

3.2.2.3 Multiplication instructions: MUL and IMUL

The **MUL** (for unsigned numbers) and **IMUL** (for signed numbers) instructions are used to perform the multiplication operation between two operands: the source is external and the destination is internal. The source may be either register or memory with data either 8-bit or 16-bit. The internal destination could be either **AX** for an 8-bit source operand or the registers pair **DX AX** for a 16-bit source operand. This operation is explained in table below:

Multiplication (MUL or IMUL)	Internal operand	External operand (source)	Result
Byte * Byte	AL	Register or BYTEPTR of memory	AL*source = AX
Word * Word	AX	Register or WORDPTR of memory	AX*source = DX AX

The general format for the multiplication instructions is shown in table below:

Mnemonics	Meaning	Format	Operation	Flags affected
MUL	Multiply	MUL S	AL*S8 → AX AX*S16 → DX AX	CF, OF AC, SF, PF, ZF undefined
IMUL	Integer multiply	IMUL S	AL*S8 → AX AX*S16 → DX AX	CF, OF AC, SF, PF, ZF undefined

Where Q stands for Quotient and R stands for reminder.

Examples:

MUL BL ; AX=AL*BL.

IMUL CH ; AX=AL*CH.

MUL WORDPTR[BX+DI+1234h] ; DX AX=AX*The content of M.L. (16-bit) with an offset of (BX+DI+1234h) as the low byte from ((BX+DI+1234h) and the high byte from (BX+DI+1235h).

IMUL BYTEPTR[5000h] ; AX=AL*The content of M.L. (8-bit) with an offset of (5000h).

MUL CX ; DX AX=AX*CX.

Important note: the **MUL** and **IMUL** instructions do not take the immediate addressing mode.

Now to understand the difference between MUL and IMUL instruction, first load **IMUL AH** and put FFFFh in register AX. As a signed byte, FF= -1 so $(-1 * -1 = +1)$. Trace the instruction and see that AX=0001h. now load **MUL AH** and again set AX=FFFFh. Now FF=255, so $255*255=65025$ or in Hex. $FF*FF=FE01h$. tracing this instruction gives AX=FE01h, as expected. Only for byte factors less than 128 do MUL and IMUL give the same results.

Example 4: write an A.L.P. that multiplies two 16-bit numbers stored in BX and CX and store the result in M.L.s specified by [2342h]?

Solution:

```
MOV AX, BX
MUL CX
MOV [2342h], AX
MOV [2344h], DX
HLT
```

H.W. 1: write an A.L.P. that multiplies two 16-bit numbers stored in 2 consecutive M.L.s specified by [BX] then store the result in the next 4 M.L.s followed the 2 consecutive numbers.

3.2.2.4 Division instructions: DIV and IDIV

The **DIV** (for unsigned numbers) and **IDIV** (for signed numbers) instructions are used to perform the division operation between two operands: the source is external and the destination is internal. The source may be either register or memory with data either 8-bit or 16-bit. The internal destination could be either **AX** for an 8-bit source operand or the registers pair **DX AX** for a 16-bit source operand. This operation is explained in table below:

Division (DIV or IDIV)	Internal operand	External operand (source)	Result
Word / Byte	AX	Register or BYTEPTR of memory	$AX / \text{source} = AX$ Q (AL) R(AH)
DWord / Word	DX AX	Register or WORDPTR of memory	$(DX AX) / \text{source} = DX AX$ Q (AX) R (DX)

The general format for the multiplication instructions is shown in table below:

Mnemonics	Meaning	Format	Operation	Flags affected
DIV	Divide	DIV S	$AX/S8 \longrightarrow Q(AL)$ $R(AH)$ $DX\ AX/S16 \longrightarrow Q(AX)$ $R(DX)$	CF, OF, AC, SF, PF, ZF undefined
IDIV	Integer divide	IDIV S	$AX/S8 \longrightarrow Q(AL)$ $R(AH)$ $DX\ AX/S16 \longrightarrow Q(AX)$ $R(DX)$	CF, OF, AC, SF, PF, ZF undefined

Examples:

DIV BL ; $AX/BL \longrightarrow Q(AL)$ and $R(AH)$.

IDIV CH ; $AX/CH \longrightarrow Q(AL)$ and $R(AH)$.

DIV WORDPTR[BX+DI+1234h] ; $(DX\ AX)/(\text{The content of M.L. (16-bit) with an offset of (BX+DI+1234h) as the low byte from ((BX+DI+1234h) and the high byte from (BX+DI+1235h)}) \longrightarrow \text{The } Q(AX) \text{ and } R(DX)$.

IDIV BYTEPTR[5000h] ; $AX/(\text{The content of M.L. (8-bit) with an offset of (5000h)}) \longrightarrow \text{the } Q(AL) \text{ and } R(AH)$.

DIV CX ; $(DX\ AX)/CX \longrightarrow \text{The } Q(AX) \text{ and } R(DX)$.

Important note: the **DIV** and **IDIV** instructions do not take the immediate addressing mode.

The division operation can result in two errors:

1. Division by zero.
2. Division overflow when a large 16-bit no. is divide by a small 8-bit no.. for example, the division of 4000h by 04h, because the result of an 8-bit division must be fill in AL, while the result of the last operation is 1000h that does not fit into AL.

To divide an 8-bit dividend by and an 8-bit divisor by extending the sign bit of AL to fill all bits of AH. This can be done automatically by executing the instruction (**CBW**).

In a similar way, a 16-bit dividend in AX can be divided by 16-bit divisor. In this case the sign bit in AX is extended to fill all bits of DX. The instruction (**CWD**) performs this operation automatically.

Note that **CBW** extends 8-bit in AL to 16 bit in AX while the value in AX will be equivalent to the value in AL. similarly, **CWD** converts the value in AX to 32-bit in (DX AX) without changing the original value. The general format of these instructions is shown in table below:

Mnemonics	Meaning	Format	Operation	Flags affected
CBW	Convert byte to word	CBW	Copy the MSB of AL to all bits of AH	None
CWD	Convert word to double word	CWD	Copy the MSB of AX to all bits of DX	None

Example 4: write an A.L.P. to divide the 40 by 3 then explain its operation.

Solution:

```
MOV AX, 0028h      ; AX=0028h
MOV BL, 03h        ; BL=03h
DIV BL              ; the explaining is below.
HLT
```

The Q of the division is 13 and in the Hex. it is D so AL=0Dh

The R of the division is 1 so AH=01.

The final result in AX=010Dh.

Example 5: what is the value of AX after executing the following instructions:

```
MOV AX, 0000h
MOV AL, FBh        ; AX=00FBh
CBW
```

Since the MSB of AL=1 then, all bits of AH=1's. So the value of AH=FFh. Then AX=FFFBh

Example 6: what is the value of AX and DX after executing the following instructions:

```
MOV DX, 0000h
MOV AL, FFBh       ; DX AX = 0000 FFBh
CBW
```

Since the MSB of AX=1 then, all bits of DX=1's. So the value of DX AX= FFFF FFBh.

H.W. 2: trace the following program:

MOV AX, 0324h

MOV BX, 0203h

MUL BL

DIV BH

CWD

HLT

Assume all flags are initially zeros

H.W. 3: write an A.L.P. to express the following equation:

$$X = (2 * Y + \frac{Z}{5}) - W^2$$

Where X is a M.L. with an offset of 0500h. Assume Y=33h, Z=50h, and W=05h.