

**LKED and the Binder:**

**Exploring Object Modules, Linking,  
Load Modules, and Program Objects**

**SHARE 119 in Anaheim**

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## Topic Overview

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- Why is this stuff important?
  - Every program begins as an (un-executable) object module, and must be transformed to a loadable/executable format
  - Functional restrictions can limit how we think about creating programs
- What assemblers and compilers produce: object modules
  - What object modules contain
- Linking object modules into load modules
  - Problems with load modules
- How program objects are like and unlike load modules
  - Sections, Classes, Elements, and Parts
- How the new “GOFF” object module is like and unlike the old
- How load modules and program objects are loaded into storage
- Dynamic Link Library support
- References
- **Note: This is not a usage tutorial!**

There's a lot of material here – don't try to digest it all at once...

- Some frequently-used abbreviations:
  - PM** Program Management: the set of linking and loading programs discussed here
  - LM** Load Module: the traditional loadable, executable module
  - PO** Program Object: the new loadable, executable module
  - OM,OBJ** Object Module: traditional card-image format
  - GOFF** **Generalized Object File Format**: new format
  - PDS** Partitioned Data Set
  - PDSE** Partitioned Data Set Extended
  - TEXT** Machine language instructions and data
  - LKED** The old Linkage Editor; its functions now done by the Binder
- Other terms are introduced as needed
  - Some terminology is from Assembler Language

## **Object Modules and What's in Them**

A quick review

- Control Section (**CSECT**) (was often called just a “Section”)
  - The basic indivisible unit of linking and text manipulation
  - Ordinary (**CSECT**) and Read-Only (**RSECT**) have machine language text; Common (**COM**: static) and Dummy (**DSECT**, **DXD**: dynamic) Sections are “templates” without text
- External symbol (“public”; internal symbols are “private”)
  - A name known at program linking time, whose value is intentionally not resolved at translation time; a reference or a definition
- Address constant (“Adcon”)
  - A field within a control Section into which a value (typically, an address) will be placed during program binding, relocation, and/or loading
- External Dummy Section (PseudoRegister or PR)
  - A special type of external symbol whose value is resolved at link time to an *offset* into an area (the “PR Vector”) to be instantiated during initiation

- 80-byte (card-image) records, with X'02' in column 1, 3-character “tag” in columns 2-4
  - SYM** Internal (“private”) symbols (SYM records rarely used now)
  - ESD** External Symbol Dictionary (symbols and their types); each symbol (except LD) identified by an ID number: its ESD ID
  - TXT** Machine language instructions and data (“Text”): how many bytes (**Len**), where it goes (**Pos.ID**, **Addr**)
  - RLD** Relocation Dictionary: data about each address constant: where it is (**Pos.ID**, **Addr**) and what to put in it (**Rel.ID**)
  - END** End of object module, with **IDR** (Identification Record) data and (optional) entry-point nomination (and optional Section length)
- Always at least one control Section per object module
- One object module per compilation unit
- “Batch” translations may produce multiple object modules

- Describes four basic types of **external symbols**:
  - SD, CM** **Section Definition**: the name of a control Section; **CM** for COMMon Sections (they have no “text”).  
**PC** = Blank-named control Section called “**Private Code**”; zero-length PC Sections often discarded by binder
  - LD** **Label Definition**: the name of a position at a fixed offset within an “owning” Control Section; typically, an Entry point. (The only type having no ESDID of its own)
  - ER, WX** **External Reference**: the name of a symbol defined “elsewhere” to which this module wants to refer  
**WX** = “**Weak EXternal**”; not a problem if unresolved
  - XD** **EXternal Dummy Section** (PL/I called it a **PseudoRegister**)  
PR names are in a separate “name space” from all other external symbols, and may match non-PR names without conflict.
- Two external symbol scopes: library (SD, LD, ER), or module (PR, WX)

## Relocation Dictionary Records

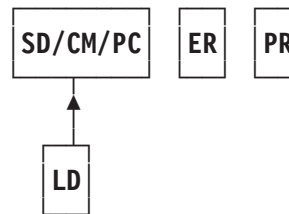
- One RLD item per record, 4 or 8 bytes long
  - Data: type, length, text position (P-ID and Address), R-ID

Type	Length	Description
A	3,4,8	Direct resolution
V	3,4,8	Direct <i>or</i> indirect resolution
Q	1-8	Offset in PseudoRegister Vector (PRV) (More about the PRV at slides 20-23)
CXD	4	Cumulative External Dummy (PRV) length
R-I	2,4	Relative-Immediate (external) resolution

- GOFF RLD items are more complex

- External symbol types:
  - SD,CM,PC** Section Definition: owns LDs
  - LD** Label Definition: entry point within an SD; no ESDID
  - ER,WX** External Reference
  - PR,XD** PseudoRegister, External Dummy: this Section's view of (and contribution to) the PRV

*OBJ/LM External Name Ownership Hierarchy*



- Section Definition types **SQ, CQ, PQ** for quadword alignment
- Lack of ownership of ER and PR items can sometimes cause problems when relinking
  - We'll contrast this later with the new

Example of Object Module Elements: ESD, RLD

- Sample Assembler Language program:

Internal Symbols → External Symbol →	<pre> AA  Csect     Extrn X     Entry E E   DC   A(X+44) Con1 DC  F'1' QCon DC  Q(D) D   DXD  A     End                 </pre>	Control Section External reference Entry-Point symbol Address constant 12 bytes of Text Address constant External Dummy (PseudoRegister)	} External Symbols
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- Assembler ESD and RLD listings:

External Symbol Dictionary

Symbol	Type	ID	Addr	Length	Owning ID	Flags	
AA	SD	000001	000000	00000C		00	(Control Section)
X	ER	000002					(EXTRN)
E	LD		000000		000001		(ENTRY in Section AA: LD ID=1)
D	XD	000003	000003	000004			(External Dummy, addr=alignment)

Relocation Dictionary

Pos.Id	Rel.Id	Address	Type	Action	
000001	000002	000000	A 4	+	...A(X): X has R-ID=2, address 0 in Section AA (P-ID=1)
000001	000003	000008	Q 4	ST	...Q(D): D has R-ID=3, address 8 in Section AA (P-ID=1)

## Combining Object Modules

- A simple example of initiation-time linking and loading
- Illustrates the basic principles involved in linking and loading

## Combining Object Modules: a Simple Example

- Suppose a program consists of two source modules:

Module 1	Module 2																																								
<table style="border: 1px solid black; padding: 5px;"> <tr><td style="width: 50px;">Loc</td><td></td></tr> <tr><td>000</td><td>MAIN    ---</td></tr> <tr><td></td><td>        COMMON /WORK/ ...</td></tr> <tr><td></td><td>        ---</td></tr> <tr><td></td><td>        CALL SUB</td></tr> <tr><td></td><td>        ---</td></tr> <tr><td>200</td><td>        Addr(SUB)</td></tr> <tr><td>204</td><td>        Addr(WORK)</td></tr> <tr><td>208</td><td>        Addr(XDATA)</td></tr> <tr><td></td><td>        ---</td></tr> <tr><td></td><td>        ENTRY XDATA</td></tr> <tr><td>260</td><td>XDATA    ---</td></tr> </table>	Loc		000	MAIN    ---		COMMON /WORK/ ...		---		CALL SUB		---	200	Addr(SUB)	204	Addr(WORK)	208	Addr(XDATA)		---		ENTRY XDATA	260	XDATA    ---	<table style="border: 1px solid black; padding: 5px;"> <tr><td style="width: 50px;">Loc</td><td></td></tr> <tr><td>000</td><td>SUB      ---</td></tr> <tr><td></td><td>        COMMON /WORK/ ...</td></tr> <tr><td></td><td>        EXTERNAL XDATA</td></tr> <tr><td></td><td>        ---</td></tr> <tr><td>700</td><td>        Addr(WORK)</td></tr> <tr><td>704</td><td>        Addr(XDATA)</td></tr> <tr><td></td><td>        ---</td></tr> </table>	Loc		000	SUB      ---		COMMON /WORK/ ...		EXTERNAL XDATA		---	700	Addr(WORK)	704	Addr(XDATA)		---
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- Program **MAIN** contains an entry point **XDATA**, and refers to the COMMON area named **WORK**, requesting length X'600'
- Subprogram **SUB** refers to the external name **XDATA** and to the COMMON area named **WORK**, requesting length X'400'
- Translation produces two object modules

