



# Topic -3

# Addressing Modes of

# 8086

# Why study addressing modes?



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

# What are we going to study?



## Addressing modes

- ▶ We will see the types of addressing modes present in 8086.
- ▶ We will study each addressing mode with example.

# 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>

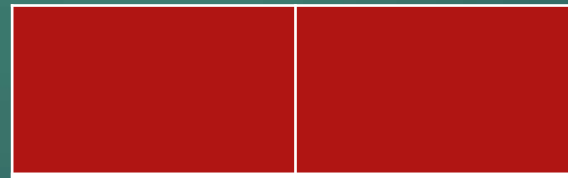


AX

# 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**

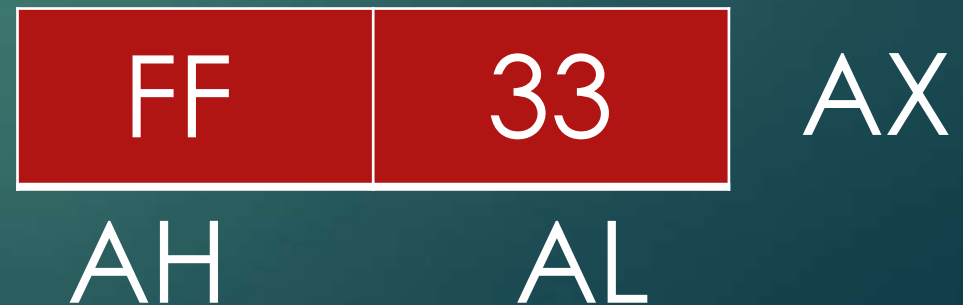
22	5000
33	5001
	5002

# 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

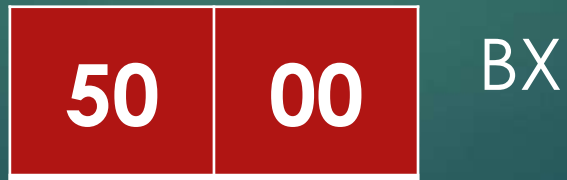
MOV AX,BXH



# 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



# Reflection Spot



```
MOV [7000H],CX
```

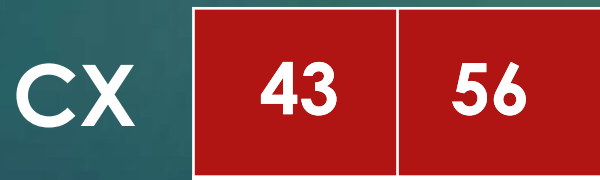
Q) Which addressing does instruction above belong, and why?

# Reflection Spot

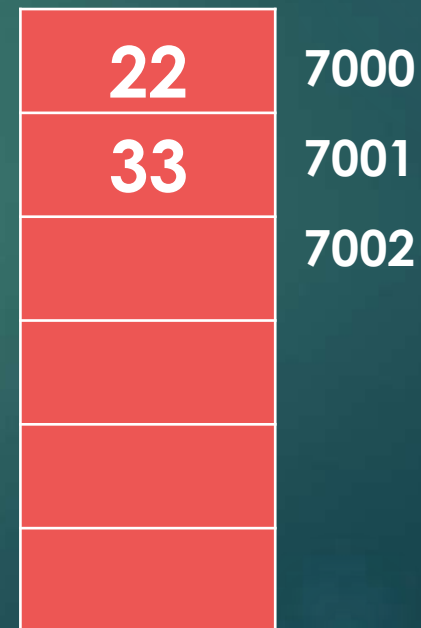
MOV [7000H],CX

Q) Which addressing does instruction above belonging and why?

