

# **CONTENTS**

# PREFACE TO VOLUMES I AND II

CHAPTER 0: INTRODUCTION TO COMPUTING 1	
SECTION 0.1: NUMBERING AND CODING SYSTEMS	2
Decimal and binary number systems 2	
Converting from decimal to binary 2	
Converting from binary to decimal 2	
Hexadecimal system 3	
Converting between binary and hex 4	
Converting from decimal to hex 4	
Converting from hex to decimal 4	
Counting in base 10, 2, and 16 6	
Addition of binary and hex numbers 6	
2's complement 6	
Addition and subtraction of hex numbers 7	
Addition of hex numbers 7	
Subtraction of hex numbers 7	
ASCII code 8	
SECTION 0.2: INSIDE THE COMPUTER 9 Some important terminology 9 Internal organization of computers 9 More about the data bus 10 More about the address bus 10	
CPU and its relation to RAM and ROM 11 Inside CPUs 11 Internal working of computers 12	
SECTION 0.3: BRIEF HISTORY OF THE CPU 13 CISC vs. RISC 14	
CHAPTER 1: THE 80x86 MICROPROCESSOR 18	
SECTION 1.1: BRIEF HISTORY OF THE 80x86 FAMILY	19
Evolution from 8080/8085 to 8086 19	17
Evolution from 8086 to 8088 19	
Success of the 8088 19	
	1.0
Other microprocessors: the 80286, 80386, and 80486	- 19

SECTION 1.2: INSIDE THE 8088/8086 21	
Pipelining 21	
Registers 22	
SECTION 1.3: INTRODUCTION TO ASSEMBLY PROGRAMMING	23
Assembly language programming 24	
MOV instruction 24	
ADD instruction 25	
SECTION 1.4: INTRODUCTION TO PROGRAM SEGMENTS	26
Origin and definition of the segment 27	20
Logical address and physical address 27	
Code segment 27	
Logical address vs. physical address in the code segment	28
Data segment 29	20
Logical address and physical address in the data segment	20
Little endian convention 31	30
Memory map of the IBM PC 32 More about RAM 32	
· · · · · · · · · · · · · · · · · · ·	
Video RAM 33	
More about ROM 33	
Function of BIOS ROM 33	
SECTION 1.5. MODE ADOLES SECTION OF THE SECTION OF	
	33
What is a stack, and why is it needed? 33	
How stacks are accessed 34	
Pushing onto the stack 34	
Popping the stack 34	
Logical address vs. physical address for the stack 35	
A few more words about segments in the 80x86 36	
Overlapping 36	
Flag register 37	
Bits of the flag register 38	
Flag register and ADD instruction 38	
Use of the zero flag for looping 40	
SECTION 1.6: 80x86 ADDRESSING MODES 41	
Register addressing mode 41	
Immediate addressing mode 41	
Direct addressing mode 42	
Register indirect addressing mode 42	
Based relative addressing mode 43	
Indexed relative addressing mode 43	
Based indexed addressing mode 44	
Segment overrides 44	
J : :	

SECTION 2.1: DIRECTIVES AND A SAMPLE PROGRAM 50
Segments of a program 50
Stack segment definition 51
Data segment definition 51
Code segment definition 52
SECTION 2.2: ASSEMBLE, LINK, AND RUN A PROGRAM 54
asm and .obj files 55
.lst file 55
PAGE and TITLE directives 56
.crf file 56
LINKing the program 57
map file 57
SECTION 2.3: MORE SAMPLE PROGRAMS 57
Analysis of Program 2-1 58
Various approaches to Program 2-1 60
Analysis of Program 2-2 62
Analysis of Program 2-3 62
Stack segment definition revisited 62
SECTION 2.4: CONTROL TRANSFER INSTRUCTIONS 64
FAR and NEAR 64
Conditional jumps 64
Short jumps 64
Unconditional jumps 66
CALL statements 66
Assembly language subroutines 67
Rules for names in Assembly language 67
SECTION 2.5: DATA TYPES AND DATA DEFINITION 69
80x86 data types 69
Assembler data directives 69
ORG (origin) 69
DB (define byte) 69
DUP (duplicate) 70
DW (define word) 70
EQU (equate) 71
DD (define doubleword) 71
DQ (define quadword) 72
DT (define ten bytes) 72
SECTION 2.6: SIMPLIFIED SEGMENT DEFINITION 73
Memory model 74
Segment definition 74

