

# 8087 Coprocessor

**Multiprocessor  
system**

- **A microprocessor system comprising of two or more processors**
- **Distributed processing: Entire task is divided in to subtasks**

**Advantages**

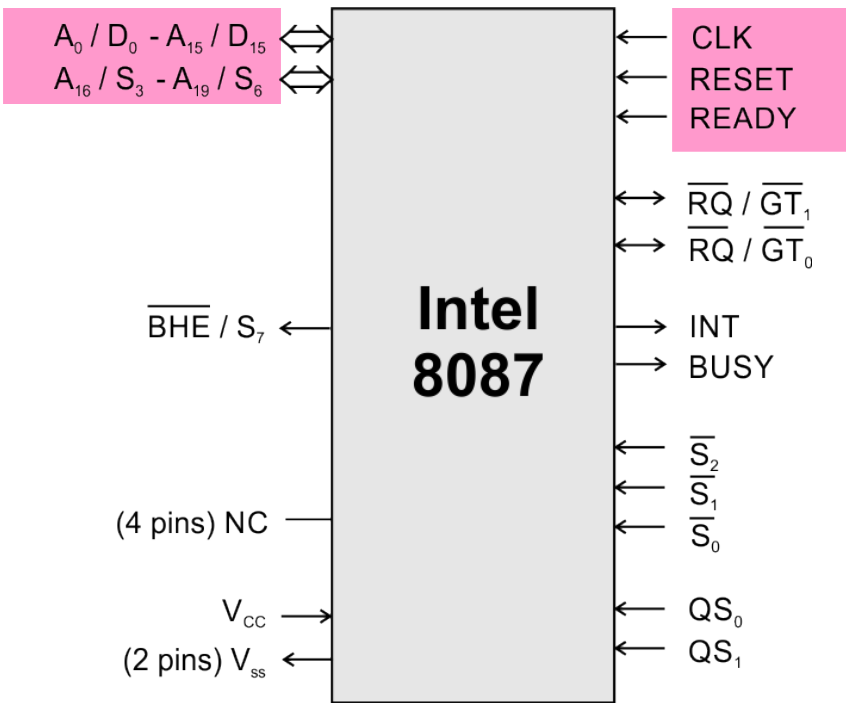
- **Better system throughput by having more than one processor**
- **Each processor have a local bus to access local memory or I/O devices so that a greater degree of parallel processing can be achieved**
- **System structure is more flexible.**  
One can easily add or remove modules to change the system configuration without affecting the other modules in the system

**8087  
coprocessor**

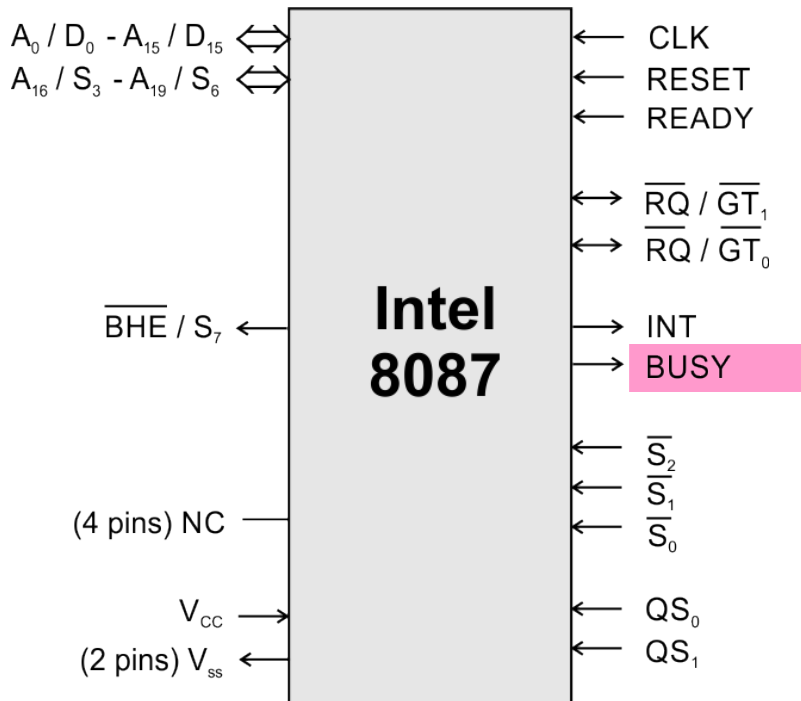
- Specially designed to take care of mathematical calculations involving integer and floating point data
- “Math coprocessor” or “Numeric Data Processor (NDP)”
- Works in parallel with a 8086 in the maximum mode