- The object module for **MAIN** would look somewhat like this:

<pre> ESD SD ID=1 MAIN Addr=000 Len=300 ESD CM ID=2 WORK Addr=000 Len=600 ESD LD ID=1 XDATA Addr=260 ESD ER ID=3 SUB TXT ID=1 Addr=000 'abcdefghijk...' TXT ID=1 ... etc. TXT ID=1 Addr=100 'mnopqrstuvwxyz...' TXT ID=1 Addr=208 000260 TXT ID=1 Addr=260 '01234567890...' TXT ID=1 ... etc. RLD PID=1 RID=3 Addr=200 Len=4 Type=V Dir=+ RLD PID=1 RID=2 Addr=204 Len=4 Type=A Dir=+ RLD PID=1 RID=1 Addr=208 Len=4 Type=A Dir=+ END Entry=MAIN </pre>	<pre> SD for CSECT MAIN, ESDID=1, Len=300 CM for COMMON WORK, ESDID=2, Len=600 LD for Entry XDATA, ESDID=1, Addr=260 ER for reference to SUB, ESDID=3 Text in MAIN, address 000 Text in MAIN Text in MAIN, address 100 Text in MAIN, internal adcon offset Text in MAIN, address 260 Text in MAIN RLD item for Addr(SUB) (V-con) RLD item for Addr(WORK) (A-con) RLD item for Addr(XDATA) (A-con) Module end; request entry at MAIN </pre>
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- ESD records define two control Sections (MAIN and WORK), one entry (XDATA), and one external reference (SUB)
- RLD records contain information about three address constants
  - TXT for Addr(XDATA) contains offset (000260) from MAIN

- The object module for **SUB** would look roughly like this:

<pre> ESD SD ID=1 SUB Addr=000 Len=800 ESD CM ID=2 WORK Addr=000 Len=400 ESD ER ID=3 XDATA TXT ID=1 Addr=040 'qweruiopasd...' TXT ID=1 ... etc. TXT ID=1 Addr=180 'jklzxcvbnm...' TXT ID=1 ... etc. RLD PID=1 RID=2 Addr=700 Len=4 Type=A Dir=+ RLD PID=1 RID=3 Addr=704 Len=4 Type=A Dir=+ END </pre>	<pre> SD for CSECT SUB, ESDID=1, Len=800 CM for COMMON WORK, ESDID=2, Len=400 ER for reference to XDATA, ESDID=3 Text in SUB, address 040 Text in SUB Text in SUB, address 180 Text in SUB RLD item for Addr(WORK) RLD item for Addr(XDATA) Module end; IDR data </pre>
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- ESD records define two control Sections (SUB and WORK) and one external reference (XDATA)
- RLD records contain information about two address constants
- Note that both object modules start numbering ESDs at 1

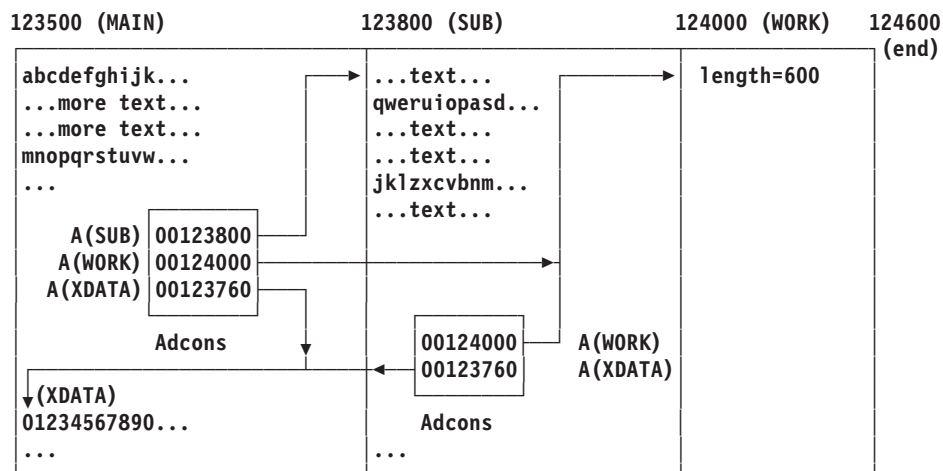
- The Batch Loader
  1. Builds a single (“Composite”) ESD to map entire program
    - Merges ESD information from the object modules; library is searched for unresolved ERs (but not WXs)
    - Renumbers ESDIDs, assigns adjusted address values to all symbols (let initial program load address be X'123500')
  2. Places text from SDs into storage at designated addresses
  3. Determines length of COMMON (retains longest length), allocates storage for it
  4. Relocates address constants by **adding** or **subtracting** relocation value to/from A-con P-field contents; by **storing** in V-cons
  5. Sets entry point address and enters loaded program

• Composite ESD (CESD)

Name	Type	ESDID	Addr	Length
MAIN	SD	01	123500	300
XDATA	LD	01	123760	
SUB	SD	02	123800	800
WORK	CM	03	124000	600
(end)			124600	
entry		01	123500	

- The linked program is not saved

- The resulting program, loaded into storage for execution:



- Storage was allocated for three control Sections (two SD, one CM)
- Address constants were resolved to designated addresses
- Loader enters program at entry point MAIN (123500)



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## Saving Linked Programs: Load Modules

- Same linking process as in previous example, except:
  - Assumed “origin address” for load modules is zero
  - Program written to DASD
  - Unresolved ERs OK if NCAL option is specified
  - Final relocation will be done by the Program Loader

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## What Is In a Load Module?

- Load module's structure very similar to object module's
  - Simplifies processing of each
- Basic contents analogous to object module records:
  - SYM**      Object-module SYM records copied directly into load modules
  - IDR**      Identification records (from object module END records;  
Linkage Editor or Binder; User; SuperZAP)
  - CESD**     Composite External Symbol Dictionary
  - TEXT**     Machine language instructions and data
  - RLD**      Relocation Dictionary (in control records)
  - EOM**      End of module (a flag field in a control record)

- Additional items having no object-module analogs:

**CTL** Control records, for reading and relocating text records

And, for modules in overlay format:

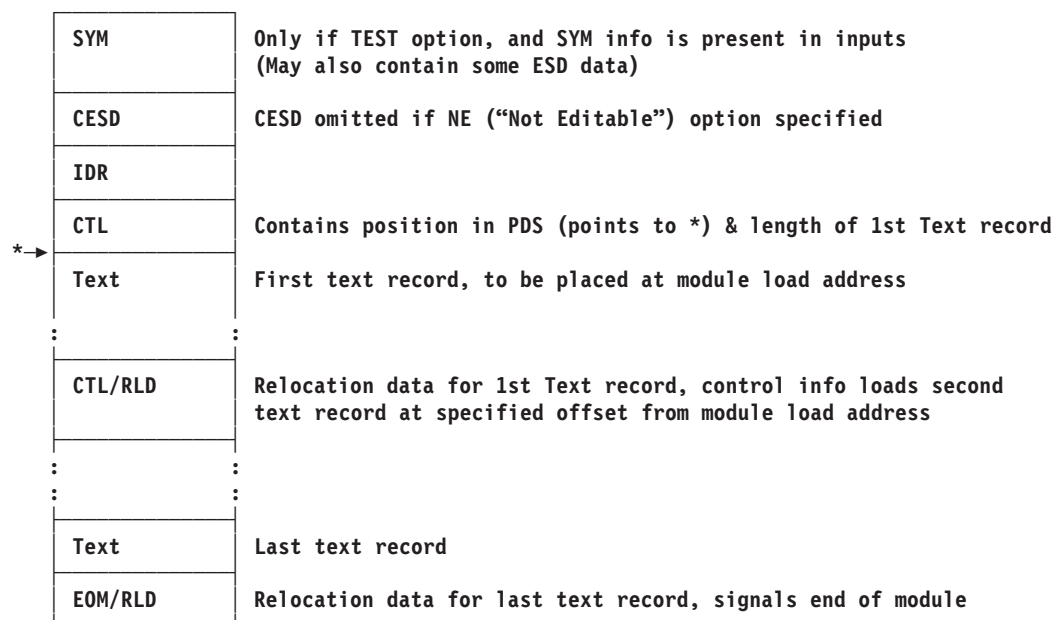
**SEGTAB** Segment table, keeps track of all segments

**ENTAB** Entry table has relocated addresses of loaded segments

**EOS** End of Segment (a flag field on a Control record)

**Schematic of a Block Format (“Normal”) Load Module**

- Basic format called “record format,” “block format” or “block loaded”



\* PDS directory points to first text record for faster loading

## PseudoRegister Processing

- PseudoRegisters not used frequently today
- But: very useful in reenterable applications!

