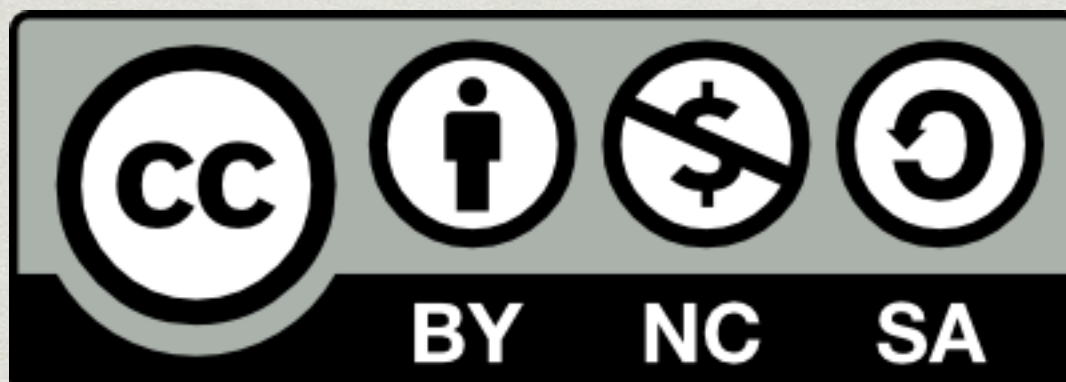


# COMPILE, LINK, EXECUTION

DATE HUANG  
BAMBOOFOX







# About me

- ✱ 毫無回應，就只是個伊達
- ✱ Date Huang
- ✱ NCU CSIE



# Demo Code

✱ [https://github.com/tjjh89017/compile\\_link](https://github.com/tjjh89017/compile_link)

