
Compiling C Code

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- Source Code

```
#include <stdlib.h>
#include <stdio.h>

int main(void) {
    printf("Hello world!\n");
    return EXIT_SUCCESS;
}
```

- Compile

```
linux> gcc -Og hello-world.c
```

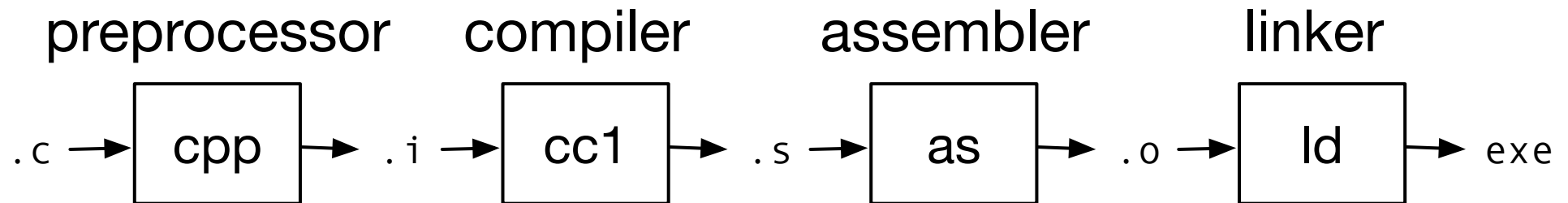
- Execute

```
linux> ./a.out
Hello world!
```

Compilation Steps



2



- C code first gets compiled into assembly code
- Assembly code is then converted into machine code

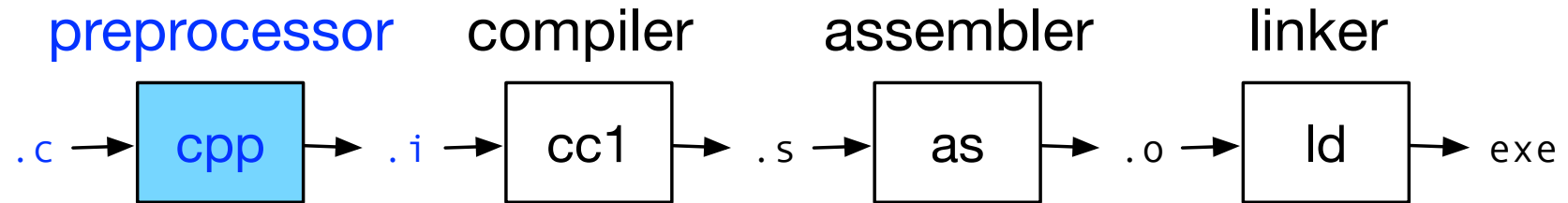
Even Simpler Program



- A simple C program: `return47.c`

```
#define FOURTYSEVEN 47
int main(void) {
    return FOURTYSEVEN;
}
```

Preprocessor



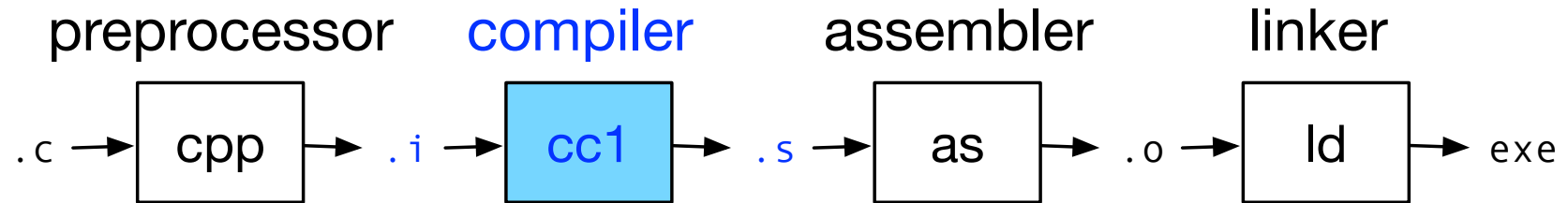
- Resolves constants (`#define`)
- Adds additional source code (`#include`)
- Handles other directives like `#ifdef` / `#endif`
- Example

```
linux> gcc -Og -E return47.c
[...]  
int main(void) {  
    return 47;  
}
```

Compiler



5



- Compilation into assembly code

- Example

```
linux> gcc -Og -S return47.c
```

```
linux> cat return47.s
```

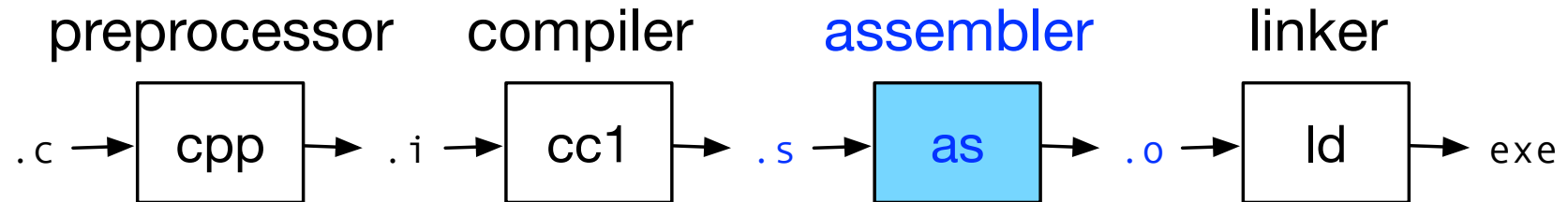
```
[...]
```

```
main:
```

```
    movl    $47, %eax
```

```
    ret
```

