Duration: 13 Sessions | Undergraduate Program | Winter 2023 | Department: Computer Science

Intro Assembly Lang & Op Sys

Instructor: Dr. Amin Safaei

Winter 2023

ASM

Lakehead UNIVERSITY

Duration: 120 min | Undergraduate Program | Fall 2023 | Department: Computer Science

Procedures

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- **This set of lecture slides is made from the following textbooks:**
  - Barry B. Brey, The Intel Microprocessor: Architecture, Programming, and Interfacing, eight edition, Prentice Hall India, 2008.
  - M. A. Mazidi, R. D. McKinlay, J. G. Mazidi, 8051 Microcontroller, The: A Systems Approach
  - S. P. Dandamudi, Introduction to Assembly Language Programming For Pentium and RISC Processors
  - Kip R. Irvine, Assembly Language for x86 Processors (8th Edition)

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5.1 Overview

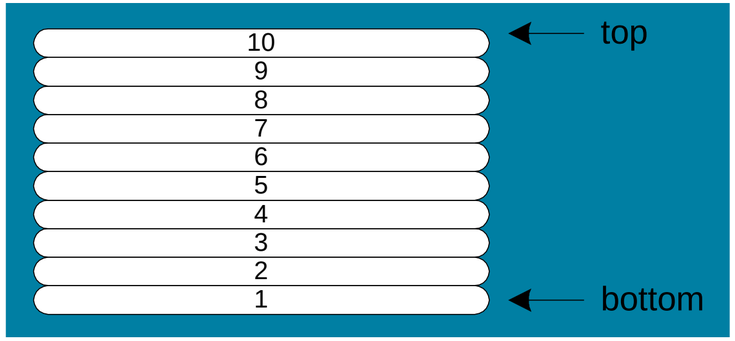
- **Stack Operations**
- Defining and Using Procedures
- Linking to an External Library
- The Irvine32 Library
- 64-Bit Assembly Programming

5.2 Stack Operations

- Runtime Stack
- PUSH Operation
- POP Operation
- PUSH and POP Instructions
- Using PUSH and POP
- Example: Reversing a String
- Related Instructions

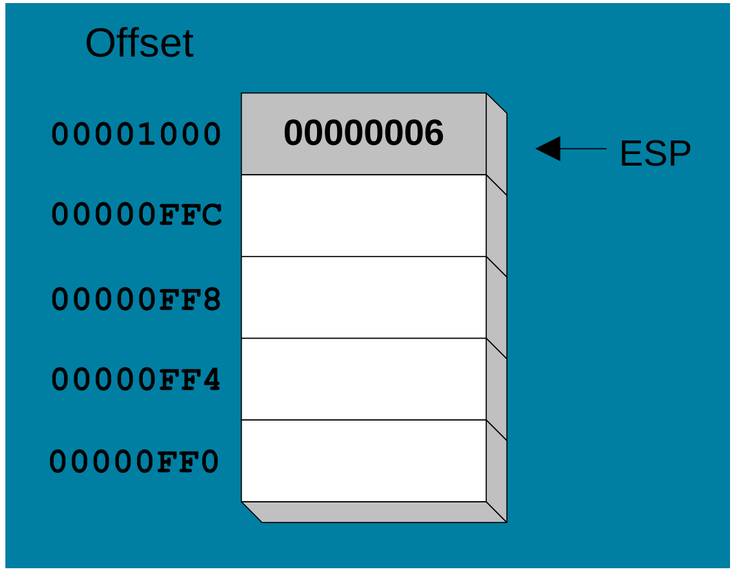
5.3 Runtime Stack

- Imagine a stack of plates . . .
  - plates are only added to the top
  - plates are only removed from the top
  - LIFO structure



