX	xx	03

DS*10H+BX 01000

Physical address

Physical Address	Value
01000	00

DS = 0100

Lookup table with register indirect addressing

```

CS: 0200, DS: 0100
MOV AL,0
MOV CL,04H
MOV BX,0000H
AGAIN: MOV [BX],AL
INC AL ←
INC BX
LOOP AGAIN
    
```

	H	L
AX	xx	01
BX	00	01
CX	xx	03

DS*10H+BX 01001

Physical address

Physical Address	Value
01000	00
01001	01

DS = 0100

Lookup table with register indirect addressing

CS: 0200, DS: 0100

MOV AL,0

MOV CL,04H

MOV BX,0000H

AGAIN: MOV [BX],AL

INC AL

INC BX ←

LOOP AGAIN

	H	L
AX	xx	02
BX	00	01
CX	xx	03

DS*10H+BX

01001

Physical address

Physical Address	Value
01000	00
01001	01

DS = 0100

Lookup table with register indirect addressing

CS: 0200, DS: 0100

MOV AL,0

MOV CL,04H

MOV BX,0000H

AGAIN: MOV [BX],AL

INC AL

INC BX

LOOP AGAIN ←

	H	L
AX	xx	02
BX	00	02
CX	xx	03

$DS * 10H + BX$

01001

Physical address

Physical Address	Value
01000	00
01001	01

DS = 0100

Lookup table with register indirect addressing

CS: 0200, DS: 0100

```
MOV AL,0
MOV CL,04H
MOV BX,0000H
AGAIN: MOV [BX],AL
```

```
INC AL
INC BX
```

LOOP AGAIN ←

	H	L
AX	xx	02
BX	00	02
CX	xx	03

DS*10H+BX 01001

Physical address

Physical Address	Value
01000	00
01001	01

DS = 0100

Lookup table with register indirect addressing

CS: 0200, DS: 0100

```
MOV AL,0  
MOV CL,04H  
MOV BX,0000H  
AGAIN: MOV [BX],AL  
INC AL  
INC BX  
LOOP AGAIN
```

AGAIN: MOV [BX],AL ←

	H	L
AX	xx	02
BX	00	02
CX	xx	02

DS*10H+BX 01001

Physical address

Physical Address	Value
01000	00
01001	01

DS = 0100

Lookup table with register indirect addressing

CS: 0200, DS: 0100
MOV AL,0
MOV CL,04H
MOV BX,0000H
AGAIN: MOV [BX],AL
INC AL ←
INC BX
LOOP AGAIN

	H	L
AX	xx	02
BX	00	02
CX	xx	01

DS*10H+BX 01002

Physical address

Physical Address	Value
01000	00
01001	01
01002	02

DS = 0100

Lookup table with register indirect addressing

CS: 0200, DS: 0100

```

MOV AL,0
MOV CL,04H
MOV BX,0000H
AGAIN: MOV [BX],AL
      INC AL
      INC BX ←
      LOOP AGAIN
    
```

	H	L
AX	xx	03
BX	00	02
CX	xx	01

DS*10H+BX 01002

Physical address

Physical Address	Value
01000	00
01001	01
01002	02

DS = 0100

Lookup table with register indirect addressing

CS: 0200, DS: 0100

```
MOV AL,0
MOV CL,04H
MOV BX,0000H
AGAIN: MOV [BX],AL
INC AL
INC BX
```

LOOP AGAIN ←

	H	L
AX	xx	03
BX	00	03
CX	xx	01

DS*10H+BX 01002

Physical address

Physical Address	Value
01000	00
01001	01
01002	02

DS = 0100

Lookup table with register indirect addressing

CS: 0200, DS: 0100

```
MOV AL,0  
MOV CL,04H  
MOV BX,0000H  
AGAIN: MOV [BX],AL  
INC AL  
INC BX  
LOOP AGAIN
```

AGAIN: MOV [BX],AL ←

	H	L
AX	xx	03
BX	00	03
CX	xx	00

DS*10H+BX 01002

Physical address

Physical Address	Value
01000	00
01001	01
01002	02

DS = 0100

Lookup table with register indirect addressing

CS: 0200, DS: 0100

```

MOV AL,0
MOV CL,04H
MOV BX,0000H
AGAIN: MOV [BX],AL
      INC AL ←
      INC BX
      LOOP AGAIN
    
```

	H	L
AX	xx	03
BX	00	03
CX	xx	00

DS*10H+BX 01003

Physical address

Physical Address	Value
01000	00
01001	01
01002	02
01003	03

DS = 0100

Lookup table with register indirect addressing

CS: 0200, DS: 0100

```

MOV AL,0
MOV CL,04H
MOV BX,0000H
AGAIN: MOV [BX],AL
       INC AL
       INC BX ←
       LOOP AGAIN
    
```

