

①: ~~foo.c: 23 = c~~ ②: ~~foo.c: 22 = d~~ ③: ~~foo.c: 23 = d~~

1-1:

①: barbaz.c: 3 = x ②: foo.c: 12 = b ③: foo.c: 13 = c

④: barbaz.c: 22 = bar ⑤: barbaz.c: 3 = x ⑥: foo.c: 7 = b

⑦: foo.c: 23 = c ⑧: foo.c: 22 = d ⑨: barbaz.c: 3 = x

⑩: barbaz.c: 12 = b ⑪: barbaz.c: 13 = c ⑫: barbaz.c: 4 = y

⑬: barbaz.c: 22 = bar ⑭: barbaz.c: 3 = x ⑮: barbaz.c: 12 = b

⑯: barbaz.c: 24 = c ⑰: foo.c: 5 = z

1-2: A = gcc -static -o prog2 p.o ./libx.a

B = gcc -static -o prog2 p.o ./libx.a ./liby.a

C = gcc -static -o prog2 p.o ./libx.a ./liby.a | gcc -static -o prog2 ./liby.a ./libx.a p.o

D = gcc -static -o prog2 ./liby.a ./libx.a ./libz.a | gcc -static -o prog2 p.o ./libx.a ./liby.a ./libz.a

1-3:

1-3-1: ① = { gcc -o prog2 dynamic-libx.c ./libvector.so  
gcc -dynamic -o prog2 main.c -ldl

② = { void (\*subvec) (int \*, int \*, int \*, int);  
void \* handle = dlopen("./libvector.so", RTLD\_LAZY);  
subvec = dlsym(handle, "subvec");

1-3-2: 因为 main.c 以及 subvec.c 中定义的 delint. xyz 等 global

variable 的地址需要通过 GOT 才可在 run-time 中获取

Before: 0x404566

After: 0x400128



2-2-1: ① 2 ② 1 ③ 1

④: P(a); P(b) ⑤ ~~P~~V(b)

⑥: P(c); P(b) ⑦ V(b).

2-2-2: 1. pthread\_create (&tid[i], NULL, print\_thread, \*ptr).

2: 有 race, 因为所有 thread 将共用一个 ptr 指针

