

8051 Memory Organization

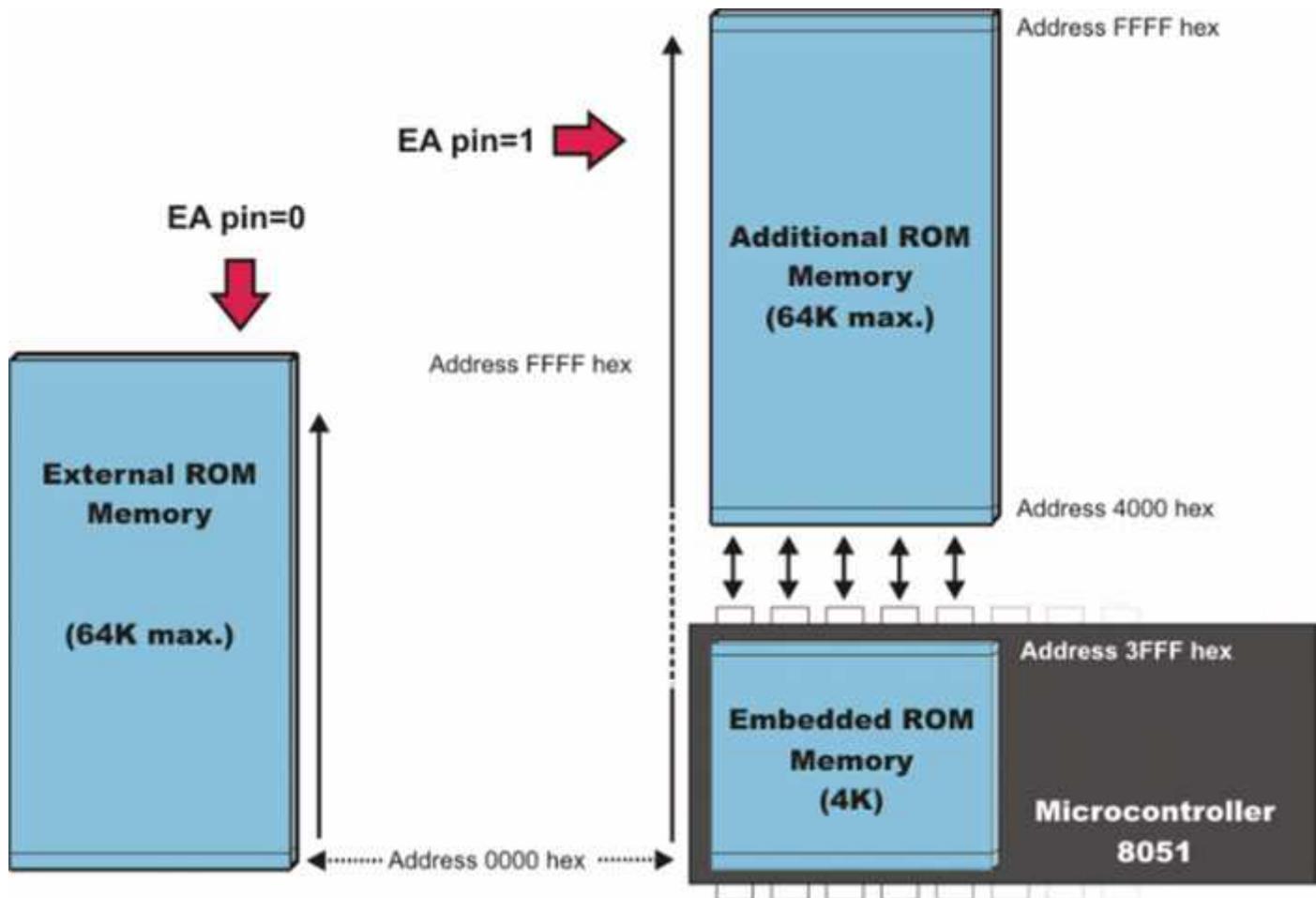
The 8051 microcontroller's memory is divided into Program Memory and Data Memory. Program Memory (ROM) is used for permanent saving program being executed, while Data Memory (RAM) is used for temporarily storing and keeping intermediate results and variables.

Program Memory (ROM)

Program Memory (ROM) is used for permanent saving program (CODE) being executed. The memory is read only. Depending on the settings made in compiler, program memory may also used to store a constant variables. The 8051 executes programs stored in program memory only. code memory type specifier is used to refer to program memory.

8051 memory organization allows external program memory to be added.

