Linking

Computer Systems
Friday, November 17, 2023

Today

- **Linking**
  - Motivation
  - What it does
  - How it works
- **Activity**

Example C Program

```c
int sum(int *a, int n);

int array[2] = {1, 2};

int main(int argc, char** argv)
{
    int val = sum(array, 2);
    return val;
}
```

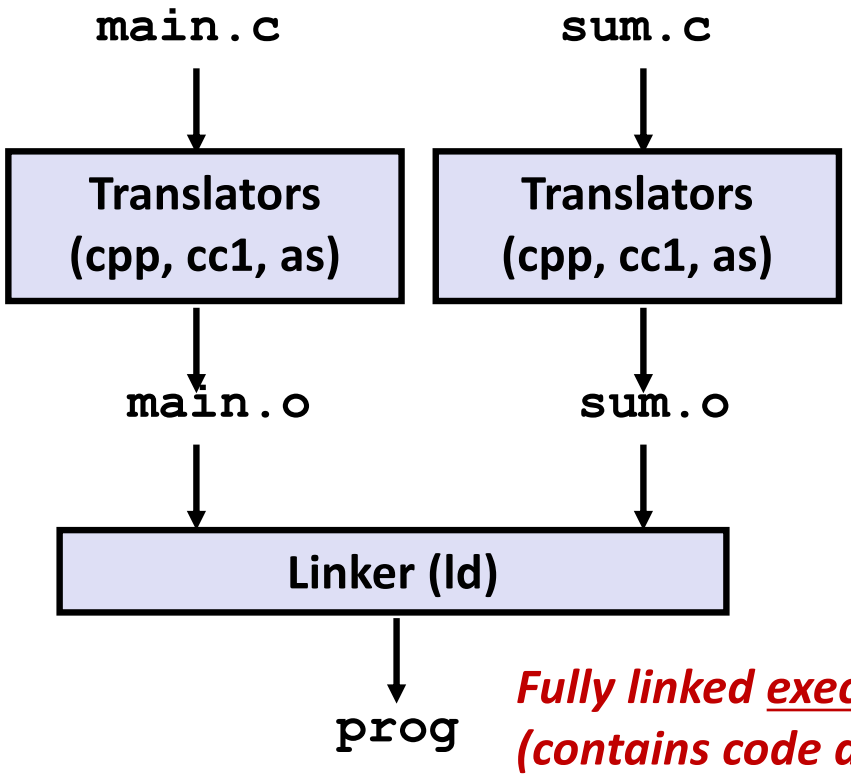
main.c

```c
int sum(int *a, int n)
{
    int i, s = 0;

    for (i = 0; i < n; i++) {
        s += a[i];
    }
    return s;
}
```

sum.c

Linking

- **Programs are translated and linked using a *compiler driver*:**
  - `linux> gcc -Og -o prog main.c sum.c`
  - `linux> ./prog`



Source files

Separately compiled relocatable object files

Fully linked executable object file (contains code and data for all functions defined in `main.c` and `sum.c`)

Why Linkers?

- **Reason 1: Modularity**
  - Program can be written as a collection of smaller source files, rather than one monolithic mass.
  - Can build libraries of common functions
    - e.g., Math library, standard C library
    - Header files in C declare types that are defined in libraries