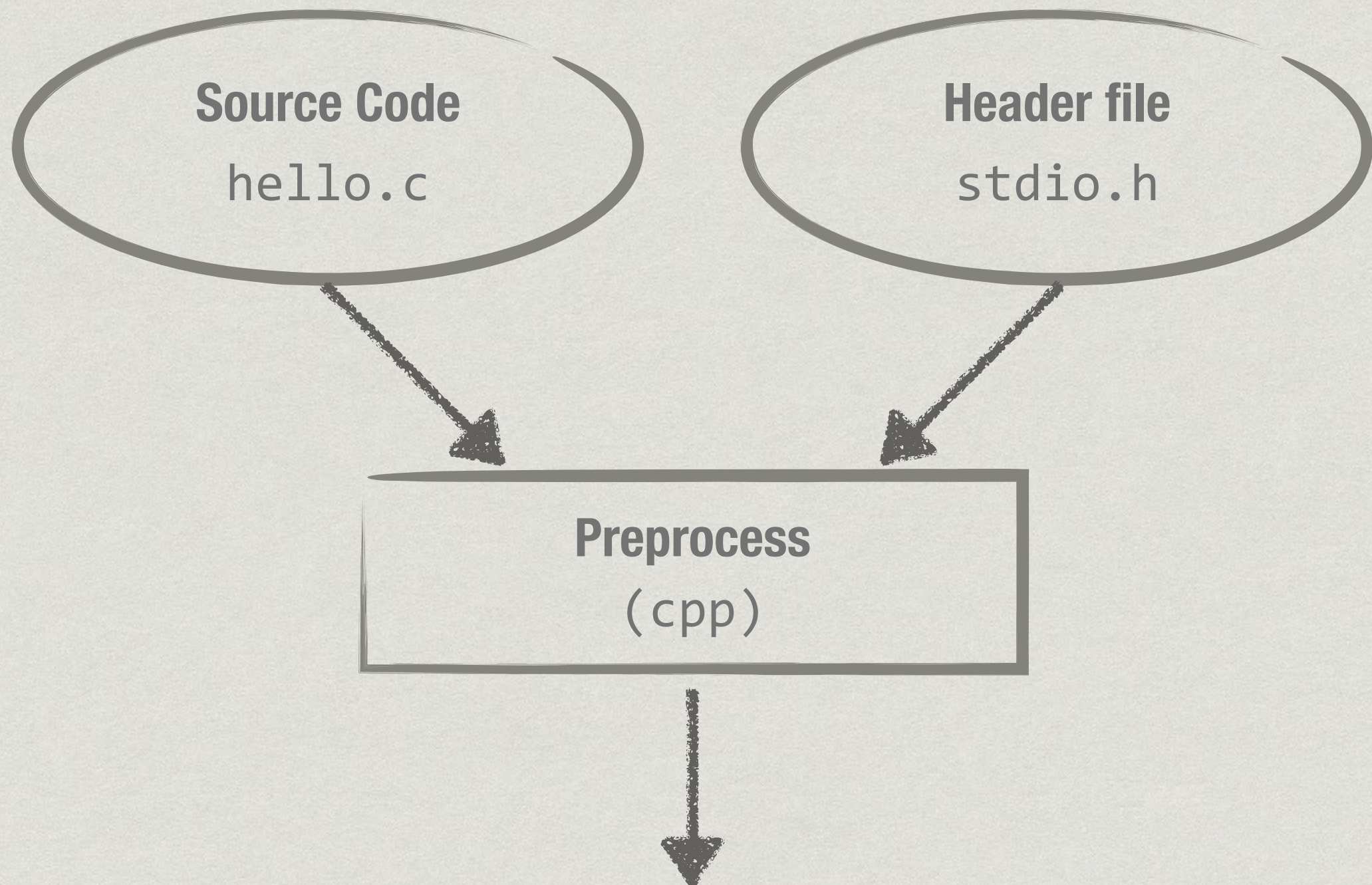


# Compilation Flow

- \* **Preprocess**
- \* **Compilation**
- \* **Assembly**
- \* **Link**



# Compilation Flow







**Preprocessed Code**  
hello.i



**Compilation**  
(cc1)



**Assembly Code**  
hello.S







**Assembler**  
(as)



**Object file**  
hello.o



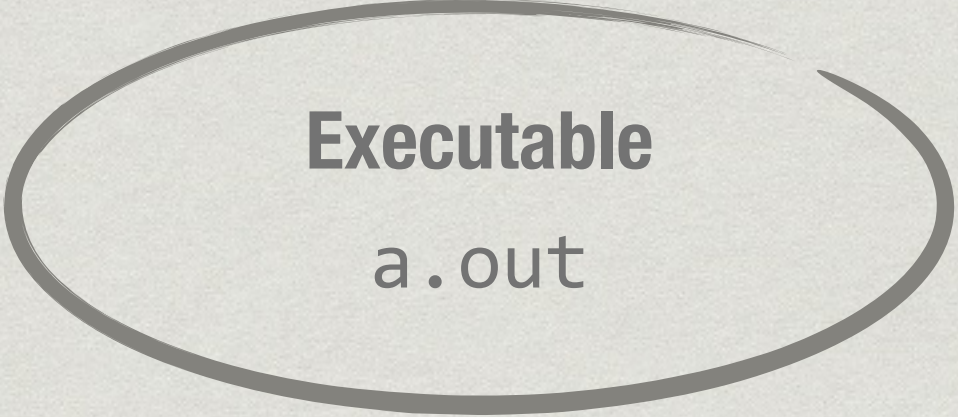
**Linker**  
(ld)



