

Assembly and System Calls

Exercise 1. Using the “write” system call, write in assembly a print function that takes as input the address of a string and its length, and prints the string on the standard output. Use it to write a “Hello, World!” program.

Exercise 2. Write a function `mystrlen` that takes a zero-terminated string address as input and returns its length. You will need the “`movzbl`” instruction, which moves a single byte to its destination and zero-pads it.

Exercise 3. Write a function `printz` that takes a zero-terminated string address as input and prints this string on `stdout`.

Replace `mystrlen` by a call to the corresponding C function instead.

Exercise 4. Write *in OCaml* a function ‘`compile_aux`’ of type `propf → (string * int) list → unit` that takes as input a propositional formula and an environment telling for each variable name its offset from `%ebp`, and prints on the standard output assembly code that evaluates the formula.

Exercise 5. Write *in OCaml* a function ‘`compile`’ that takes as input a propositional formula and outputs on the standard output a full assembly program that takes a valuation as command-line arguments and evaluates the formula. The following is an example of the output I have with this program:

```
.data
say:
    .string "Variable values:\n"
    .align 4
var:
    .string "%s: %d\n"
    .align 4
res:
    .string "Result: %d\n"
    .align 4
x1:
    .asciz "x1"
    .align 4
x2:
    .asciz "x2"
    .align 4
x3:
    .asciz "x3"
    .align 4

.text
.global main
main:
```

```

.type    main, @function
pushl    %ebp
movl    %esp, %ebp
subl    $24, %esp    # make room for 3 pvars + 3 local vars
movl    12(%ebp), %eax # load argv
movl    4(%eax), %eax # load *argv[1]
movl    %eax, (%esp)
call    atoi
movl    %eax, -12(%ebp) # save x1
movl    12(%ebp), %eax # load argv
movl    8(%eax), %eax # load *argv[2]
movl    %eax, (%esp)
call    atoi
movl    %eax, -8(%ebp) # save x2
movl    12(%ebp), %eax # load argv
movl    12(%eax), %eax # load *argv[3]
movl    %eax, (%esp)
call    atoi
movl    %eax, -4(%ebp) # save x3
movl    $say, (%esp)
call    printf
movl    -12(%ebp), %eax
movl    %eax, 8(%esp)
movl    $x1, 4(%esp)
movl    $var, (%esp)
call    printf    # print x1
movl    -8(%ebp), %eax
movl    %eax, 8(%esp)
movl    $x2, 4(%esp)
movl    $var, (%esp)
call    printf    # print x2
movl    -4(%ebp), %eax
movl    %eax, 8(%esp)
movl    $x3, 4(%esp)
movl    $var, (%esp)
call    printf    # print x3
movl    -12(%ebp), %eax
pushl    %eax
movl    -8(%ebp), %eax
popl    %ebx
orl    %ebx, %eax
pushl    %eax
movl    -12(%ebp), %eax
pushl    %eax
movl    -4(%ebp), %eax
popl    %ebx
orl    %ebx, %eax
popl    %ebx
andl    %ebx, %eax

```

```
pushl  %eax
movl   -8(%ebp), %eax
pushl  %eax
movl   -4(%ebp), %eax
popl   %ebx
andl   %ebx, %eax
popl   %ebx
orl    %ebx, %eax
movl   %eax, 4(%esp)
movl   $res, (%esp)
call  printf
movl   4(%esp), %eax
call  exit
```