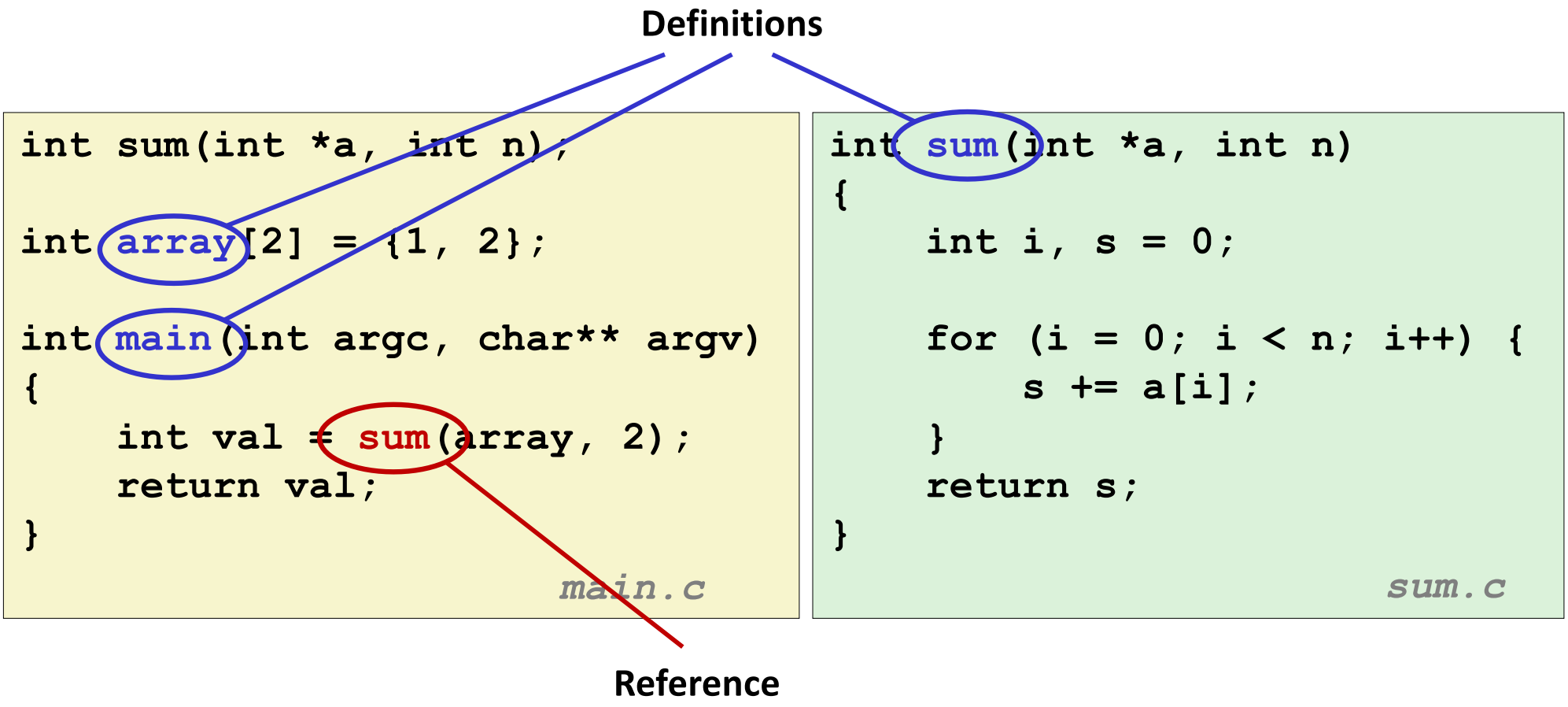
Why Linkers? (cont)

- **Reason 2: Efficiency**
  - Time: Separate compilation
    - Change one source file, compile, and then relink.
    - No need to recompile other source files.
    - Can compile multiple files concurrently.
  - Space: Libraries
    - Common functions can be aggregated into a single file...
    - **Option 1: *Static Linking***
      - Executable files and running memory images contain only the library code they actually use
    - **Option 2: *Dynamic linking***
      - Executable files contain no library code
      - During execution, single copy of library code can be shared across all executing processes

What Do Linkers Do?

- **Step 1: Symbol resolution**
  - Programs define and reference *symbols* (global variables and functions):
    - `void swap() {…}  /* define symbol swap */`
    - `swap();  /* reference symbol swap */`
    - `int *xp = &x;  /* define symbol xp, reference x */`
  - Symbol definitions are stored in object file (by assembler) in *symbol table*.
    - Symbol table is an array of entries
    - Each entry includes name, size, and location of symbol.
  - **During symbol resolution step, the linker associates each symbol reference with exactly one symbol definition.**

Symbols in Example C Program



What Do Linkers Do? (cont'd)

- **Step 2: Relocation**
  - Merges separate code and data sections into single sections
  - Relocates symbols from their relative locations in the `.o` files to their final absolute memory locations in the executable.
  - Updates all references to these symbols to reflect their new positions.

Let's look at these two steps in more detail….

