

# CS 33

## Linking and Libraries (2)

## An Urgent Problem

- **printf is found to have a bug**
  - perhaps a security problem
- **All existing instances must be replaced**
  - there are zillions of instances ...
- **Do we have to re-link all programs that use printf?**

# Dynamic Linking

- **Executable is not fully linked**
  - contains list of needed libraries
- **Linkages set up when executable is run**

# Benefits

- **Without dynamic linking**
  - every executable contains copy of printf (and other stuff)
    - » waste of disk space
    - » waste of primary memory
- **With dynamic linking**
  - just one copy of printf
    - » shared by all

# Shared Objects: Unix's Dynamic Linking

## 1 Compile program

## 2 Track down references with *ld*

- *archives* (containing *relocatable objects*) in “.a” files are statically linked
- *shared objects* in “.so” files are dynamically linked
  - » names of needed .so files included with executable

## 3 Run program

- *ld-linux.so* is invoked first to complete the linking and relocation steps, if necessary

Linux supports two kinds of libraries — static libraries, contained in **archives**, whose names end with “.a” (e.g. **libc.a**) and **shared** objects, whose names end with “.so” (e.g. **libc.so**). When **ld** is invoked to handle the linking of object code, it is normally given a list of libraries in which to find unresolved references. If it resolves a reference within a **.a** file, it copies the code from the file and statically links it into the object code. However, if it resolves the reference within a **.so** file, it records the name of the shared object (not the complete path, just the final component) and postpones actual linking until the program is executed.

If the program is fully bound and relocated, then it is ready for direct execution. However, if it is not fully bound and relocated, then **ld** arranges things so that when the program is executed, rather than starting with the program's main function, a runtime version of **ld**, called **ld-linux.so**, is called first. **ld-linux.so** maps all the required libraries into the address space and then calls the main routine.

## Creating a Shared Library

```
$ gcc -fPIC -c myputs.c
$ ld -shared -o libmyputs.so myputs.o
$ gcc -o prog prog.c -fPIC -L. -lpriv1 -lmyputs -Wl,-rpath \
  /home/twd/libs
$ ldd prog
linux-vdso.so.1 => (0x00007fff235ff000)
libmyputs.so => /home/twd/libs/libmyputs.so (0x00007f821370f000)
libc.so.6 => /lib/x86_64-linux-gnu/libc.so.6 (0x00007f821314e000)
/lib64/ld-linux-x86-64.so.2 (0x00007f8213912000)
$ ./prog
My puts: sub1
My puts: sub2
My puts: sub3
```

The `-fPIC` flag tells `gcc` to produce “position-independent code,” which is something we discuss soon. The `ld` command invokes the loader directly. The `-shared` flag tells it to create a shared object. In this case, it’s creating it from the object file **myputs.o** and calling the shared object **libmyputs.so**.

The “`-Wl,-rpath /home/twd/libs`” flag (the third character of the string is a lower-case `L`) tells the loader to indicate in the executable (`prog`) that `ld-linux.so` should look in the indicated directory for shared objects. (The “`-Wl`” part of the flag tells `gcc` to pass the rest of the flag to the loader.)

## Order Still Matters

- **All shared objects listed in the executable are loaded into the address space**
  - whether needed or not
- **ld-linux.so will find anything that's there**
  - looks in the order in which shared objects are listed

## A Problem

- **You've put together a library of useful functions**
  - libgoodstuff.so
- **Lots of people are using it**
- **It occurs to you that you can make it even better by adding an extra argument to a few of the functions**
  - doing so will break all programs that currently use these functions
- **You need a means so that old code will continue to use the old version, but new code will use the new version**



## A Solution

- **The two versions of your program coexist**
  - libgoodstuff.so.1
  - libgoodstuff.so.2
- **You arrange so that old code uses the old version, new code uses the new**
- **Most users of your code don't really want to have to care about version numbers**
  - they want always to link with libgoodstuff.so
  - and get the version that was current when they wrote their programs

## Versioning

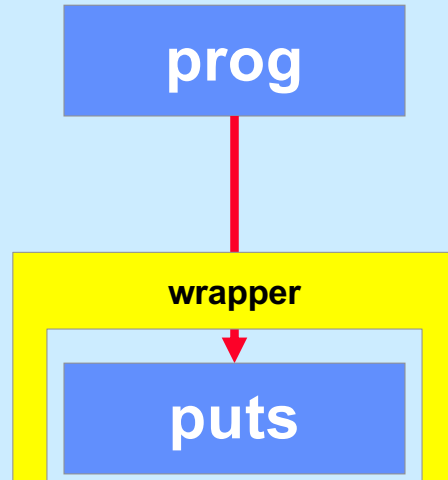
```
$ gcc -fPIC -c goodstuff.c
$ ld -shared -soname libgoodstuff.so.1 \
-o libgoodstuff.so.1 goodstuff.o
$ ln -s libgoodstuff.so.1 libgoodstuff.so
$ gcc -o prog1 prog1.c -L. -lgoodstuff \
-Wl,-rpath .
$ vi goodstuff.c
$ gcc -fPIC -c goodstuff.c
$ ld -shared -soname libgoodstuff.so.2 \
-o libgoodstuff.so.2 goodstuff.o
$ rm -f libgoodstuff.so
$ ln -s libgoodstuff.so.2 libgoodstuff.so
$ gcc -o prog2 prog2.c -L. -lgoodstuff \
-Wl,-rpath .
```

