

# Environnements et Outils de Développement

## Cours 5 — Linking

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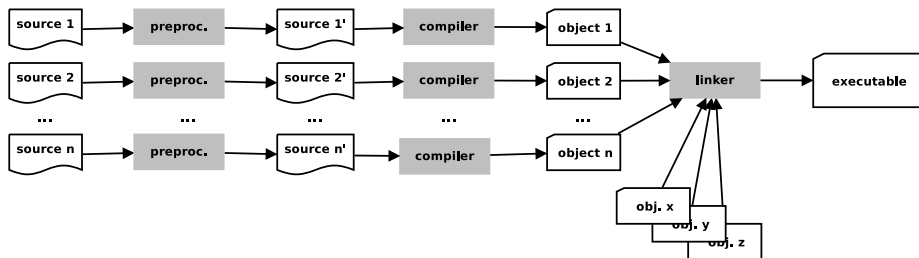
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# Outline

- 1 Symbols
- 2 Linking
- 3 Dynamic linking
- 4 Shared libraries (advanced)

# The build process (reminder)



- 1 Symbols
- 2 Linking
- 3 Dynamic linking
- 4 Shared libraries (advanced)

# Anatomy of a C source file

A C source file usually consists of one or more of :

**definition** that associates a name to a body given in the file

**declaration** that states that a name exists **somewhere else** in the (final) program

There are two kinds of names :

- **function**
- **variable**

	<b>Function</b>	<b>Variable</b>
<b>Declaration</b>	<code>int foo(int x);</code>	<code>extern int x;</code>
<b>Definition</b>	<code>int bar(int x) { ... }</code>	<code>int x = 42;</code>

## Anatomy of a C source file (cont.)

- variable definition

```
int x = 42;
```

*I hereby introduce a variable named x of type int*

- ▶ optional : with this visibility (e.g. static)
- ▶ optional : with this initial value (e.g. 42)

- variable declaration

```
extern int x;
```

*I use in this file a variable called x of type int. I **promise** it can be found elsewhere*

## Anatomy of a C source file (cont.)

- function definition

```
int bar(int x) {...}
```

*I hereby introduce a function called bar that takes an int and return an int, with body {...}*

- ▶ optional : with this visibility (e.g. static)

- function declaration

```
int foo(int x);
```

*I use in this file a function called foo that takes an int and return an int. I **promise** it can be found elsewhere*

## Anatomy of a C source file — example

```
/* Definition of an initialized global variable */
int x_global = 1;

/* Declaration of a global variable that exists somewhere else */
extern int y_global;

/* Declaration of a function that exists somewhere else */
int fn_a(int x, int y);

/* Definition of a function. */
int fn_b(int x) { return (x+1); }

/* Definition of another function. */
int fn_c(int x_local) {
    /* Definition of an initialized local variable */
    int y_local = 3;

    /* Code that refers to local and global variables and other
     * functions by name */
    x_global = fn_a(x_local, x_global);
    y_local = fn_a(x_local, y_global);
    return (x_global + y_local);
}
/* end of anatomy.c */
```



# Symbols through compilation

When we compile C sources to objects, names will be transformed to **symbols**, depending on their kind :

## Definitions

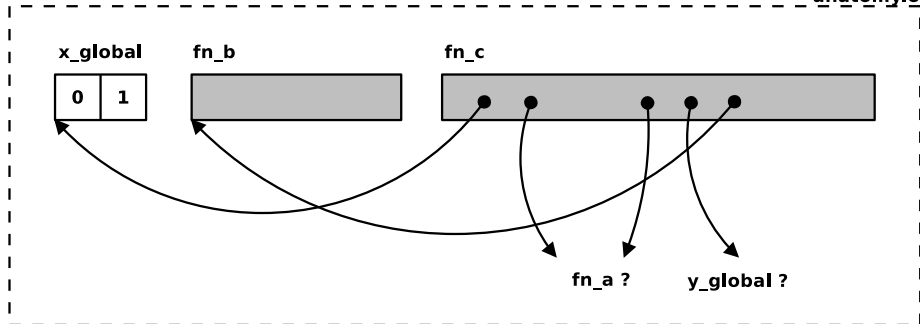
- variable definitions → **defined variables**
  - ▶ space to hold the variable (possibly set to the initial value)
- function definitions → **defined functions**
  - ▶ machine code that implements the function body when executed

