

Lab1: Hello World

1. Objective

To become familiar with the basics: text editor, assembler, linker, and debugger. After finishing this experiment, you should be able to do the following:

1. Use a text editor to create an assembly source code (.s).
2. Understand the general procedure to develop and debug an assembly program.

2. Background

In the following, we assume you have created aliases by adding these lines to end of `~/.bashrc` (The last line adds the current directory to PATH. If you just added these lines without rebooting, then run ‘source `~/.bashrc`’):

```
alias as32='arm-linux-gnueabihf-as'  
alias ld32='arm-linux-gnueabihf-ld'  
alias gcc32='arm-linux-gnueabihf-gcc'  
export PATH=".:$PATH"
```

To assemble a program (assuming the file name is `lab1.s`), one should type the command line:

```
$ as32 -o lab1.o lab1.s
```

where `.s` file is the source file and `.o` file is the output object file containing the machine code.

The linker creates an executable file (or a library) from one or more object files:

```
$ ld32 -o lab1 lab1.o
```

To run the program:

```
$ ./lab1
```

The entry point of an assembly source program is usually referred to `as32 “_start”`. If necessary, we can change the entry point to “`main`” (usually not needed):

```
$ ld32 -e main -o lab1 lab1 . o
```

The GNU debugger `gdb` allows you to execute, trace, inspect, and change variables during program execution. GNU `ddd` is a graphical front-end for the command-line `gdb`.

3. Lab Steps

Part 1: “Hello World” Program

In this section we run `lab1p1.s`, which calls the “`printf`” function from the C runtime library.

1. Create a file named `lab1p1.s` by copying its content from the Appendix. You can use `vi` or some other text editor.
2. Assemble and link the files with `gcc32`. (`gcc` links in the C runtime library `libc`, which contains the `printf()` function. If you run `as32` and `ld32`, then `libc` is not linked. `-g` includes debug information.)
3. Execute the program by typing `lab1p1`. You should see the output “Hello World!”.

Next, we run `lab1p2.s`, which implements the “`printf`” function from the C library in Assembly.

1. Create another file named lab1p2.s by copying its content from the Appendix.
2. Assemble and link the files with as32 and ld32 (do not use gcc32, since we do not want to link in the C runtime library libc, which contains the printf function.)

```
$ as32 -g -o lab1p2.o lab1p2.s  
$ ld32 -g -o lab1p2 lab1p2.o
```
3. Execute the program by typing lab1p2. You should see the same output “Hello World!”.

Part 2: Use the command-line tool gdb for debugging

In this section, we use gdb to debug the lab1p2.s program. In C programming, you can print out the value of each variable to make sure your program is functioning properly. In assembly, the **registers** take the position of “variables”, and you can examine their values with a debugger. (For some reason, gdb hangs when you debug a program directly within it. We need to start a gdbserver in one Raspberry PI terminal, and perform remote debugging in another terminal.)

1. Install gdb-multiarch and gdbserver.

```
$ sudo apt update  
$ sudo apt install gdb-multiarch  
$ sudo apt install gdbserver
```

2. In one Raspberry PI terminal, start the server.

```
$ gdbserver :1234 ./lab1p2
```

In another terminal, ssh to localhost to get another Raspberry PI terminal, and run the client.

```
$ ssh -p 2222 pi@localhost  
$ gdb-multiarch ./lab1p2
```

3. In the client terminal (gdb) prompt, run:

```
(gdb) target remote localhost:1234
```

Then repeatedly run the following three commands to step through each line and examine the register values:

```
(gdb) stepi  
(gdb) disassemble  
(gdb) info registers
```

You should see output similar to the following screenshot:

```
(gdb) stepi
0x0001007c in main ()
(gdb) disassemble
Dump of assembler code for function main:
0x00010074 <+0>:    mov    r0, #1
0x00010078 <+4>:    ldr    r1, [pc, #20] ; 0x10094 <main+32>
=> 0x0001007c <+8>:    mov    r2, #14
0x00010080 <+12>:   mov    r7, #4
0x00010084 <+16>:   mov    r2, #3
0x00010088 <+20>:   svc    0x00000000
0x0001008c <+24>:   mov    r7, #1
0x00010090 <+28>:   svc    0x00000000
0x00010094 <+32>:   muleq r2, r8, r0
End of assembler dump.
(gdb) info registers
r0          0x1            1
r1          0x20098        131224
r2          0x0            0
r3          0x0            0
r4          0x0            0
r5          0x0            0
r6          0x0            0
r7          0x0            0
r8          0x0            0
r9          0x0            0
r10         0x0            0
r11         0x0            0
r12         0x0            0
sp          0xffffefc60   0xffffefc60
lr          0x0            0
pc          0x1007c        0x1007c <main+8>
cpsr        0x10           16
fpscr      0x0            0
```

3. After finishing running lab1p2, fill in the table below with register values (in hex) after each instruction has executed. (After the last step, the program has finished, so register values no longer exist.)

After Executing Instruction	r0	r1	r2	r7
mov r0, #1				
ldr r1, =message				
ldr r2, =length				
mov r7, #4				
mov r2, #3				
swi 0				
mov r7, #1				
swi 0	--	--	--	--

Table 1: Instruction trace table.