**Static Library**  
libc.a







**Executable**

a.out



# Preprocess

- \* **Macro expansion**
- \* **Header files**
- \* **Conditional compilation**
- \* **Line control (Debug)**
- \* **Lines beginning ‘#’ as directives**

```
#define PI 3.1459f
#include <stdio.h>

#if VERSION >= 2

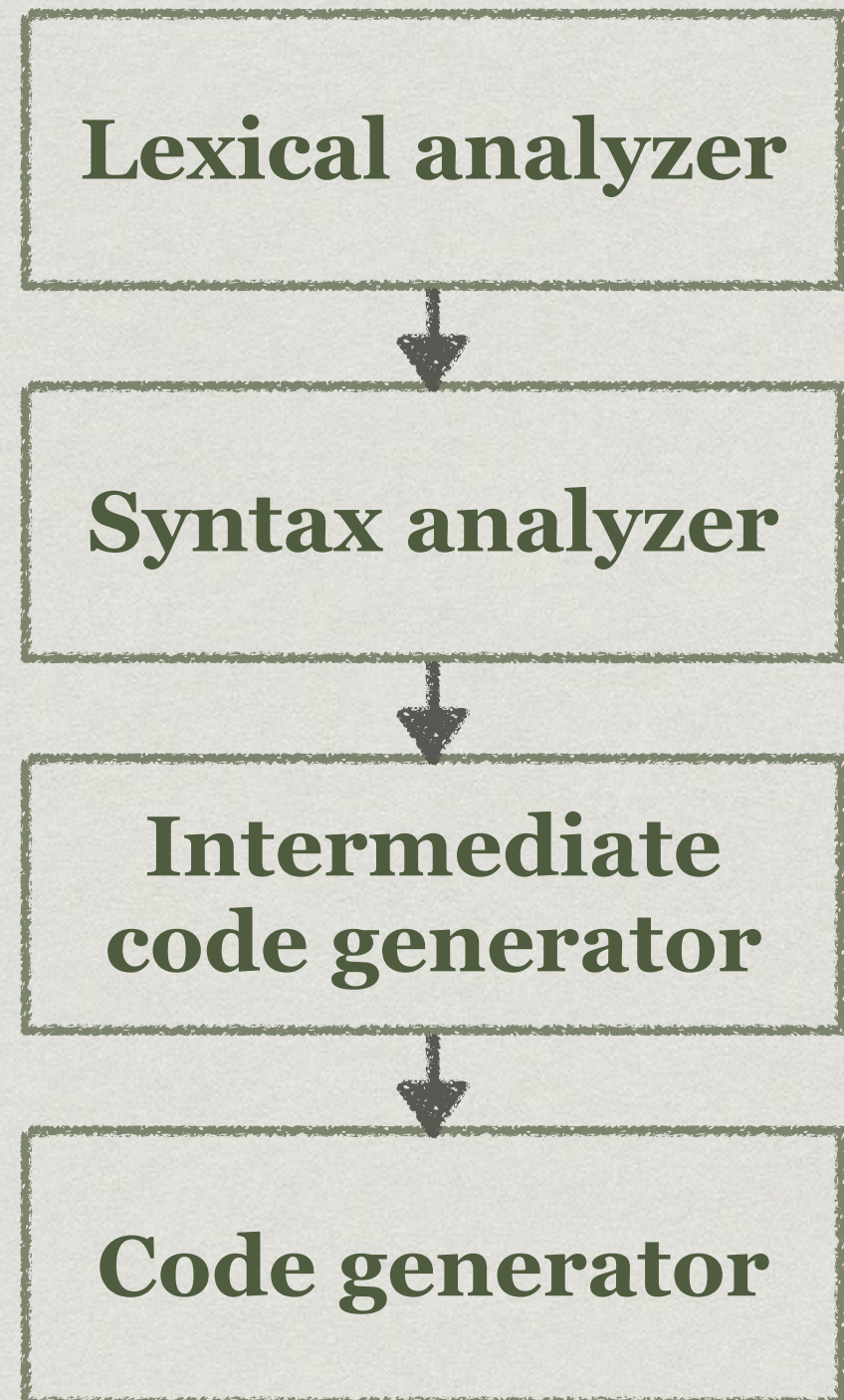
#ifdef __LINUX__

etc.
```



# Compilation

- \* Lexical analyzer
- \* Syntax analyzer
- \* Intermediate code generator
- \* Optimization (optional)
- \* Code generator