## Declarations

- variable declarations → **undefined symbols**
- function declarations → **undefined symbols**
  - ▶ they remember our promises that homonymous variables/functions exist somewhere else in the program
  - ▶ all references in the object to undefined symbols will remain **dangling**

# Symbols through compilation (cont.)

anatomy.o



```
int x_global = 1;
extern int y_global;
int fn_a(int x, int y);
int fn_b(int x) { return (x+1); }
int fn_c(int x_local) {
    int y_local = 3;
    x_global = fn_a(x_local, x_global);
    y_local = fn_a(x_local, y_global);
    return (x_global + y_local);
}
```

## Looking at symbols with nm

Using the **nm tool** we can inspect the symbols of object files.

nm output is tabular and uses single letters to describe the status of symbols. Some of them are :

- 'U' **undefined symbol** (pointing to variable or function)
- 'T'/'t' machine code of a **function defined** in the object (historical mnemonic for "text")
- 'D'/'d' **initialized variable** in the object (mnemonic for "data")
- 'B'/'b' **uninitialized variable** in the object (historical mnemonic for "bss")

Case changes according to **visibility** : lowercase is for local symbols, uppercase for global ones.

## nm — example (cont.)

```
$ gcc -Wall -c anatomy.c
$ nm anatomy.o
                 U fn_a
0000000000000000 T fn_b
000000000000000f T fn_c
0000000000000000 D x_global
                 U y_global
```

```
int x_global = 1;
extern int y_global;
int fn_a(int x, int y);
int fn_b(int x) { return (x+1); }
int fn_c(int x_local) {
    int y_local = 3;
    x_global = fn_a(x_local, x_global);
    y_local = fn_a(x_local, y_global);
    return (x_global + y_local);
}
```

## nm — example (cont.)

```
int x_global = 1;
extern int y_global;
int fn_a(int x, int y);
int fn_b(int x) { return (x+1); }
int fn_c(int x_local) {
    int y_local = 3;
    x_global = fn_a(x_local, x_global);
    y_local = fn_a(x_local, y_global);
    return (x_global + y_local);
}
```

What would happen with `gcc -Wall anatomy.c`?

## nm — example (cont.)

```
int x_global = 1;
extern int y_global;
int fn_a(int x, int y);
int fn_b(int x) { return (x+1); }
int fn_c(int x_local) {
    int y_local = 3;
    x_global = fn_a(x_local, x_global);
    y_local = fn_a(x_local, y_global);
    return (x_global + y_local);
}
```

```
$ gcc -Wall anatomy.c
/usr/lib/gcc/x86_64-linux-gnu/4.6/../../../../x86_64-linux-gnu/crt1.o:
In function ‘_start’: (.text+0x20): undefined reference to ‘main’
/tmp/cc0Z0IyL.o: In function ‘fn_b’:
anatomy.c:(.text+0x2f): undefined reference to ‘fn_a’
anatomy.c:(.text+0x3b): undefined reference to ‘y_global’
anatomy.c:(.text+0x47): undefined reference to ‘fn_a’
collect2: ld returned 1 exit status
$
```