## PseudoRegisters

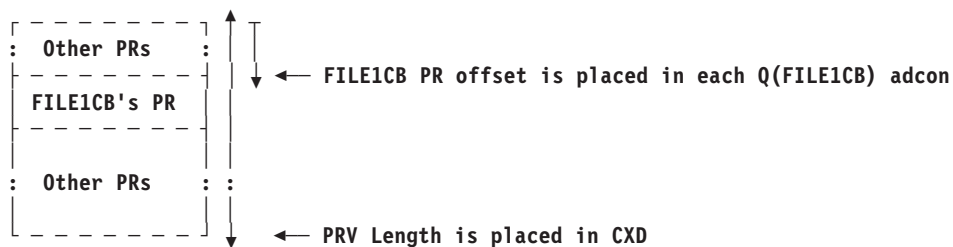
- Allow sharing *by name* of dynamically managed external objects defined in separately translated reenterable programs
  - Originally required by OS PL/I for files, areas, controlled variables, etc.
- PRs have their own “name space”
  - PR names may be identical to other types of ESD name without collision
- PR items refer to offsets in a “link-time Dummy Control Section”
  - A template; a data-structure mapping created at link time
    - Hence the Assembler's name, “External Dummy” (XD)
  - PL/I called the dummy Section a “PseudoRegister Vector” (PRV); PL/I's PRV allowed up to 1024 more 32-bit “registers”
  - All PR names are known and bound at link time (Example on slide 23)
- A more generalized form (a “Part”) is used in program objects

- PR's are resolved somewhat like commons, but no storage is allocated at link time
  - For multiple definitions, longest length and strictest alignments win
  - Accumulated length/alignment of PRV items then determine offset associated with each PR name
  - Offset values placed in Q-type address constants referencing PR name
  - Total size of the “link-time DSECT” (up to 2GB) is placed in “Cumulative External Dummy” (CXD) adcon
- PR and CXD resolution is completed at link time
- Runtime initialization acquires storage of the CXD-specified size
- Runtime references access fields at desired offsets into the acquired area
  - Q-con contents provide displacements
- The following example illustrates this process

## Example of PseudoRegister Use

- Declare XD/PR for “FILE1CB” in each referencing program:
 

```
FILE1CB DXD A Will hold address of File 1's Control Block
```
- Link with other modules; Binder creates a “virtual” PRV



- Each invocation of the main program acquires storage for its real PRV:

```

L 0,PRVLen Get length of PRV
GetMain R,LV=(0) Get storage
LR 11,1 Carry PRV address in R11
...initialize contents appropriately...
PRVLen CXD , Binder inserts total length of PRV

```

- Modules reference PRV's FILE1CB field using offsets in Q-type adcons:

```

L 2,=Q(FILE1CB) Get PRV offset of FILE1CB pointer
AR 2,11 Storage address of FILE1CB pointer
L 1,0,(2) Pointer to FILE1CB now in R1

```

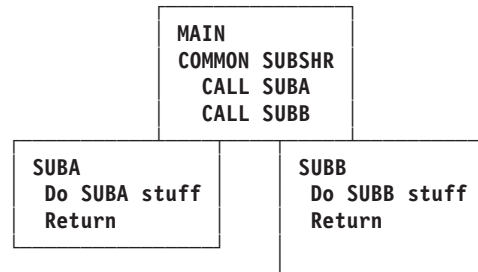
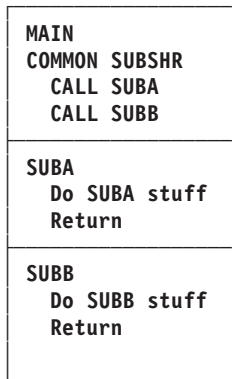
- COMMONs and PseudoRegisters have similarities and differences

	<b>COMMONs</b>	<b>PseudoRegisters</b>
Bind-time behavior	Space allocated in the load module	No space allocated; a mapping of all PR items into a virtual PRV
Storage Allocation	Static: part of the load module	Dynamic: at run time
Initialization	None	Run-time code's responsibility
Copies	One per load module; not reentrant	One per reentrant load module; instantiated during each execution
External names	One per common, one per load module	One per PR; no conflict with non-PR names
Internal names	As many as you want	None (unless you map the PR's inner structure with a DSECT)
References	Direct, with adcons	One level of indirection via Q-con offsets and the base register anchoring the allocated storage

## Overlay Modules

- Not much used today, but worth knowing about
  - They provide some potentially useful capabilities, especially for AMODE(24)-constrained applications

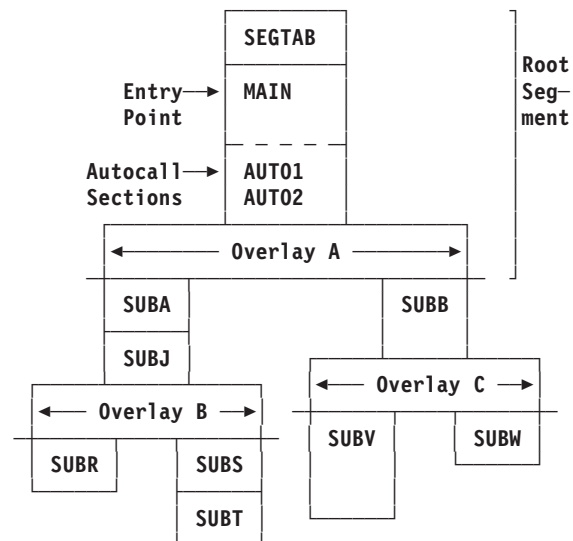
- Overlay segments can share the same storage (at different times!)
- Suppose MAIN calls SUBA and SUBB
  - Neither SUB calls the other
- In block format, they would appear in storage as

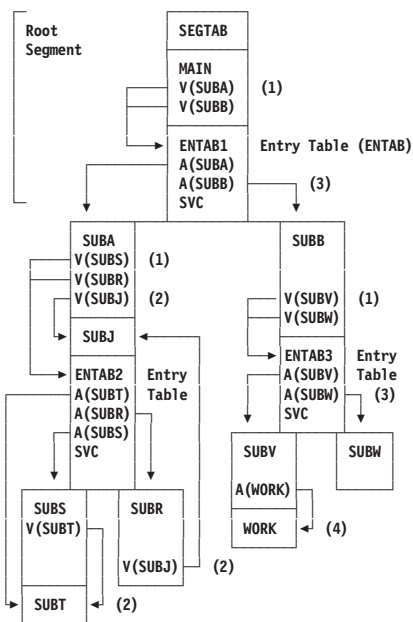


- SUBA and SUBB share the same storage
- The overlay supervisor must (help) make this work!