Here we are creating two versions of `libgoodstuff`, in `libgoodstuff.so.1` and in `libgoodstuff.so.2`. Each is created by invoking the loader directly via the “`ld`” command. The “`-soname`” flag tells the loader to include in the shared object its name, which is the string following the flag (“`libgoodstuff.so.1`” in the first call to `ld`). The effect of the “`ln -s`” command is to create a new name (its last argument) in the file system that refers to the same file as that referred to by `ln`’s next-to-last argument. Thus, after the first call to `ln -s`, `libgoodstuff.so` refers to the same file as does `libgoodstuff.so.1`. Thus, the second invocation of `gcc`, where it refers to `-lgoodstuff` (which expands to `libgoodstuff.so`), is actually referring to `libgoodstuff.so.1`.

Then we create a new version of `goodstuff` and from it a new shared object called `libgoodstuff.so.2` (i.e., version 2). The call to “`rm`” removes the name `libgoodstuff.so` (but not the file it refers to, which is still referred to by `libgoodstuff.so.1`). Then `ln` is called again to make `libgoodstuff.so` now refer to the same file as does `libgoodstuff.so.2`. Thus, when `prog2` is linked, the reference to `-lgoodstuff` expands to `libgoodstuff.so`, which now refers to the same file as does `libgoodstuff.so.2`.

If `prog1` is now run, it refers to `libgoodstuff.so.1`, so it gets the old version (version 1), but if `prog2` is run, it refers to `libgoodstuff.so.2`, so it gets the new version (version 2). Thus, programs using both versions of `goodstuff` can coexist.

## Interpositioning



The idea expressed in the slide is that when **prog** calls **puts**, control first goes to the **wrapper**, which then calls **puts**.

Thus references to **puts** from within **prog** actually refer to **wrapper**. But if we do this uniformly, replacing all references to **puts** with **wrapper**, how does **wrapper** call **puts**?

## How To ...

```
int __wrap_puts(const char *s) {
    int __real_puts(const char *);

    write(2, "calling myputs: ", 16);
    return __real_puts(s);
}
```

**\_\_wrap\_puts** is the “wrapper” for **puts**. **\_\_real\_puts** is the “real” *puts* function. What we want is for calls to **puts** to go to **\_\_wrap\_puts**, and calls to **\_\_real\_puts** to go to the real **puts** routine (in `stdio`).

## Compiling/Linking It

```
$ cat tputs.c
int main() {
    puts("This is a boring message.");
    return 0;
}
$ gcc -o tputs -Wl,--wrap=puts tputs.c myputs.c
$ ./tputs
calling myputs: This is a boring message.
$
```

The arguments to `gcc` shown in the slide cause what we asked for in the previous slide to actually happen. Calls to **puts** go to **\_\_wrap\_puts**, and calls to **\_\_real\_puts** go to the real **puts** function.

## How To (Alternative Approach) ...

```
#include <dlfcn.h>

int puts(const char *s) {
    int (*pptr)(const char *);

    pptr = (int(*)())dlsym(RTLD_NEXT, "puts");

    write(2, "calling myputs: ", 16);
    return (*pptr)(s);
}
```

An alternative approach to wrapping is to invoke `ld-linux.so` directly from the program, and have it find the real `puts` function. The call to **`dlsym`** above directly invokes **`ld-linux.so`**, asking it (as given by the first argument) to find the next definition of **`puts`** in the list of libraries. It returns the location of that routine, which is then called (`*pptr`).

## What's Going On ...

- **gcc/ld**
  - compiles code
  - does static linking
    - » searches list of libraries
    - » adds references to shared objects
- **runtime**
  - program invokes *ld-linux.so* to finish linking
    - » maps in shared objects
    - » does relocation and procedure linking as required
  - *dlsym* invokes *ld-linux.so* to do more linking
    - » RTLD\_NEXT says to use the next (second) occurrence of the symbol

# Delayed Wrapping

- **LD\_PRELOAD**
  - environment variable checked by *ld-linux.so*
  - specifies additional shared objects to search (first) when program is started



# Environment Variables

- **Another form of exec**

- `int` `execve(const char *filename,`  
`char *const argv[],`  
`char *const envp[]);`