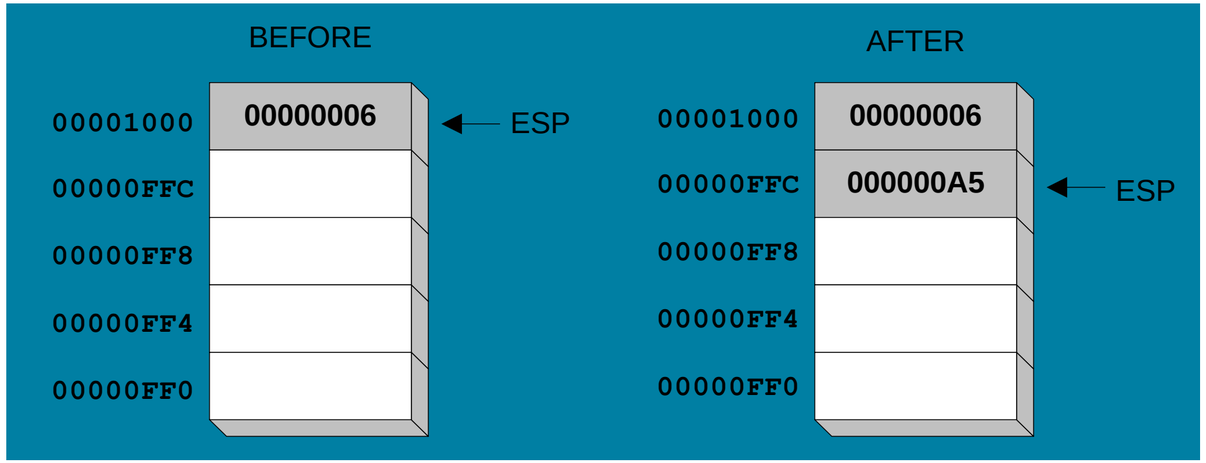
- Managed by the CPU, using two registers
  - SS (stack segment)
  - ESP (stack pointer) *

* SP in Real-address mode



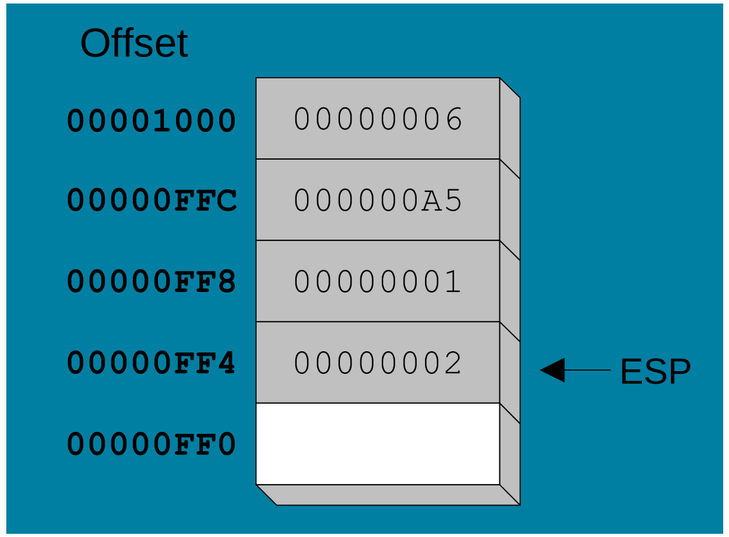
5.4 PUSH Operation

- A 32-bit push operation decrements the stack pointer by 4 and copies a value into the location pointed to by the stack pointer.



