# CS 3130 (CSO2)

```
automating building software
     libraries, taking advantage of incremental compilation
sharing machines
     multiple users/programs on one system
parallelism and concurrency
     doing two+ things at once
```

under the hood of sockets
layered design on networks

under the hood of fast processors caching, (hidden) parallelism, avoiding idle time

#### automating building software

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under the hood of fast processors

caching, (hidden) parallelism, avoiding idle time

#### make

```
$ ./foo.exe
$ edit readline.c
$ make
clang -g -0 -Wall -c readline.c -o readline.o
ar rcs terminal.o readline.o libreadline.a
clang -o foo.exe foo.o foo-utility.o -L. -lreadline
```

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program addresses are 'virtual' real addresses are 'physical' can be different sizes!



### address spaces

illuision of dedicated memory



### address spaces

#### illuision of dedicated memory



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## keyboard input timeline



## time multiplexing



## time multiplexing

processor:

```
time - loop.exe
```

```
call get_time
// whatever get_time does
movq %rax, %rbp

million cycle delay

call get_time
// whatever get_time does
subq %rbp, %rax
```

## time multiplexing

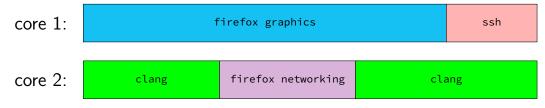
processor: loop.exe ssh.exe firefox.exe loop.exe ssh.exe

```
call get_time
// whatever get_time does
movq %rax, %rbp

million cycle delay

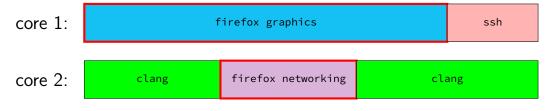
call get_time
// whatever get_time does
subq %rbp, %rax
```

## multiple cores+threads



multiple cores? each core still divided up

## multiple cores+threads



one program with multiple threads

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### permissions

```
$ ls /u/other/secret
ls: cannot open directory '/u/other/secret': Permission denied
$ shutdown
shutdown: Permission denied
```

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layered design on networks

# **layers**

| application | HTTP, SSH, SMTP, | application-defined meanings |           |          |
|-------------|------------------|------------------------------|-----------|----------|
| transport   | TCP, UDP,        | reach                        | correct   | program, |
|             |                  | reliablity/streams           |           |          |
| network     | IPv4, IPv6,      | reach                        | correct   | machine  |
|             |                  | (across                      | networks) |          |
| link        | Ethernet, Wi-Fi, | coordinate shared wire/radio |           |          |
| physical    |                  | encode bits for wire/radio   |           |          |

## names and addresses

| name                                   | address                               |
|--|---------------------------------------|
| logical identifier                     | location/how to locate                |
| variable counter                       | memory address 0x7FFF9430             |
| DNS name www.virginia.edu              | IPv4 address 128.143.22.36            |
| DNS name mail.google.com               | IPv4 address 216.58.217.69            |
| DNS name mail.google.com               | IPv6 address 2607:f8b0:4004:80b::2005 |
| DNS name reiss-t3620.cs.virginia.edu   | IPv4 address 128.143.67.91            |
| DNS name reiss-t3620.cs.virginia.edu   | MAC address 18:66:da:2e:7f:da         |
| service name https<br>service name ssh | port number 443<br>port number 22     |

#### secure communication?

how do you know who your socket is to?

who can read what's on the socket?

what can you do to restrict this?

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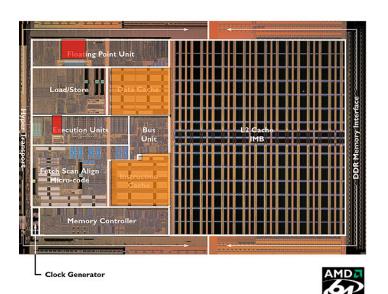
under the hood of fast processors caching, (hidden) parallelism, avoiding idle time







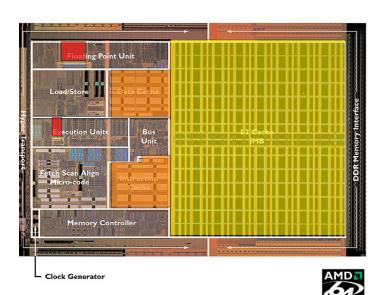
Image: approx 2004 AMD press image of Opteron die; approx register location via chip-architect.org (Hans de Vries)