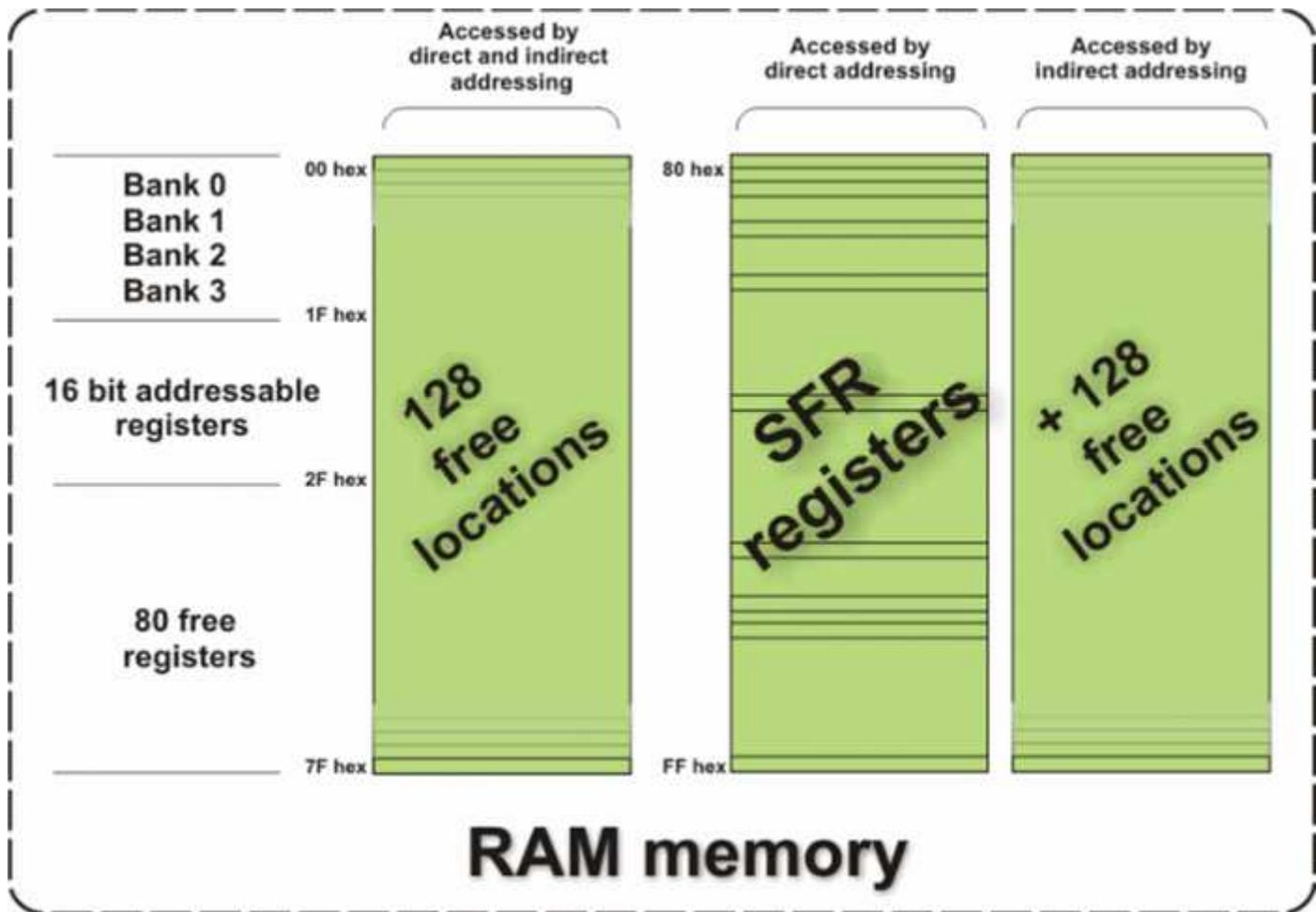
How does the microcontroller handle external memory depends on the pin EA logical state.



Internal Data Memory

Up to 256 bytes of internal data memory are available depending on the 8051 derivative. Locations available to the user occupy addressing space from 0 to 7Fh, i.e. first 128 registers and this part of RAM is divided in several blocks. The first 128 bytes of internal data memory are both directly and indirectly addressable. The upper 128 bytes of data memory (from 0x80 to 0xFF) can be addressed only indirectly.

Since internal data memory is used for CALL stack also and there is only 256 bytes split over few different memory areas fine utilizing of this memory is crucial for fast and compact code. Memory block in the range of 20h to 2Fh is bit-addressable, which means that each bit being there has its own address from 0 to 7Fh. Since there are 16 such registers, this block contains in total of 128 bits with separate addresses (Bit 0 of byte 20h has the bit address 0, and bit 7 of byte 2Fh has the bit address 7Fh).



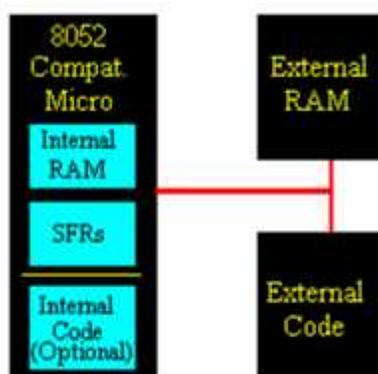
External Data Memory

Access to external memory is slower than access to internal data memory. There may be up to 64K Bytes of external data memory. Several 8051 devices provide on-chip XRAM space that is accessed with the same instructions as the traditional external data space. This XRAM space is typically enabled via proper setting of SFR register and overlaps the external memory space. Setting of that register must be manually done in code, before any access to external memory or XRAM space is made.

8051 Tutorial: Types of Memory

The 8051 has three very general types of memory. To effectively program the 8051 it is necessary to have a basic understanding of these memory types.

The memory types are illustrated in the following graphic. They are: On-Chip Memory, External Code Memory, and External RAM.



On-Chip Memory refers to any memory (Code, RAM, or other) that physically exists on the microcontroller itself. On-chip memory can be of several types, but we'll get into that shortly.

External Code Memory is code (or program) memory that resides off-chip. This is often in the form of an external EPROM.

External RAM is RAM memory that resides off-chip. This is often in the form of standard static RAM or flash RAM.