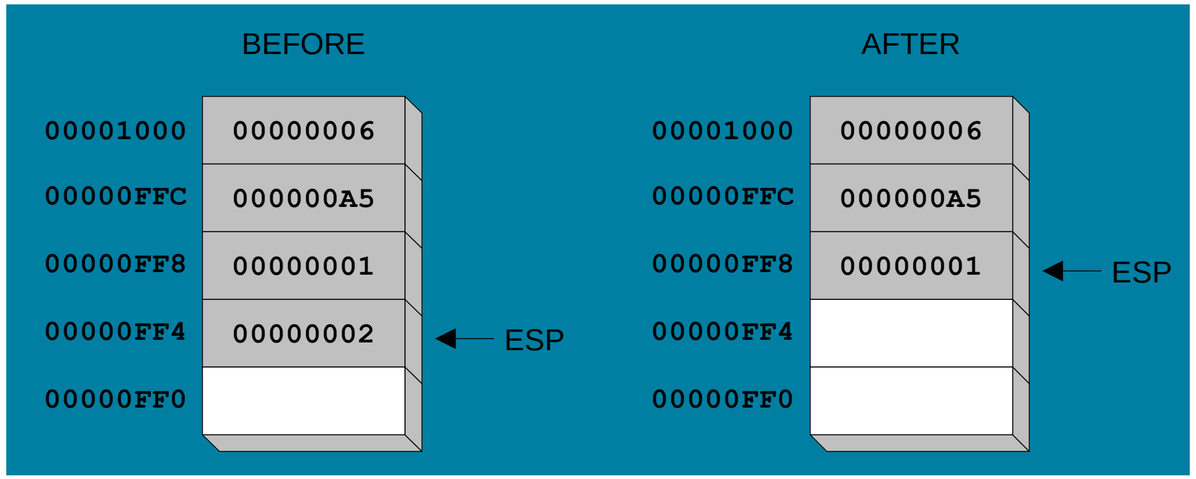
- Same stack after pushing two more integers:

  The stack grows downward. The area below ESP is always available (unless the stack has overflowed).



5.5 POP Operation

- Copies value at stack[ESP] into a register or variable.
- Adds n to ESP, where n is either 2 or 4.
  - value of n depends on the attribute of the operand receiving the data



5.6 PUSH and POP Instructions

- **PUSH syntax:**
  - PUSH r/m16
  - PUSH r/m32
  - PUSH imm32
- **POP syntax:**
  - POP r/m16
  - POP r/m32

5.7 Using PUSH and POP

- Save and restore registers when they contain important values. PUSH and POP instructions occur in the opposite order.

```
push esi                        ; push registers
push ecx
push ebx

mov  esi,OFFSET dwordVal        ; display some memory
mov  ecx,LENGTHOF dwordVal
mov  ebx,TYPE dwordVal
call DumpMem

pop  ebx                        ; restore registers
pop  ecx
pop  esi
```

5.8 Example: Nested Loop

- When creating a nested loop, push the outer loop counter before entering the inner loop:

```
   mov ecx,100    ; set outer loop count
L1:               ; begin the outer loop
   push ecx       ; save outer loop count

   mov ecx,20     ; set inner loop count
L2:               ; begin the inner loop
   ;
   ;
   loop L2        ; repeat the inner loop

   pop ecx        ; restore outer loop count
   loop L1        ; repeat the outer loop
```

5.9 Example: Reversing a String

- Use a loop with indexed addressing
- Push each character on the stack
- Start at the beginning of the string, pop the stack in reverse order, insert each character back into the string
- Q: Why must each character be put in EAX before it is pushed?
- Because only word (16-bit) or doubleword (32-bit) values can be pushed on the stack.

```
.386
.model flat,stdcall
.stack 4096
ExitProcess PROTO,dwExitCode:DWORD

.data
aName BYTE "Abraham Lincoln",0
nameSize = ($ - aName) - 1

.code
main PROC
; Push the name on the stack.
    mov   ecx,nameSize
    mov   esi,0

L1: movzx eax,aName[esi]          ; get character
    push  eax                     ; push on stack
    inc   esi
    loop  L1

; Pop the name from the stack, in reverse,
; and store in the aName array.
    mov   ecx,nameSize
    mov   esi,0

L2: pop   eax                     ; get character
    mov   aName[esi],al           ; store in string
    inc   esi
    loop  L2

    INVOKE ExitProcess,0
main ENDP
END main
```

5.10 Task 1

- Using the String Reverse program as a starting point,
- #1: Modify the program so the user can input a string containing between 1 and 50 characters.
- #2: Modify the program so it inputs a list of 32-bit integers from the user, and then displays the integers in reverse order.