Why COM files? 76
Converting from EXE to COM 77
CHAPTER 3: ARITHMETIC AND LOGIC INSTRUCTIONS AND PROGRAMS 82
SECTION 3.1: UNSIGNED ADDITION AND SUBTRACTION 83 Addition of unsigned numbers 83
CASE 1: Addition of individual byte and word data 83
Analysis of Program 3-1a 84 CASE 2: Addition of multiword numbers 85
Analysis of Program 3-2 86
Subtraction of unsigned numbers 87 SBB (subtract with borrow) 88
SECTION 3.2: UNSIGNED MULTIPLICATION AND DIVISION 88 Multiplication of unsigned numbers 88
Division of unsigned numbers 90
SECTION 3.3: LOGIC INSTRUCTIONS AND SAMPLE PROGRAMS 93
AND 93
OR 93 XOR 94
SHIFT 95
COMPARE of unsigned numbers 96
IBM BIOS method of converting from lowercase to uppercase 99
BIOS examples of logic instructions 100
SECTION 3.4 BCD AND ASCII OPERANDS AND INSTRUCTIONS 101
BCD number system 101
Unpacked BCD 102
Packed BCD 102
ASCII to BCD companying 102
ASCII to BCD conversion 102 ASCII to unpacked BCD conversion 102
ASCII to unpacked BCD conversion 102 ASCII to packed BCD conversion 103
Packed BCD to ASCII conversion 104
BCD addition and subtraction 104
BCD addition and correction 104
DAA 105
Summary of DAA action 105
BCD subtraction and correction 105
Summary of DAS action 107
ASCII addition and subtraction 109 Unpacked BCD multiplication and division 110
Unpacked BCD multiplication and division 110  AAM 110
AAD 110

**SECTION 2.7: EXE VS. COM FILES** 

76

SECTION 3.5: ROTATE INSTRUCTIONS 111
Rotating the bits of an operand right and left 111
ROR rotate right 111
ROL rotate left 112
RCR rotate right through carry 113
RCL rotate left through carry 113
SECTION 3.6: BITWISE OPERATION IN THE C LANGUAGE 114
Bitwise operators in C 114
Bitwise shift operators in C 115
Packed BCD-to-ASCII conversion in C 116
Testing bits in C 116
CHAPTER 4: BIOS AND DOS PROGRAMMING IN ASSEMBLY AND C 121
SECTION 4.1: BIOS INT 10H PROGRAMMING 122
Monitor screen in text mode 122
Clearing the screen using INT 10H function 06H 123
INT 10H function 02: setting the cursor to a specific location 123
INT 10H function 03: get current cursor position 124
Changing the video mode 124
Attribute byte in monochrome monitors 125
Attribute byte in CGA text mode 125
Graphics: pixel resolution and color 127
INT 10H and pixel programming 128 Drawing horizontal or vertical lines in graphics mode 128
Drawing horizontal or vertical lines in graphics mode 128 Changing the background color 129
SECTION 4.2. DOS INTERRIDE 2111 120
SECTION 4.2: DOS INTERRUPT 21H 130
INT 21H option 09: outputting a string to the monitor
INT 21H option 02: outputting a character to the monitor 130 INT 21H option 01: inputting a character, with echo 130
INT 21H option 01: inputting a character, with echo 130 INT 21H option 0AH: inputting a string from the keyboard 131
Inputting more than the buffer size 132
Use of carriage return and line feed 134
INT 21H option 07: keyboard input without echo 135
Using the LABEL directive to define a string buffer 136
SECTION 4.3: INT 16H KEYBOARD PROGRAMMING 139
Checking a key press 139
Which key is pressed? 139
SECTION 4.4: INTERRUPT PROGRAMMING WITH C 141
Programming BIOS interrupts with C/C++ 141
Programming INT 21H DOS functions calls with C/C++ 143
Accessing segment registers 144
Accessing the carry flag in int86 and intdos functions 144
Mixing C with Assembly and checking ZF 145
C function kbhit vs. INT 16H keyboard input 146

### SECTION 5.1: WHAT IS A MACRO AND HOW IS IT USED? 151 MACRO definition 151 Comments in a macro 152 Analysis of Program 5-1 154 LOCAL directive and its use in macros 155 **INCLUDE** directive 158 SECTION 5.2: MOUSE PROGRAMMING WITH INT 33H 161 INT 33H 161 Detecting the presence of a mouse 161 Some mouse terminology Displaying and hiding the mouse cursor 162 Video resolution vs. mouse resolution in text mode 163 Video resolution vs. mouse resolution in graphics mode 163 Getting the current mouse cursor position (AX=03) Setting the mouse pointer position (AX=04)Getting mouse button press information (AX=05) 166 Monitoring and displaying the button press count program 167 Getting mouse button release information (AX=06) Setting horizontal boundary for mouse pointer (AX=07) Setting vertical boundary for mouse pointer (AX=08) Setting an exclusion area for the mouse pointer (AX=10) 169 Getting mouse driver information (version) (AX=24H) 169 CHAPTER 6: SIGNED NUMBERS, STRINGS, AND TABLES 173 SECTION 6.1: SIGNED NUMBER ARITHMETIC OPERATIONS 174 Concept of signed numbers in computers 174 Signed byte operands Positive numbers 174 Negative numbers 174 Word-sized signed numbers 175 Overflow problem in signed number operations 176 When the overflow flag is set in 8-bit operations 176 Overflow flag in 16-bit operations 177 Avoiding erroneous results in signed number operations 178 IDIV (Signed number division) IMUL (Signed number multiplication) 180 Arithmetic shift SAR (shift arithmetic right) 182 SAL (shift arithmetic left) and SHL (shift left) Signed number comparison

