

Computer Systems Org - 004 Recitation

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Myself...

- Arahant (please refer to me by my 1st name :))
 - CS Grad student @ Courant.
 - Entrepreneurship, Quantum Computing, Biz analytics
 - Avid biker, traveling, writing and a dog-person
- Email: <u>aak700@nyu.edu</u>
- Recitation Mondays, 8 am to 9:15 am
 - In-person (usually)
- Office hours TBD
 - Zoom link in NYU classes
- Seating arrangements
 - Choose one and stick to it
- Communication Email, NYU classes (forums)
- Let's get started...





Virtual VM (Vagrant)

- https://github.com/arahant/nyu-cso-vm
- Install Vagrant (https://www.vagrantup.com/downloads)
- Install Virtualbox (https://www.virtualbox.org/wiki/Downloads)
- Create a Vagrantfile for your project/repo
- Ubuntu 20.04 (Linux)
- GCC compiler



Basic Unix/Linux commands

- man manual
- Is list
- cd change dir
- pwd current dir
- mkdir make an empty dir
- cp copy
- mv move
- rm remove
- echo write arguments to the standard output
- · cat output content of a file
- · wc word count
- · grep pattern matching
- · touch create a file
- Google/ man
- https://github.com/jlevy/the-art-of-command-line



Git

- Git config
 - https://stackoverflow.com/questions/35942754/how-to-save-username-and-password-in-git-gitextension
 - git config -- global credential.helper store
 - git pull
- Git commands
 - git clone <url>
 - git status
 - git add
 - git commit -m "<your message>"
 - git push origin
branch>
 - git pull origin <branch>



Linserv1 - Logging in

- You may program your labs on any system, but they must be tested on linserv1 servers, where it will be graded
- ssh <<u>netid</u>>@access.cims.nyu.edu
- ssh linserv1



Linserv1 - copy

- Secure copy
 - scp -r /full/path/to/folder netid@access.cims.nyu.edu:/home/<netid>
 - scp /full/path/to/file netid@access.cims.nyu.edu:/home/<netid>
- Git copying from local machine to linserv1 (I'd recommend this)
 - local machine > Git add > Git commit > Git push > repo
 - repo > git clone > git pull origin <branch> (master) > cims
- Git for each new assignment
 - git clone <url>
 - git add file1.c file2.c
 - git commit
 - git push



Linserv1 - testing

- The default gcc compiler on linserv1 is 4.8.5 (gcc —version)
- module avail gcc
- module load gcc-6.3.0 #loads gcc 6.3.0
- module unload gcc-6.3.0 #reverts back to default gcc



What is a compiler?

- C, which a high level language, is for people, not computers
 - In fact, high level languages are for **people**
 - Computer processors only understand binary instructions
- A compiler translates code between languages
 - In our cases, it translates from C (the source language) to machine code (the target language)



How to use a compiler?

Consider a simple C program:

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

- To run this program, we must first compile it
 - Can use gcc: gcc main.c will produce a file called a.out
 - We can run a.out by issuing ./a.out
 - You can choose the name of executable with -o, as in gcc main.c -o myprogram



Potential challenge

- For large projects, recompiling everything can be slow
- To avoid this, we can compile files separately, without linking using the -c flag
 - 1. Ordinarily, the compiler compiles each source file into object code
 - 2. Then links them and
 - 3. Deletes the intermediate object code
- gcc -c main.c util.c
 - Will create main.o and util.o
 - Then we can add to main.c and util.c and not have to recompile the other
 - We can later do link by running gcc main.o util.o -o myprogram

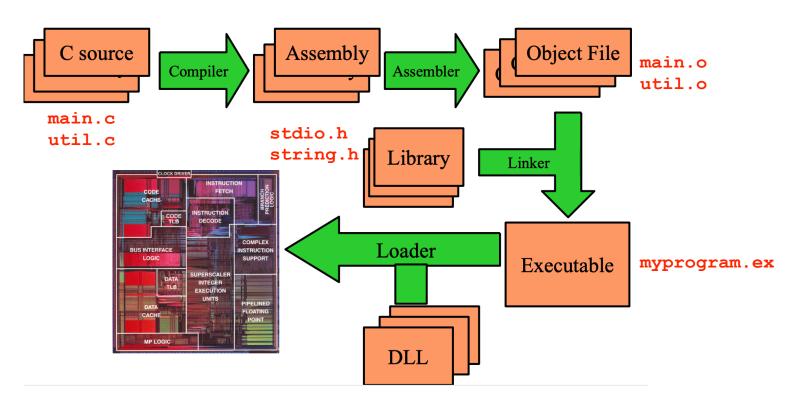


Compiling and Linking

- Compiling isn't quite the same as creating an executable file!
- Instead, creating an executable is a multistage process divided into two components: compilation and linking
- Compilation:
 - Refers to the processing of source code files and the creation of an 'object' file
 - Merely produces the machine language instructions
- Linking:
 - Refers to the creation of a single executable file from multiple object files
- .c is the source code
- · .o extension is for an object file this is a binary file generated by compilation unit
- executable files should have no extension (by default a.out, which has the .out extension)



Source code to execution - stages





Makefile

- In the real world, things are so elaborate and complicated...
 - The Linux kernel has over 45,000 files of C code it uses almost 2700 Makefiles
- Make will also know when we need to recompile different sources
- Make builds projects for us, keeping track of when it needs to recompile or not
 - · When make recompiles, each modified C source file must be recompiled
 - If any source file has been recompiled, all the object files must be linked together to produce the new executable
- We tell make about the dependencies in our code in the Makefile
- Makefile consists of a number of 'rules':



Makefile

- Rules specify:
 - A target, which is usually the name of a file that is generated by a program
 - Targets include main.o or myprogram
 - Dependencies, which are files that are used as input to create the target
 - main.o needs main.c
 - myprogram needs main.o and util.o
 - · Commands, which are actions that make carries out
 - gcc -c main.c -o main.o
- Rules look like this:

```
myprogram: main.o util.o
  gcc main.o util.o -o myprogram
```

- However, the rule that specifies commands for the target need not have dependencies, for example "clean"
 - make clean
- A clumsy Makefile...



Makefile

A good Makefile:

```
myprogram: main.o util.o
  gcc main.o util.o -o myprogram
main.o: main.c
  gcc -c main.c -o main.o
util.o: util.c
  gcc -c util.c -o util.o
clean:
  rm -f main.o util.o myprogram
```

- Make supports pattern matching with the %
 - %.c means all .c files
- Make has "automatic variables"
 - The meaning of variables within a rule is contextual
 - \$@ is the name of the rule
 - \$^ is the list of dependencies
- Example:

```
%.o: %.c
qcc -c $^ -o $@
```