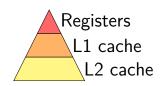


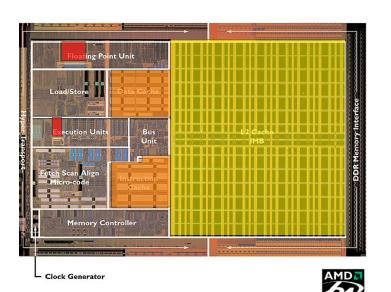


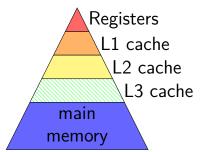


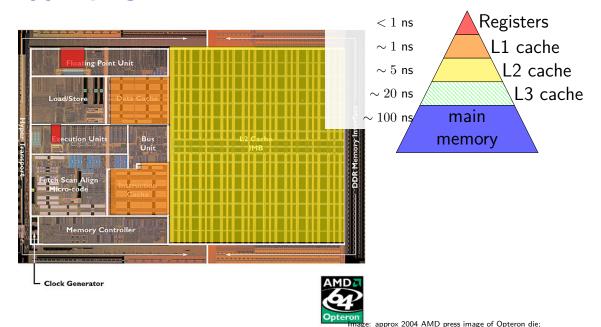












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## some performance examples

```
example1:
    movq $10000000000, %rax
loop1:
    addq %rbx, %rcx
    decq %rax
    jge loop1
    ret
```

about 30B instructions my desktop: approx 2.65 sec

```
example2:
    movq $10000000000, %rax
loop2:
    addq %rbx, %rcx
    addq %r8, %r9
    decq %rax
    jge loop2
    ret
```

about 40B instructions my desktop: approx 2.65 sec

## some performance examples

```
example1:
    movq $10000000000, %rax
loop1:
    addq %rbx, %rcx
    decq %rax
    jge loop1
    ret
```

about 30B instructions my desktop: approx 2.65 sec

```
example2:
    movq $1000000000, %rax
loop2:
    addq %rbx, %rcx
    addq %r8, %r9
    decq %rax
    jge loop2
    ret
```

about 40B instructions my desktop: approx 2.65 sec

# logistics

### labs

attend lab in person and get checked off by TA, or

(most labs) submit something to submission site and we'll grade it submit to submission site? don't care if you attend the lab more strict about submissions without checkoffs in-person lab checkoff of incomplete lab at least 50% credit if both checkoff + submission, will use higher score

some labs will basically require attendance or contact me for other arrangements if you can't (sick, etc.) logistically won't work otherwise — e.g. code review

### lab collaboration and submissions

please collaborate on labs!

when working with others on lab and submitting code files please indicate who you worked with in those files via comment or similar

### homeworks

several homework assignments

done individually

generally due on Fridays

(tentative dates on schedule)

# homework/lab automatic testing

some homeworks/labs have automatic testing

with some delay after you submit

usually 10s of minutes

depending on assignment, number of submissions in queue if you submit very early, testing program might not be setup yet

when testing program doesn't understand/can't test something, left for manual grading ("not yet graded")

intention is that testing results are not surprises if you did some manual testing (no hidden requirements, etc.)

if you think testing program made a mistake, please submit regrade request

### warmup assignment

first homework

due next Friday @ 11:59pm

write C function to split a string into array of strings with dynamic memory allocation

write C program to call function using input/command-line arguments

write Makefile for it (next topic, next week's lab)

### quizzes

released evening after Thursday lecture starting *next* week

due 15 minutes before lecture on Tuesdays

about lecture and/or lab from the prior week

4–6 questions

individual, open book, open notes, open Internet okay: looking up resources/tutorials/etc.not okay: asking Stack Overflow the quiz question not okay: IMing your friend the quiz question

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# asking about quiz questions (while out)

I and the TAs won't answer quiz questions...

but we will answer questions about the lecture material, etc.