Three Kinds of Object Files (Modules)

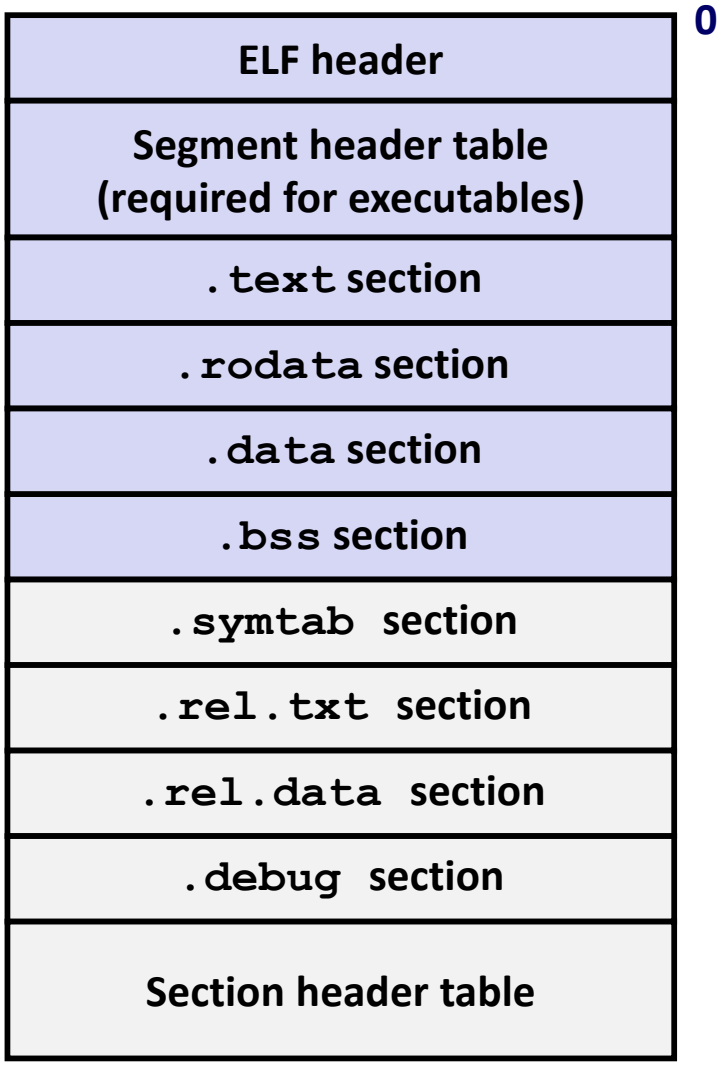
- **Relocatable object file (`.o` file)**
  - Contains code and data in a form that can be combined with other relocatable object files to form executable object file.
    - Each `.o` file is produced from exactly one source (`.c`) file
- **Executable object file (`a.out` file)**
  - Contains code and data in a form that can be copied directly into memory and then executed.
- **Shared object file (`.so` file)**
  - Special type of relocatable object file that can be loaded into memory and linked dynamically, at either load time or run-time.
  - Called *Dynamic Link Libraries* (DLLs) by Windows

Executable and Linkable Format (ELF)

- **Standard binary format for object files**
- **One unified format for**
  - Relocatable object files (`.o`),
  - Executable object files (`a.out`)
  - Shared object files (`.so`)
- **Generic name: ELF binaries**

