Introduction to make

Reproducible Computing

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make

- Automatically build software / libraries / documents by specifying dependencies
- Originally created by Stuart Feldman in 1976 at Bell Labs
- Almost universally available (all flavors of unix / linux / osx)

Makefile basics

A Makefile provides a list of targets and their dependencies. For each target you then specify the steps necessary to generate the target using the dependencies.

```
target1: depend1 depend2 depend3 ...
    step1
    step2
    step3
    ...
depend1: other_depend
    step1
    step2
```

The targets and their dependencies must form a directed acyclic graph - which is how make evaluates what steps to run and in what order.

Steps

Steps are just one or more shell commands to be executed that will eventually generate the target.

Some important features / requirements:

- Steps must be prefixed with a tab character (not spaces)
- Each step executes in its own shell, therefore commands that change state / environment (e.g. cd) will not necessarily persist.
 - The solution is to string commands together into a single step using; or &&.
- To stop a step from echoing its command when running predix it with a @.

Example 1 - Dependencies

```
a: b c
    @printf "Building a\n"
b:
    @printf "Building b\n"
c:
    @printf "Building c\n"
```

Example 2 - Paper

```
paper.html: paper.Rmd Fig1/fig.png Fig2/fig.png
    Rscript -e "library(rmarkdown);render('paper.Rmd')"

Fig1/fig.png: Fig1/fig.R
    cd Fig1;Rscript fig.R

Fig2/fig.png: Fig2/fig.R
    cd Fig2;Rscript fig.R
```

Smart Execution

Because the Makefile specifies the dependency structure and make knows when a file has changed (by examining the file's modification timestamp) it only runs the steps that depend on the file(s) that have changed.

- After running make the first time, I edit paper. Rmd, what steps run if I run make again?
- What if I edit Fig1/fig.R?
- What if I rename paper.html to paper2.html

Variables

Like shell (or R) we can define variables

```
R_OPTS=--no-save --no-restore --no-site-file
Fig1/fig.png: Fig1/fig.R
cd Fig1;Rscript $(R_OPTS) fig.R
```

Special Targets

By default when running make without arguments it will attempt to build the **first** target in the Makefile (whose name does not start with a .). By convention we often include an all target as this first target, which explicitly specifies how to build everything within the project.

all is an example of what is called a phony target - because there is no all file in the directory. Other common phony targets:

- clean remove any files created by the Makefile, restores to the original state
- install for software packages, installs the compiled programs / libraries / headers

Any phony targets in a Makefile can be listed using the . PHONY special built-in target name,

```
.PHONY: all clean install
```

Example 3 - Phony

```
.PHONY: c
a: b c
    @printf "Building a\n"
b:
    @printf "Building b\n"
c:
    @printf "Building c\n"
```

Builtin Variables

- \$@ the file name of the target
- \$< the name of the first dependency</p>
- \$^ the names of all dependencies
- \$(@D) the directory part of the target
- \$(@F) the file part of the target
- \$(<D) the directory part of the first dependency</p>
- \$(<F) the file part of the first dependency

Pattern Rules

Often we want to build several files in the same way, in these cases we can use % as a special wildcard character to match both targets and dependencies.

So we can go from

```
Fig1/fig.png: Fig1/fig.R
    cd R;Rscript fig.R
Figs2/fig.png: Fig1/fig.R
    cd R;Rscript fig.R
```

to

```
Fig%/fig.png: Fig%/fig.R
cd $(<D);Rscript $(<F)</pre>
```

Example 4 - Paper (Fancy)

```
all: paper.html

paper.html: paper.Rmd Fig1/fig.png Fig2/fig.png
    Rscript -e "library(rmarkdown);render('paper.Rmd')"

Fig%/fig.png: Fig%/fig.R
    cd $(<D);Rscript $(<F)

clean:
    rm -f paper.html
    rm -f Fig*/*.png

.PHONY: all clean</pre>
```

Further Reading / Reference

- Mike Bostock Why use make
- Karl Broman minimal make
- GNU Manual
- GitHub Code Search filename: Makefile