

## **Seminar IV. String instructions. Complex string problems.**

The string instructions have all default operands and they work in the following pattern: they do something with the current element of the string(s) and they move to the next element in the string(s). In order to work with string instructions, we must initially:

- set the offset of the source string in ESI (the source string is the one we do not modify)
- set the offset of the destination string in EDI (the destination string is the one we modify)
- set the parsing direction (rom. directia de parcurgere) of strings; if the Direction Flag DF=0 strings are parsed from left to right and if DF=1 strings are parsed from right to left

Some string instructions work only with the source string, some others work only with the destination string and some others work with both.

### **String instructions for data transfer**

(Load String of Bytes)

**1. LODSB**                       $AL \leftarrow \langle DS:ESI \rangle$   
if DF=0 inc(ESI) else dec(ESI)

(Load String of Words)

**2. LODSW**                       $AX \leftarrow \langle DS:ESI \rangle$   
if DF=0  $ESI \leftarrow ESI + 2$  else  $ESI \leftarrow ESI - 2$

(Store String of Bytes)

**3. STOSB**                       $\langle ES:EDI \rangle \leftarrow AL$   
if DF=0 inc(EDI) else dec(EDI)

(Store String of Words)

**4. STOSW**                       $\langle ES:EDI \rangle \leftarrow AX$   
if DF=0  $EDI \leftarrow EDI + 2$  else  $EDI \leftarrow EDI - 2$

(Move String of Bytes)

**5. MOVSB**                       $\langle ES:EDI \rangle \leftarrow \langle DS:ESI \rangle$   
if DF=0 {inc(ESI); inc(EDI)} else {dec(ESI); dec(EDI)}

(Move String of Words)

**6. MOVSW**                       $\langle ES:EDI \rangle \leftarrow \langle DS:ESI \rangle$   
if DF=0 { $ESI \leftarrow ESI + 2$ ;  $EDI \leftarrow EDI + 2$ }  
else { $ESI \leftarrow ESI - 2$ ;  $EDI \leftarrow EDI - 2$ }

### **String instructions for data comparisons**

(Scan String of Bytes)

**7. SCASB**                       $CMP\ AL, \langle ES:EDI \rangle$   
if DF=0 inc(EDI) else dec(EDI)

(Scan String of Words)

## 8. SCASW

```
CMP AX, <ES:EDI>
if DF=0 EDI←EDI+2 else EDI←EDI-2
```

(Compare String of Bytes)

## 9. CMPSB

```
CMP <DS:ESI>, <ES:EDI>
if DF=0 {inc(ESI); inc(EDI)} else {dec(ESI); dec(EDI)}
```

(Compare String of Words)

## 10. CMPSW

```
CMP <DS:ESI>, <ES:EDI>
if DF=0 {ESI←ESI+2; EDI←EDI+2}
else {ESI←ESI-2; EDI←EDI-2}
```

There also exist instructions LODSD, STOSD, MOVSD, SCASD, CMPSD that work with strings of doublewords, use EAX and always increment/decrement ESI and EDI by 4 bytes.

We solve the last problem from the previous seminar using string instructions.

Ex.1. Being given a string of bytes containing lowercase letters, build a new string of bytes containing the corresponding uppercase letters.

bits 32

global start

extern exit

import exit msvcrt.dll

segment data use32 class=data

s1 db 'abcdef'

lenS1 equ \$-s1 ; defines the length in bytes of string "s1", i.e. 6

s2 times lenS1 db 0 ; reserve lenS1 bytes for string "s2"

segment code use32 class=code

start:

```
mov esi, s1 ; set the offset of the source string s1 in ESI
mov edi, s2 ; set the offset of the destination string s2 in EDI
mov ecx, lenS1 ; we will use a loop/cycle with lenS1 iterations
cld
```

repeat:

```
lodsb ; mov al, [esi] + inc esi
sub al, 'a'-'A'
stosb ; mov [edi], al + inc edi
```

loop repeat ; is equivalent to these 3 instructions:

```

; dec ecx
; cmp ecx, 0
; ja repeat

```

```

push dword 0
call [exit]

```

Ex.2. Being given a string of bytes, write a program that obtains the mirrored string of bytes.

Example: Being given the string of bytes:  
s db 17, 20, 42h, 1, 10, 2ah  
the corresponding mirrored string of bytes will be  
t db 2ah, 10, 1, 42h, 20, 17.

