String Processing

Chapter 9

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Outline

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String Representation

- Two types
  - Fixed-length
  - Variable-length
- Fixed length strings
  - Each string uses the same length
    - » Shorter strings are padded (e.g. by blank characters)
    - » Longer strings are truncated
  - Selection of string length is critical
    - » Too large ==> inefficient
    - » Too small ==> truncation of larger strings

String Representation (cont'd)

- Variable-length strings
  - Avoids the pitfalls associated with fixed-length strings
- Two ways of representation
  - Explicitly storing string length (used in PASCAL)

```
string    DB    'Error message'
str_len   DW    $-string
```

    - – $ represents the current value of the location counter
      - ✈$ points to the byte after the last character of **`string`**
  - Using a sentinel character (used in C)
    - » Uses NULL character
      - – Such NULL-terminated strings are called *ASCIIZ strings*

String Instructions

- Five string instructions

LODS	**LOaD String**	**source**
STOS	**STOre String**	**destination**
MOVS	**MOVe String**	**source** & **destination**
CMPS	**CoMPare String**	**source** & **destination**
SCAS	**SCAn String**	**destination**

- Specifying operands
  - 32-bit segments:
    DS:ESI = source operand ES:EDI = destination operand
  - 16-bit segments:
    DS:SI = source operand ES:DI = destination operand

String Instructions (cont'd)

- Each string instruction
  - Can operate on 8-, 16-, or 32-bit operands
  - Updates index register(s) automatically
    - Byte operands: increment/decrement by 1
    - Word operands: increment/decrement by 2
    - Doubleword operands: increment/decrement by 4
- Direction flag
  - DF = 0: Forward direction (increments index registers)
  - DF = 1: Backward direction (decrements index registers)
- Two instructions to manipulate DF

std	set direction flag (DF = 1)
cld	clear direction flag (DF = 0)

Repetition Prefixes

- String instructions can be repeated by using a repetition prefix
- Two types
  - Unconditional repetition
    `rep` REPeat
  - Conditional repetition
    `repe/repz` REPeat while Equal
    REPeat while Zero
    `repne/repnz` REPeat while Not Equal
    REPeat while Not Zero

Repetition Prefixes (cont'd)

`rep`

while (CX ≠ 0)
execute the string instruction
CX := CX–1
end while

- CX register is first checked
  - If zero, string instruction is not executed at all
  - More like the **`JCXZ`** instruction

Repetition Prefixes (cont'd)

`repe/repz`

while (CX ≠ 0)
  execute the string instruction
  CX := CX–1
  if (ZF = 0)
  then
    exit loop
  end if
end while

- Useful with **`cmps`** and **`scas`** string instructions

Repetition Prefixes (cont'd)

`repne/repnz`

while (CX ≠ 0)
  execute the string instruction
  CX := CX–1
  if (ZF = 1)
  then
    exit loop
  end if
end while

String Move Instructions

- Three basic instructions
  - **`movs`**, **`lods`**, and **`stos`**

Move a string (movs)

- Format

```
movs    dest_string,source_string
movsb           ; operands are bytes
movsw           ; operands are words
movsd           ; operands are doublewords
```

- First form is not used frequently
  - Source and destination are assumed to be pointed by DS:(E)SI and ES:(E)DI, respectively

String Move Instructions (cont'd)

`movsb` --- move a byte string

```
ES:DI:= (DS:SI)    ; copy a byte
if (DF=0)          ; forward direction
then
        SI := SI+1
        DI := DI+1
else               ; backward direction
        SI := SI–1
        DI := DI–1
end if
```

Flags affected: none

String Move Instructions (cont'd)

Example

```
.DATA
string1    DB    'The original string',0
strLen     EQU   $ - string1
string2    DB    80 DUP (?)
.CODE
    .STARTUP
    mov    AX,DS          ; set up ES
    mov    ES,AX          ;  to the data segment
    mov    CX,strLen      ; strLen includes NULL
    mov    SI,OFFSET string1
    mov    DI,OFFSET string2
    cld                   ; forward direction
    rep    movsb
```


String Move Instructions (cont'd)

Load a String (LODS)

- Copies the value from the source string at DS:(E)SI to
  - AL (**`lodsb`**)
  - AX (**`lodsw`**)
  - EAX (**`lodsd`**)
- Repetition prefix does not make sense
  - It leaves only the last value in AL, AX, or EAX register

String Move Instructions (cont'd)

`lodsb` --- load a byte string

```
AL := (DS:SI)        ; copy a byte
if (DF=0)            ; forward direction
then
        SI := SI+1
else                 ; backward direction
        SI := SI–1
end if
```

Flags affected: none

String Move Instructions (cont'd)

Store a String (STOS)

- Performs the complementary operation
- Copies the value in
  - » AL (**`lodsb`**)
  - » AX (**`lodsw`**)
  - » EAX (**`lodsd`**)

  to the destination string at ES:(E)DI
- Repetition prefix can be used if you want to initialize a block of memory

String Move Instructions (cont'd)

`stosb` --- store a byte string

```
ES:DI := AL          ; copy a byte
if (DF=0)            ; forward direction
then
        DI := DI+1
else                 ; backward direction
        DI := DI–1
end if
```

Flags affected: none

String Move Instructions (cont'd)

Example: Initializes **`array1`** with -1

```
.DATA
array1    DW    100 DUP (?)
.CODE
    .STARTUP
    mov    AX,DS          ; set up ES
    mov    ES,AX          ;  to the data segment
    mov    CX,100
    mov    DI,OFFSET array1
    mov    AX,-1
    cld                   ; forward direction
    rep    stosw
```

String Move Instructions (cont'd)

