

CS220 Operating Systems

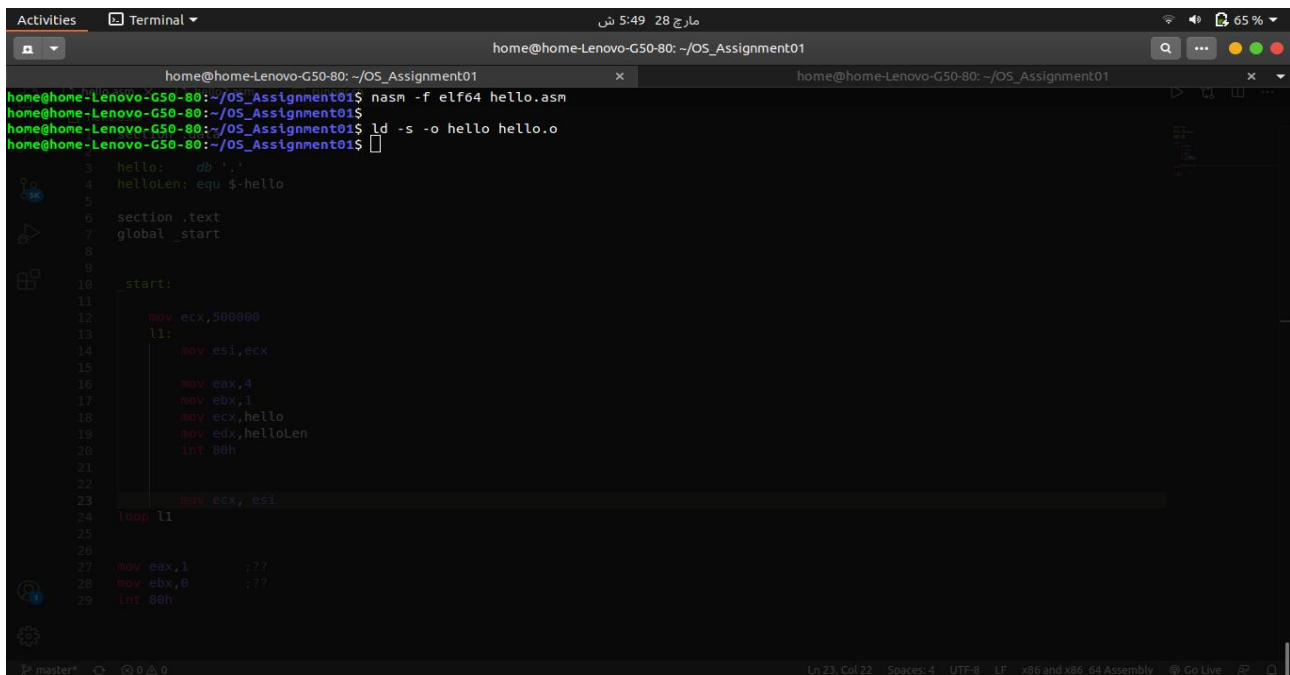
Assignment 01

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Number of experiments run:	N = 50 times
Average 'user time' for hello (<i>int-based calls</i>):	I = 0.108 seconds
Average 'user time' for hello2 (<i>syscall-based calls</i>):	S = 0.058 seconds
Percentage speedup: $(I-S)*100/I$	=46%

screenshots

Commands for Compiling and linking



The screenshot shows a terminal window with the following content:

```
home@home-Lenovo-G50-80: ~/OS_Assignment01
home@home-Lenovo-G50-80:~/OS_Assignment01$ nasm -f elf64 hello.asm
home@home-Lenovo-G50-80:~/OS_Assignment01$ ld -s -o hello hello.o
home@home-Lenovo-G50-80:~/OS_Assignment01$
```

The assembly code in the background is as follows:

```
1  hello:  db  '.'
2
3  helloLen: equ $-hello
4
5
6  section .text
7  global _start
8
9
10 _start:
11
12     mov ecx,5000000
13     l1:
14         mov esi,ecx
15
16         mov eax,4
17         mov ebx,1
18         mov ecx,hello
19         mov edx,helloLen
20         int 80h
21
22         mov ecx,esi
23     loop l1
24
25
26     mov eax,1
27     mov ebx,0
28     int 80h
```



```
Activities Terminal 5:51 28 مارچ
home@home-Lenovo-G50-80: ~/OS_Assignment01
home@home-Lenovo-G50-80: ~/OS_Assignment01
.....
SECTION .text
.....
SECTION .text
.....
.....
time ./hello > /dev/null
real    0m0.715s
user    0m0.388s
sys     0m0.289s
home@home-Lenovo-G50-80:~/OS_Assignment01$
```

```
Activities Terminal 11:35 28 مارچ
home@home-Lenovo-G50-80: ~/OS_Assignment01
home@home-Lenovo-G50-80: ~/OS_Assignment01
sys 0m0.001s syscall
home@home-Lenovo-G50-80:~/OS_Assignment01$ code
home@home-Lenovo-G50-80:~/OS_Assignment01$ chmod +x runner.sh
home@home-Lenovo-G50-80:~/OS_Assignment01$ ./runner.sh
loop 11

mov rdi, 0
mov rax, 60
syscall
```

As you can see, this is the same logic but instead of the `int` instruction, we are using the `syscall` instruction which is the 64-bit equivalent of the 32-bit `sysenter` command you have studied. Rest of the logic should be self-evident.

Compile both of the files and link them using the following commands:

```
nasm -f elf64 -o hello.o hello.asm
nasm -f elf64 -o hello2.o hello2.asm
ld -s -o hello hello.o
ld -s -o hello2 hello2.o
```

7. You can go ahead and compile and run this code as before. However, for the sake of our original problem of finding out which one of these two is the faster one, you are provided with a runner file. This is `runner.sh`. You may look at the contents of the file.

The purpose of the runner is to run `hello` and `hello2` one by one. This pair is executed 50 times and the results of execution times of each are saved in `hello.txt` and `hello2.txt` respectively.