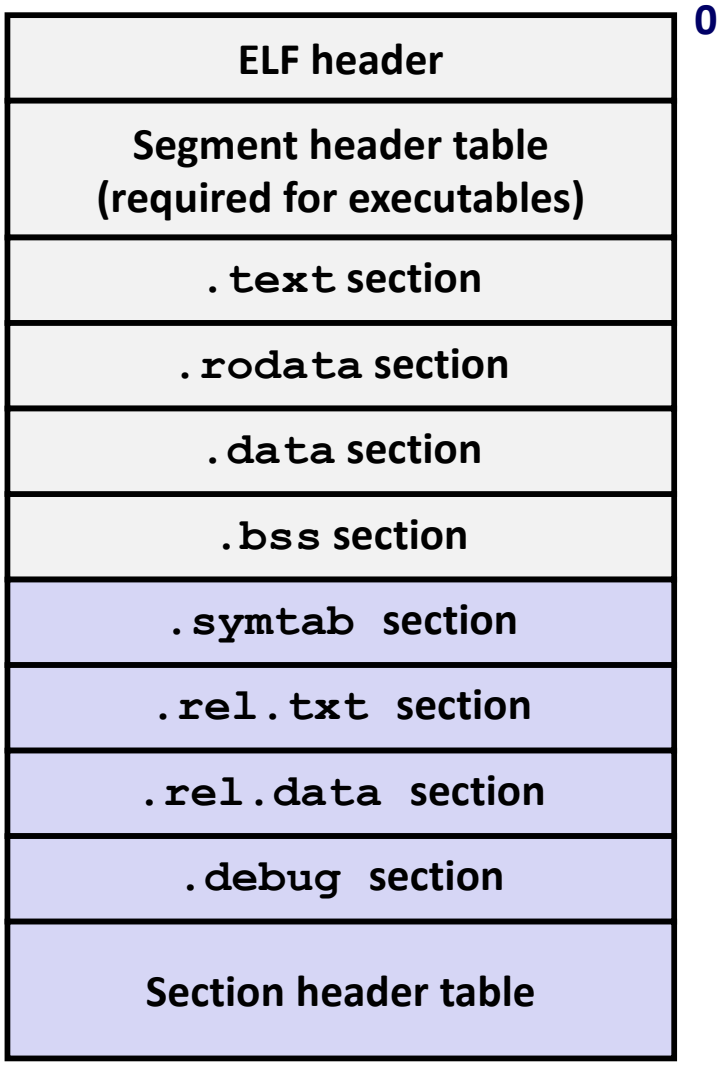
ELF Object File Format

- **Elf header**
  - Word size, byte ordering, file type (.o, exec, .so), machine type, etc.
- **Segment header table**
  - Page size, virtual address memory segments (sections), segment sizes.
- **`.text` section**
  - Code
- **`.rodata` section**
  - Read only data: jump tables, string constants, ...
- **`.data` section**
  - Initialized global variables
- **`.bss` section**
  - Uninitialized global variables
  - "Block Started by Symbol"
  - "Better Save Space"
  - Has section header but occupies no space



ELF Object File Format (cont.)

- **`.symtab` section**
  - Symbol table
  - Procedure and static variable names
  - Section names and locations
- **`.rel.text` section**
  - Relocation info for **`.text`** section
  - Addresses of instructions that will need to be modified in the executable
  - Instructions for modifying
- **`.rel.data` section**
  - Relocation info for **`.data`** section
  - Addresses of pointer data that will need to be modified in the merged executable
- **`.debug` section**
  - Info for symbolic debugging (**`gcc -g`**)
- **Section header table**
  - Offsets and sizes of each section