- In general, repeat prefixes are not useful with **`lods`** and **`stos`**
- Used in a loop to do conversions while copying

```
    mov    CX,strLen
    mov    SI,OFFSET string1
    mov    DI,OFFSET string2
    cld                  ; forward direction
loop1:
    lodsb
    or     AL,20H
    stosb
    loop   loop1
done:
```


String Compare Instruction

`cmpsb` --- compare two byte strings

Compare two bytes at DS:SI and ES:DI and set flags

if (DF=0) ; forward direction
then
SI := SI+1
DI := DI+1
else ; backward direction
SI := SI–1
DI := DI–1
end if

Flags affected: As per **`cmp`** instruction (DS:SI)–(ES:DI)

String Compare Instruction (cont'd)

```
.DATA
string1    DB    'abcdfghi',0
strLen     EQU   $ - string1
string2    DB    'abcdefgh',0
.CODE
    .STARTUP
    mov    AX,DS          ; set up ES
    mov    ES,AX          ;  to the data segment
    mov    CX,strLen
    mov    SI,OFFSET string1
    mov    DI,OFFSET string2
    cld                   ; forward direction
    repe   cmpsb
    dec    SI
    dec    DI    ; leaves SI & DI pointing to the last character that differs
```


String Compare Instruction (cont'd)

```
.DATA
string1    DB    'abcdfghi',0
strLen     EQU   $ - string1 - 1
string2    DB    'abcdefgh',0
.CODE
    .STARTUP
    mov    AX,DS          ; set up ES
    mov    ES,AX          ;  to the data segment
    mov    CX,strLen
    mov    SI,OFFSET string1 + strLen - 1
    mov    DI,OFFSET string2 + strLen - 1
    std                   ; backward direction
    repne  cmpsb
    inc    SI ; Leaves SI & DI pointing to the first character that matches
    inc    DI ; in the backward direction
```

String Scan Instruction

scasb --- Scan a byte string

Compare AL to the byte at ES:DI and set flags

if (DF=0) ; forward direction
then
DI := DI+1
else ; backward direction
DI := DI–1
end if

Flags affected: As per **cmp** instruction (DS:SI)-(ES:DI)

- **scasw** uses AX and **scasd** uses EAX registers instead of AL

String Scan Instruction (cont'd)

Example 1

```
.DATA
string1    DB    'abcdefgh',0
strLen     EQU   $ - string1
.CODE
    .STARTUP
    mov    AX,DS          ; set up ES
    mov    ES,AX          ;  to the data segment
    mov    CX,strLen
    mov    DI,OFFSET string1
    mov    AL,'e'         ; character to be searched
    cld                   ; forward direction
    repne  scasb
    dec    DI   ; leaves DI pointing to e in string1
```

String Scan Instruction (cont'd)

Example 2

```
.DATA
string1    DB    '      abc',0
strLen     EQU   $ - string1
.CODE
    .STARTUP
    mov    AX,DS          ; set up ES
    mov    ES,AX          ;  to the data segment
    mov    CX,strLen
    mov    DI,OFFSET string1
    mov    AL,' '         ; character to be searched
    cld                   ; forward direction
    repe   scasb
    dec    DI   ; leaves DI pointing to the first non-blank character a
```


Illustrative Examples

LDS and LES instructions

- String pointer can be loaded into DS/SI or ES/DI register pair by using **`lds`** or **`les`** instructions
- Syntax

```
lds    register,source
les    register,source
```

  - **`register`** should be a 16-bit register
  - **`source`** is a pointer to a 32-bit memory operand

- **`register`** is typically SI in **`lds`** and DI in **`les`**

Illustrative Examples (cont'd)

- Actions of **`lds`** and **`les`**

`lds`

```
register := (source)
      DS := (source+2)
```

`les`

```
register := (source)
      ES := (source+2)
```

- Pentium also supports **`lfs`**, **`lgs`**, and **`lss`** to load the other segment registers

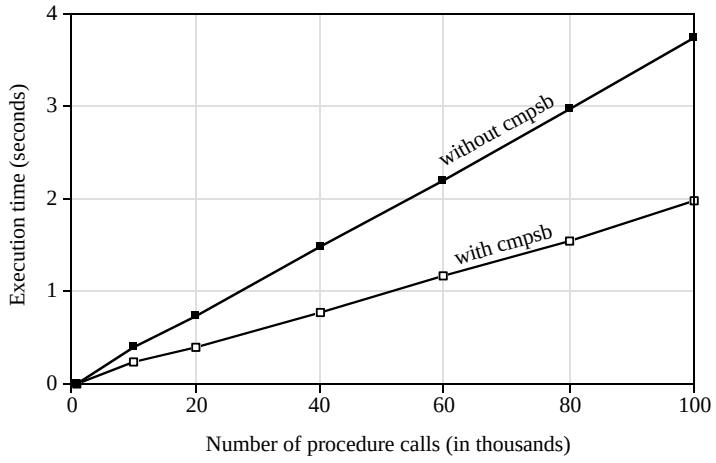
Illustrative Examples (cont'd)

- Seven popular string processing routines are given as examples
  - **`str_len`**
  - **`str-cpy`**
  - **`str_cat`**
  - **`str_cmp`**
  - **`str_chr`**
  - **`str_cnv`**
  - **`str_mov`**

Indirect Procedure Call

- Direct procedure calls specify the offset of the first instruction of the called procedure
- In indirect procedure call, the offset is specified through memory or a register
  - If BX contains pointer to the procedure, we can use
    ```
    call    BX
    ```
  - If the word in memory at **`target_proc_ptr`** contains the offset of the called procedure, we can use
    ```
    call    target_proc_ptr
    ```
- These are similar to direct and indirect jumps

Performance: Advantage of String Instructions



Performance: Advantage of String Instructions (cont'd)