# Sommaire

1 Symbols

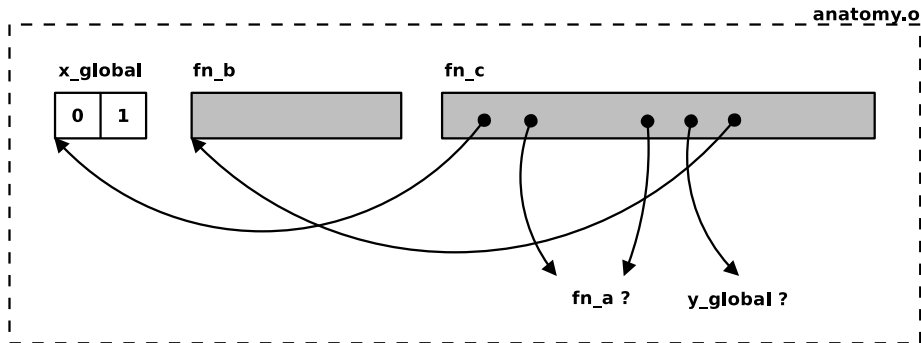
**2 Linking**

3 Dynamic linking

4 Shared libraries (advanced)

## Where the C compiler stops

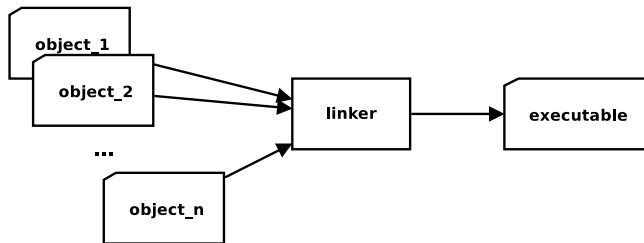
After compilation an object file looks like this :



we will not be able to obtain a running program until all undefined symbols have been fixed



# What the linker does



- 1 ensure that **promises** about symbols that “can be found elsewhere” are respected
  - ▶ i.e. among **all linked objects**, all undefined symbols shall correspond to existing definitions
- 2 **link** (hence the name) dangling references to the corresponding definitions
- 3 assemble all objects together in an executable
  - ▶ whose execution will start from the main symbol

# The linker algorithm — sketch

## Reminder

```
$ gcc -o myprogram object_1.o ...object_n.o
```

- 0 let  $O$  be the set of all object files being linked
- 1  $\forall o_i \in O$  collect its **defined symbols** in a set  $D_i$ 
  - ▶ if  $D_i \cap D_j \neq \emptyset$  for some  $i \neq j$  *multiple symbol definitions*
  - ▶ then **FAIL**
- 2  $D \leftarrow \bigcup D_i$  *the set of all defined symbols*
- 3 collect all **undefined symbols** from all objects in a set  $U$
- 4  $U \leftarrow U \cup \{\text{main}\}$
- 5 if  $U \not\subseteq D$  *some definitions are missing*
  - ▶ **FAIL**
- 6 if  $U \subseteq D$  *all promises have been met*
  - ▶ link each undefined symbol with its definition
  - ▶ **generate executable**

## Linking — example (anatomy.c)

```
int x_global = 1;
extern int y_global;
int fn_a(int x, int y);
int fn_b(int x) { return (x+1); }
int fn_c(int x_local) {
    int y_local = 3;
    x_global = fn_a(x_local, x_global);
    y_local = fn_a(x_local, y_global);
    return (x_global + y_local);
}
```

Defined symbols :

- fn\_b
- fn\_c
- x\_global

Undefined symbols :

- fn\_a
- y\_global

## Linking — example (utils.c)

```
/* global variable definition used from elsewhere */  
int y_global = 42;  
  
/* global function definition used from elsewhere */  
int fn_a(int x, int y) {  
    return x+y;  
}  
/* end of utils.c */
```

Defined symbols :

- fn\_a
- y\_global

Undefined symbols : none

## Linking — example (main.c)

```
#include <stdio.h>
#include <stdlib.h>

int fn_c(int x);

int main(void) {
    printf("%d\n", fn_c(17));
    exit(EXIT_SUCCESS);
}
/* end of main.c */
```

Defined symbols :

- main

Undefined symbols :

- exit
- fn\_c
- printf

## Linking — example

```
$ gcc -Wall -c anatomy.c
$ gcc -Wall -c utils.c
$ gcc -Wall -c main.c
$ gcc -o anatomy main.o anatomy.o utils.o
$ ./anatomy
77
$
```

## Linking — example

```
$ gcc -Wall -c anatomy.c
$ gcc -Wall -c utils.c
$ gcc -Wall -c main.c
$ gcc -o anatomy main.o anatomy.o utils.o
$ ./anatomy
77
$
```

But where do `printf` and `exit` come from?