SECTION 6.2: STRING AND TABLE OPERATIONS 184
Use of SI and DI, DS and ES in string instructions 185
Byte and word operands in string instructions 185
DF, the direction flag 185
REP prefix 186
STOS and LODS instructions 186
Testing memory using STOSB and LODSB 187
The REPZ and REPNZ prefixes 187
SCAS (scan string) 189
Replacing the scanned character 189
XLAT instruction and look-up tables 190
Code conversion using XLAT 190
CHAPTER 7: MODULES; MODULAR AND C PROGRAMMING 193
SECTION 7.1: WRITING AND LINKING MODULES 194
Why modules? 194
Writing modules 194
EXTRN directive 194
PUBLIC directive 194
END directive in modules 195
Linking modules together into one executable unit 196
SEGMENT directive 198
Complete stack segment definition 198
Complete data and code segment definitions 198
Analysis of Program 7-2 link map 200
Modular programming and the new segment definition 201
SECTION 7.2: SOME VERY USEFUL MODULES 203
Binary (hex)-to-ASCII conversion 203
ASCII (decimal)-to-binary (hex) conversion 204
Binary-to-ASCII module 205
ASCII-to-binary module 207
Calling module 207
Caring module 207
SECTION 7.3: PASSING PARAMETERS AMONG MODULES 208
Passing parameters via registers 208
Passing parameters via memory 208
Passing parameters via the stack 208
SECTION 7.4: COMBINING ASSEMBLY LANGUAGE AND C 210
Why C? 210
Inserting 80x86 assembly code into C programs 211
C programs that call Assembly procedures 212
C calling convention 213
How parameters are returned to C 214
New assemblers and linking with C 215
Passing array addresses from C to the stack 216
Linking assembly language routines with C 217

SECTION 8.1: 80386/80486 M.	
General registers are po	inters in 386/486 222
386/486 maximum men	nory range in real mode: 1M 224
	ers with commonly used assemblers 224
Little endian revisited	226
<u> </u>	
SECTION 8.2: SOME SIMPLE	386/486 PROGRAMS 226
Adding 16-bit words us	
Adding multiword data	<del>-</del> -
•	erand by a 16-bit operand 229
	ication using 8086/286 registers 229
32-01t by 10-01t munipi	ication using 0000/200 registers 22/
SECTION 8.3: 80x86 PERFOR	MANCE COMPARISON 231
	am across the 80x86 family 231
Ruming an evec progra	an across the boxoo family 251
	·
OLLA DEED A GAGG AAGG MACDADA	OCESSORS AND ISA BUS 235
CHAPTER 9: 8088, 80286 MICROPRO	JCESSUKS AND ISA BUS 233
CECTION O. 1. GOOD MCDOD	ROCESSOR 236
SECTION 9.1: 8088 MICROP	
Microprocessor buses	
Data bus in 8088 236	
Address bus in 8088	238
8088 control bus	238
Bus timing of 8088	239
Other 8088 pins	240
SECTION 9.2: 8284 AND 828	the state of the s
8288 bus controller	242
Input signals 242	
Output signals 243	•
8284 clock generator	244
Input pins 244	
Output signals 245	
SECTION 9.3: 8-BIT SECTIO	N OF ISA BUS 248
A bit of bus history	246
Local bus vs. system b	us 247 .
Address bus 247	
Data bus 248	
Control bus 249	
One bus, two masters	249
AEN signal generation	249
Control of the bus by I	
Bus boosting 250	
8-bit section of the ISA	A bus' 250

