



## Computer Science Dept.



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# OUTLINE



✓ *Instruction Set of 8086 $\mu$ P*



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**Ex : Write an ALP to evaluate  $x(y + z)$  where  $x = 10H$ ,  $y = 20H$  and  $z = 30H$  and store the result in a memory location  $54000H$ .**

MOV AX , 5000H

MOV DS , AX

MOV AL , 20H

MOV CL , 30H

ADD AL , CL

MOV CL , 10H

MUL CL

MOV SI , 4000H

MOV [SI] , AX

HLT



# *Instruction Set of 8086 $\mu$ P*



**Ex: Write an ALP to multiply the word 1234H by the double word 12345678H. Store the result in locations starting in 54000H.**

```
MOV AX , 1234H          MOV BX , 5678H
MOV CX , 1234H          MUL BX
MOV SI , AX             MOV DI , DX
MOV AX , 1234H          MUL CX
ADC AX , DI             ADC DX , 0000H
MOV BX , 5000H          MOV DS , BX
MOV [4000H], SI         MOV [4002H],AX
MOV [4004H],DX          HLT
```



# *Instruction Set of 8086 $\mu$ P*



**Note:** After executing **AND** , **OR**, or **XOR** instructions CF and OF are both 0. PF, SF, and ZF are updated . AF is undefined.

**Ex :** Write an ALP to clear bits 0 to 5, set bits 6 to 10 and complement bits 11 to 15 in a memory location 34000H.

**Ans.**

```
MOV AX , 3000H
```

```
MOV DS , AX
```

```
AND [4000] , FFC0H
```

```
OR [4000] , 07C0H
```

```
XOR [4000] , F800H
```

```
HLT
```



# *Instruction Set of 8086 $\mu$ P*

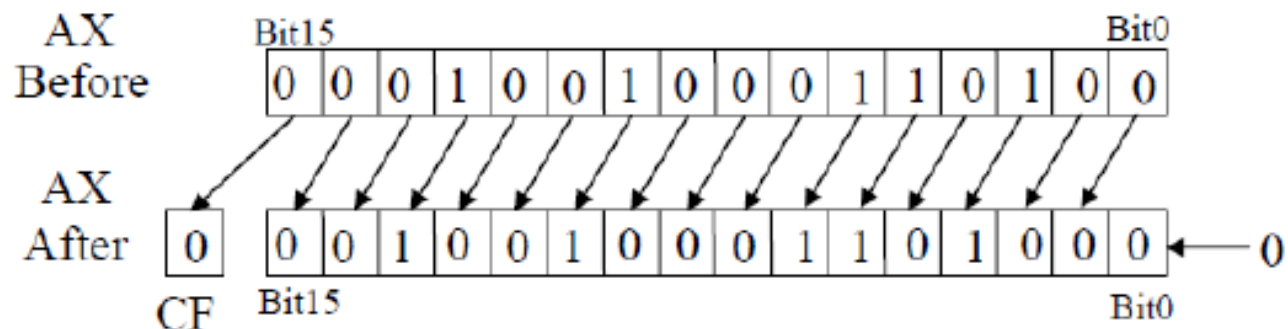


## **Shift Instructions:**

Shift instructions can perform two basic types of shift operations: **the logical shift** and **the arithmetic shift**. Also, each of these operations can be performed to the right or to the left. They have the ability to shift the contents of either an internal register or a storage location in memory.