# Libraries

- many programs will need to do the same sort of things
  - ▶ e.g. printing, allocating memory, parsing XML files, etc.
- we do not want to implement those features again and again
- we want to store them “somewhere” and link with that somewhere all code that needs it

## Definition (library)

A **library** is a set of objects assembled together and stored in an accessible place known by the linker.

- on UNIX-like systems libraries are usually named *libsomething*
- we can ask the linker to link with the (entire content of) a library passing the *-lsomething* flag on the command line



# The C standard library

One special library is linked in by default : the C standard library

- it implements frequently needed features such as printing, memory allocation, OS interaction, etc.
- the library is called `libc` (for “C library”)

## Example

In our example `printf` and `exit` are undefined symbols among our objects ; they are defined in `libc`.

Given `libc` is linked by default, the following :

```
$ gcc -o anatomy main.o anatomy.o utils.o
```

is equivalent to the more explicit :

```
$ gcc -o anatomy main.o anatomy.o utils.o -lc
```

# Linking order

- in fact, the linker processes objects **from left to right**
- undefined symbols in some object must correspond to **definitions found in objects to their right**

A typical linker invocation should look like :

```
$ gcc main.o high-level.o low-level.o -llib1 -llib2
```

different linking orders (e.g. putting a library before an object that uses it) might result in **undefined reference errors** !

1 Symbols

2 Linking

**3 Dynamic linking**

4 Shared libraries (advanced)

# Maintenance

Consider this :

- you have a **library to parse emails**
- that is **linked in several applications**
  - ▶ a mail application,
  - ▶ a webmail,
  - ▶ a mail indexer,
  - ▶ an automatic responder,
  - ▶ etc.
- one day, a serious **security issue** is discovered in the email parsing code that allows to execute code on the machine by crafting a particular email
- a few hours later, a **fix** for the library code is found

How difficult it is to fix all applications that use the library?

How difficult it is to fix all applications that use the library?

There are essentially two possibilities :

- 1 either you have to re-link (and re-install) **all applications** to have them fixed
- 2 or it is enough to re-build (and re-install) **the library only** to have all applications fixed

# Static vs dynamic linking

Which of the two is in effect depends on whether the library has been statically or dynamically linked.

**static linking** when an object is statically linked, its defined **symbols are copied** in the final executable

**dynamic linking** when an object is dynamically linked, the final executable will maintain a (dangling) reference to that object that will need to be resolved before being able to run the executable

- i.e. the **final step of linking** is no longer performed at link-time, but rather **delayed until run-time**

# Static vs dynamic linking — discussion

## Static linking

- advantage : we do not need to separately install the objects that are statically linked, because they *are part* of the program
- disadvantage : we duplicate code into different applications
  - ▶ executables are larger
  - ▶ to fix code in the statically linked objects we need to re-do the linking (usually : the build altogether)

## Dynamic linking

- advantage : we can change dynamically linked code only once, for all programs that use it
- disadvantage : we need to install on the target machine both the executables and the dynamically linked objects

## ldd — example

Using the **ldd utility** we can inspect which objects will need to be dynamically linked at runtime for a given program.

```
$ gcc -o anatomy main.o anatomy.o utils.o
$ ldd anatomy
    linux-vdso.so.1 => (0x00007fff82fa2000)
    libc.so.6 => /lib/x86_64-linux-gnu/libc.so.6 (0x00007fad95bc
    /lib64/ld-linux-x86-64.so.2 (0x00007fad95f74000)
```

By default, **the C standard library is dynamically linked**. Indeed, the symbols coming from it remain undefined even in the final executable :

```
$ nm anatomy
[...]
```

0000000000400534	T	main
	U	printf@@GLIBC_2.2.5
0000000000600a30	D	x_global
0000000000600a34	D	y_global

```
$
```



# Static linking

Traditionally on UNIX, libraries passed to the linker with `-l` are linked dynamically to **maximize code sharing** on a given machine.