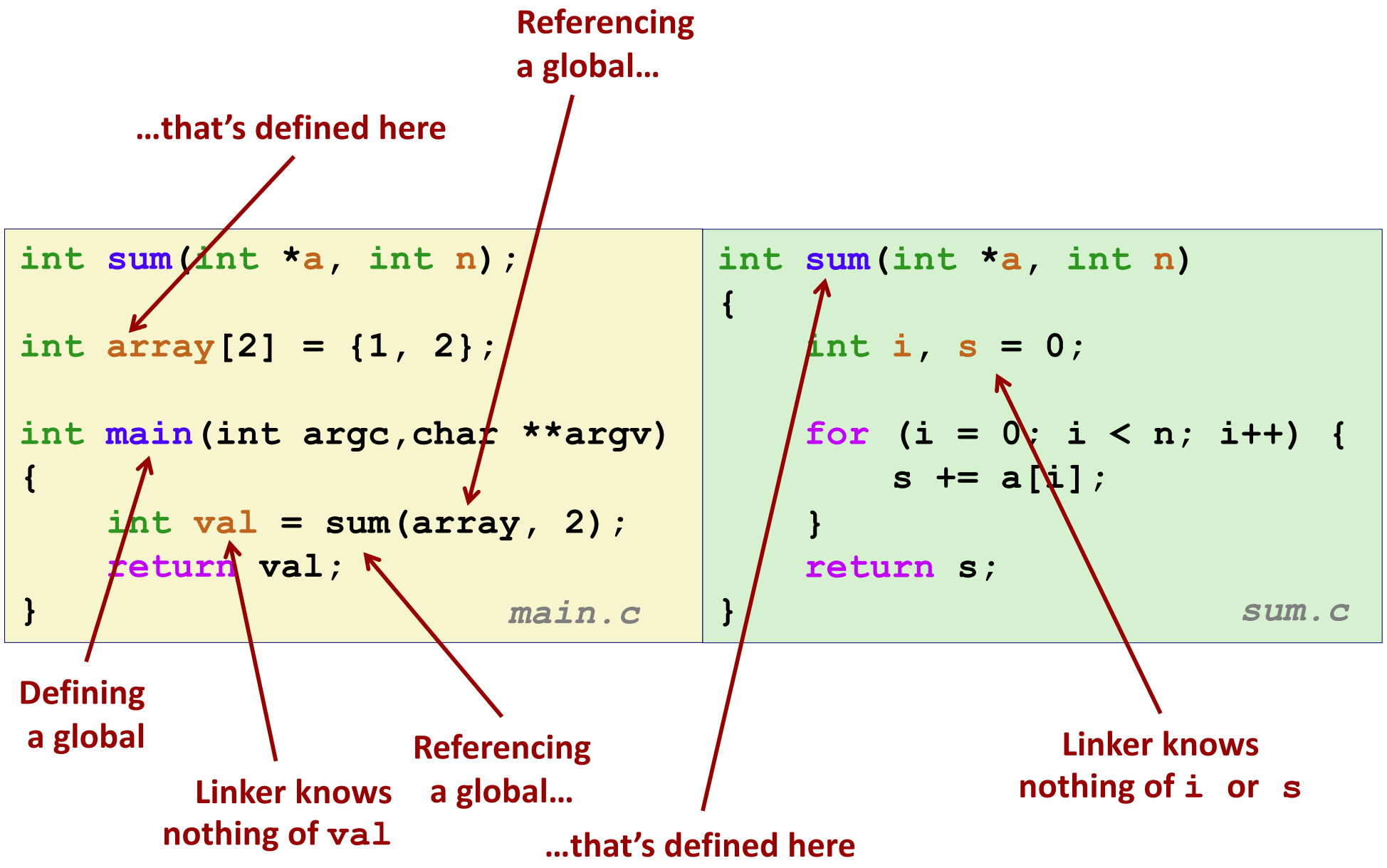
Linker Symbols

- **Global symbols**
  - Symbols defined by module *m* that can be referenced by other modules.
  - e.g., non-`static` C functions and non-`static` global variables.

- **External symbols**
  - Global symbols that are referenced by module *m* but defined by some other module.

- **Local symbols**
  - Symbols that are defined and referenced exclusively by module *m*.
  - e.g, C functions and global variables defined with the `static` attribute.
  - **Local linker symbols are *not* local program variables**

Step 1: Symbol Resolution



Symbol Identification

Which **of the following names will be in the symbol table of `symbols.o`?**

symbols.c:

```
int incr = 1;
static int foo(int a) {
  int b = a + incr;
  return b;
}

int main(int argc,
         char* argv[]) {
  printf("%d\n", foo(5));
  return 0;
}
```

Names:

- `incr`
- `foo`
- `a`
- `argc`
- `argv`
- `b`
- `main`
- `printf`
- `"%d\n"`

Can find this with `readelf`:

```
linux> readelf -s symbols.o
```

Local Symbols

- **Local non-static C variables vs. local static C variables**
  - Local non-static C variables: stored on the stack
  - Local static C variables: stored in either `.bss` or `.data`

```
static int x = 15;

int f() {
    static int x = 17;
    return x++;
}

int g() {
    static int x = 19;
    return x += 14;
}

int h() {
    return x += 27;
}
```

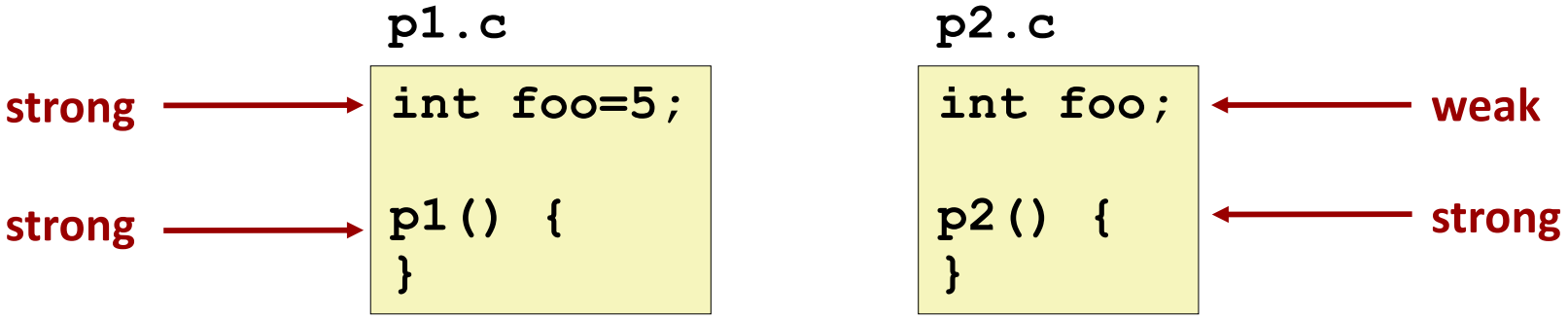
static-local.c

Compiler allocates space in `.data` for each definition of `x`

Creates local symbols in the symbol table with unique names, e.g., `x`, `x.1721` and `x.1724`.