(and TAs (not you) are responsible for knowing what they can't answer but we'd prefer you don't try to test those limits)

# asking about quiz questions (after due)

have in past gone over quiz Qs in lecture either when a lot missed it or on request in lecture

also fine office hour/Piazza question

### readings

in lieu of textbook, have readings

mostly written by Prof Tychnoveich (now at UIUC) with edits by me

on website; should be indicated with corresponding lecture

### lecture + assignment sync

generally: quiz after lecture and/or lab coverage labs after lecture coverage homework after lab coverage

means homework (and sometimes quiz) may be relatively delayed from lecture coverage

#### exams

1 final exam

no midterms — instead:

quizzes count a lot slightly more homework/lab than pilot

### development enviroment

official: department machines via SSH or NX (remote desktop)

you can also use your own machines, but...

we will test your code on x86-64 Linux

I haven't checked assignments on a Windows or OS X machine

# getting help

```
office hours — calendar will be posted on website mix of in-person and remote, indicated on calendar remote OH will use Discord + online queue in-person OH may or may not — indicated on whiteboard, probably
```

#### Piazza

use private questions if homework code, etc.

emailing me (preferably with '3130' in subject)

# collaboration (1)

labs — you can/should work with other students everyone should understand the work submitted

homeworks — individual

write your own code / do not share your code can ask/look up conceptual questions of others others includes other students, Q&A sites, code generation tools, etc.

# collaboration (2)

```
quizzes — individual
  but open book+notes+etc.
  can/should have help reviewing lecture/readings/etc.
```

but...

don't ask others the quiz questions don't try to find exactly the quiz question on stack overflow etc.

### feedback

anonymous feedback on Canvas

would appreciate feedback (esp. when I can do something) (but not a good way to ask for regrades, etc.)

### late policy

no late quizzes

one quiz dropped (unconditionally)

90% credit for 0–48 hours late homeworks

80% credit for 48–72 hours late homeworks

for labs that allow submission only, same policy as homeworks lab submission due time is 11:59am the next day

for other labs, policy on a lab-by-lab basis

### excused lateness

```
special circumstances? illness, emergency, etc.
```

contact me, we'll figure something out

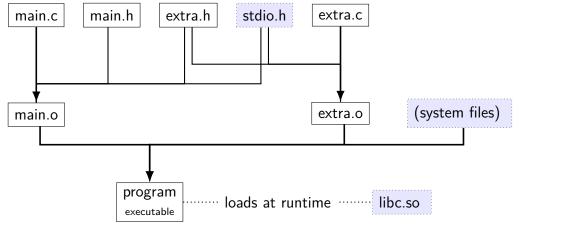
please don't attend lab/etc. sick!

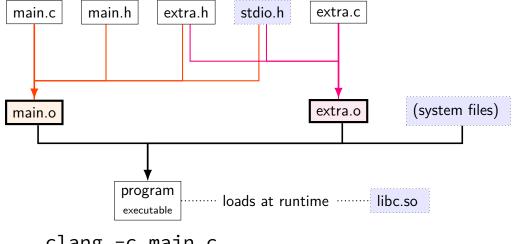
#### attendance

I won't take attendance in lecture

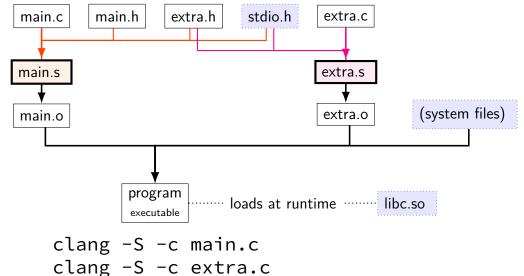
I will attempt to have lecture recordings sometimes there may be issues with the recording

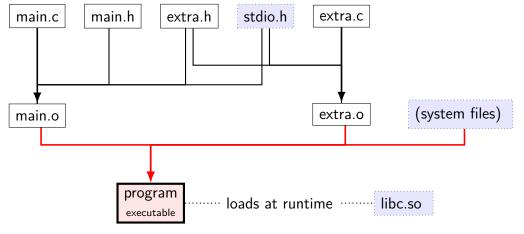
# building



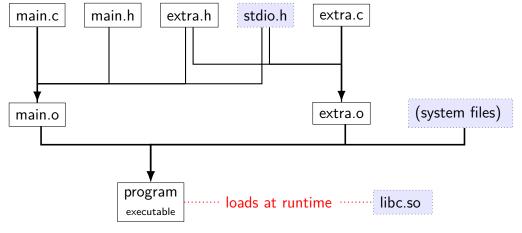


clang -c main.c
clang -c extra.c

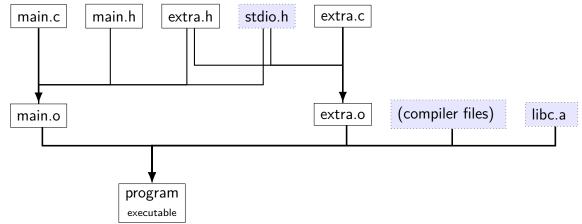




clang -o program main.o extra.o



./program ...