- **envp is an array of strings, of the form**

- `key=value`

- **programs can search for values, given a key**

- **example**

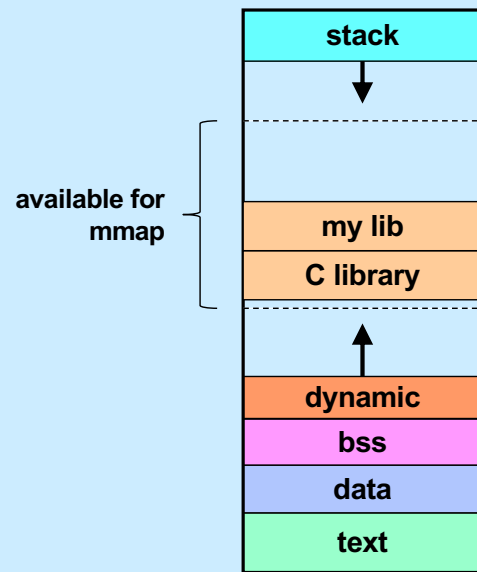
- `PATH=~/.bin:/bin:/usr/bin:/course/cs0330/bin`

## Example

```
$ gcc -o tputs tputs.c
$ ./tputs
This is a boring message.
$ LD_PRELOAD=./libmyputs.so.1; export LD_PRELOAD
$ ./tputs
calling myputs: This is a boring message.
$
```

Here we add "LD\_PRELOAD=./libmyputs.so.1" to the environment. The export command instructs the shell to supply this as part of the environment for the commands it runs.

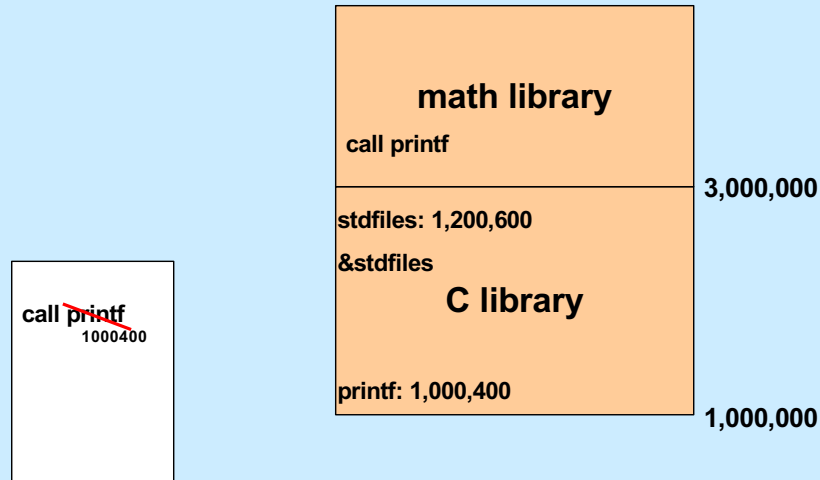
# Mmapping Libraries



## Problem

- How is relocation handled?

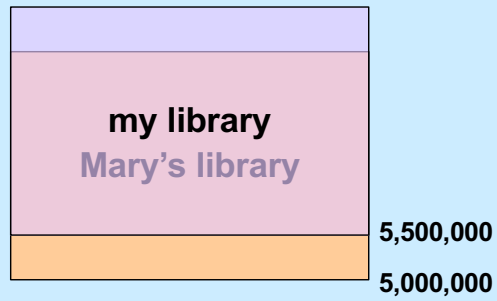
## Pre-Relocation



One simple approach to relocation is to avoid it: everything is pre-assigned a location in memory—this is known as **pre-relocation**.

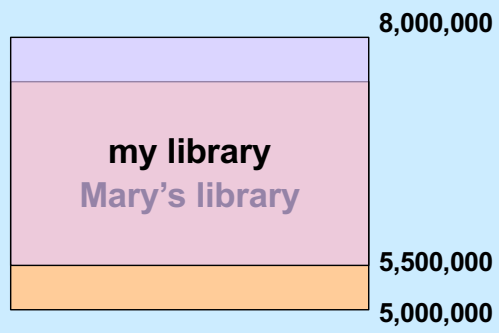
Assuming we're using pre-relocation, the C library and the math library would be assumed to be in virtual memory at their pre-assigned locations. In the slide, these would be starting at locations 1,000,000 and 3,000,000, respectively. Let's suppose printf, which is in the C library, is at location 1,000,400. Thus, calls to printf at static link time could be linked to that address. If the math library also contains calls to printf, these would be linked to that address as well. The C library might contain a global identifier, such as stdfiles. Its address would also be known.

**But ...**



Pre-relocation doesn't work if we have two libraries pre-assigned such that they overlap. If so, at least one of the two will have to be moved, necessitating relocation.

**But ...**



## Quiz 1

We need to relocate all references to Mary's library in my library. What option should we give to *mmap* when we map my library into our address space?