We can **request static linking** passing the `-static` flag to the linker : all libraries coming *after* it on the command line will be linked statically rather than dynamically.

`-static` will also request to statically link the C standard library (even if it does not appear on the linker command line by default).

## Static linking — example

```
$ gcc -o anatomy main.o anatomy.o utils.o -static
$ ls -l anatomy
$ -rwxr-xr-x 1 zack zack 776371 feb 29 11:43 anatomy
$
```

The executable is much **bigger** now(!), because all of the C standard library has been *copied* into it. Also :

- it no longer references dynamically **linked objects**,
- nor has **undefined symbols**

```
$ ldd anatomy
        not a dynamic executable
$ nm anatomy
[...]
00000000004010a0 T printf
[...]
```

# Sommaire

1 Symbols

2 Linking

3 Dynamic linking

**4 Shared libraries (advanced)**

# Shared libraries

Libraries that are meant to be dynamically linked are called **shared libraries**.

- the details of how to build (and maintain) a shared library is a complex topic, which is outside of the scope of this class
- we just give an overview of the **main steps** of how to build a shared library and use it in your programs

## Shared library — example (library implementation)

We build a `hello library`, meant to “make it easier” to greet your users. It is composed by two files (interface and implementation) :

- `hello.h` :

```
#ifndef __HELLO_H__
#define __HELLO_H__

void hello(void);

#endif /* __HELLO_H__ */
```

- `hello.c` :

```
#include <stdio.h>
#include "hello.h"

void hello(void) {
    printf("Hello, world!\n");
}
```

## Shared library — example (using the library)

We can use the library as usual, without having to care whether it will be statically or dynamically linked.

Here is how we will use the library from the sample program

`hello-test.c` :

```
#include <stdlib.h>
#include "hello.h"

int main(void) {
    hello();
    exit(EXIT_SUCCESS);
}
```

## Shared library — example (building the library)

To build the library we must take care of two things :

- tell **the compiler** the objects are meant to become part of a shared library **passing `-fPIC`** (for “position independent code”)
- tell **the linker** we are creating a shared library **passing `-shared`**

```
$ gcc -Wall -fPIC -c hello.c
$ gcc -shared -o libhello.so hello.o
$ ls -al libhello.so
-rwxr-xr-x 1 zack zack 6037 feb 29 12:02 libhello.so
$
```

## Shared library — example (linking with the library)

Linking with the library is done as usual, but we need to tell the linker **where to find** `libhello` (passing `-Ldirectory`), because it is currently not installed in the default library location.

```
$ pwd
/home/zack/ed6/git/cours-5/code/libhello
$ gcc -L$(pwd) -o hello-test hello-test.c -lhello
$ ldd hello-test
    linux-vdso.so.1 => (0x00007fff533c5000)
    libhello.so => not found
    libc.so.6 => /lib/x86_64-linux-gnu/libc.so.6 (0x00007f83b3860000)
    /lib64/ld-linux-x86-64.so.2 (0x00007f83b3c19000)
```



## Shared library — example (running the program)

Given that the library is not installed in the default library location, we need to **tell the dynamic linker where to find the library** before running the program. We can do so setting the **LD\_LIBRARY\_PATH** environment variable.

```
$ ./hello-test
./hello-test: error while loading shared libraries:
libhello.so: cannot open shared object file: No such file or directory
```

```
$ export LD_LIBRARY_PATH=$(pwd)
$ ./hello-test
Hello, world!
$
```

# References

- David Drysdale, *Beginner's Guide to Linkers*  
<http://www.turkturk.org/linkers/linkers.html>  
(some of the examples on these slides are adapted from it)
- John Levine, *Linkers and Loader*  
Morgan Kaufmann; 1 edition, 1999