How Linker Resolves Duplicate Symbol Definitions

- **Program symbols are either *strong* or *weak***
  - ***Strong***: procedures and initialized globals
  - ***Weak***: uninitialized globals
    - Or ones declared with specifier **`extern`**



Linker's Symbol Rules

- **Rule 1: Multiple strong symbols are not allowed**
  - Each item can be defined only once
  - Otherwise: Linker error
- **Rule 2: Given a strong symbol and multiple weak symbols, choose the strong symbol**
  - References to the weak symbol resolve to the strong symbol
- **Rule 3: If there are multiple weak symbols, pick an arbitrary one**
  - Can override this with `gcc -fno-common`
- **Puzzles on the next slide**

Linker Puzzles

```
int x;
p1() {}
```

```
p1() {}
```

Link time error: two strong symbols (**p1**)

```
int x;
p1() {}
```

```
int x;
p2() {}
```

References to **x** will refer to the same uninitialized int. Is this what you really want?

```
int x;
int y;
p1() {}
```

```
double x;
p2() {}
```

Writes to **x** in **p2** might overwrite **y**!
Evil!

```
int x=7;
int y=5;
p1() {}
```

```
double x;
p2() {}
```

Writes to **x** in **p2** might overwrite **y**!
Nasty!

```
int x=7;
p1() {}
```

```
int x;
p2() {}
```

References to **x** will refer to the same initialized variable.

Important: Linker does not do type checking.

Type Mismatch Example

```c
long int x;  /* Weak symbol */

int main(int argc,
         char *argv[]) {
    printf("%ld\n", x);
    return 0;
}
```

mismatch-main.c

```c
/* Global strong symbol */
double x = 3.14;
```

mismatch-variable.c

- Compiles without any errors or warnings
- What gets printed?

```
-bash-4.2$ ./mismatch
4614253070214989087
```

Global Variables

- **Avoid if you can**

- **Otherwise**
  - Use **`static`** if you can
  - Initialize if you define a global variable
  - Use **`extern`** if you reference an external global variable
    - Treated as weak symbol
    - But also causes linker error if not defined in some file

Use of `extern` in .h Files (#1)

c1.c

```
#include "global.h"

int f() {
  return g+1;
}
```

global.h

```
extern int g;
int f();
```

c2.c

```
#include <stdio.h>
#include "global.h"

int g = 0;

int main(int argc, char argv[]) {
  int t = f();
  printf("Calling f yields %d\n", t);
  return 0;
}
```

