Managing Software With Makefiles

M. D. Jones, Ph.D.

Center for Computational Research University at Buffalo State University of New York

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Background

Make is an old UNIX tool, along with awk, sed, vi, etc.

- Original by S. I. Feldman of Bell Labs (1975).
- If you program in a UNIX environment, you should be using Make
- Main idea: automate and optimize the building of programs
- GNU Make, or gmake, has added quite a lot of additional functionality, only some of which I will have time to cover here

Motivation

The basic philosophy of make:

- You have a collection of (many) source files, some of which depend on other (header/module) files as well as each other, together which build a target (program)
- make is sensitive to these dependencies, and has default rules for common dependencies
- In choosing which targets to build, and how, make uses the names and timestamps of the files along with a set of rules

The Description File

make is going to automatically look for a file called **Makefile** in the current working directory. Failing that, it will look for **makefile**, or you can pass it any file with the **-f** option. The contents of your Makefile:

Comments are lines that start with the # sign

Macros are simple name pairs, separated by an = sign, e.g.

CFLAGS = -03 - ffast-math

You can use the **make -p** command to see a list of default macros. Can be overridden on invocation:

make "CFLAGS= -g"

Continuation of lines uses a \ character

Targets are a particular goal, e.g.

```
mv.x: mv.c
        $(CC) $(CFLAGS) -o mv.x mv.c $(LIBS)
```

Note that the second line leads with a TAB (very significant). The general target syntax is:

```
target [target ...] : [dependent ...]
        [command ...]
```

Special Macros are predefined for easy use:

- Name of file to be made (target) \$@
- \$? Name(s) of changed dependents
- Name of file that triggered action
- \$* Prefix shared by target and dependent files

Simple Target Examples

```
clean:
-rm -f *.o *~ core.*
```

a very conventional target which will remove old stuff (the hyphen preceding the rm tells make to ignore any errors returned by that command),

Suffix Rules

Suffix rules can be used to automate common compilation steps based on the suffix found on dependent files.

```
.<u>SUFFIXES</u> : .o .c
.c.o :
$(<u>CC</u>) $(<u>CFLAGS</u>) -c $<
```

(actually that one is a default rule, but it's still a good example). Make considers all the suffixes defined this way to be significant, and will seek a default rule to apply.

Defaults for Make

Note that you can print out the current set of defaults (it's a few hundred lines in most cases) by using the **-p** option to make, e.g.

```
make -p -f /dev/null
```

The "-f /dev/null" will just feed make a dummy (empty) Makefile.

Some Handy Rules

Personally I like to declare my suffix rules explicitly - here are some handy ones (yes, I know that several are the defaults, at least for GNU make):

```
.c.o:
    $(CC) $(CFLAGS) -c $<

.cpp.o:
    $(CXX) $(CXXFLAGS) -c $<

.f.o:
    $(FC) $(FFLAGS) -c $<

.f90.o:
    $(F90) $(F90FLAGS) -c $<
```

and I tend to explicitly set the values for the compiler and flag macros.

Make includes

Note that frequently used suffix rules or other customizations can be placed together into a single file and then loaded into multiple Makefiles using the **include** statement:

include file

Make in Subdirectories

GNU Make

This is a GNU Make feature

Larger codes are often split into subdirectories in which each has its own Makefile. The macro \$(MAKE) will pass the original flags to a secondary make process:

```
libsub.a libsubsub.a : force_look

$(ECHO) looking into subdir : $(MAKE) -C subdir

$(MAKE) -C subdir

force_look:

true
```

Debugging Makefiles

Debugging Makefiles can be simplified by using the **-d** option to make, which should cause make to display details of timing and execution.

String Manipulation

GNU Make

This is a GNU Make feature

The GNU make utility has quite a bit of string handling capability - here we consider only the simplest form, best illustrated through an example:

```
SOURCES = source1.c source2.c source3.c
OBJS = ${SOURCES:.c=.o}
```

generally most useful for handling patterns other than suffixes.

Parallel Make

GNU Make

This is a GNU Make feature

Note that you can (very) easily run make in parallel (multithreaded) using the -i njobs options, which causes make to try to run up to njobs simultaneously.

Conditionals in Makefiles

GNU Make

This is a GNU Make feature

It is frequently helpful to place conditionals in Makefiles, e.g.

You can put as many branches in the conditional as you like, and note that ifneq is the negative version of ifeq, and ifdef/ifndef exist for testing if variables are empty.

The shell Function

GNU Make

This is a GNU Make feature

You can communicate with the outside environment using the shell function (which is like using backticks in most scripting languages):

```
# list all c files in current directory
files := $(shell echo *.c)
# determine OS
OS := $(shell uname -s)
```

Typically these commands are evaluated using /bin/sh, but you can change the default shell if you wish (via the environmental SHELL variable).