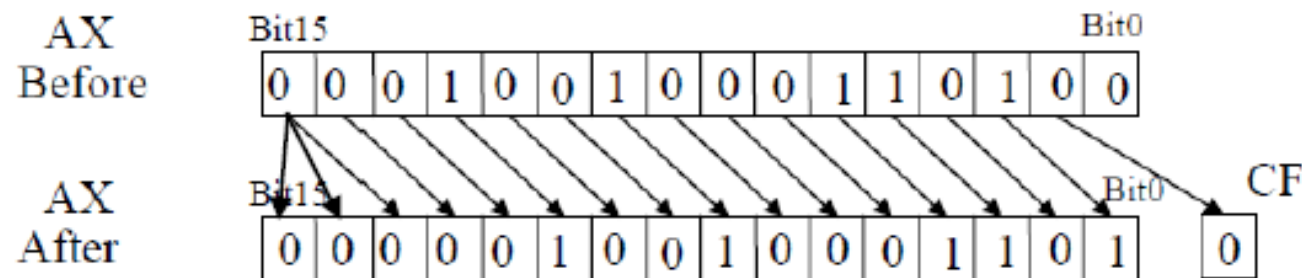
# Instruction Set of 8086 $\mu$ P

Ex: If (AX)=1234H , then, executing: SHL AX , 1



(AX) = 2468H & (CF)=0

Ex: If (CL)=2 and (AX)= 1234AH. Then, executing: SAR AX , CL leads to:  
(AX)=048EH & (CF)=0

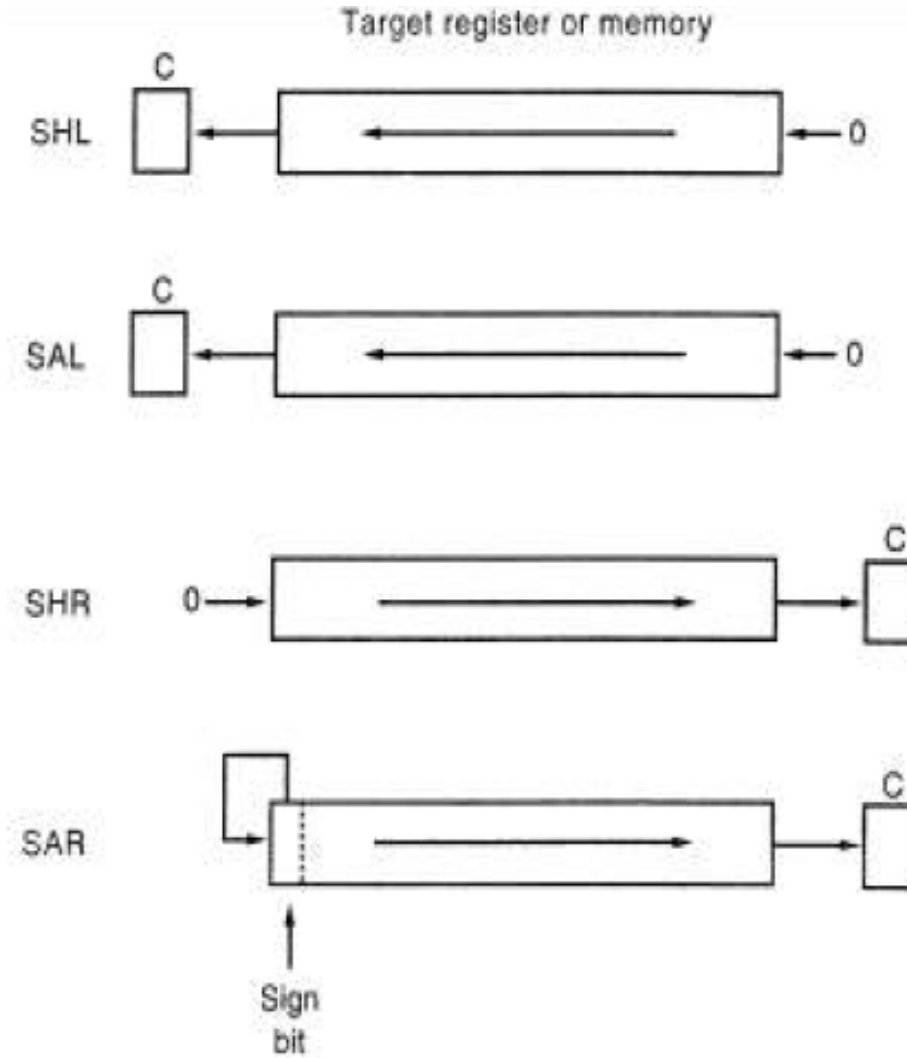
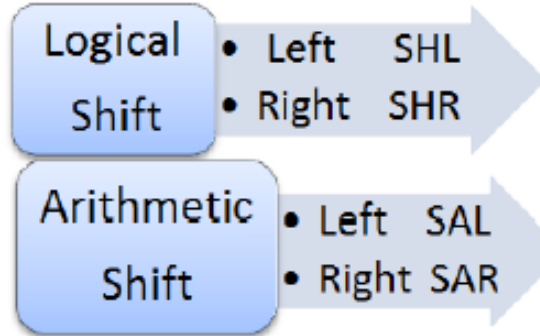