Lab deliverable 1

Include Table 1 above in your lab report.

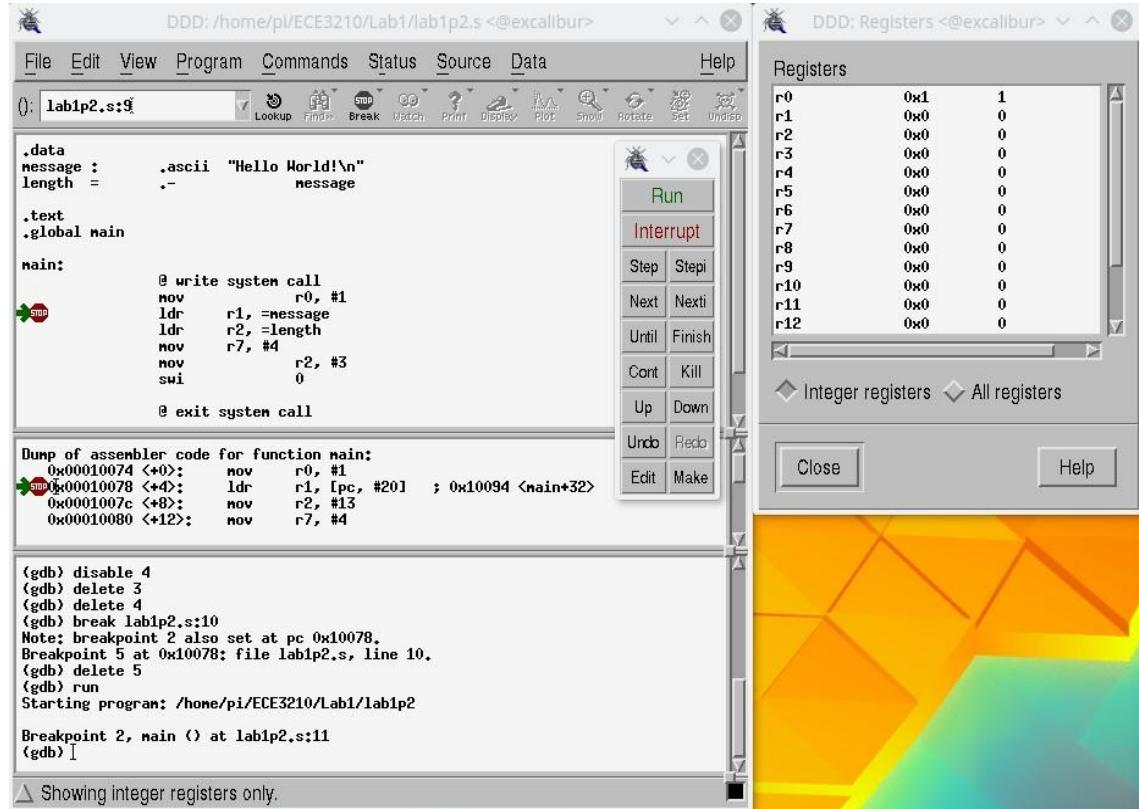


Figure 1: The DDD debugger.

Part 3: Use the graphical interface ddd for debugging (Optional)

In this section, we will use ddd to debug the `lab1p2.s` program. Enter the commands:

```
$ ssh -X pi@localhost -p 2222  
$ ddd lab1p2
```

Under the “View” tab, open the “Machine Code Table”. Under the “Status” tab, click “Registers”. Now your interface should look similar to Figure 1. You can set a breakpoint by clicking in the blank area (left side as32 shown in Figure 1) next to each instruction. Once the breakpoint has been set, click the “Run” button to start debugging and the “stepi” button to trace each instruction. The value of each register should be displayed in the Registers status window on the right side. (As ddd is quite slow, and I personally find it more convenient to use the command-line gdb.)

Lab deliverable 2

lab1p2.s contains a small bug. After fixing the bug, change the program to print your name before Hello World, e.g., “John Doe Hello World!”. Include the modified program in your lab report, and also upload it as a separate .s file on Canvas for execution and grading.

5 Report

Please use the project report template and submit the report in PDF format. Describe your experiences in completing the project, and make sure to include Lab deliverables 1 and 2. Submit a separate source file for the modified lab1p2.s.

6 Appendix

lab1p1.s

```
.data
message: .asciz "Hello World!\n"

.text
.global main
main:
push {ip, lr}
ldr r0, =message    @ Load the starting address of the message
bl printf    @ Call the printf function
mov r0, #0    @ Return 0.
pop {ip, pc}
```

lab1p2.s

```
.data
message: .asciz "Hello World!\n"
length = . - message @ Returns string length of message

.text
.global main
main:
@ write syscall
mov r0, #1    @ For stdout
ldr r1, =message @ buffer is loaded with message
ldr r2, =length @ count is the length of message
mov r7, #4    @ write is syscall 4
mov r2, #3
swi 0        @ interrupt

mov r7, #1    @ exit syscall
swi 0
```