	Pin descriptions	252		
SECTION	ON 9.5: 16-BIT ISA BU	S 255		
220111	Exploring ISA bus sign			
	Address bus 256	ais 255		
	Data bus 256			
		ol signals 256		
	Memory and I/O contro	-		
	Other control signals	258	0.50	
	ODD and EVEN bytes		259	
	A20 gate and the case of	or nigh memory area (1	IMA) 2	260
CHAPTER 10:	MEMORY AND MEM	ORY INTERFACING	265	
SECTIO	ON 10.1: SEMICONDUC	TOR MEMORY FUN	DAMENTA	LS 266
	Memory capacity 266	'		
	Memory organization	266		
	Speed 267			
	ROM (read-only memo	ry) 267		
	PROM (programmable		268	
	EPROM (erasable prog	-		
	EEPROM (electrically			269
	Flash memory 270	erasasie programmasi	o reomy	
	Mask ROM 271			
	RAM (random access n	nemora) 271		
	SRAM (static RAM)	• -		
	,	· ·		
	DRAM (dynamic RAM	•		*
	Packaging issue in DRA		•~	
	DRAM, SRAM and RO	<u> </u>	/5	
	NV-RAM (nonvolatile	RAM) 276		
SECTION	ON 10.2: MEMORY AD	DRESS DECODING	276	
•	Simple logic gate as ad			
	Using the 74LS138 as of			
		21)		
SECTION	ON 10.3: IBM PC MEM	ORY MAP 280		
	Conventional memory:			
	BIOS data area	282		
	Video display RAM (V			
	ROM address and cold			
on one	ON 10 A. DATA DITTO		DOM :	304
SECTION	ON 10.4: DATA INTEG		ROM .	284
	Checksum byte	284		
	Checksum program	286		
	Use of parity bit in DR		286	
	DRAM memory banks			
	Parity bit generator/che		288	
	74S280 parity bit gener	ator and checker 288	}	

SECTION 9.4: 80286 MICROPROCESSOR 251

ODD and EVEN bender ONE 289	
ODD and EVEN banks 289	
Memory cycle time and inserting wait states 291	
Accessing EVEN and ODD words 292	
Bus bandwidth 293	
SECTION 10.6: ISA BUS MEMORY INTERFACING 295	
Address bus signals 295	
Memory control signals 295	
ISA bus timing for memory 299	
8-bit memory timing for ISA bus 299	
ROM duplicate and x86 PC memory map 301	
Shadow RAM 302	
DIMM and SIMM memory modules 302	
2017 and Sharm momory modules 302	
CHAPTER 11: I/O AND THE 8255; ISA BUS INTERFACING 309	
SECTION 11.1: 8088 INPUT/OUTPUT INSTRUCTIONS 310	
8-bit data ports 310	
How to use I/O instructions 311	
How to use 1/O instructions 311	
SECTION 10.2: I/O ADDRESS DECODING AND DESIGN 3	12
Using the 74LS373 in an output port design 312	
IN port design using the 74LS244 312	
Memory map I/O 314	
SECTION 11.2 NO ADDRESS AND SECTION	
SECTION 11.3: I/O ADDRESS MAP OF X86 PCS 316	
Absolute vs. linear select address decoding 316	
Prototype addresses 300 - 31FH in the x86 PC 316	
Use of simple logic gates as address decoders 316	
Use of 74LS138 as decoder 318	
IBM PC I/O address decoder 318	
Use of the 8255 in the IBM PC/XT 341	
Port 61H and time delay generation 319	
SECTION 11.4: 8255 PPI CHIP 320	
Mode selection of the 8255A 321	
SECTION 11.5: PC INTERFACE TRAINER AND BUS EXTENDER	t 325
PC I/O Bus Extender 325	
Buffering 300 - 31F address range 326	
Installing the PC Bus Extender and booting the PC 32	7
Failure to boot 327	
PC Interface Trainer 327	
Design of the PC Trainer 328	
The role of H1 and H2 328	
	28
Testing the 8255 port 329	
Testing Port A 330	

SECTION 11.6: I/O PROGRAMMING WITH C/C++ AND VB 332
Visual C/C++ I/O programming 332
Visual C++ output example 332
Visual C++ input example 332
I/O programming in Turbo C/C++ 334
I/O programming in Linux C/C++ 335
Linux C/C++ program with I/O functions 335
SECTION 11.7: 8-BIT AND 16-BIT I/O TIMING IN ISA BUS 338
8-bit and 16-bit I/O in ISA bus 338
I/O signals of the ISA bus 339
8-bit timing and operation in ISA bus 341
16-bit I/O operation and timing in ISA bus 342
16-bit data ports instruction 342
16-bit I/O timing and operation via ISA bus 342
I/O bus bandwidth for ISA 343
Interfacing 8-bit peripherals to a 16-bit data bus 344
CHAPTER 12: INTERFACING TO THE PC: LCD, MOTOR, ADC, AND ENSOR 351
SECTION 12.1: INTERFACING AN LCD TO THE PC  LCD operation 352  LCD pin descriptions 352  Sending commands to LCDs 353  Sending data to the LCD 355  Checking LCD busy flag 356  LCD cursor position 357  LCD programming in Visual C/C++ 358  LCD timing and data sheet 358
SECTION 12.2: INTERFACING A STEPPER MOTOR TO A PC 362 Stepper motors 362 Stepper motor connection and programming 364 Stepper motor connection and programming 364 Steps per second and RPM relation 365 The four-step sequence and number of teeth on rotor 365 Motor speed 366 Holding torque 366 Wave drive 4-step sequence 367
SECTION 12.3: INTERFACING DAC TO A PC 368 Digital-to-analog (DAC) converter 368 MC1408 DAC (or DAC 808) 369 Converting IOUT to voltage in 1408 DAC 369 Generating a sine wave 369