Ans) Direct addressing mode



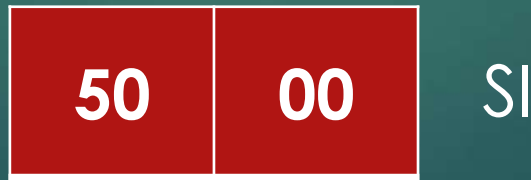
Memory



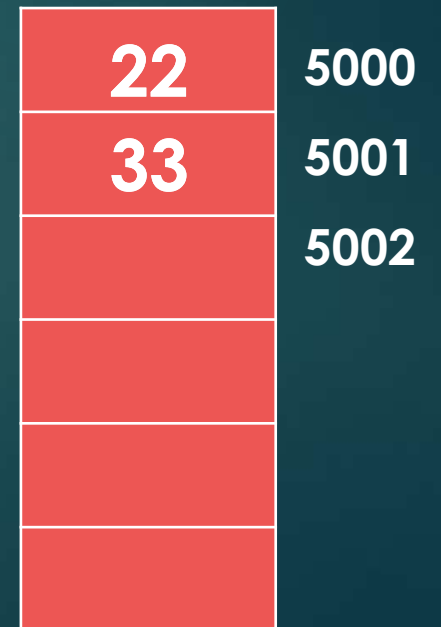
# 5: Indexed addressing mode

- ▶ 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



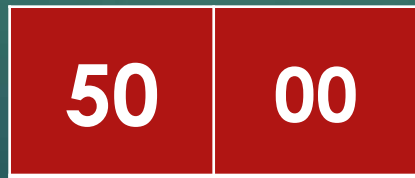
# 6: Register relative addressing mode

- ▶ 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



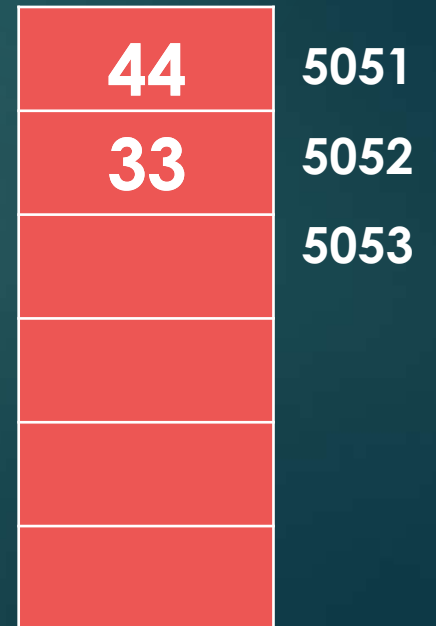
BX

+ 50H = 5050H

Offset

Final  
Index  
Address

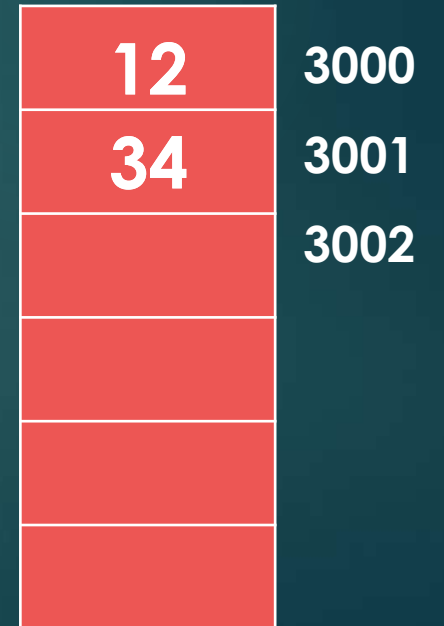
## Memory



# 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

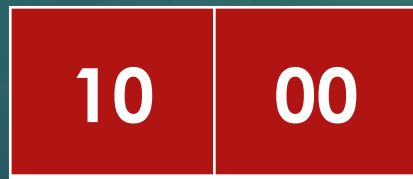
- ▶ In the effective address is formed by adding an 8 or 16-bit displacement with sum of contents of any one of the base registers (BX or BP) and any one of the index registers, in a default segment.

MOV AX,50H[BX][SI]

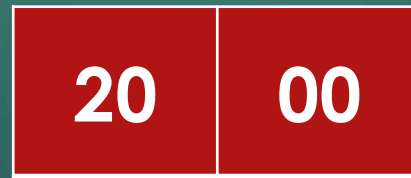


AX

50H +



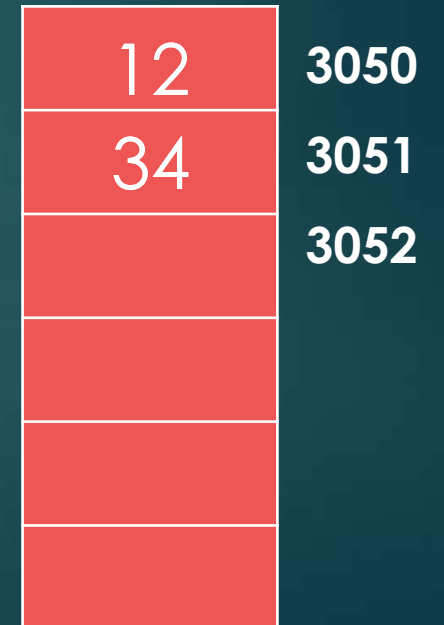
BX



SI

= 3050H

Final  
Index  
Address



# Summery



## What we have learnt

- ▶ Different types of addressing modes present in 8086.
- ▶ Location of operands with respect to different addressing modes.

# References



## ▶ Advanced Microprocessors and Peripheral

- By K Bhurchandi, A. K. Ray





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