Arranging an Overlay Structure

- Determine how modules can share storage
- Draw an “overlay tree” of the structure
  - Root (low address) at top
  - Control statements describe desired structure
  - In this example, three overlay nodes: A, B, C; six loadable overlay segments
- Root segment is **always** present
  - Contains entry point, autocalled Sections, Segment Table (SEGTAB tells what segments are in storage)

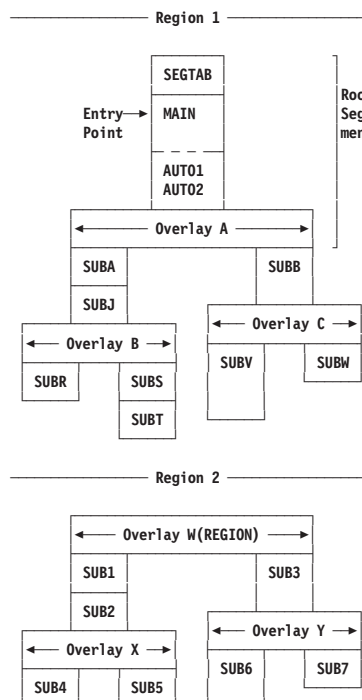




- Each segment with subsidiary segments is suffixed with an **Entry Table** to assist loading of the “lower” segments
  - SVCs call Overlay Supervisor
- V-type adcons may resolve to an ENTAB, not to the named symbol!
  - V-cons for SUBs in lower segments resolve to ENTAB (1)
  - V-con for call in same or higher segment resolves directly (2)
- A-cons always resolve directly
  - In ENTAB, resolve directly to SUBs (3)
  - To Sections in same segment (4)
  - Block format may work, but not overlay!
- Segment reload resets local data!
  - Which may be good or bad!

Overlay Regions

- Overlays can be arranged in independent groups: REGIONS
  - Allows great freedom in structuring programs
- Each region can be a separate overlay structure!
  - Up to four regions
- A form of dynamic loading
  - Specific routines loaded as needed
  - No displacing of segments in other regions
- Example with two regions:



- Pro:
  - Can help applications grow if constrained by 24-bit addressing
  - Faster initiation: only part of the program need be loaded to start
  - Economical storage use: only load what's needed, when it's needed
  - Modules can handle more than 16M of text
  - Can always re-link to block format if there's enough storage
    - **But:** Behavior may be different, due to loss of re-initializations!
- Con:
  - AMODE, RMODE must be 24
  - Programs are not reenterable, cannot be shared
  - More complex to specify; greater care needed in coding certain items:
    1. Local data may or may not “persist” across calls
    2. External data sharing protocols may be more complicated
    3. V-type adcon references may be indirect! (A-type is always “direct”)
  - Additional overhead in calls to segments needing to be loaded
  - Calls among certain modules may be forbidden (or wrong)

## Problems with Load Modules

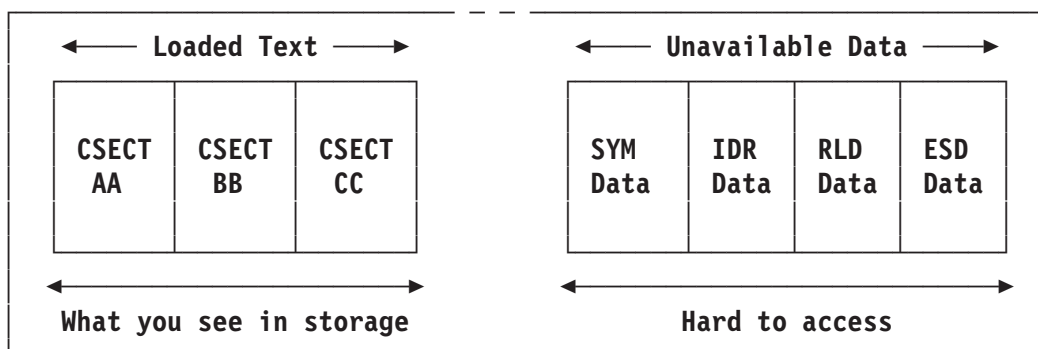
(...despite their incredible durability...)



- Early-binding philosophy: systems are expensive, people are cheap
  - Programs run for long periods between needed changes
  - Therefore: recompile “deltas” and re-link them into the application module
- Re-linking is much cheaper than re-building modules “from scratch”
  - Therefore: keep enough info with the module to simplify re-editing
- DASD is slow, and central storage is precious and very expensive
  - Therefore: short records are a good thing
  - Therefore: tightly packing module components is a good thing
  - Therefore: overlay structures are a very good thing
- 24-bit addresses and lengths will be adequate for a very long time
  - Therefore: Everything must be smaller than 16MB
    - Therefore: AMODE and RMODE were “patched in” later
    - Therefore: no “scatter loading” by RMODE; entry points don't have own AMODE
- 8-character upper-case EBCDIC names (vs. BCD's 6) are adequate
- Central storage is real (not virtual)
  - No page-outs of relocated pages (a problem today with block-loaded LMs)

## Load Module Structure

- Load modules have a one-dimensional structure:



- A single-component module: all loaded text has a single set of attributes
  - One RMODE, one AMODE; entire module is R/W or R/O (“RENT”)
  - All text is loaded relative to a single relocation base address
- Other “unavailable” module data not accessible via normal services (prior to implementation of Binder APIs)

- Gap: any area of load module text not specified by inputs
  - Explicit request (such as assembler's DS statement)
  - Areas skipped for alignment (within Sections, ends of Sections)
  - Uninitialized COMMON areas
- Gas: LMs may contain short text-record blocks; PDS has dead modules
  - Large gaps: write out the just-completed text record
    - Also depends on space left on track (impenetrable algorithm decides)
  - Only one partial CSECT allowed per block
  - Too many dead/replaced modules? PDS compression required!
- Initial values: what eventually appears in the gaps?
  - Small gaps: depended on what was in the Binder/Link Editor text buffers
    - In early days, could be anything (now cleared by default to zeros)
  - Large gaps: may depend on what's in storage during module loading
- Binder's FILL option lets you specify a value (helps you find uninitialized variables)
- POs and PDSEs solve many of these problems
- Advice: never depend on anything you didn't initialize
  - FILL option and storage allocation may or may not initialize to zero!

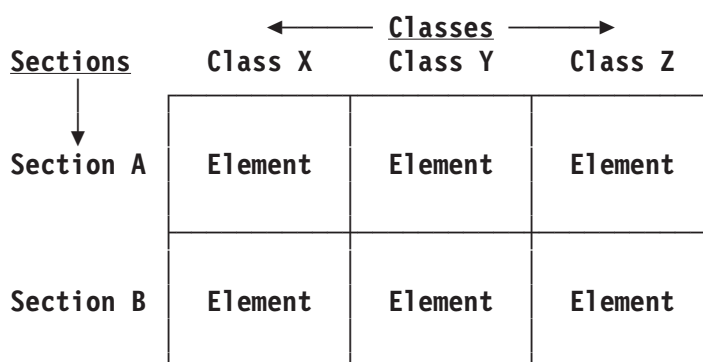
- Format was externalized! (And is therefore unchangeable...)
- Small record lengths
  - $\text{SYM} \leq 244$ ;  $\text{CESD} \leq 248$ ;  $\text{IDR}, \text{CTL}, \text{RLD} \leq 256$ ;  $\text{Text} \leq \text{track length}$   
(Text records can be much shorter than a track)
- SYM and IDR put at front of module, to simplify Link Editor logic
- CESD is at front of module, to simplify re-processing
- PDS directory info allows Program Fetch to skip SYM, IDR, CESD
  - First text record's length and disk location; storage needed; attributes; etc.
- If first “real” text is not at relative zero, write a 1-byte record at zero!
  - Program Fetch, Program Loader always put first text block at load address
- “Directory name space” (PDS directory names) independent of external (CESD) names (which can be independent of internal names, too!)
  - Can assign member and alias names unrelated to CESD names
    - Member MM creates an object module containing symbol AA, which is renamed during linking to BB, stored in PDS member CC

## Program Objects

- Format is *not* externalized
  - Has already taken different formats as requirements evolve
  - Each new format extends PO's capabilities
  - All information available via Binder APIs
    - Full-function "FAST DATA" API for read-only access
- Similar linking process as for load modules, except:
  - Program written to a PDSE or UNIX file (not to a PDS)
- Some new terminology; some old terms are used differently

## Program Objects

- Most easily visualized as a two-dimensional structure:



- One dimension is determined by a ***Section name***
  - Analogous to OM Control Section name (but not the same!)
- Second dimension is determined by a ***Class name***
  - Analogous to a loadable module's name (but not the same!)
- The unit defined by a Section name and a Class name is an ***Element***