In order to solve the problem, we will parse the initial string “s” in a loop and copy each byte in string “t”. While string “s” will be parsed from left to right (i.e. DF=0), string “t” will be parsed from right to left (i.e. DF=1). Thus, the first byte of string “s” will be copied in the last byte of string “t”, the second byte of string “s” will be copied in the last but one byte of string “t” and so on..

```

bits 32
global start
extern exit
import exit msvcrt.dll

```

```

segment data use32 class=data
s db 17, 20, 42h, 1, 10, 2ah
len_s equ $-s
t times len_s db 0

```

```

segment code use32 class=code
start:

```

```

mov esi, s      ; set the starting offset of the source string “s” in ESI
                 ; ESI now contains the offset of the first byte in string “s”
mov edi, t      ; set the starting offset of the destination string “t” in EDI
                 ; but because string “t” needs to be parsed from right to left, the starting offset
                 ; of string “t” should be the offset of the last byte in string “t” (i.e. EDI=t + len_s - 1)
add edi, len_s-1
mov ecx, len_s
jecz theend    ; if ECX==0 jump to “theend”
repeat:
cld            ; DF=0 (parse strings from left to right)
lodsb         ; mov al, [esi] + inc esi

std           ; DF=0 (parse strings from right to left)
stosb         ; mov [edi], al + dec edi

```

```

loop repeat      ;

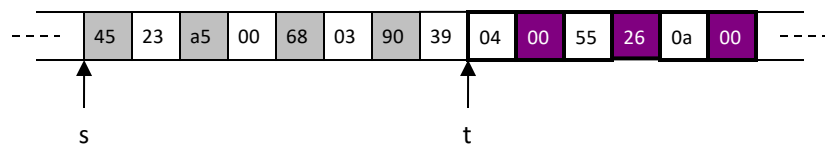
theend:
push dword 0
call [exit]

```

Ex.3. Two strings of words are given. Concatenate the string of low bytes of the words from the first string to the string of high bytes of the words from the second string. The resulted string of bytes should be sorted in ascending order in the signed interpretation.

Example: Having the strings of words:  
s dw 2345h, 0a5h, 368h, 3990h  
t dw 4h, 2655h, 10

these strings will be represented in the memory in little-endian format as (the colored bytes are the ones required by the text of the problem):



The result string should be:  
u: 90h, a5h, 0h, 0h, 26h, 45h, 68h

```

bits 32
global start
extern exit
import exit msvcrt.dll

```

```

segment data use32 class=data
s dw 2345h, 0a5h, 368h, 3990h
len_s equ ($-s)/2          ; the length (in words) of string "s"
t dw 4h, 2655h, 10
len_t equ ($-t)/2          ; the length (in words) of string "t"
len equ len_s+len_t        ; the length of the result string

u times len db 0            ; the result string

```

```

segment code use32 class=code
start:
    ; first we copy the low bytes of the words from string "s" into the resulted string "u"

    mov esi, s              ; set the offset of the source string (i.e. the offset of the 1st byte from string "s")

```

```
mov edi, u      ; set the offset of the dest string (i.e. the offset of the 1st byte from string "u")
```

```
cld             ; DF=0
```

```
mov ecx, len_s  ; use a loop with len_s iterations
```

```
jecxz theend
```

```
repeat:
```

```
    lodsw        ; mov ax, [esi] + esi:=esi+2
                  ; AL will store the low byte of the current word from string "s"
                  ; AH will store the high byte of the current word from string "s"
```

```
    stosb        ; mov [edi], al + edi:=edi+1
                  ; we only need to copy the low byte (i.e. AL) into the "u" string
```

```
    loop repeat
```

```
; next, we need to copy the high bytes of the words from string "s" into the string "u"
```

```
mov esi, t      ; set the offset of the source string "t"
```

```
mov ecx, len_t  ; use a loop with len_t iterations
```

```
jecxz theend
```

```
repeta1:
```

```
    lodsw        ; mov ax, [esi] + esi:=esi+2
                  ; AL will store the low byte of the current word from string "s"
                  ; AH will store the high byte of the current word from string "s"
```

```
    xchg al, ah   ; interchange AL with AH
                  ; we need to put the high byte in AL in order to use stosb below
```

```
    stosb        ; mov [edi], al + edi:=edi+1
```

```
loop repeta1    ;the loop block could have also been written like this:
```

```
    ; repeta1:
```

```
        ; lodsb
```

```
        ; lodsb
```

```
        ; stosb
```

```
        ; loop repeta1
```

```
; We now begin the second part of the program, that is sorting the string "u" in ascending order (in
```

```
; the signed interpretation). In order to perform the sorting, we use a variant of bubble sort
```

```
; algorithm which is depicted below :
```

```
; // u is a vector of length "len"
```

```
; changed = 1;
```

```
; while (changed != 1) {
```

```
;     changed = 0;
```

```
;     for (i=1; i<=len-1; i++) {
```

```
;         if (u[i+1]<u[i]) {
```

```
;             aux = u[i];
```

```
;             u[i] = u[i+1];
```

```
push dword 0
call [exit]
```