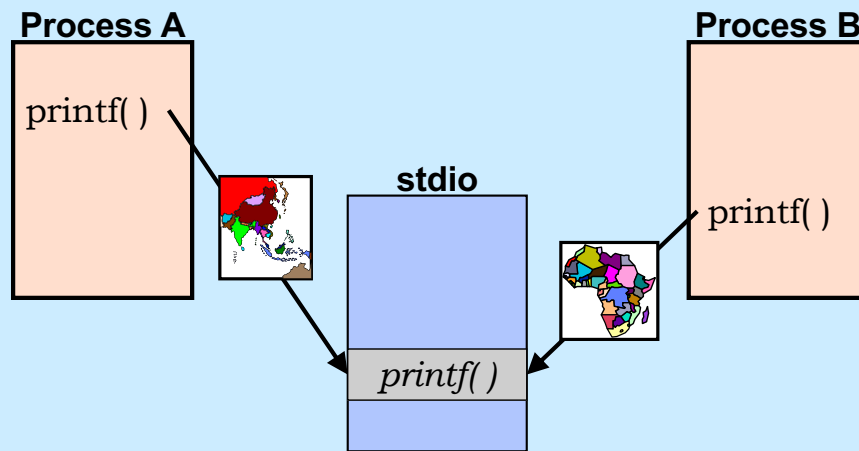
- a) the `MAP_PRIVATE` option
- b) the `MAP_SHARED` option
- c) `mmap` can't be used in this situation



## Relocation Revisited

- **Modify shared code to effect relocation**
  - result is no longer shared!
- **Separate shared code from (unshared) addresses**
  - position-independent code (PIC)
  - code can be placed anywhere
  - addresses in separate private section
    - » pointed to by a register

## Mapping Shared Objects



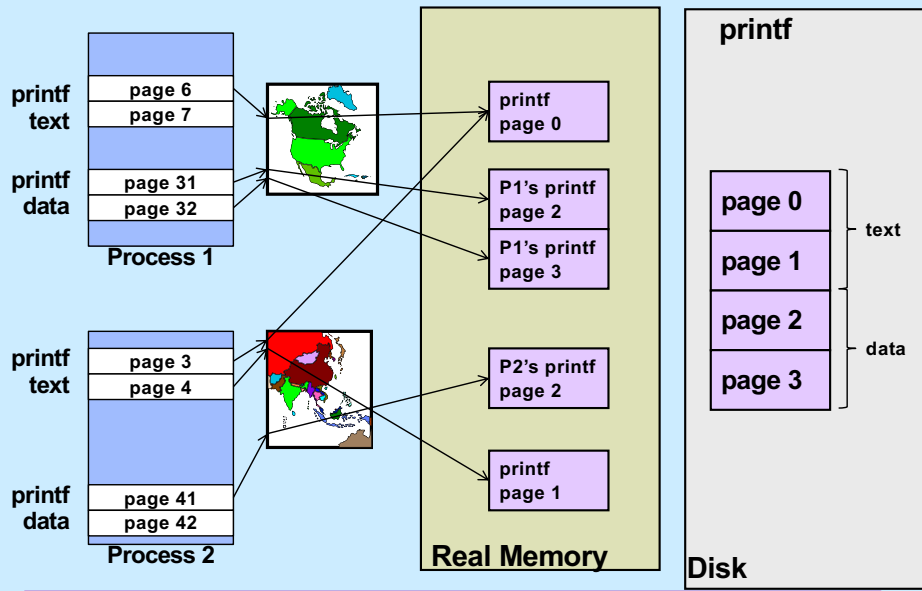
The C library (and other libraries) can be mapped into different locations in different processes' address spaces.

## Mapping printf into the Address Space

- **Printf's text**
  - read-only
  - can it be shared?
    - » yes: use MAP\_SHARED
- **Printf's data**
  - read-write
  - not shared with other processes
  - initial values come from file
  - can mmap be used?
    - » MAP\_SHARED wouldn't work
      - changes made to data by one process would be seen by others
    - » MAP\_PRIVATE does work!
      - mapped region is initialized from file
      - changes are private

For this slide, we assume relocation is dealt with through the use of **position-independent code** (PIC).

# Mapping printf



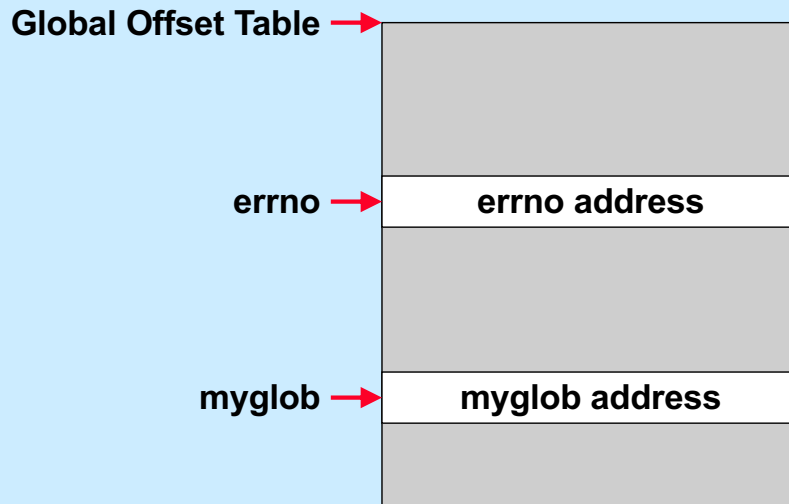
## Position-Independent Code

- Produced by gcc when given the `-fPIC` flag
- Processor-dependent; x86-64:
  - each dynamic executable and shared object has:
    - » procedure-linkage table
      - shared, read-only executable code
      - essentially stubs for calling functions
    - » global-offset table
      - private, read-write data
      - relocated dynamically for each process
    - » relocation table
      - shared, read-only data
      - contains relocation info and symbol table