# Instruction Set of 8086 $\mu$ P

Mnemonic	Meaning	Format	Operation	Flags affected
<b>SAL/SHL</b>	Shift arithmetic left / Shift logical left	SHL D , 1 SHL D , CL SAL D , 1 SAL D , CL	Shift D (Reg. / Mem.) to left either by 1 bit or by number of bits stored in CL .	CF, PF, SF, Z AF undefined OF undefined if count $\neq$ 1
<b>SHR</b>	Shift logical right	SHR D , 1 SHR D , CL	Shift D (Reg. / Mem.) to right either by 1 bit or by number of bits stored in CL .	CF, PF, SF, Z AF undefined OF undefined if count $\neq$ 1
<b>SAR</b>	Shift arithmetic right	SAR D , 1 SAR D , CL	Shift D (Reg. / Mem.) either by 1 bit or by number of bits stored in CL .	CF, PF, SF, Z AF undefined OF undefined if count $\neq$ 1



# Instruction Set of 8086 $\mu$ P



# Instruction Set of 8086 $\mu$ P

## Rotate (ROL, ROR, RCL, and, RCR ) Instructions:

Rotate instructions, are similar to the shift instructions. The operation of these instructions is described below. They have the ability to rotate the contents of either an internal register or a storage location in memory.

Mnemonic	Meaning	Format	Operation	Flags affected
<b>ROL</b>	Rotate left	ROL D , 1 ROL D , CL	Rotate D (Reg./Mem.) left out of carry either by 1 bit or No. of bits stored in CL .	CF OF undefined if count $\neq$ 1
<b>ROR</b>	Rotate right	ROR D , 1 ROR D , CL	Rotate D (Reg./Mem.) right out of carry either by 1 bit or No. of bits stored in CL .	CF OF undefined if count $\neq$ 1
<b>RCL</b>	Rotate left through carry	RCL D , 1 RCL D , CL	Rotate D (Reg./Mem.) left through carry either by 1 bit or No. of bits in CL .	CF OF undefined if count $\neq$ 1
<b>RCR</b>	Rotate right through carry	RCR D , 1 RCR D , CL	The same operation of RCL but to the right.	CF OF undefined if count $\neq$ 1