5.11 Related Instructions

- PUSHFD and POPFD
  - push and pop the EFLAGS register
- PUSHAD pushes the 32-bit general-purpose registers on the stack
  - order: EAX, ECX, EDX, EBX, ESP, EBP, ESI, EDI
- POPAD pops the same registers off the stack in reverse order
  - PUSHA and POPA do the same for 16-bit registers

5.12 Task 2

- Write a program that does the following:
  - Assigns integer values to EAX, EBX, ECX, EDX, ESI, and EDI
  - Uses PUSHAD to push the general-purpose registers on the stack
  - Using a loop, your program should pop each integer from the stack and display it on the screen

5.1 Overview

- Stack Operations
- **Defining and Using Procedures**
- Linking to an External Library
- The Irvine32 Library
- 64-Bit Assembly Programming

5.13 Defining and Using Procedures

- Creating Procedures
- Documenting Procedures
- Example: SumOf Procedure
- CALL and RET Instructions
- Nested Procedure Calls
- Local and Global Labels
- Procedure Parameters
- Flowchart Symbols
- USES Operator

5.14 Creating Procedures

- Large problems can be divided into smaller tasks to make them more manageable
- A **procedure** is the ASM equivalent of a Java or C++ function
- Following is an assembly language procedure named **sample**:

```
sample PROC
   .
   .
  ret
sample ENDP
```

5.15 Documenting Procedures

- Suggested documentation for each procedure:
- A description of all tasks accomplished by the procedure.
- **Receives:** A list of input parameters; state their usage and requirements.
- **Returns:** A description of values returned by the procedure.
- **Requires:** Optional list of requirements called preconditions that must be satisfied before the procedure is called.
- If a procedure is called without its preconditions satisfied, it will probably not produce the expected output.

5.16 Documenting Procedures

```
;-----------------------------------------------------------------------
SumOf PROC
;
; Calculates and returns the sum of three 32-bit integers.
; Receives: EAX, EBX, ECX, the three integers. May be
; signed or unsigned.
; Returns: EAX = sum, and the status flags (Carry,
; Overflow, etc.) are changed.
; Requires: nothing
;-----------------------------------------------------------------------
add eax,ebx
add eax,ecx
ret
SumOf ENDP
```

5.17 CALL and RET Instructions

- The CALL instruction calls a procedure
  - pushes offset of next instruction on the stack
  - copies the address of the called procedure into EIP
- The RET instruction returns from a procedure
  - pops top of stack into EIP

CALL-RET Example

0000025 is the offset of the instruction immediately following the CALL instruction