Code Memory

Code memory is the memory that holds the actual 8051 program that is to be run. This memory is limited to 64K and comes in many shapes and sizes: Code memory may be found *on-chip*, either burned into the microcontroller as ROM or EPROM. Code may also be stored completely *off-chip* in an external ROM or, more commonly, an external EPROM. Flash RAM is also another popular method of storing a program. Various combinations of these memory types may also be used--that is to say, it is possible to have 4K of code memory *on-chip* and 64k of code memory *off-chip* in an EPROM.

When the program is stored on-chip the 64K maximum is often reduced to 4k, 8k, or 16k. This varies depending on the version of the chip that is being used. Each version offers specific capabilities and one of the distinguishing factors from chip to chip is how much ROM/EPROM space the chip has.

However, code memory is most commonly implemented as off-chip EPROM. This is especially true in low-cost development systems and in systems developed by students.

Programming Tip: Since code memory is restricted to 64K, 8051 programs are limited to 64K. Some assemblers and compilers offer ways to get around this limit when used with specially wired hardware. However, without such special compilers and hardware, programs are limited to 64K.

External RAM

As an obvious opposite of *Internal RAM*, the 8051 also supports what is called *External RAM*.

As the name suggests, External RAM is any random access memory which is found *off-chip*. Since the memory is off-chip it is not as flexible in terms of accessing, and is also slower. For example, to increment an Internal RAM location by 1 requires only 1 instruction and 1 instruction cycle. To increment a 1-byte value stored in External RAM requires 4 instructions and 7 instruction cycles. In this case, external memory is 7 times slower!

What External RAM loses in speed and flexibility it gains in quantity. While Internal RAM is limited to 128 bytes (256 bytes with an 8052), the 8051 supports External RAM up to 64K.

Programming Tip: The 8051 may only address 64k of RAM. To expand RAM beyond this limit requires programming and hardware tricks. You may have to do this "by hand" since many compilers and

assemblers, while providing support for programs in excess of 64k, do not support more than 64k of RAM. This is rather strange since it has been my experience that programs can usually fit in 64k but often RAM is what is lacking. Thus if you need more than 64k of RAM, check to see if your compiler supports it-- but if it doesn't, be prepared to do it by hand.

On-Chip Memory

As mentioned at the beginning of this chapter, the 8051 includes a certain amount of on-chip memory. On-chip memory is really one of two types: Internal RAM and Special Function Register (SFR) memory. The layout of the 8051's internal memory is presented in the following memory map:

IRAM Addr		Description
00	R0 R1 R2 R3 R4 R5 R6 R7	Reg. Bank 0
08	R0 R1 R2 R3 R4 R5 R6 R7	Reg. Bank 1
10	R0 R1 R2 R3 R4 R5 R6 R7	Reg. Bank 2
18	R0 R1 R2 R3 R4 R5 R6 R7	Reg. Bank 3
20	00 08 10 18 20 28 30 38	Bits 00-3F
28	40 48 50 58 60 68 70 78	Bits 40-7F
30	<div style="background-color: yellow; padding: 5px; text-align: center;"> General User RAM & Stack Space (80 bytes, 30h-7Fh) </div>	
7F		
80		
⋮		
⋮	<div style="background-color: cyan; padding: 5px; text-align: center;"> Special Function Registers (SFRs) (80h - FFh) </div>	
⋮	SFRs	

As is illustrated in this map, the 8051 has a bank of 128 bytes of *Internal RAM*. This Internal RAM is found *on-chip* on the 8051 so it is the fastest RAM available, and it is also the most flexible in terms of reading, writing, and modifying its contents. Internal RAM is volatile, so when the 8051 is reset this memory is cleared.

The 128 bytes of internal ram is subdivided as shown on the memory map. The first 8 bytes (00h - 07h) are "register bank 0". By manipulating certain SFRs, a program may choose to use register banks 1, 2, or 3. These alternative register banks are located in internal RAM in addresses 08h through 1Fh. We'll discuss "register banks" more in a later chapter. For now it is sufficient to know that they "live" and are part of internal RAM.

Bit Memory also lives and is part of internal RAM. We'll talk more about bit memory very shortly, but for now just keep in mind that bit memory actually resides in internal RAM, from addresses 20h through 2Fh.

The 80 bytes remaining of Internal RAM, from addresses 30h through 7Fh, may be used by user variables that need to be accessed frequently or at high-speed. This area is also utilized by the microcontroller as a storage area for the operating *stack*. This fact severely limits the 8051s stack since, as illustrated in the memory map, the area reserved for the stack is only 80 bytes--and usually it is less since this 80 bytes has to be shared between the stack and user variables.

Register Banks

The 8051 uses 8 "R" registers which are used in many of its instructions. These "R" registers are numbered from 0 through 7 (R0, R1, R2, R3, R4, R5, R6, and R7). These registers are generally used to assist in manipulating values and moving data from one memory location to another. For example, to add the value of R4 to the Accumulator, we would execute the following instruction:

ADD A,R4

Thus if the Accumulator (A) contained the value 6 and R4 contained the value 3, the Accumulator would contain the value 9 after this instruction was executed.

However, as the memory map shows, the "R" Register R4 is really part of Internal RAM. Specifically, R4 is address 04h. This can be seen in the bright green section of the memory map. Thus the above instruction accomplishes the same thing as the following operation:

ADD A,04h

This instruction adds the value found in Internal RAM address 04h to the value of the Accumulator, leaving the result in the Accumulator. Since R4 is really Internal RAM 04h, the above instruction effectively accomplished the same thing.