To provide position-independent code on x86-64, ELF requires three data structures for each dynamic executable (i.e., the program binary loaded by *exec*) and shared object: the **procedure-linkage table**, the **global-offset table**, and the **relocation table**. To simplify discussion, we refer to dynamic executables and shared objects as **modules**. The procedure linkage table contains the code that's actually called when control is to be transferred to an externally defined routine. It is shared by all processes using the associated executable or object, and makes use of data in the global-object table to link the caller to the called program. Each process has its own private copy of each global-object table. It contains the relocated addresses of all externally defined symbols. Finally, the relocation table contains much information about each module. What is used for linking is relocation information and the symbol table, as we explain in the next few slides.

How things work is similar for other architectures, but definitely not the same.

## Global-Offset Table: Data References



To establish position-independent references to global variables, the compiler produces, for each module, a **global-offset table**. Modules refer to global variables indirectly by looking up their addresses in the table, using PC-relative addressing. The item needed is at some fixed offset from the beginning of the table. When the module is loaded into memory, ld-linux.so is responsible for putting into it the actual addresses of all the needed global variables.

## Functions in Shared Objects

- **Lots of them**
- **Many are never used**
- **Fix up linkages on demand**

## An Example

```
int main( ) {  
    puts("Hello world\n");  
    ...  
    return 0;  
}
```

```
000000000000006b0 <main>:  
6b0: 55                push   %rbp  
6b1: 48 89 e5          mov    %rsp,%rbp  
6b4: 48 8d 3d 99 00 00 00 lea   0x99(%rip),%rdi  
6bb: e8 a0 fe ff ff    callq 560 <puts@plt>  
...
```

The top half of the slide contains an excerpt from a C program. For the bottom half, we've compiled the program and have printed what "objdump -d" produces for main. Note that the call to puts is actually a call to "puts@plt", which is a reference to the procedure linkage table.



## Before Calling puts

```
.PLT0:
    pushq GOT+8(%rip)
    jmp   *GOT+16(%rip)
    nop; nop
    nop; nop
.puts:
    jmp   *puts@GOT(%rip)
.putsnext:
    pushq $putsRelOffset
    jmp   .PLT0
.PLT2:
    jmp   *name2@GOT(%rip)
.PLT2next:
    pushq $name2RelOffset
    jmp   .PLT0
```

Procedure-Linkage Table

```
GOT:
    .quad _DYNAMIC
    .quad identification
    .quad ld-linux.so

puts:
    .quad .putsnext
name2:
    .quad .PLT2next
```

Relocation info:

```
GOT_offset(puts), symx(puts)
```

```
GOT_offset(name2), symx(name2)
```

Relocation Table

Dealing with references to external procedures is considerably more complicated than dealing with references to external data. This slide shows the procedure linkage table, global offset table, and relocation information for a module that contains references to external procedures **puts** and **name2**. Let's follow a call to procedure **puts**. The general idea is before the first call to **puts**, the actual address of the **puts** procedure is not recorded in the global-offset table. Instead, the first call to **puts** actually invokes `ld-linux.so`, which is passed parameters indicating what is really wanted. It then finds **puts** and updates the global-offset table so that things are more direct on subsequent calls.

To make this happen, references from the module to **puts** are statically linked to entry `.puts` in the procedure-linkage table. This entry contains an unconditional jump (via PC-relative addressing) to the address contained in the **puts** offset of the global-offset table. Initially this address is of the instruction following the jump instruction, which contains code that pushes onto the stack the offset of the **puts** entry in the relocation table (which contains a reference to the name, "puts", as well as the offset within the global-offset-table of where the actual address of `puts` will be written). The next instruction is an unconditional jump to the beginning of the procedure-linkage table, entry `.PLT0`. Here there's code that pushes onto the stack the second 64-bit word of the global-offset table, which contains a value identifying this module. The following instruction is an unconditional jump to the address in the third word of the global-offset table, which is conveniently the address of `ld-linux.so`. Thus, control finally passes to `ld-linux.so`, which looks back on the stack and determines which module has called it and what that module really wants to call. It figures this out based on the module-identification word and the relocation table entry, which contains the offset of the **puts** entry in the global-offset table (which is what must be updated) and the index of **puts** in the symbol table (so it knows the name of what it must locate).

## After Calling puts

```
.PLT0:
    pushq GOT+8(%rip)
    jmp  *GOT+16(%rip)
    nop; nop
    nop; nop
.puts:
    jmp  *puts@GOT(%rip)
.putsnext:
    pushq $putsRelOffset
    jmp  .PLT0
.PLT2:
    jmp  *name2@GOT(%rip)
.PLT2next:
    pushq $name2RelOffset
    jmp  .PLT0
```

Procedure-Linkage Table

```
GOT:
    .quad _DYNAMIC
    .quad identification
    .quad ld-linux.so

puts:
    .quad puts
name2:
    .quad .PLT2next
```

### Relocation info:

```
GOT_offset(puts), symx(puts)
```

```
GOT_offset(name2), symx(name2)
```

Relocation Table

Finally, `ld-linux.so` writes the actual address of the `puts` procedure into the `puts` entry of the global-offset table, and, after unwinding the stack a bit, passes control to `puts`. On subsequent calls by the module to `puts`, since the global-offset table now contains `puts`'s address, control goes to it more directly, without an invocation of `ld-linux.so`.

