

CAAM 420 Fall 2011 Trouble Shooting

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Contents

1	VirtualBox	2
2	Compiling and Makefiles	3
3	Extern "C"	5
4	Stale Objects	6

1 VirtualBox

Problem:	<i>VirtualBox will not fully start up the virtual machine</i>
Description:	Some students have been unable to boot Ubuntu in their VirtualBox after: i. Upgrading to VirtualBox (r4.14) on Windows 7 ii. or upgrading Ubuntu to Oneiric Ocelet (r11.10)
Error messages:	<i>Failed to load VMMR0.r0 (VERR_SYMBOL_NOT_FOUND)”</i>
Partial solution 1:	Switch to the VMware VMware Player [free for non-commercial use]
Partial solution 2:	Downgrade to VirtualBox r4.04 and downgrade to Ubuntu r11.02 (may fail)
Partial solution 3:	Do not upgrade VirtualBox or Ubuntu

2 Compiling and Makefiles

Problem:	<i>I created a Makefile for my C++ code but I get a lot of errors</i>
Description:	You adapted an old Makefile that worked to create a C code but now it issues a lot of errors i. Syntax errors. ii. Weird linking errors. iii. Fortran functions are missing in the link stage.
Error messages:	<pre>> make gcc -I./ -o main main.o -lm main.o: In function 'operator*(dmatrix, dmatrix)': main.cpp:(.text+0x2f3): undefined reference to 'dgemm_' main.o: In function 'operator (dmatrix, dmatrix)': main.cpp:(.text+0x38f): undefined reference to 'operator new[](unsigned int)' main.cpp:(.text+0x446): undefined reference to 'dgesv_' main.o: In function 'dmatrix::dmatrix(int, int, char*)': main.cpp:(.text._ZN7dmatrixC2EiiPc[_ZN7dmatrixC5EiiPc]+0x14): undefined reference to 'operator new[](unsigned int)' main.o: In function 'dmatrix::dmatrix(dmatrix const&)': main.cpp:(.text._ZN7dmatrixC2ERKS_[_ZN7dmatrixC5ERKS_]+0x31): undefined reference to 'operator new[](unsigned int)' main.o:(.eh_frame+0x13f): undefined reference to '__gxx_personality_v0' collect2: ld returned 1 exit status make: *** [main] Error 1</pre>
Solution 1:	<pre>main.o: In function 'operator*(dmatrix, dmatrix)': main.cpp:(.text+0x2f3): undefined reference to 'dgemm_'</pre> <p>You have omitted to link in the basic linear algebra subprogram library BLAS with <code>-lblas</code></p>

Solution 2:	<pre>main.o: In function 'operator (dmatrix, dmatrix)': main.cpp:(.text+0x38f): undefined reference to 'operator new[](unsigned int)'</pre> <p>The compiler cannot find <code>operator new</code> this is a sign that you are not linking with <code>g++</code>. Make sure you have set up a rule for <code>.cpp</code> files in your <code>Makefile</code>.</p>
Solution 3:	<pre>main.cpp:(.text+0x446): undefined reference to 'dgesv_' main.o: In function 'dmatrix::dmatrix(int, int, char*)': main.cpp:(.text._ZN7dmatrixC2EiiPc[_ZN7dmatrixC5EiiPc]+0x14):</pre> <p><code>dgesv_</code> is a fortran function from LAPACK.</p> <p>You likely have forgotten to link the LAPACK library.</p> <p>Add <code>-llapack -lblas</code> to the definition of <code>LIBS</code> in the <code>Makefile</code> to force the compiler to link in the <code>libblas</code> and <code>liblapack</code> libraries.</p> <p>Also make sure you have used <code>sudo apt-get install liblapack-dev</code> to install these libraries.</p>
Solution 4:	<pre>main.o:(.eh_frame+0x13f): undefined reference to '__gxx_personality_v0'</pre> <p>The compiler being used to link does not know about C++ intrinsics. Change the linker (defined by <code>LD</code> in the course <code>Makefile</code>) to <code>g++</code></p>

3 Extern "C"

Problem:	The compiler complains about the qualifier attached to a prototype
Error message:	<pre>> make g++ -c -o main.o main.cpp In file included from main.cpp:1:0: dmatrix.h: In function dmatrix operator*(dmatrix, dmatrix): dmatrix.h:147:8: error: expected unqualified-id before string constant dmatrix.h:161:23: error: dgemm_ was not declared in this scope</pre>
Solution:	<p>The problem is likely that you cannot declare a prototype definition as <code>extern "C"</code> inside the scope of a function</p> <p>Include the prototypes for <code>dgemm_</code> and <code>dgesv_</code> inside a header file called <code>blaslapack.h</code></p>

4 Stale Objects

Problem:	The compiler complains that something is undefined, but you can see it in a header file.
Error message:	Various messages
Solution:	When you are ** both ** using a Makefile to compile your project and you are editing header files you should make sure that object files (.o files) are recompiled with when header files are modified. See Makefile listing below.

Makefile

```
1 # define variables
  HDRDIR = ./
3
4 # set options for this machine
5 # specify which compilers to use for c and linking
  CC      = g++
7 LD      = g++
8
9 # compiler flags to be used (set to compile with debugging on)
  CFLAGS = -I$(HDRDIR)
11
12 # link flags to be used
13 LDFLAGS = -I$(HDRDIR)
14
15 # libraries to be linked in
  LIBS    = -lm
17
18 # types of files we are going to construct rules for
19 .SUFFIXES: .cpp
20
21 # rule for .c files
  .cpp.o:
23     $(CC) $(CFLAGS) -o $*.o -c $*.cpp
24
25 # list of objects to be compiled
  OBJS = main.o
27
28 # set up dependency of objects on header files
29 main: $(OBJS)
      $(LD) $(LDFLAGS) -o main main.o $(LIBS)
31
32 # specify dependence of main.o
33 $(OBJS): vector.hpp dvector.hpp fvector.hpp main.cpp Makefile
34
35 # what to do if user types "make clean"
  clean :
37     rm -r main.o
```