But watch out! As the memory map shows, the 8051 has four distinct register banks. When the 8051 is first booted up, register bank 0 (addresses 00h through 07h) is used by default. However, your program may instruct the 8051 to use one of the alternate register banks; i.e., register banks 1, 2, or 3. In this case, R4 will no longer be the same as Internal RAM address 04h. For example, if your program instructs the 8051 to use register bank 3, "R" register R4 will now be synonymous with Internal RAM address 1Ch.

The concept of register banks adds a great level of flexibility to the 8051, especially when dealing with interrupts (we'll talk about interrupts later). However, always remember that the register banks really reside in the first 32 bytes of Internal RAM.

Programming Tip: If you only use the first register bank (i.e. bank 0), you may use Internal RAM locations 08h through 1Fh for your own use. But if you plan to use register banks 1, 2, or 3, be very careful about using addresses below 20h as you may end up overwriting the value of your "R" registers!

Bit Memory

The 8051, being a communications-oriented microcontroller, gives the user the ability to access a number of *bit variables*. These variables may be either 1 or 0.

There are 128 bit variables available to the user, numbered 00h through 7Fh. The user may make use of these variables with commands such as SETB and CLR. For example, to set bit number 24 (hex) to 1 you would execute the instruction:

SETB 24h

It is important to note that Bit Memory is really a part of Internal RAM. In fact, the 128 bit variables occupy the 16 bytes of Internal RAM from 20h through 2Fh. Thus, if you write the value FFh to Internal RAM address 20h you've effectively set bits 00h through 07h. That is to say that:

MOV 20h,#0FFh

is equivalent to:

SETB 00h

SETB 01h

SETB 02h

SETB 03h

SETB 04h

SETB 05h

SETB 06h

SETB 07h

As illustrated above, bit memory isn't really a new type of memory. It's really just a subset of Internal RAM. But since the 8051 provides special instructions to access these 16 bytes of memory on a bit by

bit basis it is useful to think of it as a separate type of memory. However, always keep in mind that it is just a subset of Internal RAM--and that operations performed on Internal RAM can change the values of the bit variables.

Programming Tip: If your program does not use bit variables, you may use Internal RAM locations 20h through 2Fh for your own use. But if you plan to use bit variables, be very careful about using addresses from 20h through 2Fh as you may end up overwriting the value of your bits!

Bit variables 00h through 7Fh are for user-defined functions in their programs. However, bit variables 80h and above are actually used to access certain SFRs on a bit-by-bit basis. For example, if output lines P0.0 through P0.7 are all clear (0) and you want to turn on the P0.0 output line you may either execute:

```
MOV P0,#01h
```

or you may execute:

```
SETB 80h
```

Both these instructions accomplish the same thing. However, using the SETB command will turn on the P0.0 line without effecting the status of any of the other P0 output lines. The MOV command effectively turns off all the other output lines which, in some cases, may not be acceptable.

Programming Tip: By default, the 8051 initializes the *Stack Pointer* (SP) to 07h when the microcontroller is booted. This means that the stack will start at address 08h and expand upwards. If you will be using the alternate register banks (banks 1, 2 or 3) you must initialize the stack pointer to an address above the highest register bank you will be using, otherwise the stack will overwrite your alternate register banks. Similarly, if you will be using bit variables it is usually a good idea to initialize the stack pointer to some value greater than 2Fh to guarantee that your bit variables are protected from the stack.

Special Function Register (SFR) Memory

Special Function Registers (SFRs) are areas of memory that control specific functionality of the 8051 processor. For example, four SFRs permit access to the 8051s 32 input/output lines. Another SFR allows a program to read or write to the 8051s serial port. Other SFRs allow the user to set the serial baud rate, control and access timers, and configure the 8051s interrupt system.

When programming, SFRs have the illusion of being Internal Memory. For example, if you want to write the value "1" to Internal RAM location 50 hex you would execute the instruction:

```
MOV 50h,#01h
```

Similarly, if you want to write the value "1" to the 8051s serial port you would write this value to the **SBUF** SFR, which has an SFR address of 99 Hex. Thus, to write the value "1" to the serial port you would execute the instruction:

```
MOV 99h,#01h
```

As you can see, it appears that the SFR is part of Internal Memory. This is not the case. When using this method of memory access (its called direct address), any instruction that has an address of 00h through 7Fh refers to an Internal RAM memory address; any instruction with an address of 80h through FFh refers to an SFR control register.

Programming Tip: SFRs are used to control the way the 8051 functions. Each SFR has a specific purpose and format which will be discussed later. Not all addresses above 80h are assigned to SFRs. However, this area may NOT be used as additional RAM memory even if a given address has not been assigned to an SFR.

8051 Tutorial: SFRs

What Are SFRs?

The 8051 is a flexible microcontroller with a relatively large number of modes of operations. Your program may inspect and/or change the operating mode of the 8051 by manipulating the values of the 8051's Special Function Registers (SFRs).

SFRs are accessed as if they were normal Internal RAM. The only difference is that Internal RAM is from address 00h through 7Fh whereas SFR registers exist in the address range of 80h through FFh.

Each SFR has an address (80h through FFh) and a name. The following chart provides a graphical presentation of the 8051's SFRs, their names, and their address.