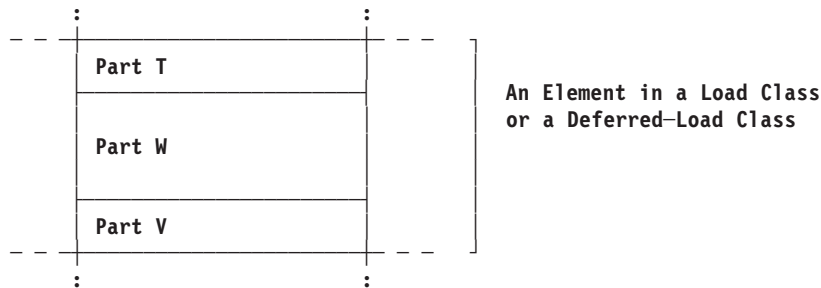
- A PO Section is a “handle” or a “cross-Section”
  - Neither a CSECT name nor an external name
    - Traditional CSECTs are mapped to Elements in specific Classes
    - There are no “Control Sections” in a PO!
- Each Section supplies Element contributions to one or more Classes
  - According to their desired binding and loading characteristics
- Section names must be unique within a Program Object
  - As for Load Modules
  - Section names are not external names or implied labels; they are not used to resolve external references
- A Section is the program unit manipulated (replaced, deleted, ordered, or aligned) during binding
  - Operations on a Section apply to *all* Elements within the Section
  - Including rejection; only the first occurrence of a Section is kept

- **Class**
  - Each PO Class has uniform loading/binding attributes and behavior
  - Attributes are assigned when the Class is defined in your program
    - Most important: RMODE, Loadability, Text type
  - Several Classes may have identical attributes
  - Elements in each Class are bound together in a **Segment**
    - Program Loader loads segments (more later)
  - Class names (max. 16 characters) rarely externalized or referenced
    - Names of the form **letter\_symbol** are reserved to IBM
- **Element**
  - The indivisible unit of text (analogous to OM/LM CSECT)
  - Contains machine language instructions and data
  - Not named; identified by owning Section and Class
    - **Possible confusion:** Binder listings describe an Element as a “CSECT”
  - Label Definitions (**LDs**) within Elements identify positions in text
    - Just as for OM/LM Label Definitions

- **Segment:** a set of Elements having the same binding/loading attributes
  - Binder may combine Classes with identical attributes into one segment
- Class loading attributes determine the load-time placement of segments in virtual storage
  - Most important attributes are RMode and Loadability
  - Not all segments are loadable; depends on attributes
- Loadable segments are loaded as *separately relocated discontinuous* entities
  - Each is loaded as a single “block”; similar to a load module
  - Inter-segment references are correctly resolved, even across different RMODEs
    - You don't have to split your program into a “main” program that then loads the other modules

- Multiple attributes may be assigned to each Class, such as:
- **RMODE:** indicates placement of a loaded segment in virtual storage
  - Supported: 24, 31 for code and data; 64 for data
- Boundary alignment
- Text type: byte-stream (machine language) or record-like (IDR, ADATA)
- Loadability
  - **LOAD:** The Class is brought into memory when the program is initially loaded
    - Same as load module's usual behavior
  - **DEFERRED LOAD:** The Class is prepared for loading, and is instantiated when requested
    - For data such as pre-initialized private writable static data areas in shared (re-entrant) programs (in Assembler, “PSECTs,” resolved with R-type adcons)
    - RENT applications typically contain non-RENT deferred-load Classes
  - **NOLOAD:** The Class is not loaded with the program; may not contain adcons
    - May contain any useful data you want to keep with the program
      - Source, listings, debug tables, documentation, etc.
    - Non-text Classes are always NOLOAD; application access via Binder APIs

- **Part:** a component of Class
  - Multiple Parts allowed in an Element



- Often used as a template for the *static* read/write component of RENT applications
  - Typically: external-data definitions, local variables, code fragments, adcons referencing other Parts, linkage descriptors, constructors/destructors

Classes have one of two binding attributes: Catenate, Merge (implicitly)

### 1. **Catenate** (CAT)

- Section contributions (**Elements**) are aligned and catenated end-to-end
  - The familiar manner of text binding
  - Zero-length Elements are retained, but take no space
- Ordering determined in the normal manner

### 2. **Merge** (MRG) (This original name is now misleading)

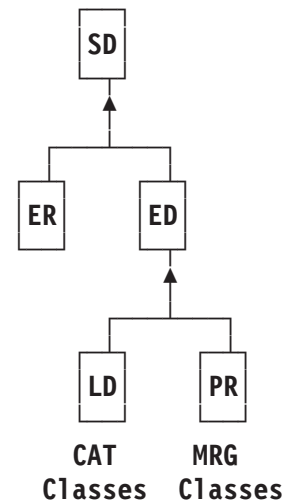
- A generalization of Linkage Editor and Binder handling of CM, PR items
- Section contributions to MRG Classes: Commons, PseudoRegisters, Parts
  - Parts may contain text (unlike Commons and PseudoRegisters)
- First appearance of a Part determines length, alignment; others are rejected
- Parts within a Section and Class are catenated to form an Element
  - Different from CAT binding: the Element is built by the Binder
- Typically used for Classes that must group small, related items together
  - Each Section supplies any number of data items

- Five external symbol types:

- SD** **Section Definition:** owns all other types
- ED** **Element Definition:** (new) defines the Class name to which an Element (and its text, Parts, and/or labels) belongs; owned by an SD
- LD** **Label Definition:** entry point within an Element; owned by an ED; has own ESDID and AMODE (unlike for OBJ)
- PR** **Part Reference or PseudoRegister:** this Section's view of a contribution to an item within a Class; owned by an ED; only in a MRG Class
- ER** **External Reference:** owned by an SD

- Strict ownership rules prevent orphaned symbols (OBJ has orphans, as noted on slide 8)

### New External Name Ownership Hierarchy



### Translator Output: The New (GOFF) Object Module

- Six record types (similar to the five OBJ types)
  - HDR** Module Header (new): CCSID, translator identification, etc.
  - ESD** External Symbol Dictionary: long names; symbol types and attributes; 64-bit address/offset fields; multiple Classes
  - TXT** Text: machine language object code, IDR, ADATA
    - OBJ: IDR only on END; ADATA only in text
  - RLD** Relocation Dictionary: relocation information
  - LEN** Deferred Element Length (new)
    - In case anyone still uses this old OBJ END-record function
    - No known current uses; provided for compatibility
  - END** With optional entry-point nomination

- Open-ended, flexible architecture; has been extended regularly
  - Variable-length or FB80 records
- No SYM record; internal symbol data usually in an ADATA Class
- **AMODE** assignable to entry points
- Four assignable symbol **scopes**:

**Section** New; symbols resolved only within the Section

**Module** Same as Weak External (WX): no library search if unresolved

**Library** Same as Strong External (ER): library search if unresolved

**Import-Export**

New; symbols resolved during execution (see slides 68-70)

How is Old Code Mapped to a PO Structure?

- OM ESD (HLASM **OBJECT,NOGOF** options)
- Sample program, assembled two ways:
 

<pre> Sect_A Start 0      (SD)         DC  5D'0.1'         DC  Q(My_XD)  MyCom  COM  ,      (CM)         DS  12D  Sect_B CSect ,      (SD)  My_XD  DXD  3D     (XD)          Entry B_Data (LD) B_Data DC  7D'1.0'          End  Sect_A                 </pre>	<pre> Symbol  Type  Id      Address  Length  Owning ID SECT_A  SD  00000001  00000000  0000002C MYCOM   CM  00000002  00000000  00000060 SECT_B  SD  00000003  00000000  00000038 MY_XD   XD  00000004  00000007  00000018 B_DATA  LD           00000000           00000003                 </pre>
---	--
- GOFF ESD (HLASM **OBJECT,GOFF** options)
 

<pre> → SECT_A LD 00000005 00000000 00000004 (new) MYCOM   SD 00000006 B_IDRL  ED 00000007           00000006 (new) B_PRV   ED 00000008           00000006 (new) B_TEXT  ED 00000009 00000000 00000060 00000006 (new) MYCOM   CM 0000000A 00000000           00000009 SECT_B  SD 0000000B B_IDRL  ED 0000000C           0000000B (new) B_PRV   ED 0000000D           0000000B (new) B_TEXT  ED 0000000E 00000000 00000038 0000000B (new) → SECT_B LD 0000000F 00000000           0000000E (new) MY_XD   XD 00000010 00000007 00000018 B_DATA  LD 00000011 00000000           0000000E                 </pre>
--
- HLASM generates B\_IDRL, B\_PRV and B\_TEXT Class definitions and LD for each SD item