ADC devices 373	
ADC 804 chip 373	
Selecting an input channel 376	
ADC0848 connection to 8255 377	
Interfacing a temperature sensor to a PC 378	
LM34 and LM35 temperature sensors 378	
Signal conditioning and interfacing the LM35 to a PC 379	•
CHAPTER 13: 8253/54 TIMER AND MUSIC 386	
SECTION 13.1: 8253/54 TIMER DESCRIPTION AND INITIALIZATION 3	87
Initialization of the 8253/54 388	
Control word 388	
SECTION 13.2; IBM PC 8253/54 TIMER CONNECTIONS AND	
PROGRAMMING 391	
Using counter 0 392	
Using counter 1 393	
Using counter 2 393	
Use of timer 2 by the speaker 394	
Turning on the speaker via PB0 and PB1 of port 61H 394	4
Time delay for 80x86 PCs 394	•
Creating time delays in 8088/86-based computers 395	
	395
SECTION 13.3: GENERATING MUSIC ON THE IBM PC 397	
Playing "Happy Birthday" on the PC 399	
Traying Trappy Diruteday on the PC 399	
SECTION 13.4: SHAPE of 8253/54 OUTPUTS 401	
OUT0 pulse shape in IBM BIOS 401	
OUT1 pulse shape in IBM BIOS 402	
OUT2 pulse shape in IBM BIOS 402	
8253/54 modes of operation 402	
Testing the 8255/54 timer of the PC Interface Trainer 40'	7
CHAPTER 14: INTERRUPTS AND THE 8259 CHIP 410	
SECTION 14.1: 8088/86 INTERRUPTS 411	
Interrupt service routine (ISR) 411	
Difference between INT and CALL instructions 412	
Categories of interrupts 413	
Hardware interrupts 413	
Hardware interrupts 413 Software interrupts 413	
•	
Software interrupts 413	

SECTION 12.4: INTERFACING ADC AND SENSORS TO THE PC 373

DMA data transfer rate of the PC/XT 464

# SECTION 15.4: REFRESHING DRAM USING CHANNEL 0 OF THE 8237 465

Refreshing DRAM with the 8237 467 Refreshing in the IBM PC/XT 467 DMA cycle of channel 0 467

### SECTION 15.5: DMA IN 80x86-BASED PC AT-TYPE COMPUTERS 468

8237 DMA #1 468 8237 DMA #2 469

Points to be noted regarding 16-bit DMA channels 470

DMA channel priority 471 I/O cycle recovery time 471

DMA transfer rate 472

### CHAPTER 16: VIDEO AND VIDEO ADAPTERS 477

# SECTION 16.1: PRINCIPLES OF MONITORS AND VIDEO ADAPTERS 478

How to judge a monitor 478

Dot pitch 480

Dot pitch and monitor size 480

Phosphorous materials 480

Color monitors 481

Analog and digital monitors 481

Video display RAM and video controller 481

Character box 482

# SECTION 16.2: VIDEO ADAPTERS AND TEXT MODE PROGRAMMING 484

CGA (color graphics adapter) 484

Video RAM in CGA 484

Attribute byte in CGA text mode 485

MDA (monochrome display adapter) 486

Video RAM in MDA 486

Attribute byte in IBM MDA 487

EGA (enhanced graphics adapter) 487

EGA video memory and attribute 487

MCGA (multicolor graphics array) 488

VGA (video graphics array) 489

Video memory and attributes in VGA 489

Super VGA (SVGA) and other video adapters 491

### SECTION 16.3: TEXT MODE PROGRAMMING USING INT 10H 491

Finding the current video mode 491

Changing the video mode 491

Setting the cursor position (AH=02) 493

Getting the current cursor position (AH=03) 493

Scrolling the window up to clear the screen (AH=06) 493

Writing a character in teletype mode (AH=0E) 494	ļ
Writing a string in teletype mode (AH=13H) 495	
Character generator ROM 495	
How characters are displayed in text mode 497	
Character definition table in VGA 498	
Changing the cursor shape using INT 10H 498	