More GNU Make Stuff

GNU Make has many features - most of which are pretty safe to use now since **gmake** has become so widespread. It has almost come full circle to the point where GNU make has its own scripting capabilities. For more information, refer to the User's Guide:

http://www.gnu.org/software/make/manual/make.html

Simple Makefile Example

```
C = gcc
CFLAGS = -g -m32 -O3
LDFLAGS = $(CFLAGS)
OBJS = fitp.o brent.o
OBJS_23 = fit23.o brent.o
.c.o:
    $(CC) $(CFLAGS) -c $<
fitp: $(OBJS)
    $(CC) -o $0 $(CFLAGS) $(OBJS) -L. -lnrsvd -lnr -lmdj -lm
fit23: $(OBJS_23)
    $(CC) -o $0 $(CFLAGS) $(OBJS) -L. -lnrsvd -lnr -lmdj -lm
clean:
    -rm -f *.o</pre>
```

More Advanced GNU Make Example

```
# Collect info from environment (requires GNU make)
SHELL = /bin/sh
OS = $(shell uname -s)
MACH = $(shell uname -m)
PLATFORM = $ (shell uname -p)
echo "SHELL = "$SHELL
echo "OS = "$OS
echo "MACH = "$MACH
echo "PLATFORM = "SPLATFORM
# the info function is only gnu Makefile >= 3.81
$(info SHELL=${SHELL})
$(info OS=${OS})
$(info MACH=${MACH})
$(info PLATFORM=${PLATFORM})
FC = dumb
```

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```
ifeq (${OS}, Linux)
  # Intel ifort
 FC = ifort
 FPPFLAGS = -fpp -D HAVE ETIME
 FFLAGS = -03 -q -traceback
 LDFLAGS = -i-static
  \#FC = pqf90
 #FPPFLAGS = -D HAVE ETIME
 #FPPFLAGS = -Mpreprocess
 \#FFLAGS = -\alpha - 0
 \#LDFLAGS = -q77libs
 LIB = -L/util/intel/cmkl/8.1/lib/32 -lsvml -lmkl lapack -lmkl ia32 -lguide -lpthread
endif
ifeq (${OS}, Darwin)
  ifeq (${MACH}, i386)
    # Intel ifort for Mac on Intel
    FC = ifort
    FPPFLAGS = -fpp -D HAVE ETIME
    FFLAGS = -q -fast
    LDFLAGS = -i-static
    LIB = -L/Library/Frameworks/Intel MKL.framework/Libraries/32 -lmkl lapack \
                      -lmkl_ia32 -lguide -lpthread
 else
   # Absoft f95
   FC = f95
   FPPFLAGS =
    # flag -m64 is for 64-bit code (requires G5 and Mac OS X 10.4 or later):
    FFLAGS = -g -02 -m64 -cons -lu77 -N11 -w -f free -YEXT SFX=' ' -YEXT NAMES=LCS
    LDFLAGS = -m64 -llapack -lf90math_altivec -lblas_altivec -lfio -lf77math -lU77
 endif
endif
```

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```
ifeq (${FC}, dumb)
  $(info MACH=${MACH})
  $(error Error, operating system/architecture unsupported. Fix Makefile)
endif
# generate general .o files from source (all suffixes are .f90)
.SUFFIXES: .f90 .c
f90 o•
        $ (FC) $ (FFLAGS) -0 $0 -c $<
.c.o:
        $ (CC) $ (CFLAGS) -c $<
OBJ mods = f2kcli.o parse.o modules.o lm.o global.o stopwatch.o
OBJ gen = bigband.o bravais.o blockd.o dos.o eband.o epairpot.o \
        eshift.o etot.o forcedbx.o qetdat.o geomfact.o getopt.o qettbp.o \
        HSupdate.o HSO.o HSO_ylm.o isort.o kunif.o ntbls.o opt.o optband.o \
        outtbp.o outglm.o ptgrp.o readin.o scanv.o tb.o
OBJ NRL = tbpdist nrl.o H0 nrl.o H0 nrl2.o
OBJ_NN = tbpdist_nn2.o H0_nrl.o H0_nrl2.o
OBJ XBMC = tbpdist xbmc.o H0 xbmc.o
OBJ LIB = dtimer.o val0a.o cpu second.o
default · all
all: tb tb.nn tb.xbmc
tb: $(OBJ mods) $(OBJ gen) $(OBJ LIB) $(OBJ NRL) $(LIB util)
        $(FC) $(LDFLAGS) -o tb $(OBJ mods) $(OBJ gen) $(OBJ LIB) $(OBJ NRL) \
        $(LIB) $(LIB util)
tb.nn: $(OBJ mods) $(OBJ gen) $(OBJ LIB) $(OBJ NN) $(LIB util)
        $(FC) $(LDFLAGS) -o tb.nn $(OBJ mods) $(OBJ gen) $(OBJ LIB) $(OBJ NN) \
        $(LIB) $(LIB util)
```

```
84
     tb.xbmc: $(OBJ mods) $(OBJ gen) $(OBJ LIB) $(OBJ XBMC) $(LIB util)
85
              $(FC) $(LDFLAGS) -o tb.xbmc $(OBJ_mods) $(OBJ_gen) $(OBJ_LIB) \
86
              $(OBJ XBMC) $(LIB) $(LIB util)
87
88
     clean:
89
              -rm -f * o * a * d * mod * il * stb * lst
90
91
     # Individual Routines in lib
92
93
     dtimer.o: lib/dtimer.f90
94
              $ (FC) $ (FFLAGS) -c -o $@ $<
95
     global.o : lib/global.f90
96
              $ (FC) $ (FFLAGS) -c -o $@ $<
97
     lm.o : lib/lm.f90
98
              $ (FC) $ (FFLAGS) -c -o $@ $<
99
     lmdif1.o: lib/lmdif1.f
100
              $(FC) $(FFLAGS) -c lib/lmdif1.f
101
      . . .
102
```

Make Resources

- Stuart I. Feldman, "Make A Program for Maintaining Computer Programs", Bell Laboratories Computing Science Technical Report 57 (1978).
- Andrew Oram and Steve Talbott, "Managing Projects with Make,"
 2nd Ed. (O'Reilly & Associates, Sebastapol, CA, 1991).
- Richard M. Stallman and Roland McGrath, "GNU Make: A Program for Directing Recompilation," (Free Software Foundation Inc., 1993).