

ICS Homework 6

Cao Shengcao

7.6

Symbol	<code>swap.o</code> <code>.symtab</code> entry?	Symbol type	Module where defined	Section
<code>buf</code>	Yes	Extern	<code>m.o</code>	<code>.data</code>
<code>bufp0</code>	Yes	Global	<code>swap.o</code>	<code>.data</code>
<code>bufp1</code>	Yes	Local	<code>swap.o</code>	<code>.bss</code>
<code>swap</code>	Yes	Global	<code>swap.o</code>	<code>.text</code>
<code>temp</code>	No	/	/	/
<code>incr</code>	Yes	Local	<code>swap.o</code>	<code>.text</code>
<code>count</code>	Yes	Local	<code>swap.o</code>	<code>.bss</code>

Recall:

- Local nonstatic variables don't have their corresponding symbols in `.symtab`.
- `.data` section contains symbols for initialized (non-zero) global and static variables.
- `.bss` section contains symbols for uninitialized static variables and global or static variables that are initialized to zero.
- `COMMON` "pseudosection" contains symbols for uninitialized global variables.

7.7

To prevent duplicate symbol names, we can simply make `x` in `bar5.c` a local static variable:

```
static double x;

void f()
{
    x = -0.0;
}
```

7.12

Apply the algorithm described in 7.7.1.

- A. The value should be `0xa`.

```

ADDR(s) = ADDR(.text)
        = 0x4004e0
ADDR(r.symbol) = ADDR(swap)
              = 0x4004f8
refaddr = ADDR(s) + r.offset
        = 0x4004e0 + 0xa = 0x4004ea
*refptr = ADDR(r.symbol) + r.addend - refaddr
        = 0x4004f8 + (-4) - 0x4004ea = 0xa

```

- B. The value should be `0x22`.

```

ADDR(s) = ADDR(.text)
        = 0x4004d0
ADDR(r.symbol) = ADDR(swap)
              = 0x400500
refaddr = ADDR(s) + r.offset
        = 0x4004d0 + 0xa = 0x4004da
*refptr = ADDR(r.symbol) + r.addend - refaddr
        = 0x400500 + (-4) - 0x4004da = 0x22

```

7.13

- A. First we need to `locate` these two libraries. Type `locate libc.a`, we can find three locations:

```

/usr/lib/x86_64-linux-gnu/libc.a
/usr/lib32/libc.a
/usr/libx32/libc.a

```

Take the first one as an example. Different versions of the library may include different numbers of `.o` files. Go to this directory and use the `AR` tool by typing `ar -t libc.a`, and we'll see a really long list. To count exactly how many `.o` files there are, we must use some tricks.

When I saw this exercise last year, I redirected the output to a file like `ar -t libc.a > ~/list.txt` and opened the file to see how many lines there were, and I got the following result:

- 1579 `.o` files in `libc.a`
- 471 `.o` files in `libm.a`

A more graceful way to do this is `ar -t libc.a | wc -l`. How does this work? The character `|` builds something called "pipe" between the output of `ar` and the input of `wc`. The former command's output acts as the latter one's input, and `wc -l` counts how many lines there are in the list.

- B. Yes.

For example, we can write a simple hello-world C program `test.c`:

```

#include <stdio.h>
int main()
{
    printf("Hello world!\n");
    return 0;
}

```

Then we compile it with command `gcc test.c -o test_1 -0g` and `gcc test.c -o test_2 -0g -g` respectively. The latter one is larger in size (8.6KB and 11.3KB).

Use the READELF tool by typing `readelf -a test_1` and `readelf -a test_2`, and then we can compare them. At least, we can see there are six more segment headers:

```
[28] .debug_aranges    PROGBITS      0000000000000000  0000106c
      0000000000000030 0000000000000000          0      0      1
[29] .debug_info        PROGBITS      0000000000000000  0000109c
      0000000000000346 0000000000000000          0      0      1
[30] .debug_abbrev       PROGBITS      0000000000000000  000013e2
      000000000000013c 0000000000000000          0      0      1
[31] .debug_line         PROGBITS      0000000000000000  0000151e
      00000000000000e3 0000000000000000          0      0      1
[32] .debug_str          PROGBITS      0000000000000000  00001601
      0000000000000266 0000000000000001  MS      0      0      1
[33] .debug_loc          PROGBITS      0000000000000000  00001867
      0000000000000028 0000000000000000          0      0      1
```

Obviously, `-g` option provides us with much more debug information.

- C. Use the LDD tool by typing `ldd /usr/bin/gcc`, and we can see the shared libraries that the GCC driver use:

- `linux-vdso.so.1 => (0x00007ffe1af96000)`
- `libc.so.6 => /lib/x86_64-linux-gnu/libc.so.6 (0x00007ff0f985f000)`
- `/lib64/ld-linux-x86-64.so.2 (0x000055c72ec81000)`