- Define two Sections and two Classes, one with Parts

```

Sect_A C Sect ,          Define Section 'Sect_A', (default) Class 'B_TEXT'
*
Sect_A RMode Any        RMode is inherited by Class 'B_TEXT'
      DC   A(Sect_B)    Address of Label 'Sect_B'
*
Class_X CAttr RMode(24) Class 'Class_X' declared in 'Sect_A'
      BR   14           Do something?
*
Sect_B C Sect ,          Define Section 'Sect_B', (default) Class 'B_TEXT'
      DC   A(Sect_A)    Address of Label 'Sect_A'
*
Class_X CAttr ,          Contribution by 'Sect_B' to 'Class_X'
      NOPR 0            Do nothing?
*
Class_Y CAttr RMode(31),Part(T) Define Part T in 'Class_Y'
***** Note: Part(T) means 'Class_Y' is a MRG Class
      DS   D            Working storage
*
Class_Y CAttr Part(W)    Define Part W in 'Class_Y'
      DC   A(T)         Address of Part T
*
Sect_B C Sect ,          Resume default Element in 'Sect_B'
      BR   14           Now do something?
      End
    
```

External Symbol Dictionary

Symbol	Type	Id	Address	Length	Owner Id	Flags	Alias-of
SECT_A	SD	00000001					← SD
B_IDRL	ED	00000002			00000001		← Generated ED
B_PRV	ED	00000003			00000001		← Generated ED
B_TEXT	ED	00000004	00000000	00000004	00000001	06	← Generated ED
SECT_A	LD	00000005	00000000		00000004	06	← Generated LD
CLASS_X	ED	00000006	00000008	00000004	00000001		← Declared ED
SECT_B	SD	00000007					← SD
B_IDRL	ED	00000008			00000007		
B_PRV	ED	00000009			00000007		
B_TEXT	ED	0000000A	00000010	00000006	00000007	00	
SECT_B	LD	0000000B	00000010		0000000A	00	← Generated LD
CLASS_Y	ED	0000000C	00000000	00000000	00000007		← Declared ED
T	PD	0000000D	00000000	00000008	0000000C	06	← Part T
W	PD	0000000E	00000000	00000004	0000000C	06	← Part W

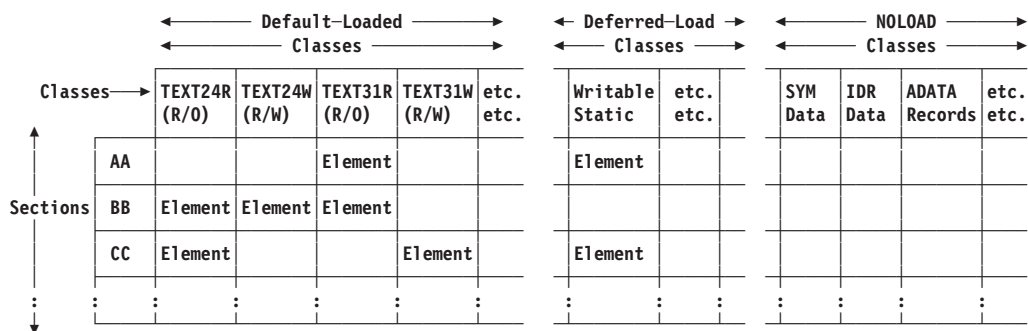
Relocation Dictionary

Pos.Id	Rel.Id	Address	Type	Action
00000004	0000000A	00000000	A 4	+
0000000A	00000004	00000010	A 4	+
0000000E	0000000D	00000000	A 4	+

	B_TEXT	CLASS_X	CLASS_Y	B_IDR	B_PRIV
Sect_A	Sect_A ← LD	BR 14 NOPR 0			
	DC A(Sect_B)				
Sect_B	Sect_B ← LD		T DS D		
	DC A(Sect_A) BR 14		W DC A(T)		

- The adcons in class B\_TEXT point to the LD items generated from the Section names
- The two Parts in CLASS\_Y are contributions from Section Sect\_B

- Binder-created Sections contain module-level data
  - ESD data, Class maps, SYM data, module-level ADATA, Part Definitions
  - Avoid Section and external names starting with **IEWB** (see slide 64)
- Binder-created Classes and Sections contain data needed for correct re-binding
  - Sections:
    - 1 X'00000001' Shown as \$MODULE in AMBLIST output
    - 1 X'00000003' Shown as \$SUMMARY in AMBLIST output
  - Classes: names like **C\_xxx** reserved to LE and compilers, **B\_xxx** to Binder
    - 1 **B\_ESD** Class contains external names
    - 1 **B\_IMPEXP** contains imported/exported external names (for DLL support)
- Remember: **letter\_symbol** Class names are reserved!



- Each loaded Class segment has its own relocation origin
  - Effectively, a multi-component (multi-LM?) module! (compare slide 33)
- All Elements in a Class have identical behavioral attributes (e.g., RMODE)
- All Classes (including NOLOAD) accessible via Binder APIs
- Deferred-load Classes require special Program Loader interface
  - Currently, only a single DEFLOAD Class is supported (and only by LE)

### Compatibility of Old and New

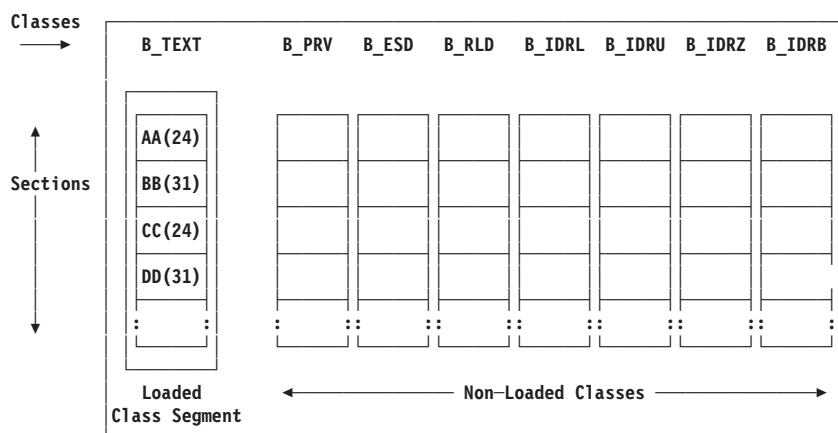
- All functionality of old OM/LM behavior is retained

- Old object code is mapped by the Binder:

OM/LM	Binder's Program-Object Mapping
SD	SD; create ED for Class B_TEXT, and LD at Element's origin for Section name
LD	LD
ER, WX	ER, WX
CM	SD with "common" flag; create ED for Class B_TEXT and LD at Element's origin for Section name
PC	Binder assigns unique numeric SD name to each (displayed as \$PRIVnnnnnn)
PR, XD	PR; create ED for Class B_PRV (special PseudoRegister Class)
TXT	Text records
RLD	RLD records
END	END; deferred length (if any) placed on a new record type
SYM	Create ED for Class B_SYM

- Assembler supports similar mappings when GOFF option is specified
- Using IEBCOPY to convert LM (PDS) to PO (PDSE) invokes the Binder

- Old load modules are mapped into POs (if SYSLMOD is a PDSE):

