The correct format to compile for the linker ld or gcc is to use the `nasm` assembler to compile the assembly language file into an object file, and then use the `ld` linker to link the object file into an executable file.

The following command will compile the assembly language file helloworld.asm into an object file called helloworld.o:

```
nasm -f win64 helloworld.asm
```

The `-f win64` option tells the assembler to generate a PE object file.

The following command will link the object file helloworld.o into an executable file called helloworld:

```
ld -o helloworld helloworld.o
```

The `-o helloworld` option tells the linker to create an executable file called `helloworld`.

You can also use the `gcc` compiler to compile and link the object file in one step. The following command will do this:

```
gcc -o helloworld helloworld.asm
```

However, this will not work if the assembly language file contains any syntax errors. In this case, you will need to use the `nasm` assembler to compile the assembly language file into an object file first.

I hope this helps! Let me know if you have any other questions.