	H	L
AX	xx	04
BX	00	03
CX	xx	00

DS*10H+BX 01003

Physical address

Physical Address	Value
01000	00
01001	01
01002	02
01003	03

DS = 0100

Lookup table with register indirect addressing

CS: 0200, DS: 0100

```
MOV AL,0
MOV CL,04H
MOV BX,0000H
AGAIN: MOV [BX],AL
INC AL
INC BX
```

LOOP AGAIN ←

	H	L
AX	xx	04
BX	00	04
CX	xx	00

DS*10H+BX 01003

Physical address

Physical Address	Value
01000	00
01001	01
01002	02
01003	03

DS = 0100

Lookup table with register indirect addressing

CS: 0200, DS: 0100

```
MOV AL,0  
MOV CL,04H  
MOV BX,0000H  
AGAIN: MOV [BX],AL  
INC AL  
INC BX  
LOOP AGAIN
```

AGAIN:

Exit from the loop

	H	L
AX	xx	04
BX	00	04
CX	xx	00

DS*10H+BX 01003

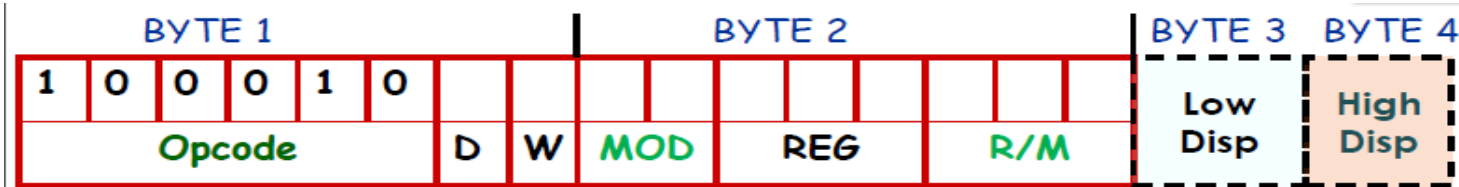
Physical address

Physical Address	Value
01000	00
01001	01
01002	02
01003	03

DS = 0100

Register Indirect Addressing

MOV AX, [BX]



8B07

MOD	Interpretation
00	Memory mode with no displacement follows except for 16-bit Displacement when R/M = 110
01	Memory mode with 8-bit displacement
10	Memory mode with 16-bit displacement
11	Register mode (no displacement)

Operands	Memory Operands			Register Operands	
	No Displacement	Displacement 8-bit	Displacement 16-bit	11	
MOD \ R/M	00	01	10	W = 0	W = 1
000	(BX) + (SI)	(BX) + (SI) + D8	(BX) + (SI) + D16	AL	AX
001	(BX) + (DI)	(BX) + (DI) + D8	(BX) + (DI) + D16	CL	CX
010	(BP) + (SI)	(BP) + (SI) + D8	(BP) + (SI) + D16	DL	DX
011	(BP) + (DI)	(BP) + (DI) + D8		BL	BX
100	(SI)	(SI) + D8	(SI) + D16	AH	SP
101	(DI)	(DI) + D8	(DI) + D16	CH	BP
110	D16	(BP) + D8	(BP) + D16	DH	SI
111	(BX)	(BX) + D8	(BX) + D16	BH	DI

REG	W = 0	W = 1
000	AL	AX
001	CL	CX
010	DL	DX
011	BL	BX

Base plus Indexed Addressing

MOV AX, [BX+SI]

BX = 1200_H

SI = 0034_H

(AX) ← DS:1200+34

DS = 2000_H

ADDRESS = 2000+1200+34=21234

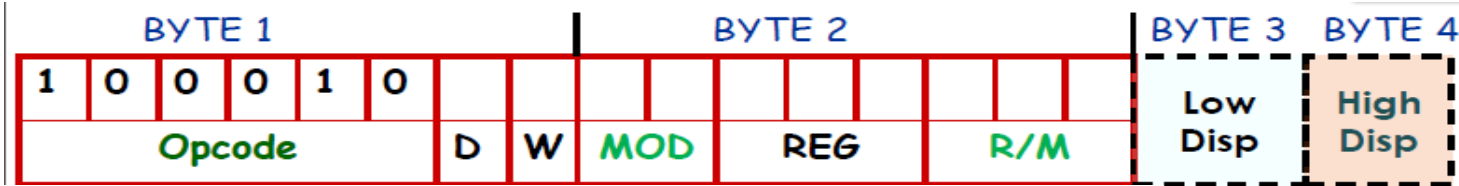
➤ **21234_H** 74

➤ **21235_H** 82

➤ **AX = 82 74_H**

Base plus Indexed Addressing

MOV AX,[BX+SI]



8B00

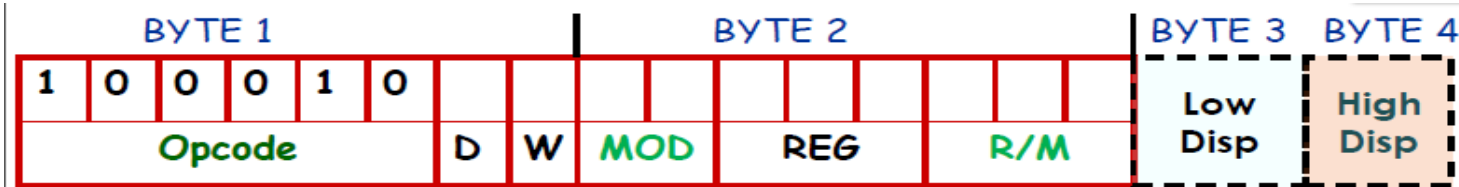
MOD	Interpretation
00	Memory mode with no displacement follows except for 16-bit Displacement when R/M = 110
01	Memory mode with 8-bit displacement
10	Memory mode with 16-bit displacement
11	Register mode (no displacement)