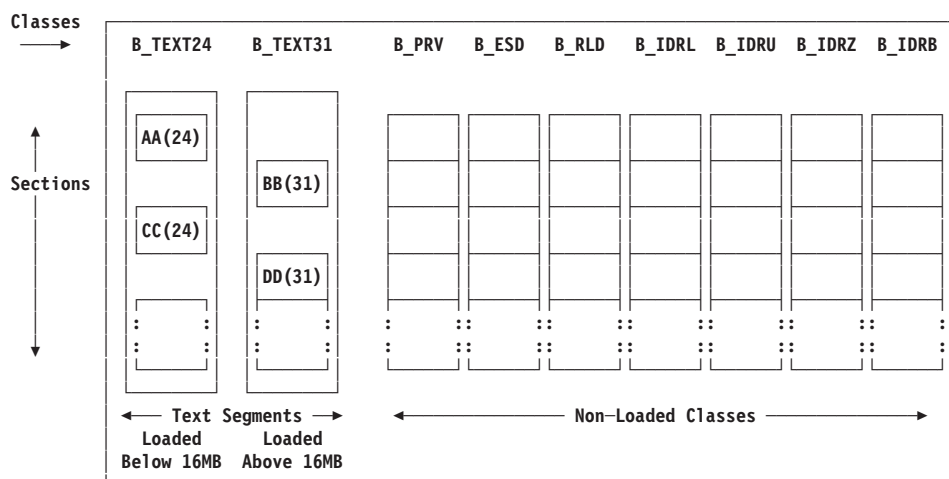


- B\_TEXT "Loaded Class" behaves like traditional LM's text
- B\_ESD is like LM CESD; B\_RLD is like LM Control/RLD records
  - B\_IDRx Classes hold IDR data from Language translators (L), User (U), SuperZap (Z), and Binder (B)

- Linking modules with mixed RMODEs forces the program's RMODE to the most restrictive value
  - Old ways to create programs with RMODE(24) and RMODE(31) pieces:
    - Link them separately; execute one module, which loads the other
    - Or, move chunks of code above or below the line
    - Either way: No external-symbol references are resolved between the two modules! (LOAD/LINK only know entry point name and address of each loaded module)
- Binder: **RMODE(SPLIT)** option creates a PO with two text Classes
  - Affects only Class B\_TEXT:
    - RMODE(24) CSECTs (from Class B\_TEXT) moved to B\_TEXT24 Class,
    - RMODE(31) CSECTs (from Class B\_TEXT) moved to B\_TEXT31 Class
    - B\_TEXT24 Class loaded below 16M, B\_TEXT31 Class loaded above 16M
  - Supports full capabilities of inter-module external symbol references
  - Simple solution to LM's AMODE/RMODE complexities
    - User code handles addressing-mode switching if needed
- Recommendation: let the Binder determine AMODEs and RMODEs

## RMODE(SPLIT) Program Object

- Binder “splits” B\_TEXT Class into RMode(24) and RMode(31) Classes
  - Compare to slide 55



- Inter-Segment references resolved automatically

## Loading Modules into Storage

- **Program Fetch**
  - Traditional LM loader
- **Program Loader**
  - New PO/LM loader
  - Includes all functions of Program Fetch

## Program Loader: Load Modules

- Two stages of relocation are involved:
  1. LKED, Binder: relocate addresses relative to zero module origin
  2. Program Loader: relocate addresses relative to module's load address
- A,V-cons relocated using only **address** information in RLD, and only by adding the module's load address
  - Only a **single** relocation base
  - Q-cons and CXDs were completed at linkage-edit time
- Sequential I/O for loading all load modules (LOAD, LINK, XCTL, ...)
- Skip over everything preceding the first control record
  - SYM, IDR, CESD (PDS directory info simplifies skipping; see slide 19)
- Control records tell length, relative address of next record's text
  - May also contain RLD information for preceding text block
- Overlay Supervisor
  - SEGTAB and ENTABs manage segment traffic; Program Fetch loads segments as requested

- Two stages of relocation are involved:
  1. Binder: relocate addresses relative to zero *segment* origin
  2. Program Loader: relocate addresses relative to each *segment's* load address
- “Linear” format uses efficient “DIV” mapping to virtual storage
- Page-fault loading (“page mode”) or pre-loaded (“move mode”)
  - Page mode (default):
    - POs **mapped** into virtual storage using Data In Virtual (DIV), except:
      - Under z/OS Unix Services, POs in UNIX files are written/read as “flat files”
    - Entire module virtualized if shorter than 96K bytes, or if bind option FETCHOPT=PRIME was specified
    - Otherwise, segments (up to 64K each) virtualized as referenced
      - Faster initiation, less central storage allocated “immediately”
  - Move mode:
    - Preloads entire module in intermediate storage, then moves to destination
- Supports RMODE(64) loading “above the bar”
  - Use this **only** for data!
  - Currently supported only for LE's **C\_WSA64** deferred-load Class

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## Benefits of API-Accessible (NOLOAD) Classes

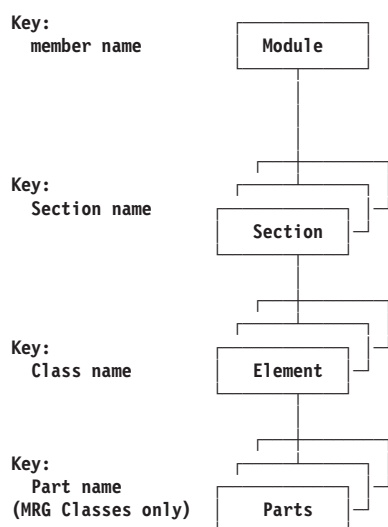
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- Integrated, optional support for any type of program-related data
  - IDR data, translator's “Associated Data” (ADATA), user data
- PO can keep module-related and user data together in one place
  - *Optionally*, of course! As much or as little as desired
  - Source statements (possibly encoded), source-file information, etc.
  - Internal symbols, debugging breakpoint tables, NLS messages, etc.
  - User information, history data, documentation, instructions, etc.
- Reduces need for complex configuration management tools
  - Module-specific items (source, object, listings, executables) need not be tracked separately
- Application can request data via Binder's “FASTDATA” API
  - Delivers what was “Unavailable Data” in Load Modules
- Allows problem determination and debugging “in place”
  - Helps tools locate bugs when and where they happen

## Binder Inputs and Outputs

- Some pictorial views of binding and loading

## Module Data: Binder Input (Logical View)

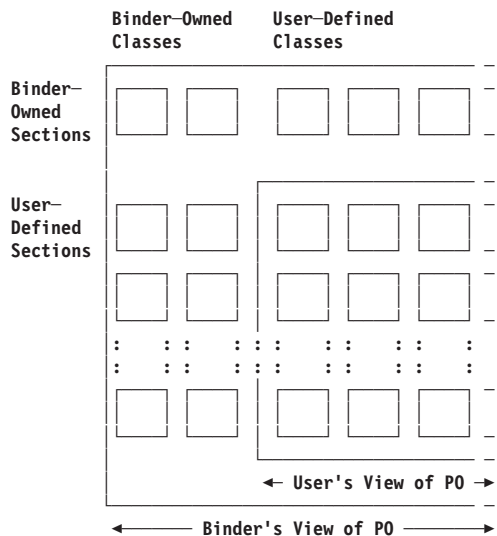


PO structure as seen by the translator and Binder user:

- **Section** roughly equivalent to a “compilation unit”
  - Consists of **Elements** in various Classes
- MRG Classes are constructed from **Part Definitions** and **PseudoRegisters**

Binder Output view is more complex!





Text Classes are bound into **Segments**

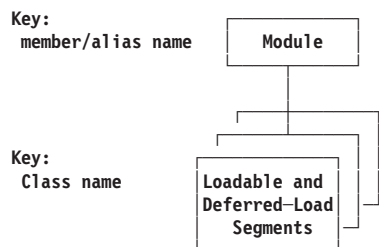
- A Segment may contain multiple Classes if they have identical attributes

Binder retains extra “module-level” data for re-bindability

- PR items (and any initializing text) (Class B\_PARTINIT)
- control information (e.g. B\_ESD)
- IDR data, module map, etc.