## Quiz 2

On the second and subsequent calls to *puts*

- a) control goes directly to *puts*
- b) control goes to an instruction that jumps to *puts*
- c) control still goes to *ld-linux.so*, but it now transfers control directly to *puts*

# CS 33

## Multithreaded Programming (1)

# Multithreaded Programming

- **A thread is a virtual processor**
  - an independent agent executing instructions
- **Multiple threads**
  - multiple independent agents executing instructions

## Why Threads?

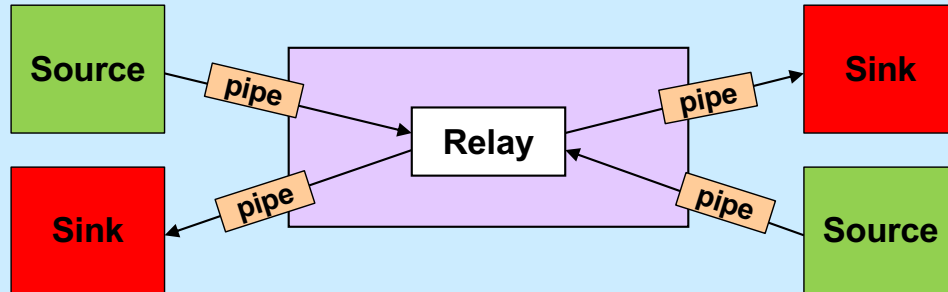


- Many things are easier to do with threads
- Many things run faster with threads

A **thread** is the abstraction of a processor — it is a **thread of control**. We are accustomed to writing single-threaded programs and to having multiple single-threaded programs running on our computers. Why does one want multiple threads running in the same program? Putting it only somewhat over-dramatically, programming with multiple threads is a powerful paradigm.

So, what is so special about this paradigm? Programming with threads is a natural means for dealing with **concurrency**. As we will see, concurrency comes up in numerous situations. A common misconception is that it is a useful concept only on multiprocessors. Threads do allow us to exploit the features of a multiprocessor, but they are equally useful on uniprocessors — in many instances a multithreaded solution to a problem is simpler to write, simpler to understand, and simpler to debug than a single-threaded solution to the same problem.

## A Simple Example



For a simple example of a problem that is more easily solved with threads than without, let's look at the stream relay example from the previous lecture.

# Life Without Threads

```
void relay(int left, int right) {
    fd_set rd, wr;
    int left_read = 1, right_write = 0;
    int right_read = 1, left_write = 0;
    int sizeLR, sizeRL, wret;
    char bufLR[BSIZE], bufRL[BSIZE];
    char *bufpR, *bufpL;
    int maxFD = max(left, right) + 1;

    fcntl(left, F_SETFL, O_NONBLOCK);
    fcntl(right, F_SETFL, O_NONBLOCK);

    while(1) {
        FD_ZERO(&rd);
        FD_ZERO(&wr);
        if (left_read)
            FD_SET(left, &rd);
        if (right_read)
            FD_SET(right, &rd);
        if (left_write)
            FD_SET(left, &wr);
        if (right_write)
            FD_SET(right, &wr);

        select(maxFD, &rd, &wr, 0, 0);

        if (FD_ISSET(left, &rd)) {
            sizeLR = read(left, bufLR, BSIZE);
            left_read = 0;
            right_write = 1;
            bufpR = bufLR;
        }
        if (FD_ISSET(right, &rd)) {
            sizeRL = read(right, bufRL, BSIZE);
            right_read = 0;
            left_write = 1;
            bufpL = bufRL;
        }
        if (FD_ISSET(right, &wr)) {
            if ((wret = write(right, bufpR, sizeLR)) == sizeLR) {
                left_read = 1; right_write = 0;
            } else {
                sizeLR -= wret; bufpR += wret;
            }
        }
        if (FD_ISSET(left, &wr)) {
            if ((wret = write(left, bufpL, sizeRL)) == sizeRL) {
                right_read = 1; left_write = 0;
            } else {
                sizeRL -= wret; bufpL += wret;
            }
        }
    }
    return 0;
}
```

Here's the event-oriented solution we devised earlier that uses *select* (and is rather complicated).



