CS 33

Libraries
Libraries

- Collections of useful stuff
- Allow you to:
  - incorporate items into your program
  - substitute new stuff for existing items
- Often ugly …
Creating a Library

```
$ gcc -c sub1.c sub2.c sub3.c
$ ls
sub1.c  sub2.c  sub3.c
sub1.o  sub2.o  sub3.o
$ ar cr libpriv1.a sub1.o sub2.o sub3.o
$ ar t libpriv1.a
sub1.o
sub2.o
sub3.o
$```

Using a Library

$ cat prog.c
int main() {
    sub1();
    sub2();
    sub3();
}
$ cat sub1.c
void sub1() {
    puts("sub1");
}

$ gcc -o prog prog.c -L. -lpriv1
$ ./prog
sub1
sub2
sub3

Where does \textit{puts} come from?

$ gcc -o prog prog.c -L. \ -lpriv1 \ -L/lib/x86_64-linux-gnu -lc
Static-Linking: What’s in the Executable

• ld puts in the executable:
  » (assuming all .c files have been compiled into .o files)
    – all .o files from argument list (including those newly compiled)
    – .o files from archives as needed to satisfy unresolved references
      » some may have their own unresolved references that may need to be resolved from additional .o files from archives
      » each archive processed just once (as ordered in argument list)
        • order matters!
Example

$ cat prog2.c
int main() {
    void func1();
    func1();
    return 0;
}

$ cat func1.c
void func1() {
    void func2();
    func2();
}

$ cat func2.c
void func2() {
}
Order Matters ...

$ ar t libf1.a
func1.o
$ ar t libf2.a
func2.o
$ gcc -o prog2 prog2.c -L. -lf1 -lf2
$
$ gcc -o prog2 prog2.c -L. -lf2 -lf1
./libf1.a(sub1.o): In function `func1':
func1.c:(.text+0xa): undefined reference to `func2'
collect2: error: ld returned 1 exit status
Substitution

```c
int puts(char *s) {
    write(1, "My puts: ", 9);
    write(1, s, strlen(s));
    write(1, "\n", 1);
    return 1;
}
```

$ gcc -c myputs.c
$ ar cr libmyputs.a myputs.o
$ gcc -o prog prog.c -L. -lpriv1 -lmyputs
$ ./prog
My puts: sub1
My puts: sub2
My puts: sub3
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
Creating a Shared Library (1)

$ gcc -fPIC -c myputs.c
$ ld -shared -o libmyputs.so myputs.o
$ gcc -o prog prog.c -L. -lpriv1 -lmyputs
$ ./prog
./prog: error while loading shared libraries: libmyputs.so: cannot open shared object file: No such file or directory
$ ldd prog
linux-vdso.so.1 => (0x00007fff953fc000)
libmyputs.so => not found
libc.so.6 => /lib/x86_64-linux-gnu/libc.so.6 (0x00007f7389174000)
/lib64/ld-linux-x86-64.so.2 (0x00007f7389536000)
Creating a Shared Library (2)

$ gcc -o prog prog.c -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
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
Versioning

$ gcc -fPIC -c myputs.c
$ ld -shared -soname libmymyputs.so.1 \ 
-o libmymyputs.so.1 myputs.o
$ ln -s libmymyputs.so.1 libmymyputs.so
$ gcc -o prog1 prog1.c -L. -lpriv1 -lmyputs \ 
-Wl,-rpath .
$ vi myputs.c
$ gcc -fPIC -c myputs.c
$ ld -shared -soname libmymyputs.so.2 \ 
-o libmymyputs.so.2 myputs.o
$ rm -f libmymyputs.so
$ ln -s libmymyputs.so.2 libmymyputs.so
$ gcc -o prog2 prog2.c -L. -lpriv1 -lmyputs \ 
-Wl,-rpath .
Interpositioning

prog

wrapper

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

    write(2, "calling myputs: ", 16);
    return __real_puts(s);
}
Compiling/Linking It

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

available for mmap

stack

my lib

C library

dynamic

bss

data

text
Problem

• How is relocation handled?
Pre-Relocation

```
math library
  call printf

stdfiles: 1,200,600
 &stdfiles

printf: 1,000,400
```

```
C library
```

```call printf 1000400
```
But …

Mary's library
5,500,000

my library
Mary's library
5,000,000
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 `mylibrary` into our address space?

a) the MAP_SHARED option
b) the MAP_PRIVATE 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

Process A

printf( )

stdio

printf( )

Process B

printf( )
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
Mapping printf

Process 1
- printf text: page 6, page 7
- printf data: page 31, page 32

Process 2
- printf text: page 3, page 4
- printf data: page 41, page 42

Real Memory
- printf page 0
- P1’s printf page 2
- P1’s printf page 3
- P2’s printf page 2
- printf page 1

Disk
- page 0
- page 1
- page 2
- page 3

Sections:
- page 6
- page 7
- page 31
- page 32
- page 3
- page 4
- page 41
- page 42
Position-Independent Code

• 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
Global-Offset Table: Data References

Global Offset Table

- errno
  - errno address
- myglob
  - myglob address
Procedures in Shared Objects

• Lots of them
• Many are never used
• Fix up linkages on demand
Before Calling Name1

```
.PLT0:
    pushq  GOT+8(%rip)
    jmp   *GOT+16(%rip)
nop;  nop
    nop;  nop
.PLT1:
    jmp   *name1@GOTPCREL(%rip)
.PLT1next
    pushq  $name1RelOffset
    jmp   .PLT0
.PLT2:
    jmp   *name2@GOTPCREL(%rip)
.PLT2next
    pushq  $name2RelOffset
    jmp   .PLT0
```

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

name1:
```
.quad .PLT1next
```

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

Relocation info:
```
GOT_offset(name1), symx(name1)
GOT_offset(name2), symx(name2)
```

Relocation Table
After Calling Name1

Procedure-Linkage Table

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

.name1:
  .quad name1

.name2:
  .quad .PLT2next

Relocation info:

GOT_offset(name1), symx(name1)

GOT_offset(name2), symx(name2)