**Features**

- 1) Can operate on data of the integer, decimal and real types with lengths ranging from 2 to 10 bytes
- 2) Instruction set involves square root, exponential, tangent etc. in addition to addition, subtraction, multiplication and division.
- 3) High performance numeric data processor, it can multiply two 64-bit real numbers and calculate square root
- 4) Follows IEEE floating point standard
- 5) It is multi bus compatible

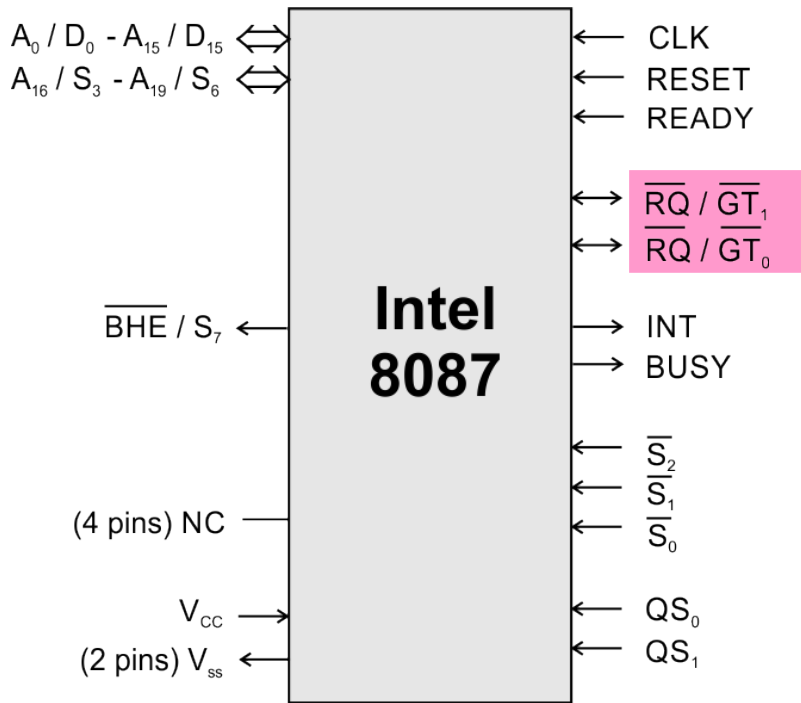


- **16 multiplexed address / data pins and 4 multiplexed address / status pins**
- **Hence it can have 16-bit external data bus and 20-bit external address bus like 8086**
- **Processor clock, ready and reset signals are applied as clock, ready and reset signals for coprocessor**



## BUSY

- **BUSY** signal from 8087 is connected to the  $\overline{TEST}$  input of 8086
- If the 8086 needs the result of some computation that the 8087 is doing before it can execute the next instruction in the program, a user can tell 8086 with a WAIT instruction to keep looking at its  $\overline{TEST}$  pin until it finds the pin low
- A low on the BUSY output indicates that the 8087 has completed the computation

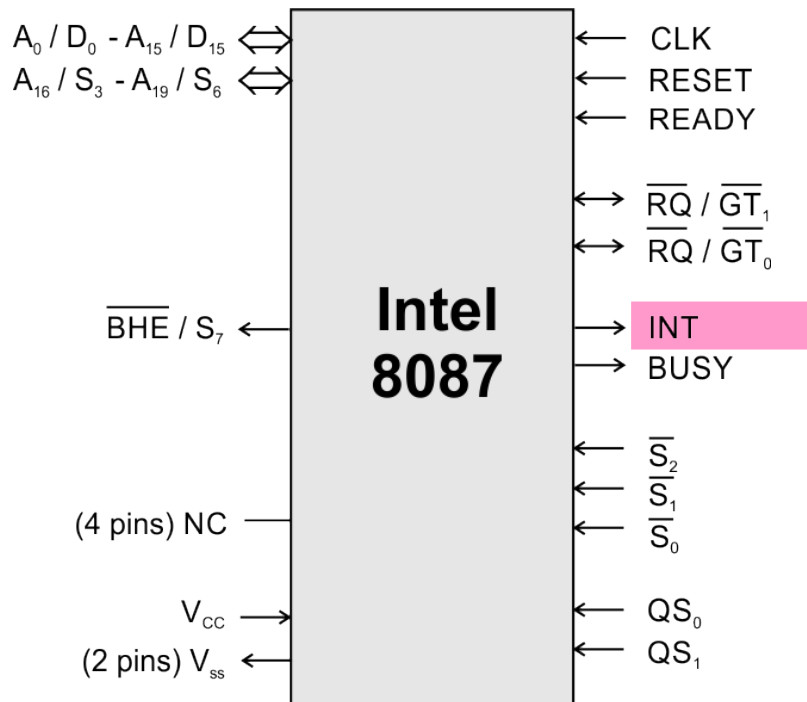


$\overline{RQ} // \overline{GT}_0$

- The request / grant signal from the 8087 is usually connected to the request / grant ( $\overline{RQ} / \overline{GT}_0$  or  $\overline{RQ} / \overline{GT}_1$ ) pin of the 8086