80	P0	SP	DPL	DPH				PCON	87
88	TCON	TMOD	TL0	TL1	TH0	TH1			8F
90	P1								97
98	SCON	SBUF							9F
A0	P2								A7
A8	IE								AF
B0	P3								B7
B8	IP								B9
C0									C7
C8									CF
D0	PSW								D7
D8									DF
E0	RCC								E7
E8									EF
F0	B								F7
F8									FF


 Blue background are I/O port SFRs
 Yellow background are control SFRs
 Green background are other SFRs

As you can see, although the address range of 80h through FFh offer 128 possible addresses, there are only 21 SFRs in a standard 8051. All other addresses in the SFR range (80h through FFh) are considered invalid. Writing to or reading from these registers may produce undefined values or behavior.

Programming Tip: It is recommended that you not read or write to SFR addresses that have not been assigned to an SFR. Doing so may provoke undefined behavior and may cause your program to be incompatible with other 8051-derivatives that use the given SFR for some other purpose.

SFR Types

As mentioned in the chart itself, the SFRs that have a blue background are SFRs related to the I/O ports. The 8051 has four I/O ports of 8 bits, for a total of 32 I/O lines. Whether a given I/O line is high or low and the value read from the line are controlled by the SFRs in green.

The SFRs with yellow backgrounds are SFRs which in some way control the operation or the configuration of some aspect of the 8051. For example, TCON controls the timers, SCON controls the serial port.

The remaining SFRs, with green backgrounds, are "other SFRs." These SFRs can be thought of as auxiliary SFRs in the sense that they don't directly configure the 8051 but obviously the 8051 cannot operate without them. For example, once the serial port has been configured using **SCON**, the program may read or write to the serial port using the **SBUF** register.

Programming Tip: The SFRs whose names appear in red in the chart above are SFRs that may be accessed via bit operations (i.e., using the **SETB** and **CLR** instructions). The other SFRs cannot be accessed using bit operations. As you can see, all SFRs that whose addresses are divisible by 8 can be accessed with bit operations.

SFR Descriptions

This section will endeavor to quickly overview each of the standard SFRs found in the above SFR chart map. It is not the intention of this section to fully explain the functionality of each SFR--this information will be covered in separate chapters of the tutorial. This section is to just give you a general idea of what each SFR does.

P0 (Port 0, Address 80h, Bit-Addressable): This is input/output port 0. Each bit of this SFR corresponds to one of the pins on the microcontroller. For example, bit 0 of port 0 is pin P0.0, bit 7 is pin P0.7. Writing a value of 1 to a bit of this SFR will send a high level on the corresponding I/O pin whereas a value of 0 will bring it to a low level.

Programming Tip: While the 8051 has four I/O ports (P0, P1, P2, and P3), if your hardware uses external RAM or external code memory (i.e., your program is stored in an external ROM or EPROM chip or if you are using external RAM chips) you may not use P0 or P2. This is because the 8051 uses ports P0 and P2 to address the external memory. Thus if you are using external RAM or code memory you may only use ports P1 and P3 for your own use.

SP (Stack Pointer, Address 81h): This is the stack pointer of the microcontroller. This SFR indicates where the next value to be taken from the stack will be read from in Internal RAM. If you push a value onto the stack, the value will be written to the address of $SP + 1$. That is to say, if SP holds the value 07h, a PUSH instruction will push the value onto the stack at address 08h. This SFR is modified by all instructions which modify the stack, such as PUSH, POP, LCALL, RET, RETI, and whenever interrupts are provoked by the microcontroller.

Programming Tip: The SP SFR, on startup, is initialized to 07h. This means the stack will start at 08h and start expanding upward in internal RAM. Since alternate register banks 1, 2, and 3 as well as the

user bit variables occupy internal RAM from addresses 08h through 2Fh, it is necessary to initialize SP in your program to some other value if you will be using the alternate register banks and/or bit memory. It's not a bad idea to initialize SP to 2Fh as the first instruction of every one of your programs unless you are 100% sure you will not be using the register banks and bit variables.

DPL/DPH (Data Pointer Low/High, Addresses 82h/83h): The SFRs DPL and DPH work together to represent a 16-bit value called the *Data Pointer*. The data pointer is used in operations regarding external RAM and some instructions involving code memory. Since it is an unsigned two-byte integer value, it can represent values from 0000h to FFFFh (0 through 65,535 decimal).

Programming Tip: DPTR is really DPH and DPL taken together as a 16-bit value. In reality, you almost always have to deal with DPTR one byte at a time. For example, to push DPTR onto the stack you must first push DPL and then DPH. You can't simply push DPTR onto the stack. Additionally, there is an instruction to "increment DPTR." When you execute this instruction, the two bytes are operated upon as a 16-bit value. However, there is no instruction that decrements DPTR. If you wish to decrement the value of DPTR, you must write your own code to do so.

PCON (Power Control, Addresses 87h): The Power Control SFR is used to control the 8051's power control modes. Certain operation modes of the 8051 allow the 8051 to go into a type of "sleep" mode which requires much less power. These modes of operation are controlled through PCON. Additionally, one of the bits in PCON is used to double the effective baud rate of the 8051's serial port.

TCON (Timer Control, Addresses 88h, Bit-Addressable): The Timer Control SFR is used to configure and modify the way in which the 8051's two timers operate. This SFR controls whether each of the two timers is running or stopped and contains a flag to indicate that each timer has overflowed. Additionally, some non-timer related bits are located in the TCON SFR. These bits are used to configure the way in which the external interrupts are activated and also contain the external interrupt flags which are set when an external interrupt has occurred.