# Assembly

- \* Turn Assembly Code into Machine Code

MOV AL, 61h

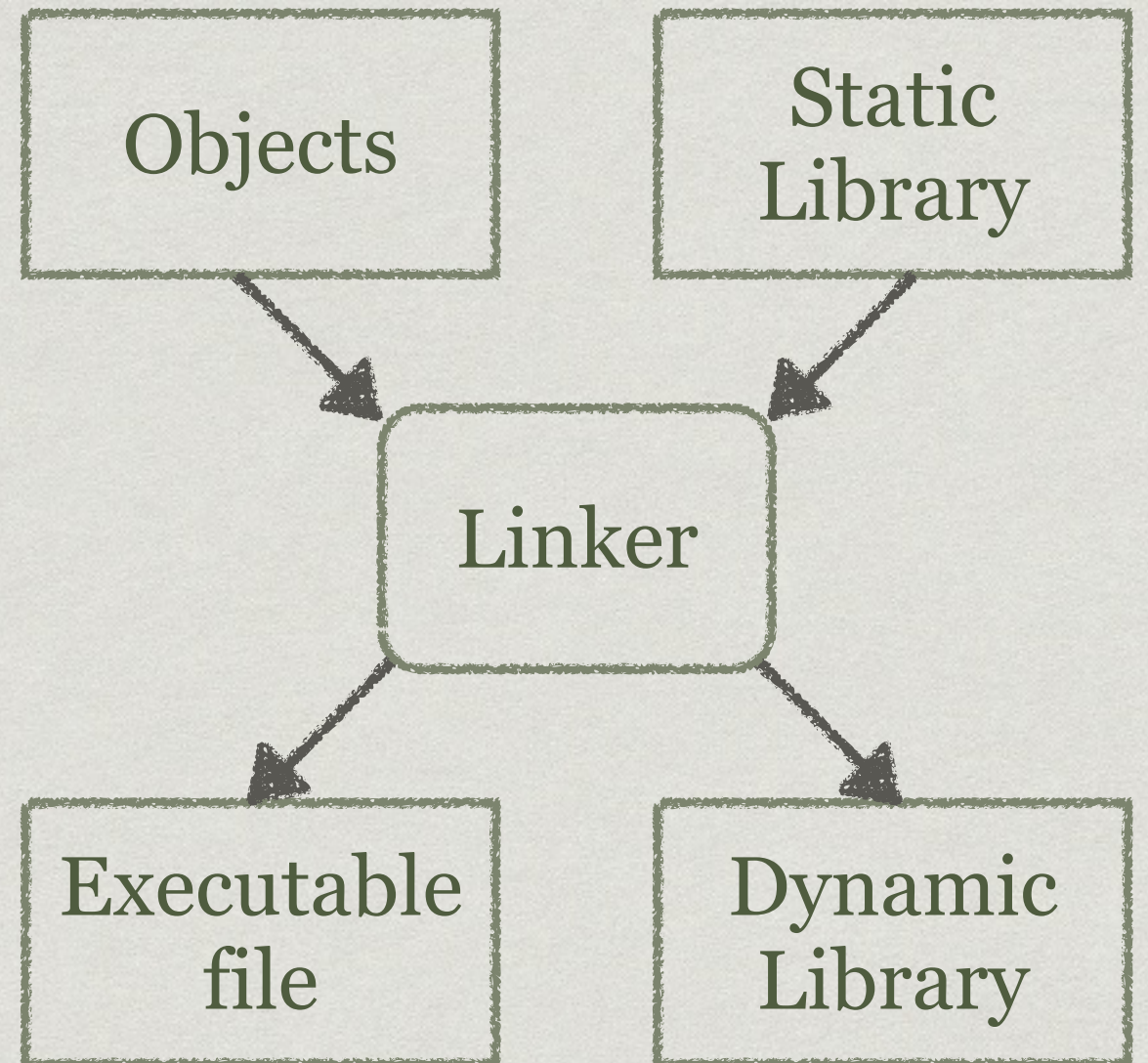
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# Link

- \* **Combine objects and static libraries.**
- \* **Replace symbols with “address” or “offset”.**





# Section

- \* **Text Section**
  - \* **Code!!!**
- \* **Data Section**
  - \* **Global variable with initial value**
- \* **BSS Section**
  - \* **Global variable without initial value**



```
int a = 0;           // .data
int b;               // .bss
const double PI = 3.14159f; // .rodata

int main(){

    int c = 321;      // stack
    char *d = malloc(16); // heap

    return 0;
}
```



# Static Linking

- \* **Combine the library you need into program.**
- \* **Filename Extension**
  - \* **In Unix-like: .a**
  - \* **In Windows: .lib**



# Dynamic Linking

- \* All program share one library.
- \* Filename Extension
  - \* In Unix-like: .so
  - \* In Windows: .dll



# Static Linking

- ✱ **Advantage**

- ✱ **Faster than dynamic linking**
- ✱ **Portable (Machine)**

- ✱ **Disadvantage**

- ✱ **Makes program bigger**
- ✱ **Modifying Library needs rebuild program**



# Dynamic Linking

- ✱ **Advantage**

- ✱ **Modifying Library doesn't need rebuild program**
- ✱ **Portable (Library Version)**

- ✱ **Disadvantage**

- ✱ **Need additional library**
- ✱ **Slower than static linking**



# Override Dynamic Library

- ✱ **Use environment variable LD\_PRELOAD to load custom library**
- ✱ `LD_PRELOAD=./libtest.so ./main`



# Reference

- \* **How A Compiler Works: GNU Toolchain**
  - \* <http://www.slideshare.net/jserv/how-a-compiler-works-gnu-toolchain>
- \* **The Internals of "Hello World" Program**
  - \* <http://www.slideshare.net/jserv/helloworld-internals>
- \* **Internal and External Linkage in C**
  - \* [https://github.com/u1240976/mess\\_note/blob/master/talk/internal\\_and\\_external\\_linkage\\_in\\_C.rst](https://github.com/u1240976/mess_note/blob/master/talk/internal_and_external_linkage_in_C.rst)