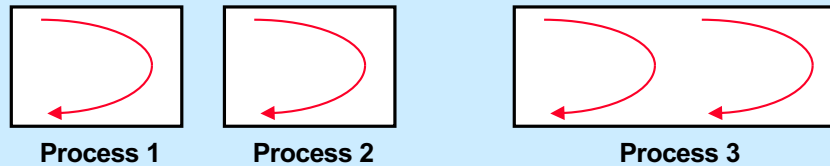
## Life With Threads

```
void copy(int source, int destination) {
    struct args *targs = args;
    char buf[BFSIZE];

    while(1) {
        int len = read(source, buf, BFSIZE);
        write(destination, buf, len);
    }
}
```

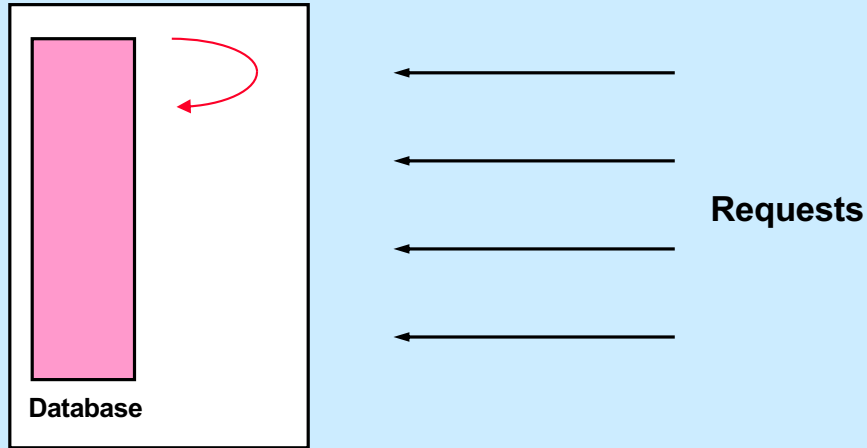
Here's an essentially equivalent solution that uses threads rather than select. We've left out the code that creates the threads (we'll see that pretty soon), but what's shown is executed by each of two threads. One has source set to the left side and destination to the right side, the other vice versa.

## Processes vs. Threads



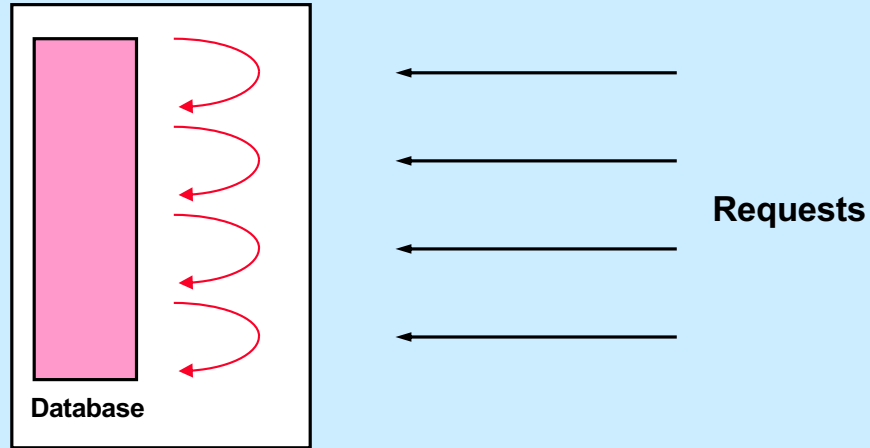
Threads provide concurrency, but so do processes. So, what is the difference between two single-threaded processes and one two-threaded process? First of all, if one process already exists, it is much cheaper to create another thread in the existing process than to create a new process. Switching between the contexts of two threads in the same process is also often cheaper than switching between the contexts of two threads in different processes. Finally, two threads in one process share everything — both address space and open files; the two can communicate without having to copy data. Though two different processes can share memory in modern Unix systems, the most common forms of interprocess communication are far more expensive.

## Single-Threaded Database Server



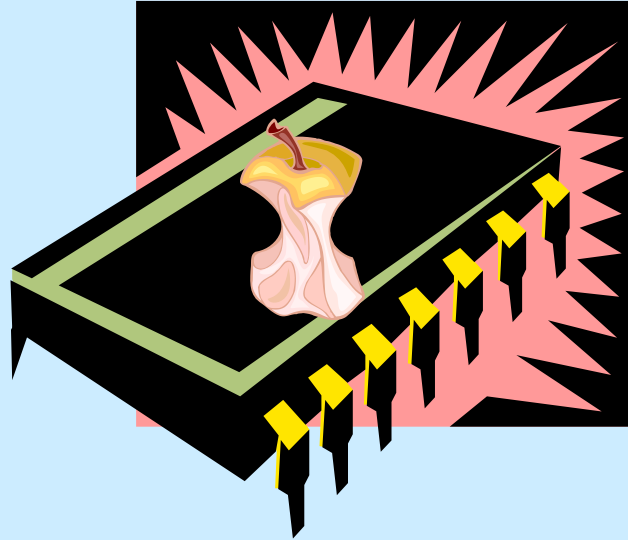
Here is another server example, a database server handling multiple clients. The single-threaded approach to dealing with these requests is to handle them sequentially or to multiplex them explicitly. The former approach would be unfair to quick requests occurring behind lengthy requests, and the latter would require fairly complex and error-prone code.