TMOD (Timer Mode, Addresses 89h): The Timer Mode SFR is used to configure the mode of operation of each of the two timers. Using this SFR your program may configure each timer to be a 16-bit timer, an 8-bit autoreload timer, a 13-bit timer, or two separate timers. Additionally, you may configure the timers to only count when an external pin is activated or to count "events" that are indicated on an external pin.

TL0/TH0 (Timer 0 Low/High, Addresses 8Ah/8Ch): These two SFRs, taken together, represent timer 0. Their exact behavior depends on how the timer is configured in the TMOD SFR; however, these timers always count up. What is configurable is how and when they increment in value.

TL1/TH1 (Timer 1 Low/High, Addresses 8Bh/8Dh): These two SFRs, taken together, represent timer 1. Their exact behavior depends on how the timer is configured in the TMOD SFR; however, these timers always count up. What is configurable is how and when they increment in value.

P1 (Port 1, Address 90h, Bit-Addressable): This is input/output port 1. Each bit of this SFR corresponds to one of the pins on the microcontroller. For example, bit 0 of port 1 is pin P1.0, bit 7 is pin P1.7. Writing a value of 1 to a bit of this SFR will send a high level on the corresponding I/O pin whereas a value of 0 will bring it to a low level.

SCON (Serial Control, Addresses 98h, Bit-Addressable): The Serial Control SFR is used to configure the behavior of the 8051's on-board serial port. This SFR controls the baud rate of the serial port, whether the serial port is activated to receive data, and also contains flags that are set when a byte is successfully sent or received.

Programming Tip: To use the 8051's on-board serial port, it is generally necessary to initialize the following SFRs: SCON, TCON, and TMOD. This is because SCON controls the serial port. However, in most cases the program will wish to use one of the timers to establish the serial port's baud rate. In this case, it is necessary to configure timer 1 by initializing TCON and TMOD.

SBUF (Serial Control, Addresses 99h): The Serial Buffer SFR is used to send and receive data via the on-board serial port. Any value written to SBUF will be sent out the serial port's TXD pin. Likewise, any value which the 8051 receives via the serial port's RXD pin will be delivered to the user program via SBUF. In other words, SBUF serves as the output port when written to and as an input port when read from.

P2 (Port 2, Address A0h, Bit-Addressable): This is input/output port 2. Each bit of this SFR corresponds to one of the pins on the microcontroller. For example, bit 0 of port 2 is pin P2.0, bit 7 is pin P2.7. Writing a value of 1 to a bit of this SFR will send a high level on the corresponding I/O pin whereas a value of 0 will bring it to a low level.

Programming Tip: While the 8051 has four I/O port (P0, P1, P2, and P3), if your hardware uses external RAM or external code memory (i.e., your program is stored in an external ROM or EPROM chip or if you are using external RAM chips) you may not use P0 or P2. This is because the 8051 uses ports P0

and P2 to address the external memory. Thus if you are using external RAM or code memory you may only use ports P1 and P3 for your own use.

IE (Interrupt Enable, Addresses A8h): The Interrupt Enable SFR is used to enable and disable specific interrupts. The low 7 bits of the SFR are used to enable/disable the specific interrupts, whereas the highest bit is used to enable or disable ALL interrupts. Thus, if the high bit of IE is 0 all interrupts are disabled regardless of whether an individual interrupt is enabled by setting a lower bit.

P3 (Port 3, Address B0h, Bit-Addressable): This is input/output port 3. Each bit of this SFR corresponds to one of the pins on the microcontroller. For example, bit 0 of port 3 is pin P3.0, bit 7 is pin P3.7. Writing a value of 1 to a bit of this SFR will send a high level on the corresponding I/O pin whereas a value of 0 will bring it to a low level.

IP (Interrupt Priority, Addresses B8h, Bit-Addressable): The Interrupt Priority SFR is used to specify the relative priority of each interrupt. On the 8051, an interrupt may either be of low (0) priority or high (1) priority. An interrupt may only interrupt interrupts of lower priority. For example, if we configure the 8051 so that all interrupts are of low priority except the serial interrupt, the serial interrupt will always be able to interrupt the system, even if another interrupt is currently executing. However, if a serial interrupt is executing no other interrupt will be able to interrupt the serial interrupt routine since the serial interrupt routine has the highest priority.

PSW (Program Status Word, Addresses D0h, Bit-Addressable): The Program Status Word is used to store a number of important bits that are set and cleared by 8051 instructions. The PSW SFR contains the carry flag, the auxiliary carry flag, the overflow flag, and the parity flag. Additionally, the PSW register contains the register bank select flags which are used to select which of the "R" register banks are currently selected.

Programming Tip: If you write an interrupt handler routine, it is a very good idea to *always* save the PSW SFR on the stack and restore it when your interrupt is complete. Many 8051 instructions modify the bits of PSW. If your interrupt routine does not guarantee that PSW is the same upon exit as it was upon entry, your program is bound to behave rather erratically and unpredictably--and it will be tricky to debug since the behavior will tend not to make any sense.

ACC (Accumulator, Addresses E0h, Bit-Addressable): The Accumulator is one of the most-used SFRs on the 8051 since it is involved in so many instructions. The Accumulator resides as an SFR at E0h, which means the instruction **MOV A,#20h** is really the same as **MOV E0h,#20h**. However, it is a good

idea to use the first method since it only requires two bytes whereas the second option requires three bytes.