Linking Example

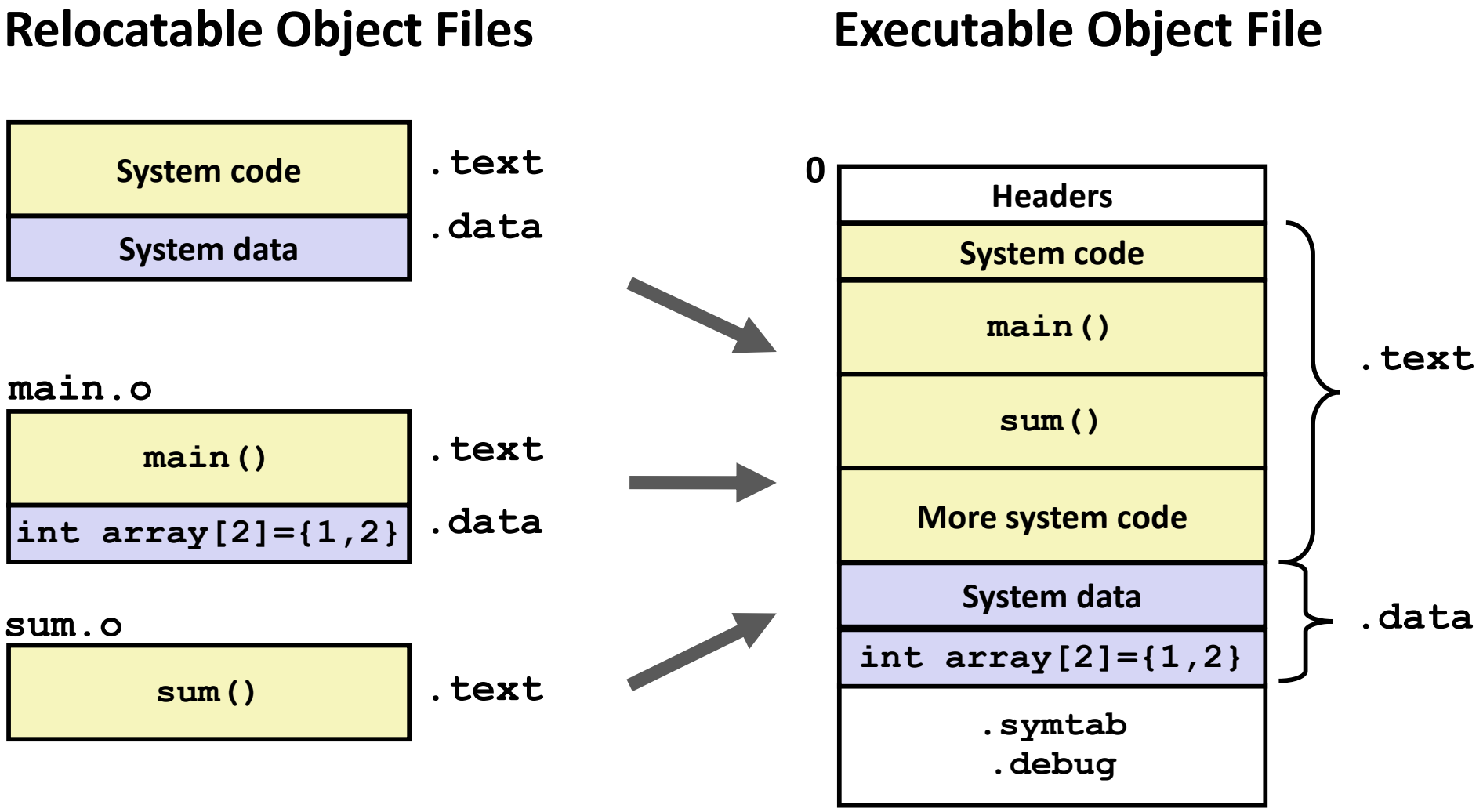
```c
int sum(int *a, int n);

int array[2] = {1, 2};

int main(int argc,char **argv)
{
    int val = sum(array, 2);
    return val;
}
```

main.c

```c
int sum(int *a, int n)
{
    int i, s = 0;

    for (i = 0; i < n; i++) {
        s += a[i];
    }
    return s;
}
```

sum.c

Step 2: Relocation



Relocation Entries

```c
int array[2] = {1, 2};

int main(int argc, char**
argv)
{
    int val = sum(array, 2);
    return val;
}
```

main.c

```
0000000000000000 <main>:
   0:   48 83 ec 08             sub    $0x8,%rsp
   4:   be 02 00 00 00          mov    $0x2,%esi
   9:   bf 00 00 00 00          mov    $0x0,%edi       # %edi = &array
                        a: R_X86_64_32 array          # Relocation entry

   e:   e8 00 00 00 00          callq  13 <main+0x13> # sum()
                        f: R_X86_64_PC32 sum-0x4      # Relocation entry
  13:   48 83 c4 08             add    $0x8,%rsp
  17:   c3                      retq
```