Assembler



- Conversion into machine code

- Example

```
linux> gcc -Og -c return47.c
```

```
linux> objdump -d return47.o
```

```
[...]
```

```
0000000000000000 <main>:
```

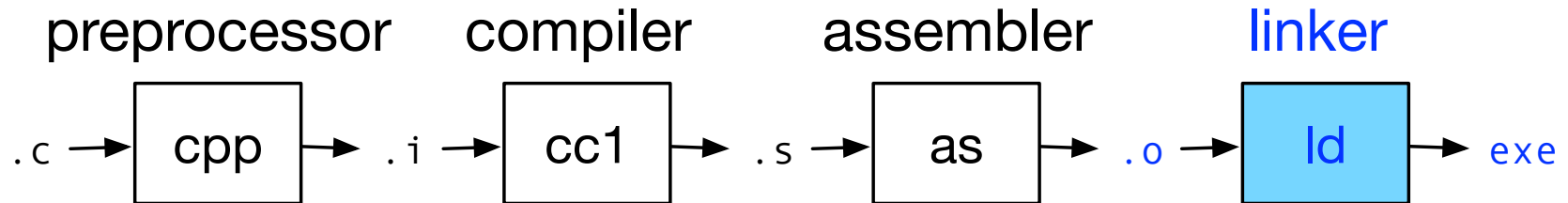
```
0:          b8 2f 00 00 00
```

```
mov     $0x2f,%eax
```

```
5:          c3
```

```
retq
```

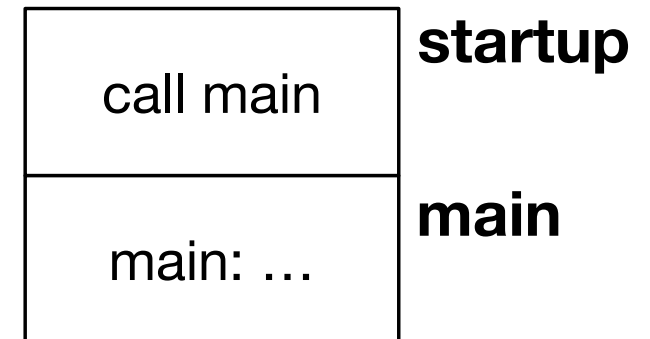
Linker



- Adds start-up code
- May combine multiple object files

- Example

```
linux> gcc -Og return47.c
linux> ./a.out
linux> echo $?
47
```



loops

Simple Program with For Loop



```
int main(void) {  
    int sum = 0;  
    for(int i=0;i<100;i++) {  
        sum += i;  
    }  
    return 0;  
}
```

Assembly Code

```
main:
    movl    $0, %eax
    jmp     .L2
.L3:
    addl    $1, %eax
.L2:
    cmpl    $99, %eax
    jle     .L3
    movl    $0, %eax
    ret
```

- **Wait!** --- where is the sum computed?
- Removed by optimizations in compiler (sum is never used)
- Compiling with `-O9` would also remove loop

Use Sum as Return Value

11



```
int main(void) {  
    int sum = 0;  
    for(int i=0;i<100;i++) {  
        sum += i;  
    }  
    return sum;  
}
```

Assembly Code

12



```
main:
.LFB0:
    movl    $0, %edx
    movl    $0, %eax
    jmp     .L2
.L3:
    addl    %edx, %eax
    addl    $1, %edx
.L2:
    cmpl    $99, %edx
    jle     .L3
    rep ret
```

- Now sum is computed in register %eax (return value)



hello world

Source Code

14



```
#include <stdlib.h>
#include <stdio.h>

int main(void) {
    printf("Hello world!\n");
    return EXIT_SUCCESS;
}
```

- Compiled into:

```
.LC0:
    .string      "Hello world!"
    .text
    .globl       main
    .type        main, @function

main:
    subq         $8, %rsp
    movl         $.LC0, %edi
    call         puts
    movl         $0, %eax
    addq         $8, %rsp
    ret
```

- Calls the function "puts"

Machine Code (Disassembled)

- Object code

```
linux> objdump -t hello-world.o
```

```
[...]
```

```
0000000000000000 g      F .text      0000000000000018 main
0000000000000000      *UND*      0000000000000000 puts
```

- Function "puts" is labeled as undefined (*UND*)
- Linker resolves this