B (B Register, Addresses F0h, Bit-Addressable): The "B" register is used in two instructions: the multiply and divide operations. The B register is also commonly used by programmers as an auxiliary register to temporarily store values.

Other SFRs

The chart above is a summary of all the SFRs that exist in a standard 8051. All derivative microcontrollers of the 8051 must support these basic SFRs in order to maintain compatibility with the underlying MCS51 standard.

A common practice when semiconductor firms wish to develop a new 8051 derivative is to add additional SFRs to support new functions that exist in the new chip. For example, the Dallas Semiconductor DS80C320 is upwards compatible with the 8051. This means that any program that runs on a standard 8051 should run without modification on the DS80C320. This means that all the SFRs defined above also apply to the Dallas component.

However, since the DS80C320 provides many new features that the standard 8051 does not, there must be some way to control and configure these new features. This is accomplished by adding additional SFRs to those listed here. For example, since the DS80C320 supports two serial ports (as opposed to just one on the 8051), the SFRs SBUF2 and SCON2 have been added. In addition to all the SFRs listed above, the DS80C320 also recognizes these two new SFRs as valid and uses their values to determine the mode of operation of the secondary serial port. Obviously, these new SFRs have been assigned to SFR addresses that were unused in the original 8051. In this manner, new 8051 derivative chips may be developed which will run existing 8051 programs.

Programming Tip: If you write a program that utilizes new SFRs that are specific to a given derivative chip and not included in the above SFR list, your program will not run properly on a standard 8051 where that SFR does not exist. Thus, only use non-standard SFRs if you are sure that your program will only have to run on that specific microcontroller. Likewise, if you write code that uses non-standard SFRs and subsequently share it with a third-party, be sure to let that party know that your code is using non-standard SFRs to save them the headache of realizing that due to strange behavior at run-time.

8051 Tutorial: Basic Registers

The Accumulator

If you've worked with any other assembly languages you will be familiar with the concept of an *Accumulator* register.

The Accumulator, as its name suggests, is used as a general register to accumulate the results of a large number of instructions. It can hold an 8-bit (1-byte) value and is the most versatile register the

8051 has due to the sheer number of instructions that make use of the accumulator. More than half of the 8051s 255 instructions manipulate or use the accumulator in some way.

For example, if you want to add the number 10 and 20, the resulting 30 will be stored in the Accumulator. Once you have a value in the Accumulator you may continue processing the value or you may store it in another register or in memory.

The "R" registers

The "R" registers are a set of eight registers that are named R0, R1, etc. up to and including R7.

These registers are used as auxillary registers in many operations. To continue with the above example, perhaps you are adding 10 and 20. The original number 10 may be stored in the Accumulator whereas the value 20 may be stored in, say, register R4. To process the addition you would execute the command:

```
ADD A,R4
```

After executing this instruction the Accumulator will contain the value 30.

You may think of the "R" registers as very important auxillary, or "helper", registers. The Accumulator alone would not be very useful if it were not for these "R" registers.

The "R" registers are also used to temporarily store values. For example, lets say you want to add the values in R1 and R2 together and then subtract the values of R3 and R4. One way to do this would be:

```
MOV A,R3 ;Move the value of R3 into the accumulator  
ADD A,R4 ;Add the value of R4  
MOV R5,A ;Store the resulting value temporarily in R5  
MOV A,R1 ;Move the value of R1 into the accumulator  
ADD A,R2 ;Add the value of R2  
SUBB A,R5 ;Subtract the value of R5 (which now contains R3 + R4)
```

As you can see, we used R5 to temporarily hold the sum of R3 and R4. Of course, this isnt the most efficient way to calculate $(R1+R2) - (R3 +R4)$ but it does illustrate the use of the "R" registers as a way to store values temporarily.

The "B" Register

The "B" register is very similar to the Accumulator in the sense that it may hold an 8-bit (1-byte) value.

The "B" register is only used by two 8051 instructions: MUL AB and DIV AB. Thus, if you want to quickly and easily multiply or divide A by another number, you may store the other number in "B" and make use of these two instructions.

Aside from the MUL and DIV instructions, the "B" register is often used as yet another temporary storage register much like a ninth "R" register.

The Data Pointer (DPTR)

The Data Pointer (DPTR) is the 8051's only user-accessible 16-bit (2-byte) register. The Accumulator, "R" registers, and "B" register are all 1-byte values.

DPTR, as the name suggests, is used to point to data. It is used by a number of commands which allow the 8051 to access external memory. When the 8051 accesses external memory it will access external memory at the address indicated by DPTR.

While DPTR is most often used to point to data in external memory, many programmers often take advantage of the fact that it's the only true 16-bit register available. It is often used to store 2-byte values which have nothing to do with memory locations.

The Program Counter (PC)

The Program Counter (PC) is a 2-byte address which tells the 8051 where the next instruction to execute is found in memory. When the 8051 is initialized PC always starts at 0000h and is incremented each time an instruction is executed. It is important to note that PC isn't always incremented by one. Since some instructions require 2 or 3 bytes the PC will be incremented by 2 or 3 in these cases.

The Program Counter is special in that there is no way to directly modify its value. That is to say, you can't do something like PC=2430h. On the other hand, if you execute LJMP 2430h you've effectively accomplished the same thing.

The Stack Pointer (SP)

The Stack Pointer, like all registers except DPTR and PC, may hold an 8-bit (1-byte) value. The Stack Pointer is used to indicate where the next value to be removed from the stack should be taken from.

