

Make and Makefiles

Makefile Disclaimer

This course will give a **brief overview** of how to use **make** with **Fortran**

Will cover the **basics** only!

Then look at how **modules** complicate the use of make

What is Make?

Make is a **tool** which controls the generation of **executables** from a program's **source** files

It gets its knowledge of how to build your program from a file called the **makefile**

The compilation procedure is much faster!

- The compilation is done with a **single command**
- Only files that have been **modified** are recompiled
- Allows managing **large programs** with lots of **dependencies**

Makefile Basics (1)

A **rule** in the makefile tells **Make** how to execute a series of commands in order to build a **target** file from **source** files

It also specifies a list of **dependencies** of the target file

Here is what a **simple rule** looks like:

```
target : dependencies ... (also called prerequisites)
    <tab> commands
```

The **<tab>** is **absolutely** necessary!

Makefile Basics (2)

Make uses **timestamps** to locate the files that have been modified since the last time make was executed

By default when you type **make** it looks for the file **makefile** or **Makefile**. You can designate a specific name with **make -f <thismakefile>**

Can also use **macros** to give names to variables within the makefile. **NOTE** these are **case-sensitive!**

If no specific target is given in the make command then Make starts with the **first** target listed in the makefile

Let's start with a very simple example (**example I**)

Makefile Basics (3)

Comments are delimited by the `#` symbol

A backslash `\` can be used as a continuation character

Common extra tidbit: Create a “phony target” called **clean** which can be run to do a fresh recompile of all source code

Makefile Automatic Variables

These can only be values in the **recipe**. They cannot be used in the **target list** of a rule

\$< The name of the first prerequisite

\$\$ The names of the all prerequisites

\$\$ The file name of the target of the rule

And there are even more available

Compiling Modules

When modules are compiled both a `.o` and `.mod` file are created

A `.mod` file is like a compiled header. This is what the compiler searches for when it sees a `USE` statement

The `dependencies` can start to get cumbersome and complicated when many modules are `USED` and `inherited`

Make has no method for determining these for you.

Take a look at **example2**

Compiling Modules (2)

If you edit a module but do not change the interface then there's no need to update the `.mod` file.

But this is compiler specific behavior:

`gfortran` has been updated to handle this

`ifort` always updates both the `.o` and `.mod` files

There are some software build tools that try to handle this complexities to try to reduce “cascading compilation”.

Want it to compile fast, but really we want it correct!

Helpful Tools

mkDepends - generate a list of dependencies

mkSrcfiles - generate a list of all source files

Versions of these perl scripts are used in atmospheric models like **SAM** and **CAM**

mkdep - requires both GNU make and Python

fmfmk.pl - generate a makefile

foraytool - made especially for compiling large Fortran codes