# *Instruction Set of 8086 $\mu$ P*

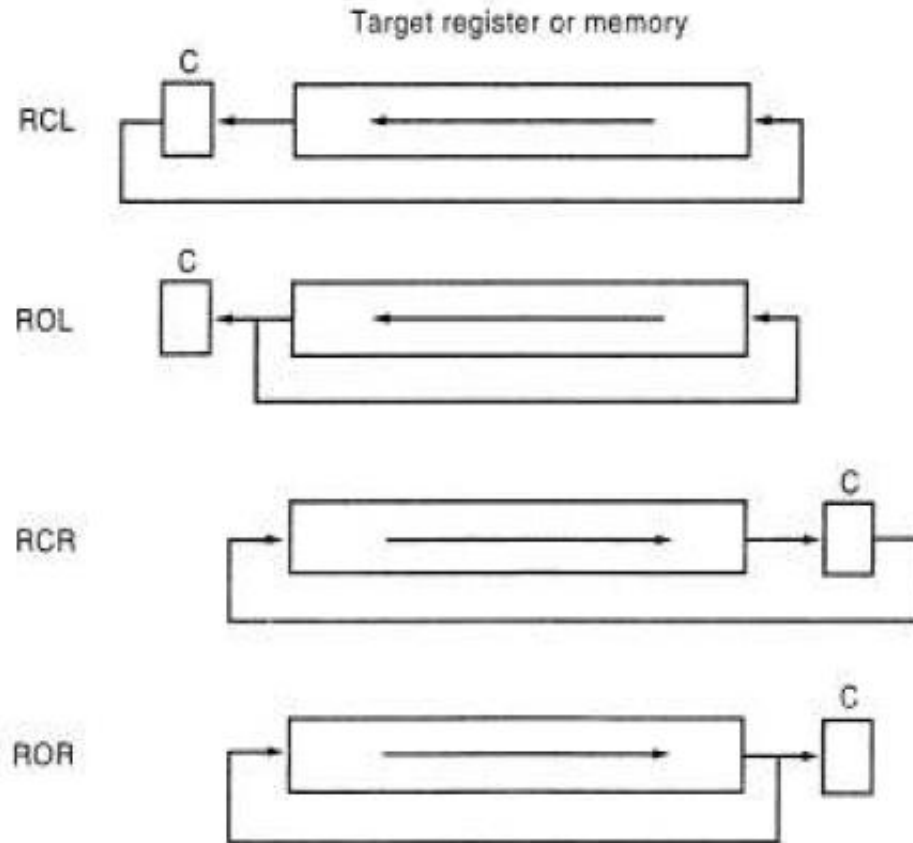


## **Rotate (ROL, ROR, RCL, and, RCR ) Instructions:**

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# *Instruction Set of 8086 $\mu$ P*



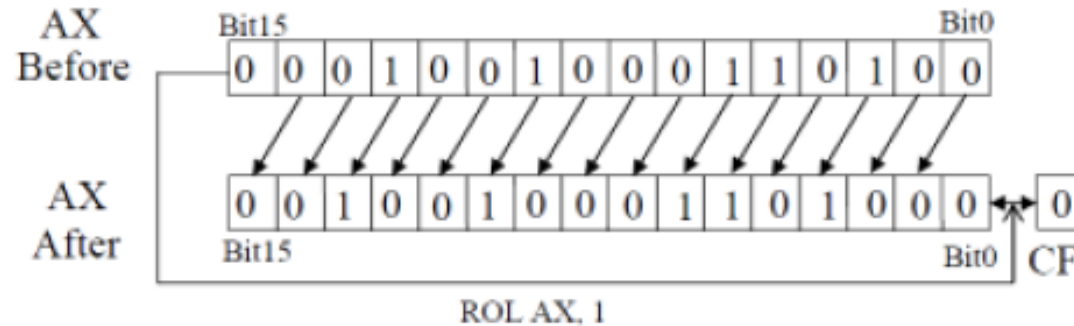
# Instruction Set of 8086 $\mu$ P

**Ex :** If  $(CL) = 04_{16}$  and  $AX = 1234A_{16}$ . Determine the new contents of AX and the carry flag after executing the instructions:

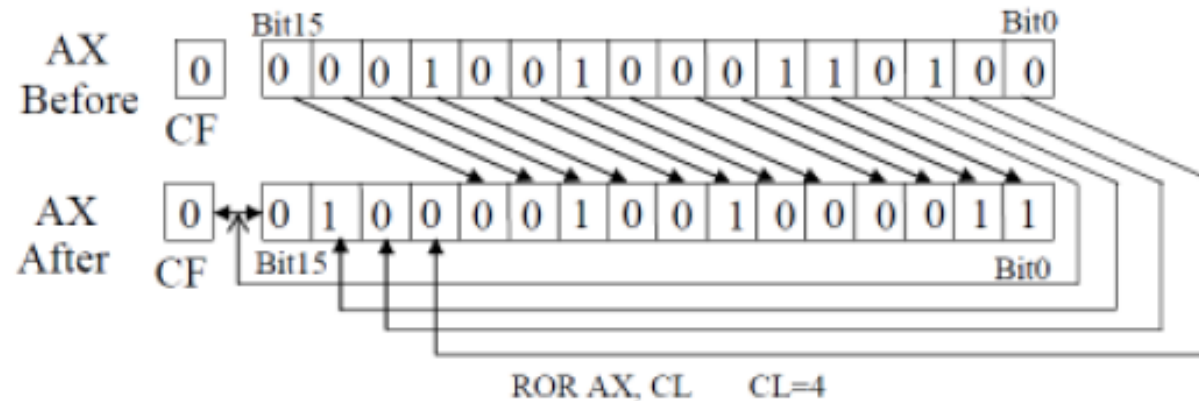
- a) ROL AX, 1      b) ROR AX, CL

**Ans.**

- a)  $(AX) = 2468H$     and     $(CF) = 0$



- b)  $(AX) = 4123H$     and     $(CF) = 1$



# *Instruction Set of 8086 $\mu$ P*

## **Flags Control Instructions**

The flag control instruction affect the state of the flags directly, these instructions and their operation are listed below:

<b>Mnemonic</b>	<b>Meaning</b>	<b>Operation</b>	<b>Flags affected</b>
<b>LAHF</b>	Load AH from flags	$(AH) \leftarrow (\text{Flags})$	None
<b>SAHF</b>	Store AH into flags	$(\text{Flags}) \leftarrow (AH)$	SF,ZF,AF,PF,CF

LAHF instruction : Load (copy to) AH with the low byte the flag register.

$$(AH) \leftarrow (\text{Low byte of flag register})$$

SAHF instruction Store (copy) AH register to low byte of flag register.

$$(\text{Low byte of flag register}) \leftarrow (AH)$$



# Instruction Set of 8086 $\mu$ P



**Ex: Write an ALP that complements the first byte of flags register.**

LAHF

XOR AH , 0FFH

SAHF

HLT

Mnemonic	Meaning	Operation	Flags affected
CLC	Clear carry flag	(CF) $\leftarrow$ 0	CF
STC	Set carry flag	(CF) $\leftarrow$ 1	CF
CMC	Complement carry flag	(CF) $\leftarrow$ NOT (CF)	CF
CLI	Clear interrupt flag	(IF) $\leftarrow$ 0	IF
STI	Set interrupt flag	(IF) $\leftarrow$ 1	IF

Mnemonic	Meaning	Format	Operation	Flags affected
CLD	Clear DF	CLD	(DF) $\leftarrow$ 0	DF
STD	Set DF	STD	(DF) $\leftarrow$ 1	DF



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## **Compare CMP and TEST Instructions**

The following are the characteristics of CMP instruction:

- Can compare two 8-bit or two 16-bit numbers.
- Operands may reside in memory, a register in the CPU or be a part of an instruction.
- CMP is a subtraction method, it uses 2's complement .
- Result of CMP is not saved in the destination operand.
- Results of comparison is reflected in the six status flags: CF, AF, OF, PF, SF and ZF.

Mnemonic	Meaning	Format	Operation	Flags affected
<b>CMP</b>	Compare	CMP D, S	(D)-(S) is used in setting or resetting the flags	CF, AF, OF, PF, SF, ZF



# *Instruction Set of 8086 $\mu$ P*

Destination	Source
Register	Register
Register	Memory
Memory	Register
Register	Immediate
Memory	Immediate
Accumulator	Immediate

## Examples

`CMP AX , BX`

`CMP DL , CL`

`CMP AL , [BX]`

`CMP CX , 1234h`

`CMP [SI+100H] , 1234H`

*CMP AX , BX*

$AX > BX \rightarrow CF = 0$

$AX < BX \rightarrow CF = 1$

$AX = BX \rightarrow ZF = 1$



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## **The TEST Instruction**

This instruction ANDs the contents of a source byte or word with the contents of specified destination word. Flags are updated but neither operand is changed. TEST instruction is often used to set flags before a conditional jump instruction.

Mnemonic	Meaning	Format	Operation	Flags Affected
TEST	test	TEST D , S	(D) . (S)	PF , ZF , SF



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**THANK  
YOU**