# file extensions

| name       |                      |  |
|------------|----------------------|--|
| . C        |                      | C source code                                      |
| <b>.</b> h |                      | C header file                                      |
| <b>.</b> S | (or .asm)            | assembly file                                      |
| .0         | <pre>(or .obj)</pre> | object file (binary of assembly)                   |
| (none)     | (or .exe)            | executable file                                    |
| .a         | (or .lib)            | statically linked library [collection of .o files] |
| .so        | (or .dll)            | dynamically linked library ['shared object']       |

### static libraries

Unix-like static libraries: libfoo.a

internally: archive of .o files with index

create: ar rcs libfoo.a file1.o file2.o ...

use: cc ... -o program -L/path/to/lib ...-lfoo cc could be clang, gcc, clang++, g++, etc.
-L/path/to/lib not needed if in standard location

### shared libraries

Linux shared libraries: libfoo.so

```
create:
```

```
compile .o files with -fPIC (position independent code)
then: cc -shared ... -o libfoo.so
```

use: cc ...-o program -L/path/to/lib ...-lfoo

## finding shared libraries

cc ...-o program -L/path/to/lib ...-lfoo
on Linux: /path/to/lib only used to create program
program contains libfoo.so without full path

Linux default: libfoo.so expected to be in /usr/lib, /lib, and other 'standard' locations

#### possible overrides:

LD\_LIBRARY\_PATH environment variable paths specified with -Wl,-rpath=/path/to/lib when creating executable

## exercise (incremental compilation)

program built from main.c + extra.c main.c, extra.c both include extra.h, stdio.h

Question A: ...main.c changes?

Question B: ...extra.h changes?

#### make

make — Unix program for "making" things...

...by running commands based on what's changed

what commands? based on *rules* in *makefile* 

```
main.o: main.c main.h extra.h

▶ clang -c main.c
```

```
before colon: target(s) (file(s) generated/updated)
after colon: prerequisite(s)
following lines prefixed by a tab character: command(s) to run
```

```
main.o: main.c main.h extra.h
               clang -c main.c
before colon: target(s) (file(s) generated/updated)
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```

```
main.o: main.c main.h extra.h clang -c main.c
```

```
before colon: target(s) (file(s) generated/updated)
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following lines prefixed by a tab character: command(s) to run
```

#### make rules

```
main.o: main.c main.h extra.h
               clang -c main.c
before colon: target(s) (file(s) generated/updated)
after colon: prerequisite(s)
following lines prefixed by a tab character: command(s) to run
```

make will run the commands if any prerequisite is newer than the target

#### make rules

```
main.o: main.c main.h extra.h

▶ clang -c main.c
```

```
before colon: target(s) (file(s) generated/updated)
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make will run the commands if any prerequisite is newer than the target

#### make rules

```
main.o: main.c main.h extra.h

▶ clang -c main.c
```

```
before colon: target(s) (file(s) generated/updated)
after colon: prerequisite(s)
following lines prefixed by a tab character: command(s) to run
```

make will run the commands if any prerequisite is newer than the target

...after making sure prerequisites up to date

#### make rule chains

```
program: main.o extra.o

Local clang -o program main.o extra.o

extra.o: extra.c extra.h

Local clang -c extra.c

main.o: main.c main.h extra.h
```

to make program, first...

update main.o and extra.o if they aren't

## running make

```
"make target"
```

look in Makefile in current directory for rules check if target is up-to-date if not, rebuild it (and dependencies, if needed) so it is

"make target1 target2"

check if both target1 and target2 are up-to-date

#### "make"

if "firstTarget" is the first rule in Makefile,
same as 'make firstTarget"

## exercise: what will run?

W: X Y

buildW

buildX

buildY

modified 1 minute ago

X modified 3 hours ago

Y does not exist.