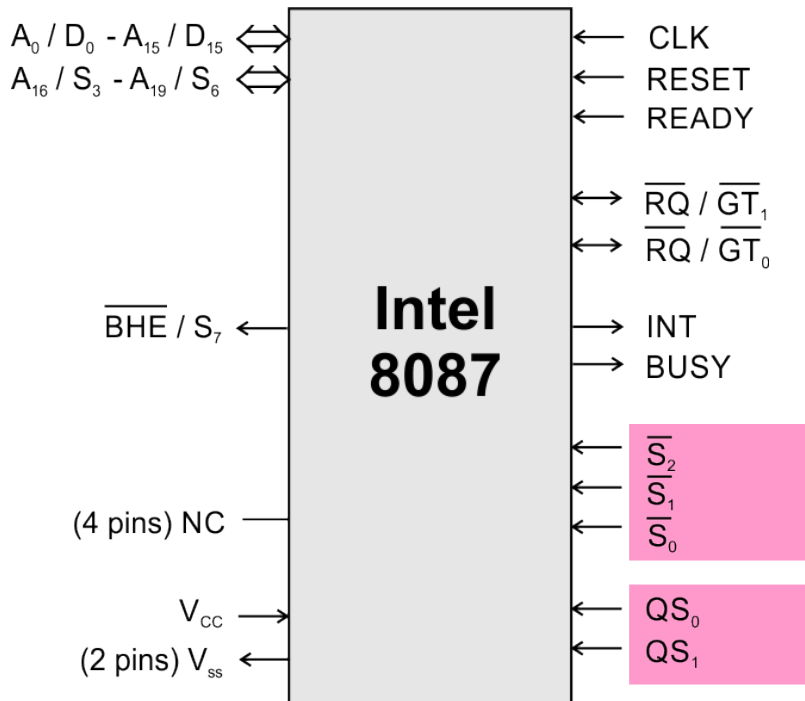
$\overline{RQ} // \overline{GT}_1$

- The request / grant signal from the 8087 is usually connected to the request / grant pin of the independent processor such as 8089



## INT

- The interrupt pin is connected to the interrupt management logic.
- The 8087 can interrupt the 8086 through this interrupt management logic at the time error condition exists



$$\bar{S}_0 = \bar{S}_2$$

$S_2$	$S_1$	$S_0$	Status	$S_2$	$S_1$	$S_0$	Status	$S_2$	$S_1$	$S_0$	Status
1	0	0	Unused	1	0	0	Unused	1	0	0	Unused
1	0	1	Read memory	1	0	1	Read memory	1	0	1	Read memory
1	1	0	Write memory	1	1	0	Write memory	1	1	0	Write memory
1	1	1	Passive	1	1	1	Passive	1	1	1	Passive

$S_2$	$S_1$	$S_0$	Status
1	0	0	Unused
1	0	1	Read memory
1	1	0	Write memory
1	1	1	Passive

$$QS_0 - QS_1$$

$QS_0$	$QS_1$	Status
0	0	No operation
0	1	First byte of opcode from queue
1	0	Queue empty
1	1	Subsequent byte of opcode from queue

8087 instructions are inserted in the 8086 program



- 8086 and 8087 reads instruction bytes and puts them in the respective queues
- NOP
- 8087 instructions have 11011 as the MSB of their first code byte



- 8087 keeps track for ESC instruction by monitoring - and  $AD_0 - AD_{15}$  of 8086.
- Also keeps track of  $QS_0 - QS_1$ .
- Q status 00; does nothing
- Q status 01; 8087 compares the five MSB bits with 11011
- If there is a match, then the ESC instruction is fetched and executed by 8087
- If there is error during decoding an ESC instruction, 8087 sends an interrupt request



- Memory read/ write
- Additional words :  $\overline{RQ} - \overline{GT}_0$
- 8087 BUSY pin high
- $\overline{TEST}$
- WAIT