When you push a value onto the stack, the 8051 first increments the value of SP and then stores the value at the resulting memory location.

When you pop a value off the stack, the 8051 returns the value from the memory location indicated by SP, and then decrements the value of SP.

This order of operation is important. When the 8051 is initialized SP will be initialized to 07h. If you immediately push a value onto the stack, the value will be stored in Internal RAM address 08h. This makes sense taking into account what was mentioned two paragraphs above: First the 8051 will increment the value of SP (from 07h to 08h) and then will store the pushed value at that memory address (08h).

SP is modified directly by the 8051 by six instructions: PUSH, POP, ACALL, LCALL, RET, and RETI. It is also used intrinsically whenever an interrupt is triggered (more on interrupts later. Don't worry about them for now!).

Email

8051 Tutorial: Addressing Modes

An "addressing mode" refers to how you are addressing a given memory location. In summary, the addressing modes are as follows, with an example of each:

Immediate Addressing `MOV A,#20h`

Direct Addressing `MOV A,30h`

Indirect Addressing `MOV A,@R0`

External Direct `MOVX A,@DPTR`

Code Indirect `MOVC A,@A+DPTR`

Each of these addressing modes provides important flexibility.

Immediate Addressing

Immediate addressing is so-named because the value to be stored in memory immediately follows the operation code in memory. That is to say, the instruction itself dictates what value will be stored in memory.

For example, the instruction:

MOV A,#20h

This instruction uses Immediate Addressing because the Accumulator will be loaded with the value that immediately follows; in this case 20 (hexidecimal).

Immediate addressing is very fast since the value to be loaded is included in the instruction. However, since the value to be loaded is fixed at compile-time it is not very flexible.

Direct Addressing

Direct addressing is so-named because the value to be stored in memory is obtained by directly retrieving it from another memory location. For example:

MOV A,30h

This instruction will read the data out of Internal RAM address 30 (hexidecimal) and store it in the Accumulator.

Direct addressing is generally fast since, although the value to be loaded isnt included in the instruction, it is quickly accessible since it is stored in the 8051s Internal RAM. It is also much more flexible than Immediate Addressing since the value to be loaded is whatever is found at the given address--which may be variable.

Also, it is important to note that when using direct addressing any instruction which refers to an address between 00h and 7Fh is referring to Internal Memory. Any instruction which refers to an address between 80h and FFh is referring to the SFR control registers that control the 8051 microcontroller itself.

The obvious question that may arise is, "If direct addressing an address from 80h through FFh refers to SFRs, how can I access the upper 128 bytes of Internal RAM that are available on the 8052?" The answer is: You can't access them using direct addressing. As stated, if you directly refer to an address of 80h through FFh you will be referring to an SFR. However, you may access the 8052's upper 128 bytes of RAM by using the next addressing mode, "indirect addressing."

Indirect Addressing

Indirect addressing is a very powerful addressing mode which in many cases provides an exceptional level of flexibility. Indirect addressing is also the only way to access the extra 128 bytes of Internal RAM found on an 8052.

Indirect addressing appears as follows:

MOV A,@R0

This instruction causes the 8051 to analyze the value of the R0 register. The 8051 will then load the accumulator with the value from Internal RAM which is found at the address indicated by R0.

For example, let's say R0 holds the value 40h and Internal RAM address 40h holds the value 67h. When the above instruction is executed the 8051 will check the value of R0. Since R0 holds 40h the 8051 will get the value out of Internal RAM address 40h (which holds 67h) and store it in the Accumulator. Thus, the Accumulator ends up holding 67h.

Indirect addressing always refers to Internal RAM; it never refers to an SFR. Thus, in a prior example we mentioned that SFR 99h can be used to write a value to the serial port. Thus one may think that the following would be a valid solution to write the value 1 to the serial port:

```
MOV R0,#99h ;Load the address of the serial port
MOV @R0,#01h ;Send 01 to the serial port -- WRONG!!
```

This is not valid. Since indirect addressing always refers to Internal RAM these two instructions would write the value 01h to Internal RAM address 99h on an 8052. On an 8051 these two instructions would produce an undefined result since the 8051 only has 128 bytes of Internal RAM.

External Direct

External Memory is accessed using a suite of instructions which use what I call "External Direct" addressing. I call it this because it appears to be direct addressing, but it is used to access external memory rather than internal memory.

There are only two commands that use External Direct addressing mode:

```
MOVX A,@DPTR
```

```
MOVX @DPTR,A
```

As you can see, both commands utilize DPTR. In these instructions, DPTR must first be loaded with the address of external memory that you wish to read or write. Once DPTR holds the correct external memory address, the first command will move the contents of that external memory address into the Accumulator. The second command will do the opposite: it will allow you to write the value of the Accumulator to the external memory address pointed to by DPTR.

External Indirect

External memory can also be accessed using a form of indirect addressing which I call External Indirect addressing. This form of addressing is usually only used in relatively small projects that have a very small amount of external RAM. An example of this addressing mode is:

```
MOVX @R0,A
```

Once again, the value of R0 is first read and the value of the Accumulator is written to that address in External RAM. Since the value of @R0 can only be 00h through FFh the project would effectively be limited to 256 bytes of External RAM. There are relatively simple hardware/software tricks that can be implemented to access more than 256 bytes of memory using External Indirect addressing; however, it is usually easier to use External Direct addressing if your project has more than 256 bytes of External RAM.