Operands	Memory Operands			Register Operands	
	No Displacement	Displacement 8-bit	Displacement 16-bit	11	
MOD \ R/M	00	01	10	W = 0	W = 1
000	(BX) + (SI)	(BX) + (SI) + D8	(BX) + (SI) + D16	AL	AX
001	(BX) + (DI)	(BX) + (DI) + D8	(BX) + (DI) + D16	CL	CX
010	(BP) + (SI)	(BP) + (SI) + D8	(BP) + (SI) + D16	DL	DX
011	(BP) + (DI)	(BP) + (DI) + D8		BL	BX
100	(SI)	(SI) + D8	(SI) + D16	AH	SP
101	(DI)	(DI) + D8	(DI) + D16	CH	BP
110	D16	(BP) + D8	(BP) + D16	DH	SI
111	(BX)	(BX) + D8	(BX) + D16	BH	DI

REG	W = 0	W = 1
000	AL	AX
001	CL	CX
010	DL	DX
011	BL	BX

Register Relative Addressing

MOV AX, [BX+34]



1 0 0 0 1 0 1 1 0 1 0 0 0 1 1 1

8B47 34

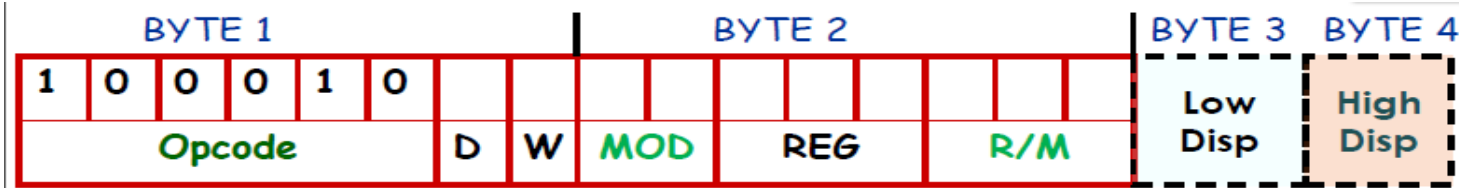
MOD	Interpretation
00	Memory mode with no displacement follows except for 16-bit Displacement when R/M = 110
01	Memory mode with 8-bit displacement
10	Memory mode with 16-bit displacement
11	Register mode (no displacement)

Operands	Memory Operands			Register Operands	
	No Displacement	Displacement 8-bit	Displacement 16-bit	11	
MOD	00	01	10	11	
R/M				W = 0	W = 1
000	(BX) + (SI)	(BX) + (SI) + D8	(BX) + (SI) + D16	AL	AX
001	(BX) + (DI)	(BX) + (DI) + D8	(BX) + (DI) + D16	CL	CX
010	(BP) + (SI)	(BP) + (SI) + D8	(BP) + (SI) + D16	DL	DX
011	(BP) + (DI)	(BP) + (DI) + D8		BL	BX
100	(SI)	(SI) + D8	(SI) + D16	AH	SP
101	(DI)	(DI) + D8	(DI) + D16	CH	BP
110	D16	(BP) + D8	(BP) + D16	DH	SI
111	(BX)	(BX) + D8	(BX) + D16	BH	DI

REG	W = 0	W = 1
000	AL	AX
001	CL	CX
010	DL	DX
011	BL	BX

Register Relative Addressing

MOV [SI+600], BH



88BC 00 06

MOD	Interpretation
00	Memory mode with no displacement follows except for 16-bit Displacement when R/M = 110
01	Memory mode with 8-bit displacement
10	Memory mode with 16-bit displacement
11	Register mode (no displacement)

Operands	Memory Operands			Register Operands	
	No Displacement	Displacement 8-bit	Displacement 16-bit	11	
MOD	00	01	10	11	
R/M				W = 0	W = 1
000	(BX) + (SI)	(BX) + (SI) + D8	(BX) + (SI) + D16	AL	AX
001	(BX) + (DI)	(BX) + (DI) + D8	(BX) + (DI) + D16	CL	CX
010	(BP) + (SI)	(BP) + (SI) + D8	(BP) + (SI) + D16	DL	DX
011	(BP) + (DI)	(BP) + (DI) + D8		BL	BX
100	(SI)	(SI) + D8	(SI) + D16	AH	SP
101	(DI)	(DI) + D8	(DI) + D16	CH	BP
110	D16	(BP) + D8	(BP) + D16	DH	SI
111	(BX)	(BX) + D8	(BX) + D16	BH	DI

REG	W = 0	W = 1
000	AL	AX
001	CL	CX
010	DL	DX
011	BL	BX
100	AH	SP
101	CH	BP
110	DH	SI
111	BH	DI

Thankyou

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