### SECTION 16.4: GRAPHICS AND GRAPHICS PROGRAMMING 501

Graphics: pixel resolution, color, and video memory 501

The case of CGA 501

The case of EGA 502

Video memory size and color relation for EGA 502

The case of VGA 502

Video memory size and color relation for VGA 503

The case of SVGA graphics 503

INT 10H and pixel programming 504

Drawing horizontal or vertical lines in graphics mode 504

# CHAPTER 17: SERIAL DATA COMMUNICATION AND THE 16450/8250/51 CHIPS 508

### SECTION 17.1: BASICS OF SERIAL COMMUNICATION 509

Half- and full-duplex transmission 510

Asynchronous serial communication and data framing 511

Start and stop bits 511

Data transfer rate 512

RS232 and other serial I/O standards 513

RS232 pins 513

Other serial I/O interface standards 514

Data communication classification 514

Examining the RS232 handshaking signals 514

# SECTION 17.2: ACCESSING IBM PC COM PORTS USING DOS AND BIOS 516

IBM PC COM ports 516

510

Using the DOS MODE command 517

Data COM programming using BIOS INT 14H 520

# SECTION 17.3: INTERFACING THE NS8250/16450 UART IN THE IBM PC 522

8250 pin descriptions 522

The 8250 registers 524

Limitation of the 8250/16450 UART and 16550 530

# SECTION 17.4: INTEL 8251 USART AND SYNCHRONOUS COMMUNICATION 531

Intel's 8251 USART chip 531

Synchronous serial data communication 531

SDLC (serial data link control) 535

Cyclic redundancy checks 535

### CHAPTER 18: KEYBOARD AND PRINTER INTERFACING 541

# SECTION 18.1: INTERFACING THE KEYBOARD TO THE CPU 542 Scanning and identifying the key 542 Grounding rows and reading the columns 543