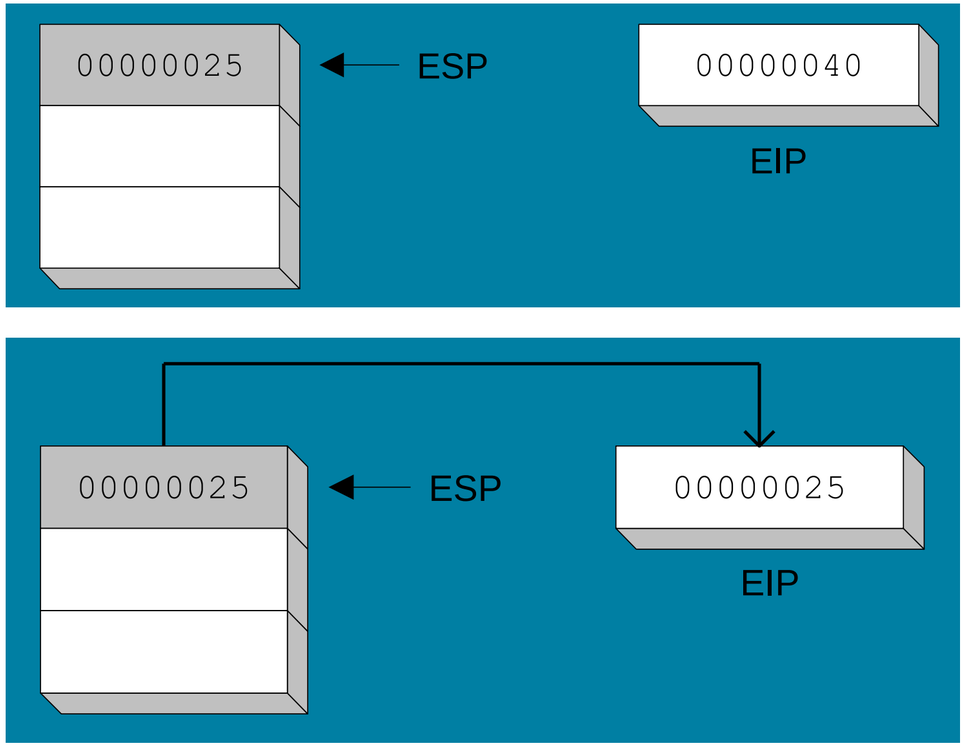
00000040 is the offset of the first instruction inside MySub

```
main PROC
    00000020 call MySub
    00000025 mov eax,ebx
.
.
main ENDP

MySub PROC
00000040 mov eax,edx
.
.
ret
MySub ENDP
```

The CALL instruction pushes 00000025 onto the stack, and loads 00000040 into EIP

The RET instruction pops 00000025 from the stack into EIP



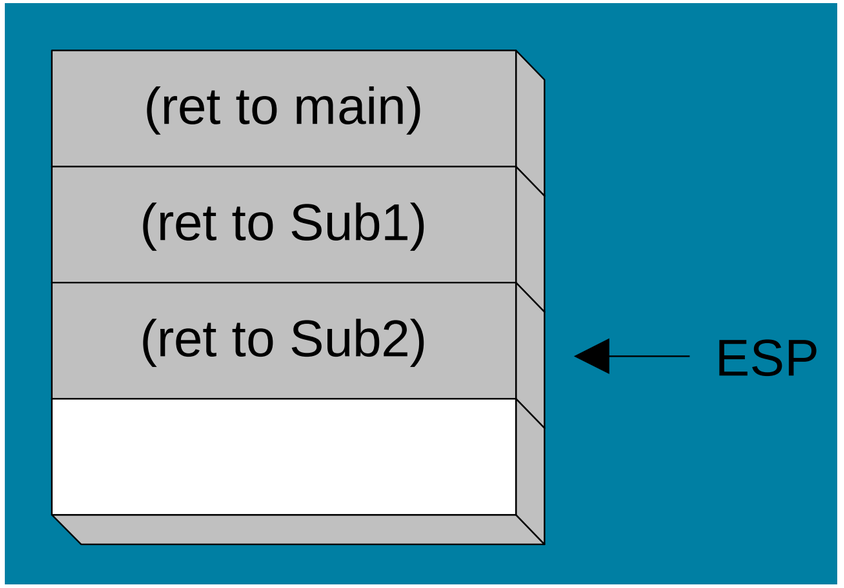
By the time Sub3 is called, the stack contains all three return addresses:

```
main PROC
    .
    .
    call Sub1
    exit
main ENDP

Sub1 PROC
    .
    .
    call Sub2
    ret
Sub1 ENDP

Sub2 PROC
    .
    .
    call Sub3
    ret
Sub2 ENDP

Sub3 PROC
    .
    .
    ret
Sub3 ENDP
```