Z modified 1 hour ago

Q modified 2 hours ago

exercise: "make W" will run what commands?

A. none

F. buildX then buildW

B. buildY only C. buildW then buildY

D. buildY then buildW E. buildX then buildY then buildW

G. something else

# 'phony' targets (1)

common to have Makefile targets that aren't files all: program1 program2 libfoo.a "make all" effectively shorthand for "make program1 program2 libfoo.a"

no actual file called "all"

# 'phony' targets (2)

sometimes want targets that don't actually build file example: "make clean" to remove generated files clean:

rm --force main.o extra.o

## but what if I create...

clean:

► rm --force main.o extra.o

all: program1 program2 libfoo.a

Q: if I make a file called "all" and then "make all" what happens?

Q: same with "clean" and "make clean"?

# marking phony targets

```
clean:
               rm --force main.o extra.o
all: program1 program2 libfoo.a
 .PHONY: all clean
special .PHONY rule says "'all' and 'clean' not real files"
(not required by POSIX, but in every make version I know)
```

## conventional targets

common convention:
target name purpose
(default), all build everything
install install to standard location
test run tests
clean remove generated files

# redundancy (1)

```
program: main.o extra.o
▶ clang -o program main.o extra.o
```

```
extra.o: extra.c extra.h

► clang -o extra.o -c extra.c
main.o: main.c main.h extra.h
```

► clang -o main.o -c main.c what if I want to run clang with -Wall?

what if I want to change to gcc?

# variables/macros (1)

```
CC = gcc
CFLAGS = -Wall -pedantic -std=c11 -fsanitize=address
LDFLAGS = -Wall -pedantic -fsanitize=address
LDLIBS = -lm
program: main.o extra.o
        $(CC) $(LDFLAGS) -o program main.o extra.o $(LDLIBS)
extra.o: extra.c extra.h
         $(CC) $(CFLAGS) -o extra.o -c extra.c
main.o: main.c main.h extra.h
```

\$(CC) \$(CFLAGS) -o main.o -c main.c

# variables/macros (2) CC = gccCFIAGS = -WallIDFLAGS = -WallLDLIBS = -lmprogram: main.o extra.o \$(CC) \$(LDFLAGS) -o \$@ \$^ \$(LDLIBS) extra.o: extra.c extra.h \$(CC) \$(CFLAGS) -o \$0 -c \$< main.o: main.c main.h extra.h \$(CC) \$(CFLAGS) -0 \$0 -c \$< aside: \$^ works on GNU make (usual on Linux), but not portable.

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## suffix rules

```
CC = gcc
CFIAGS = -Wall
IDFLAGS = -Wall
program: main.o extra.o
         $(CC) $(LDFLAGS) -o $@ $^
 .c.o:
         $(CC) $(CFLAGS) -o $@ -c $<
extra.o: extra.c extra.h
main.o: main.c main.h extra.h
aside: $^ works on GNU make (usual on Linux), but not portable.
```

## pattern rules

```
CC = gcc
CFLAGS = -Wall
LDFLAGS = -Wall
LDLIBS = -lm
```

program: main.o extra.o

```
► $(CC) $(LDFLAGS) -o $@ $^ $(LDLIBS)
```

%.o: %.c

rules.

```
$(CC) $(CFLAGS) -o $@ -c $<
```

extra.o: extra.c extra.h main.o: main.c main.h extra.h

main.o: main.c main.n extra.n aside: these rules work on GNU make (usual on Linux), but less portable than suffix

## built-in rules

```
'make' has the 'make .o from .c' rule built-in already, so:
CC = gcc
CFLAGS = -Wall
LDFLAGS = -Wall
LDLIBS = -lm
program: main.o extra.o
         $(CC) $(LDFLAGS) -o $@ $^ $(LDLIBS)
extra.o: extra.c extra.h
main.o: main.c main.h extra.h
(don't actually need to write supplied rule!)
```

# writing Makefiles?

error-prone to automatically all .h dependencies

 M option to gcc or clang outputs Make rule ways of having make run this

Makefile generators other programs that write Makefiles

## other build systems

alternatives to writing Makefiles:

other make-ish build systems
ninja, scons, bazel, maven, xcodebuild, msbuild, ...

tools that generate inputs for make-ish build systems cmake, autotools, qmake, ...

# backup slides