

# Compiler and Toolchain

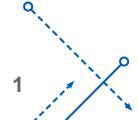
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Portions of this lecture are from the Princeton COS 217 course slides

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### gcc - GNU Compiler Collection

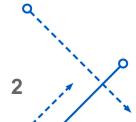
- C compiler as we know it is actually many tools
- This is because

gcc history

Common compiler design

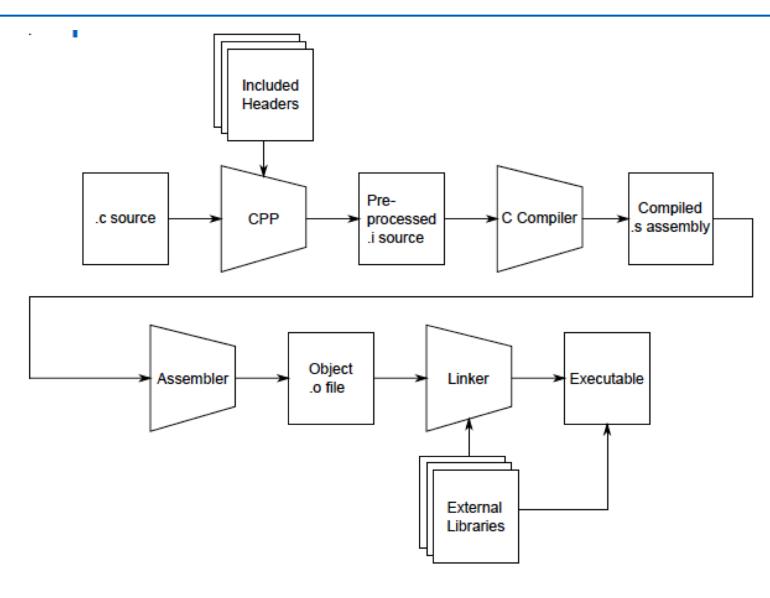
Specific design goal of compilation in parts

- We actually invoke the compiler driver
- Compiler is only a single step of a multi-step process





# **Complete Toolchain**





## Compiler Toolchain - Example

- C source
- Pre-processor
   Expanded C source
- C Compiler
   Assembly source
- AssemblerObject code
- LinkerExecutable binary

```
#include <stdio.h>
#define NUM 42
Int main() {
  int a=NUM;
  printf("Hello,
world\n");
  return 0;
```



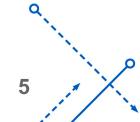
# C Preprocessor

- Performs source-code transformations before compiling
- Does not understand C can be used for other things
- Three main functions

Apply pre-processor directives

Replace all macros with actual values/code

Remove all comments





## C Preprocessor Directives

- Primary task is to apply pre-processor directives
- Directives begin with #
- #include: insert another file
- #define: Define a symbol or a macro
- #ifdef/#endif: Include the enclosed block only if a symbol is defined
- #if/#endif: Include only if a condition is true
- Preprocessor directives DO NOT end with a semicolon



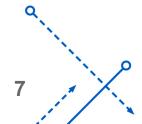


# **Defining Symbols and Macros**

#define directive defines a symbol or macro

```
#define PI 3.14159
#define PLUSONE(x) (x + 1)
PLUSONE(PI) /* Becomes (3.14159 + 1) */
```

- Macros are expanded, not calculated
- Expansion given to the next stage in compilation



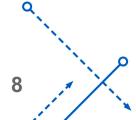


# Preprocessing – Conditional Compilation

Various #if directives control conditional compilation

```
#ifdef ARGUMENT
/* This code will be included only if ARGUMENT is a
symbol defined by the preprocessor — regardless of its
expansion */
#endif
```

- The #ifndef directive requires ARGUMENT to be undefined
- The #if directive requires ARGUMENT to evaluate to True





# The C Compiler

- Transforms C source into machine-dependent assembly code
- Produces an object file via the assembler
- Only part of the toolchain that understands C
- It understands
  - Semantics of C
  - Capabilities of the target machine
- It uses these things to transform C into assembly





# **Assembly Language**

- Assembly language is machine-specific, but human readable
- Assembly language contains

Descriptions of machine instructions

Descriptions of data

Address labels marking variables and functions (symbols)

Metadata about the code and compiler transformations

- All of the semantics of C are in assembly
- Structure of assembly may be very different





# Compiling to Assembly

We can compile to assembly using —S option in gcc

\$ gcc —S helloworld.c

This produces a file called helloworld.s

### Helloworld.s

```
.file
                "helloworld.c"
        .section
                        .rodata
.LC0:
        .string "Hello, world"
        .text
        .globl
                main
                main, @function
        .type
main:
.LFB0:
        .cfi_startproc
        pushq %rbp
        .cfi_def_cfa_offset 16
        .cfi_offset 6, -16
                %rsp, %rbp
        movq
        .cfi_def_cfa_register 6
                $16, %rsp
        subq
               $42, -4(%rbp)
        movl
                $.LC0, %edi
        movl
        call
                puts
                $0, %eax
        movl
        leave
        .cfi_def_cfa 7, 8
        ret
        .cfi_endproc
.LFE0:
                main, .-main
        .size
                "GCC: (Ubuntu 5.4.0-6ubuntu1~16.04.11) 5.4.0 20160609"
                        .note.GNU-stack,"",@progbits
        .section
```



#### Helloworld.s - I

- LC0: local label
- string declares string constant
- globl and type directives declare that we're defining a global function named main

```
.file "helloworld.c"
.section .rodata
.LCO:
.string "Hello, world"
.text
.globl main
.type main, @function
```





#### Helloworld.s - I

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