5.20 Nested Procedure Calls

A local label is visible only to statements inside the same procedure. A global label is visible everywhere.

```
main PROC
     jmp L2    ; error
L1::      ; global label
     exit
main ENDP

sub2 PROC
L2:       ; local label
     jmp L1    ; ok
     ret
sub2 ENDP
```

5.21 Procedure Parameters

- A good procedure might be usable in many different programs
  - but not if it refers to specific variable names
- Parameters help to make procedures flexible because parameter values can change at runtime
- The ArraySum procedure calculates the sum of an array. It makes two references to specific variable names:

```
ArraySum PROC
   mov esi,0                    ; array index
   mov eax,0                    ; set the sum to zero
   mov ecx,LENGTHOF myarray     ; set number of elements

L1:add eax,myArray[esi]         ; add each integer to sum
   add esi,4                    ; point to next integer
   loop L1                      ; repeat for array size

   mov theSum,eax               ; store the sum
   ret
ArraySum ENDP
```

- This version of ArraySum returns the sum of any doubleword array whose address is in ESI. The sum is returned in EAX:

```
ArraySum PROC
; Receives: ESI points to an array of doublewords,
;   ECX = number of array elements.
; Returns: EAX = sum
;-----------------------------------------------------------------------------
   mov eax,0          ; set the sum to zero

L1:add eax,[esi]      ; add each integer to sum
   add esi,4          ; point to next integer
   loop L1            ; repeat for array size

   ret
ArraySum ENDP
```

5.22 USES Operator

- Lists the registers that will be preserved

```
ArraySum PROC USES esi ecx
   mov eax,0          ; set the sum to zero
   etc.
```

- MASM generates the code shown in cyan:

```
ArraySum PROC
   push esi
   push ecx
   .
   .
   pop ecx
   pop esi
   ret
ArraySum ENDP
```

5.23 When not to push a register

- The sum of the three registers is stored in EAX on line (3), but the POP instruction replaces it with the starting value of EAX on line (4):

```
SumOf PROC            ; sum of three integers
      push eax        ; 1
      add eax,ebx     ; 2
      add eax,ecx     ; 3
      pop eax         ; 4
      ret
SumOf ENDP
```

5.1 Overview

- Stack Operations
- Defining and Using Procedures
- **Linking to an External Library**
- The Irvine32 Library
- 64-Bit Assembly Programming

5.24 Linking to an External Library

- What is a Link Library?
- How the Linker Works

5.25 What is a Link Library?

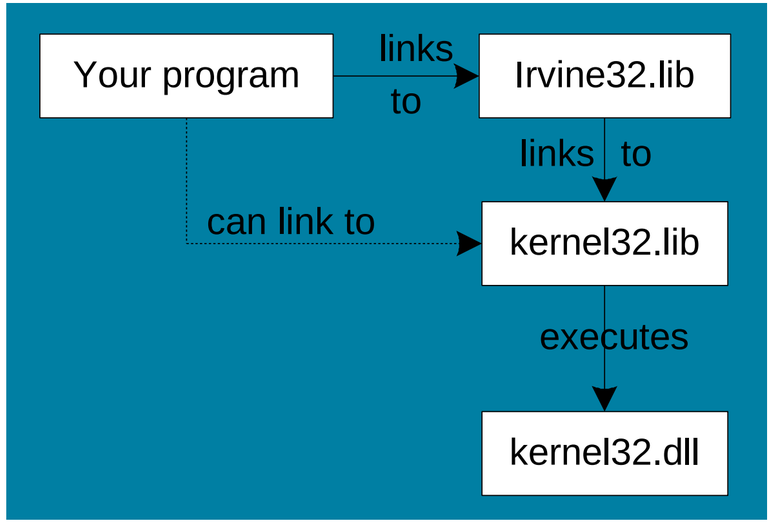
- A file containing procedures that have been compiled into machine code
  - constructed from one or more OBJ files
- To build a library, . . .
  - start with one or more ASM source files
  - assemble each into an OBJ file
  - create an empty library file (extension .LIB)
  - add the OBJ file(s) to the library file, using the Microsoft LIB utility

```
WriteString proto
```

```
call WriteString
```