# SECTION 18.2: PC KEYBOARD INTERFACING AND PROGRAMMING 546

Make and break 546

IBM PC scan codes 546

BIOS INT 16H keyboard programming 549

Hardware INT 09 role in the IBM PC keyboard 551

Keyboard overrun 552

Keyboard buffer in BIOS data area 552

BIOS keyboard buffer 553

Tail pointer 553

Head pointer 553

PC keyboard technology 553

# SECTION 18.3: PRINTER AND PRINTER INTERFACING IN THE IBM PC 554

Centronics printer interface pins 554

Data lines and grounds 556

Printer status signals 556

Printer control signals 556

IBM PC printer interfacing 557

Programming the IBM PC printer with BIOS INT 17H 559

What is printer time-out? 560

ASCII control characters 560

Inner working of BIOS INT 17H for printing a character 561

# SECTION 18.4: BIDIRECTIONAL DATA BUS IN PARALLEL PORTS 562

SPP 562

PS/2 562

How to detect a PS/2-type bidirectional data bus 563

EPP 563

ECP 563

Using an LPT port for output 564

LCD connection to the parallel port 564

Stepper motor connection to the parallel port 564

Data input buffering 566

BIOS data area and LPT I/O address 566

# CHAPTER 19: FLOPPY DISKS, HARD DISKS, AND FILES 570

### SECTION 19.1: FLOPPY DISK ORGANIZATION 571

Capacity of the floppy disk 572

Formatting disks 572

Disk organization 572

Looking into the boot record 573

Directory 577

Bootable and nonbootable disks 579

FAT (file allocation table) 580

How to calculate sector locations of the FAT and the directory 582

### SECTION 19.2: HARD DISKS 583

Hard disk capacity and organization 583

Partitioning 585

Hard disk layout 585

Hard disk boot record 585

Hard disk FAT 585

Clusters 585

Hard disk directory 585

Speed of the hard disk 585

Data encoding techniques in the hard disk 586

Interfacing standards in the hard disk 588

Interleaving 591

Low- and high-level formatting 592

Parking the head 592

Disk caching 592

Disk reliability 592

# SECTION 19.3: DISK FILE PROGRAMMING 593

File handle and error code 593

### CHAPTER 20: THE 80x87 MATH COPROCESSOR 600

# SECTION 20.1: MATH COPROCESSOR AND IEEE FLOATING-POINT STANDARDS 601

IEEE floating point standard 601

IEEE single-precision floating-point numbers 602

IEEE double-precision floating-point numbers 602

Other data formats of the 8087 604

### SECTION 20.2: 80x87 INSTRUCTIONS AND PROGRAMMING 605

Assembling and running 80x87 programs on the IBM PC 605

Verifying the Solution for Examples 20-1 to 20-4 605

**80x87 registers** 607

Trig functions 612

Integer numbers 614

# SECTION 20.3: 8087 HARDWARE CONNECTIONS IN THE IBM PC/XT 616

8087 and 8088 connection in the IBM PC/XT 616

How the 8088 and 8087 work together in the IBM PC/XT 618

# SECTION 20.4: 80x87 INSTRUCTIONS AND TIMING 620

Real transfers 620

Integer transfers 621

Packed decimal transfers 621

Addition 621

Subtraction 621

Reversed subtraction 622

Multiplication 622

Division 622

Reversed division 622

Other arithmetic instructions 622

Compare instructions 623

Transcendental instructions 623

Constant instructions 624

Processor control instructions 625

### CHAPTER 21: 386 MICROPROCESSOR: REAL vs. PROTECTED MODE 631

### SECTION 21.1: 80386 IN REAL MODE 632

What happened to the 80186/188? 632

80186/88 instructions 632

80286 Microprocessor 634

Major changes in the 80386 634

80386 Real mode programming 635

32-bit registers 635

Which end goes first? 636

General registers as pointers 636

Scaled index addressing mode 637

Some new 386 instructions 639

MOVSX and MOVZX instructions

Bit scan instructions 640

### SECTION 21.2: 80386: A HARDWARE VIEW 641

Overview of pin functions of the 80386 642

639

Bus bandwidth in the 386 645

Data misalignment in the 386 646

I/O address space in the 386 646

### SECTION 21.3: 80386 PROTECTED MODE 647

Protection mechanism in the 386 647

Virtual memory 647

Segmentation and descriptor table 648

Local and global descriptor tables 651

64 Terabtyes of virtual memory 651

Paging 652

Going from a linear address to a physical address 653

The bigger the TLB, the better 654

Virtual 8086 mode 654

# SECTION 22.1: MEMORY CYCLE TIME OF THE 80X86 660 Introducing wait states into the memory cycle 660

# SECTION 22.2: PAGE, STATIC COLUMN, AND NIBBLE MODE DRAMS 662

Memory access time vs. memory cycle time 662 Types of DRAM 662 DRAM (standard mode) 663 DRAM interfacing using the interleaving method Interleaved drawback 665 Page mode DRAM 667 Static column mode 669 Nibble mode 669 Timing comparison of DRAM modes 671

### SECTION 22.3: CACHE MEMORY 672

Cache organization 673 Fully associative cache 673 Direct-mapped cache 674 Set associative 676 Updating main memory 678 Write-through 678 Write-back (copy-back) 678 Cache coherency Cache replacement policy 679 Cache fill block size 679

### SECTION 22.4: EDO, SDRAM, AND RAMBUS MEMORIES 680

EDO DRAM: origin and operation 680
SDRAM (synchronous DRAM) 682
Synchronous DRAM and burst mode 682
SDRAM and interleaving 683
Rambus DRAM 683
Overview of Rambus technology 683
Rambus protocol for block transfer 684

### CHAPTER 23: 486, PENTIUM, PENTIUM PRO AND MMX 690

SECTION 23.1: THE 80486 MICROPROCESSOR 691
Enhancements of the 486 691
CLK in the 80486 694
High memory area (HMA) and the 80486 695
386, 486 Performance comparison 695
More about pipelining 695

SECTION 23.2: INTEL'S PENTIUM 697
Features of the Pentium 699
Intel's overdrive technology 703

Features of RISC 704
Comparison of sample program for RISC and CISC 707
IBM/Motorola RISC 709
SECTION 23.4: PENTIUM PRO PROCESSOR 710
Pentium Pro: internal architecture 710
Pentium Pro is both superpipelined and superscalar 711
What is out-of-order execution? 711
Branch prediction 714
Bus frequency vs. internal frequency in Pentium Pro 714
SECTION 23.5: MMX TECHNOLOGY 715
DSP and multimedia 715
Register aliasing by MMX 715
Data types in MMX 716
Data types in William 710
SECTION 23.6: PROCESSOR IDENTIFICATION IN INTEL X86 717
Program to identify the CPU 717
CPUID instruction and MMX technology 718
CHAPTER 24: MS DOS STRUCTURE, TSR, AND DEVICE DRIVERS 724
SECTION 24.1: MS DOS STRUCTURE 725
DOS genealogy 725
From cold boot to DOS prompt 725
DOS standard device names 728
More about CONFIG.SYS and how it is used 728
What is AUTOEXEC.BAT and how is it used? 729
Types of DOS commands 730
CECTION ALA TER AND DEVICE DEVICE DEVICE.
SECTION 24.2: TSR AND DEVICE DRIVERS 731
Executing but not abandoning the program 731
How to make a program resident 731
Invoking the TSR 732
Hooking into hardware interrupts 732
Replacing the CS:IP values in the interrupt vector table 732
Writing a simple TSR 732
TSR with hot keys 734
Hooking into timer clock INT 08 735
DOS is not reentrant 736
Device drivers 736
Device driver categories 737
CHAPTER 25: MS DOS MEMORY MANAGEMENT 740
SECTION 25.1: 80x86 PC MEMORY TERMINOLOGY AND
CONCEPTS 741