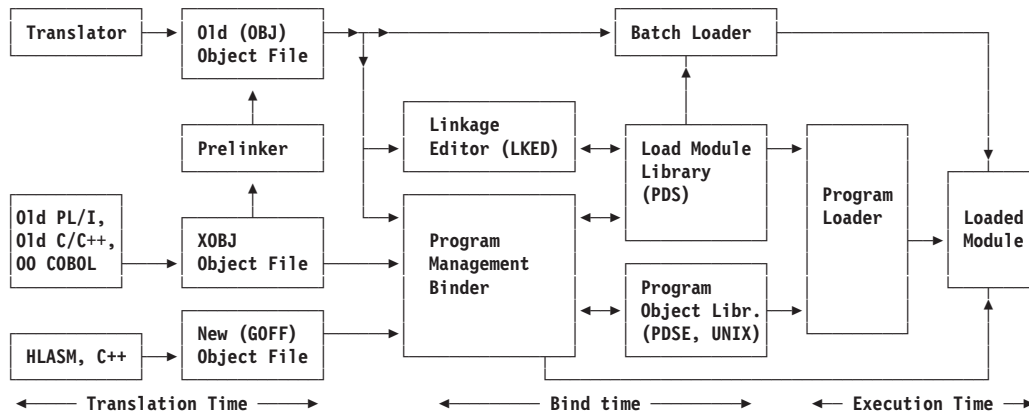
in reserved Section names such as

- X'00000001' for B\_Classes, orphaned ER or PseudoRegister items
- X'00000003' for Part definitions, linkage descriptors, initializing data
- IEWBLIT for LE support (Class B\_LIT)
- IEWBCIE for DLL support (Class B\_IMPEXP)



PO structure seen by PMLoader:

- PO consists of one or more Segments, some of which are loadable by default or on request
- PMLoader loads and relocates Segments
  - Each Segment is like a LM: **relocated with its own origin address**
  - “Distributed” or “scatter” loading
- PDSE member names (entry points and aliases) must be in same “primary” Class segment as the module entry point
  - Don't assign ALIASes to entries in Segments different from the one with the member-name entry point



Note: Arrowheads indicate direction of data flow.  
 ↔ means a component can be produced as output or read as input.

- LMs reside only in PDSs; POs reside only in PDSEs or UNIX files
- Can mix OBJ and GOFF to produce PO or LM (LM restricts features)
  - “Source→OM→Binder→LM” equivalent to “Source→OM→LKED→LM”
  - “Source→GOFF→Binder→LM” equivalent to “Source→OM→LKED→LM”
- Can bind PO and LM to produce either (LM restricts features)

## Dynamic Link Libraries (DLLs)

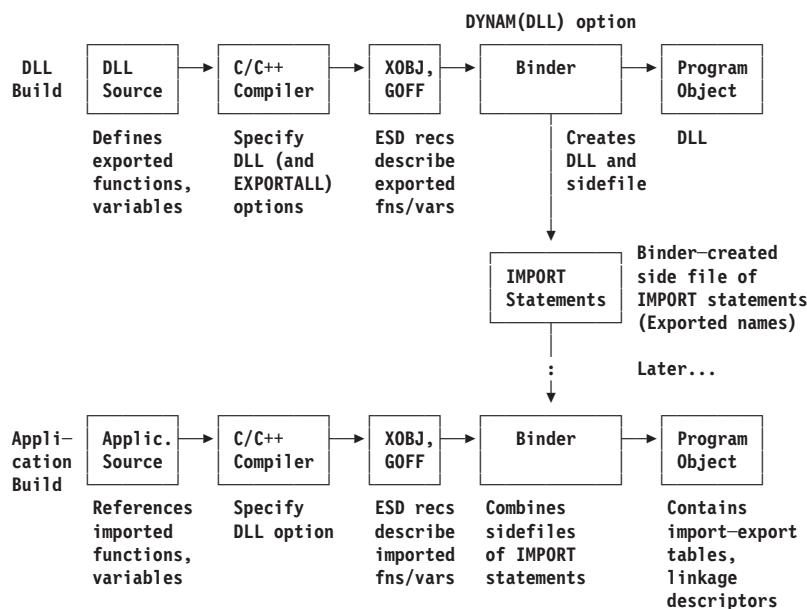
- Execution-time linking

- Dynamic linking: resolution of external references at execution time
  - DLLs provide one form of dynamic linking; LE is required
- DLL creator identifies names of functions and variables to be **exported**
  - Binder puts them in a “side file” for binding with other applications
- DLL-using application identifies functions and variables to be **imported**
  - User must specify compiler DLL option and Binder control statements
    - Binder also provides the IMPORT control statement

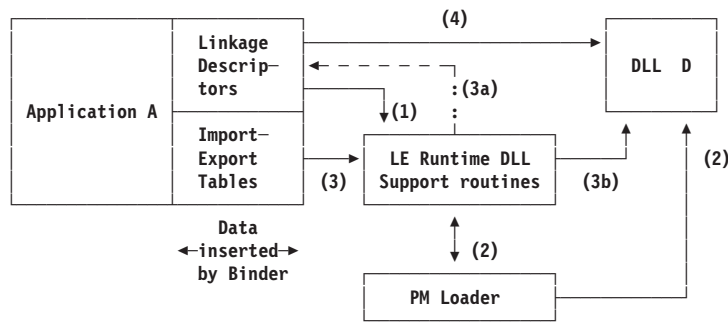
**IMPORT {CODE|DATA},dll\_name,identifier**

- Compilers (and HLASM XATTR statement) declare IMPORT/EXPORT status
- CODE|DATA choice lets Binder create correct linkage descriptors
- Binder creates side file, import-export tables, linkage descriptors
  - DYNAM(DLL) option required for DLL creator and user
- LE runtime support routines load and link specified names

- Example using C/C++: first create a DLL, then the application



- Example: Application A imports names from DLL D:



- (1) First reference to an imported name passes control to LE
- (2) LE DLL-support routines invoke PMLoader to load the DLL
- (3) LE uses import-export table to reference the DLL's exported names
  - (a) updates descriptors for code/data items to complete linkages
- (4) Subsequent application references go directly to the requested (imported) name in the DLL

## Summary

- Binder and PMLoader support both load modules and program objects

	<b>Old (Load Modules)</b>	<b>New (Program Objects)</b>
Components	Link Editor, Program Fetch, Batch Loader	Binder, Program Loader
Library	PDS	PDSE, HFS
Executables	One-dimensional; single AMODE, RMODE	Two-dimensional; multiple Segments and A/RMODEs
Size limit	< 16MB	1GB
Symbols	8 characters	32K characters
Symbol types	SD, LD, ER, WX, PR	Same, plus ED
Module info	IDR only; no system support	Any data; Binder APIs
DLL support	Prelinker required	Integrated into Binder
Extensibility	Not possible	Open-ended architecture

**PDSE and PO Benefits and Advantages**

- PDSE
  - Can hold any record type
  - No compression required; space reclaimed automatically
    - No gas (dead modules), no gaps (short blocks)
  - Improved directory structure
    - Automatic expansion; not a fixed size
    - Indexed search (vs. sequential for PDS)
  - No single-user ENQ for updates
    - Multiple simultaneous member updates
      - If same member, last STOW wins
  - No possibility of sequential directory overwrite
  - Long ALIAS names
  - No mixing: holds only executable POs, or only other record types
  - Utilizes new hardware capabilities

- Program Objects
  - Functional superset of load module capabilities
    - Two-dimensional Class structure, determined by Class attributes
    - Three Class loading attributes
    - AMode specifiable on individual entry points
  - Larger executables (1GB vs. 16MB)
  - Split RMode: separate segments below/above 16MB “line” with inter-segment address resolution
  - Faster loading via DIV mapping (except from z/OS UNIX files)
    - Several load-optimization options
    - No need to relocate the entire executable before starting execution
  - Long and mixed-case names (32K, vs. 8 upper-case)
  - Auxiliary data can be preserved with the executable
  - APIs for retrieving *all* data
  - MODMAP option puts module map in Section IEWBMP, Class B\_MODMAP

- What is in object modules, and where they come from
- How references are resolved to form executable programs
- Structure of load modules and program objects, and how they are built
- How modules are loaded into storage and relocated
- How Dynamic Link Libraries are supported
- Why using PDSEs and Program Objects is a good practice
- ***For you:*** more flexibility in creating program structures

1. z/OS MVS Program Management: User's Guide and Reference (SA22-7643)
2. z/OS MVS Program Management: Advanced Facilities (SA22-7644)
3. "Linkers and Loaders," by Leon Presser and John R. White, *ACM Computing Surveys*, Vol. 4 No. 3, Sept. 1972, pp. 149-167.
4. Linkage Editor and Loader User's Guide, Program Logic manuals

These publications describe Assembler Language elements that create inputs to the Linkage Editor and Binder:

5. High Level Assembler for z/OS, z/VM, and z/VSE Language Reference (SC26-4940)
6. High Level Assembler for z/OS, z/VM, and z/VSE Programmer's Guide (SC26-4941)