5.26 How The Linker Works

- Your programs link to Irvine32.lib using the linker command inside a batch file named make32.bat.
- Notice the two LIB files: Irvine32.lib, and kernel32.lib
  - the latter is part of the Microsoft Win32 Software Development Kit (SDK)



5.1 Overview

- Stack Operations
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5.27 Calling Irvine32 Library Procedures

- Call each procedure using the CALL instruction. Some procedures require input arguments. The INCLUDE directive copies in the procedure prototypes (declarations).
- The following example displays “1234” on the console:

```
INCLUDE Irvine32.inc
.code
   mov  eax,1234h     ; input argument
   call WriteHex      ; show hex number
   call Crlf          ; end of line
```

5.28 Library Procedures - Overview

- **CloseFile** – Closes an open disk file
- **Clrscr** – Clears console, locates cursor at upper left corner
- **Create OutputFile** – Creates new disk file for writing in output mode
- **Crlf** – Writes end of line sequence to standard output
- **Delay** – Pauses program execution for n millisecond interval
- **DumpMem** – Writes block of memory to standard output in hex
- **DumpRegs** – Displays general-purpose registers and flags (hex)
- **GetCommandtail** – Copies command-line args into array of bytes
- **GetDateTime** – Gets the current date and time from the system
- **GetMaxXY** – Gets number of cols, rows in console window buffer
- **GetMseconds** – Returns milliseconds elapsed since midnight
- **GetTextColor** – Returns active foreground and background text colors in the console window
- **Gotoxy** – Locates cursor at row and column on the console
- **IsDigit** – Sets Zero flag if AL contains ASCII code for decimal digit (0–9)
- **MsgBox, MsgBoxAsk** – Display popup message boxes
- **OpenInputFile** – Opens existing file for input

5.28 Library Procedures - Overview

ParseDecimal32 – Converts unsigned integer string to binary

ParseInteger32 – Converts signed integer string to binary

Random32 – Generates 32-bit pseudorandom integer in the range 0 to FFFFFFFFh

Randomize – Seeds the random number generator

RandomRange – Generates a pseudorandom integer within a specified range

ReadChar – Reads a single character from standard input

ReadDec – Reads 32-bit unsigned decimal integer from keyboard

ReadFromFile – Reads input disk file into buffer

ReadHex – Reads 32-bit hexadecimal integer from keyboard

ReadInt – Reads 32-bit signed decimal integer from keyboard

ReadKey – Reads character from keyboard input buffer

ReadString – Reads string from stdin, terminated by [Enter]

SetTextColor – Sets foreground/background colors of all subsequent text output to the console

Str_compare – Compares two strings

Str_copy – Copies a source string to a destination string

5.28 Library Procedures - Overview

Str_length – Returns the length of a string in EAX

Str_trim – Removes unwanted characters from a string.

Str_ucase – Converts a string to uppercase letters.

WaitMsg – Displays message, waits for Enter key to be pressed

WriteBin – Writes unsigned 32-bit integer in ASCII binary format.

WriteBinB – Writes binary integer in byte, word, or doubleword format

WriteChar – Writes a single character to standard output

WriteDec – Writes unsigned 32-bit integer in decimal format

WriteHex – Writes an unsigned 32-bit integer in hexadecimal format

WriteHexB – Writes byte, word, or doubleword in hexadecimal format

WriteInt – Writes signed 32-bit integer in decimal format

WriteStackFrame – Writes the current procedure's stack frame to the console.

WriteStackFrameName – Writes the current procedure's name and stack frame to the console.