Conventional memory 741

741

Upper memory area

704

**SECTION 23.3: RISC ARCHITECTURE** 

IBM standard using ROM space in the upper memory area 742
Expanded memory 743
Extended memory 746

High memory area (HMA) 746

Shadow RAM 748

DOS MEM command 748

# SECTION 25.2: DOS MEMORY MANAGEMENT AND LOADING HIGH 749

Loading high into HMA 749

Finding holes in the upper memory area 750

EMM386.EXE options and switches 751

Loading high TSR and device driver into upper memory area 754

Emulating expanded memory and using UMB in

386/486/Pentium PC 755

How expanded memory is accessed 756

# CHAPTER 26: IC TECHNOLOGY AND SYSTEM DESIGN CONSIDERATIONS 759

### SECTION 26.1: OVERVIEW OF IC TECHNOLOGY 760

MOS vs. bipolar transistors

Overview of logic families 761

The case of inverters 761

CMOS inverter 762

Input, output characteristics of some logic families 762

760

765

History of logic families 763

Recent advances in logic families 764

Evolution of IC technology in Intel's 80x86 microprocessors

# SECTION 26.2: IC INTERFACING AND SYSTEM DESIGN CONSIDERATIONS 766

IC fan-out 766

Capacitance derating 768

Power dissipation considerations 770

Dynamic and static currents 77

Power-down option and Intel's SL series 771

Ground bounce 771

Filtering the transient currents using decoupling capacitors 774

Bulk decoupling capacitor 774

Crosstalk 774

Transmission line ringing 775

# SECTION 26.3: DATA INTEGRITY AND ERROR DETECTION IN DRAM 776

Soft error and hard error 776

Mean time between failure (MTBF) and FIT for DRAM 777

Error detection and correction 778

ECL and gallium arsenide (GaAs) chips 780

# SECTION 27.1: ISA, EISA, AND IBM MICRO CHANNEL 785 Master and slave 785 Bus arbitration 785 Bus protocol 785 Bus bandwidth 786 ISA buses 786 36-pin part of the ISA bus 789 Limitations of the ISA bus 791

Limitations of the ISA bus 791
IBM Micro Channel Architecture (MCA) 79
Major characteristics of MCA 794
EISA bus 795

EISA slot numbering 797

Bus performance comparison 798

# SECTION 27.2: VL BUS AND PCI LOCAL BUSES 799

Definition and merits of local bus 799

VL bus (VESA local bus) characteristics 801

PCI local bus 801

PCI local bus characteristics 801

Plug and play feature 804

PCI connector 804

PCI performance 804

# CHAPTER 28: PROGRAMMING DOS, BIOS, HARDWARE WITH C/C++ 808

# SECTION 28.1: BIOS & DOS INTERRUPT PROGRAMMING WITH C 809

Programming BIOS interrupts with C/C++ 809
Finding the conventional memory size with INT 12H 811
INT 16H and keyboard access 812
Programming INT 21H DOS function calls with C/C++ 812
Accessing segment registers 812
Accessing the carry flag in int86 and intdos functions 814

SECTION 28.2: PROGRAMMING PC HARDWARE WITH C/C++ 815
Accessing 80x86 SEGMENT:OFFSET memory addresses 815
Accessing BIOS data area with C 815
Programming input/output ports with C/C++ 816
Revisiting playing music 816
Accessing parallel printer's (LPT1) data bus with C 816
Finding memory above 1MB: the extended memory size 819
Programming the CMOS RAM real-time clock (RTC) 820
Accessing the CMOS RAM bytes 820
Programming CMOS RAM with C/C++ 822

APPENDIX A: DEBUG PROGRAMMING 825

APPENDIX B: 80x86 INSTRUCTIONS AND TIMING 847

APPENDIX C: ASSEMBLER DIRECTIVES AND NAMING RULES 883

APPENDIX D: DOS INTERRUPT 21H AND 33H LISTING 898

APPENDIX E: BIOS INTERRUPTS 924

APPENDIX F: ASCII CODES 940

APPENDIX G: I/O ADDRESS MAPS 941

APPENDIX H: IBM PC/PS BIOS DATA AREA 952

APPENDIX I: DATA SHEETS 959

REFERENCES 967

INDEX 969