## Multithreaded Database Server

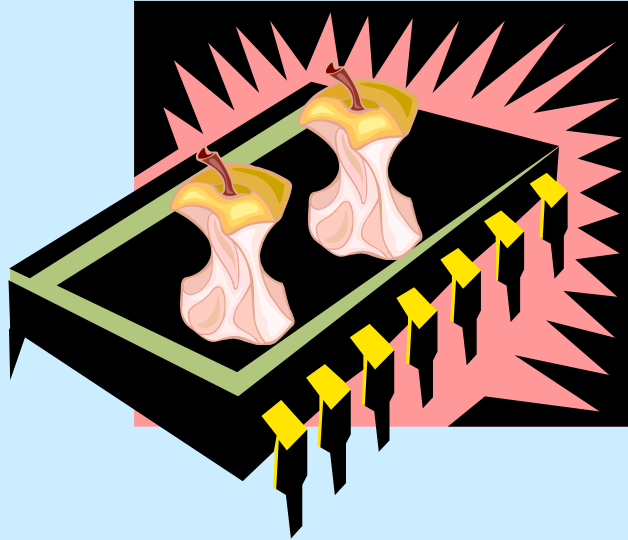


We now rearchitect our server to be multithreaded, assigning a separate thread to each request. The code is as simple as in the sequential approach and as fair as in the multiplexed approach. Some synchronization of access to the database is required, a topic we will discuss soon.

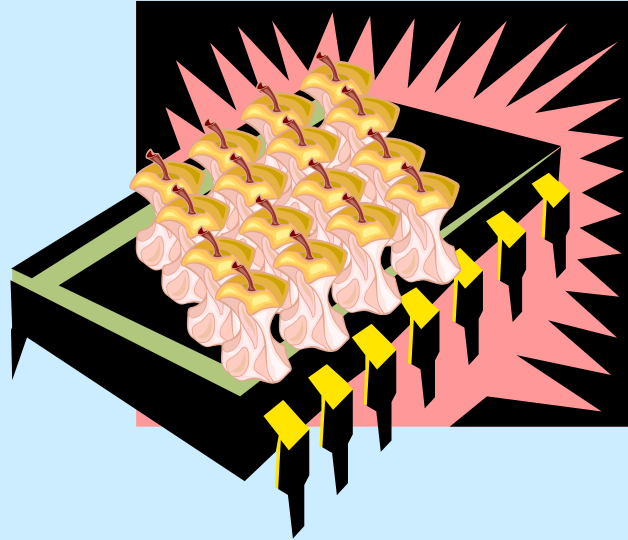
## Single-Core Chips



## Dual-Core Chips



## Multi-Core Chips



# Good News/Bad News



## Good news

- multi-threaded programs can take advantage of multi-core chips (single-threaded programs cannot)

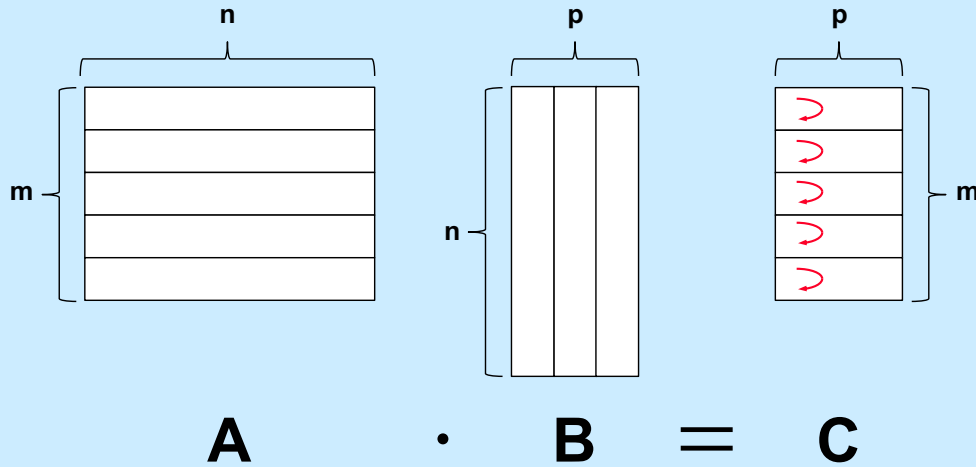


## Bad news

- it's not easy
  - » must have parallel algorithm
    - employing at least as many threads as processors
    - threads must keep processors busy
      - doing useful work



# Matrix Multiplication Revisited



## Standards

- **POSIX 1003.4a → 1003.1c → 1003.1j**
- **Microsoft**
  - Win32/64

Despite the long-known advantages of programming with threads, only relatively recently have standard APIs for multithreaded programming been developed. The most important of these APIs, at least in the Unix world, is the one developed by the group known as POSIX 1003.4a. This effort took a number of years and in the summer of 1995 resulted in an approved standard, which is now known by the number 1003.1c. In 2000, the POSIX advanced realtime standard, 1003.1j, was approved. It contains a number of additional features added to POSIX threads.

Microsoft, characteristically, produced a threads package whose interface has little in common with those of the Unix world. Moreover, there are significant differences between the Microsoft and POSIX approaches — some of the constructs of one cannot be easily implemented in terms of the constructs of the other, and vice versa. Despite this, both approaches are equally useful for multithreaded programming.