WriteString – Writes null-terminated string to console window

WriteToFile – Writes buffer to output file

WriteWindowsMsg – Displays most recent error message generated by MS-Windows

5.29 Example 1

- Clear the screen, delay the program for 500 milliseconds, and dump the registers and flags.

```
.code
   call Clrscr
   mov  eax,500
   call Delay
   call DumpRegs
```

```
EAX=00000613 EBX=00000000 ECX=000000FF EDX=00000000
ESI=00000000 EDI=00000100 EBP=0000091E ESP=000000F6
EIP=00401026 EFL=00000286 CF=0 SF=1 ZF=0 OF=0
```

5.29 Example 2

- Display a null-terminated string and move the cursor to the beginning of the next screen line.

```
.data
str1 BYTE “Assembly language is easy!”,0

.code
   mov  edx,OFFSET str1
   call WriteString
   call Crlf
```

- Display a null-terminated string and move the cursor to the beginning of the next screen line (use embedded CR/LF)

```
.data
str1 BYTE “Assembly language is easy!”,0Dh,0Ah,0

.code
   mov  edx,OFFSET str1
   call WriteString
```

5.30 Example 3

- Display an unsigned integer in binary, decimal, and hexadecimal, each on a separate line.

```
IntVal = 35
.code
   mov  eax,IntVal
   call WriteBin      ; display binary
   call Crlf
   call WriteDec      ; display decimal
   call Crlf
   call WriteHex      ; display hexadecimal
   call Crlf
```

- Sample output:

```
0000 0000 0000 0000 0000 0000 0010 0011
35
23
```

5.30 Example 4

- Input a string from the user. EDX points to the string and ECX specifies the maximum number of characters the user is permitted to enter.

```
.data
fileName BYTE 80 DUP(0)

.code
  mov  edx,OFFSET fileName
  mov  ecx,SIZEOF fileName – 1
  call ReadString
```

- A null byte is automatically appended to the string.

5.30 Example 5

- Generate and display ten pseudorandom signed integers in the range 0 – 99. Pass each integer to WriteInt in EAX and display it on a separate line.

```
.code
  mov ecx,10        ; loop counter

L1:mov  eax,100     ; ceiling value
  call RandomRange ; generate random int
  call WriteInt    ; display signed int
  call Crlf        ; goto next display line
  loop L1          ; repeat loop
```

5.30 Example 6

- Display a null-terminated string with yellow characters on a blue background.

```
.data
str1 BYTE "Color output is easy!",0

.code
  mov  eax,yellow + (blue * 16)
  call SetTextColor
  mov  edx,OFFSET str1
  call WriteString
  call Crlf
```

- The background color is multiplied by 16 before being added to the foreground color.

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5.31 64-Bit Assembly Programming

- The Irvine64 Library
- Calling 64-Bit Subroutines
- The x64 Calling Convention

5.32 The Irvine64 Library

- **Crlf:** Writes an end-of-line sequence to the console.
- **Random64:** Generates a 64-bit pseudorandom integer.
- **Randomize:** Seeds the random number generator with a unique value.
- **ReadInt64:** Reads a 64-bit signed integer from the keyboard.
- **ReadString:** Reads a string from the keyboard.
- **Str_compare:** Compares two strings in the same way as the CMP instruction.
- **Str_copy:** Copies a source string to a target location.
- **Str_length:** Returns the length of a null-terminated string in RAX.
- **WriteInt64:** Displays the contents in the RAX register as a 64-bit signed decimal integer.
- **WriteHex64:** Displays the contents of the RAX register as a 64-bit hexadecimal integer.
- **WriteHexB:** Displays the contents of the RAX register as an 8-bit hexadecimal integer.
- **WriteString:** Displays a null-terminated ASCII string.

5.35 Summary

- Procedure – named block of executable code
- Runtime stack – LIFO structure
  - holds return addresses, parameters, local variables
  - PUSH – add value to stack
  - POP – remove value from stack
- Use the Irvine32 library for all standard I/O and data conversion