main.o

Source: `objdump -r -d main.o`

Relocated .text section

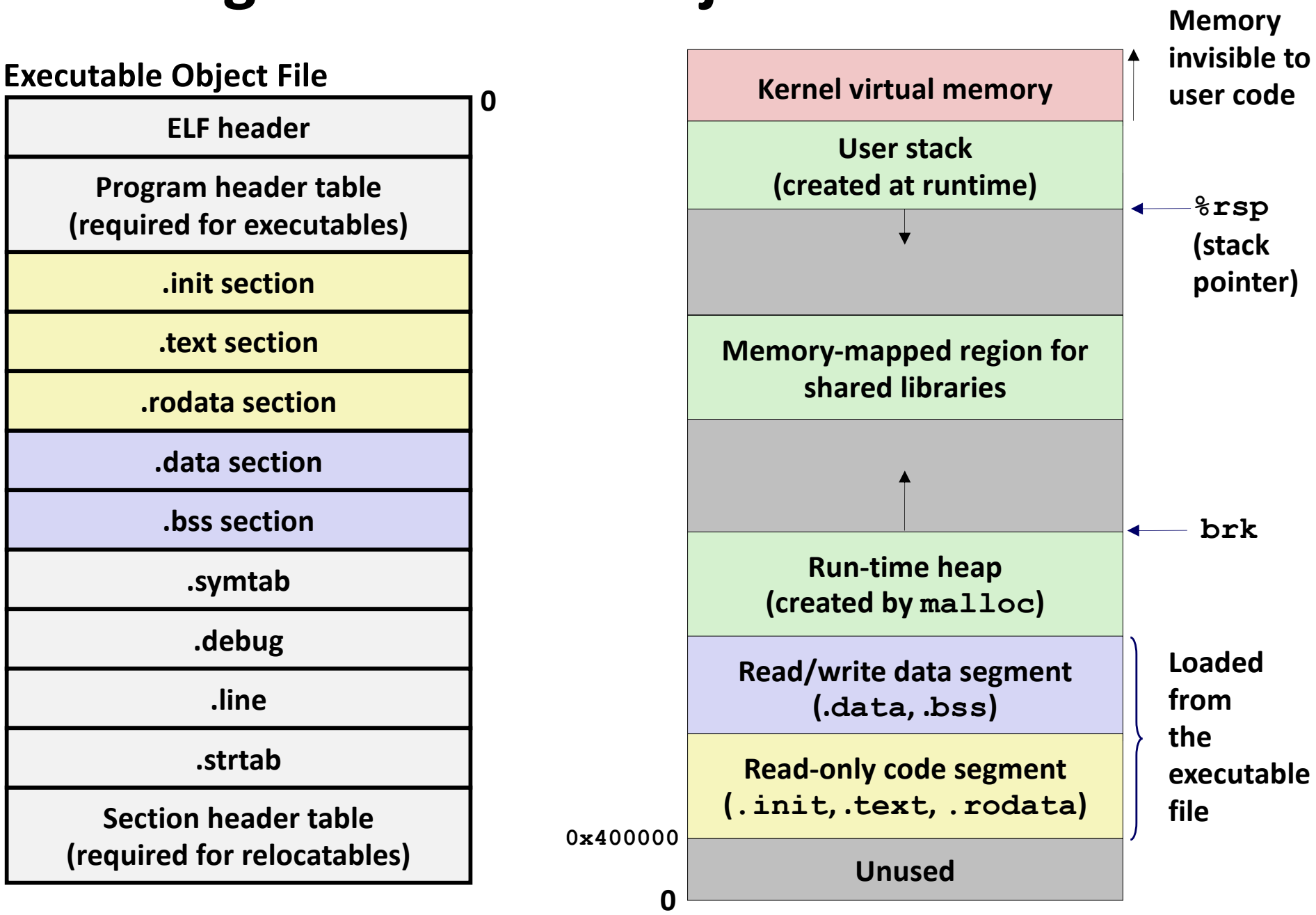
```
00000000004004d0 <main>:
  4004d0:        48 83 ec 08        sub    $0x8,%rsp
  4004d4:        be 02 00 00 00     mov    $0x2,%esi
  4004d9:        bf 18 10 60 00     mov    $0x601018,%edi   # %edi = &array
  4004de:        e8 05 00 00 00     callq  4004e8 <sum>     # sum()
  4004e3:        48 83 c4 08        add    $0x8,%rsp
  4004e7:        c3                 retq

00000000004004e8 <sum>:
  4004e8:        b8 00 00 00 00           mov    $0x0,%eax
  4004ed:        ba 00 00 00 00           mov    $0x0,%edx
  4004f2:        eb 09                    jmp    4004fd <sum+0x15>
  4004f4:        48 63 ca                 movslq %edx,%rcx
  4004f7:        03 04 8f                 add    (%rdi,%rcx,4),%eax
  4004fa:        83 c2 01                 add    $0x1,%edx
  4004fd:        39 f2                    cmp    %esi,%edx
  4004ff:        7c f3                    jl     4004f4 <sum+0xc>
  400501:        f3 c3                    repz retq
```

`callq` instruction uses PC-relative addressing for sum():

0x4004e8 = 0x4004e3 + 0x5

Source: objdump -d prog

Loading Executable Object Files



Linking Recap

- Usually: Just happens, no big deal
- Sometimes: Strange errors