

Improving Debugging For Optimized Rust Code

Master Thesis

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Overview

1. Introduction
2. DWARF
3. Implementation
4. Evaluation and Discussion
5. Conclusion

What is debugging

- The process of finding and resolving errors, flaws, or faults.
- Debugging techniques:
 - Back tracking
 - Testing
 - Control flow analysis
 - And more
- Debugging is very useful for embedded systems.

What is a Debugger

- A Debugger is a debugging tool.
- Control over the debugged computer program.
- Some of the most common control features:
 - Continue/Start/Run
 - Stop/Halt
 - Restart
 - Step
 - Set and remove breakpoint.

What is a Debugger

- Visualisation of the debugged target state.
- Some of the most common visualisation features:
 - Evaluate variables
 - Stacktrace, unwinding call stack
 - Show machine and Assembly code
 - Show relevant source code.

Unoptimized Vs Optimized code

- Unoptimized:
 - All variables stored in memory.
 - Very simmlilar to source code.
 - Slow to exectue.
 - Easy to debug.
- Optimized:
 - Faster to execute.
 - Some Variables temporarily stored in registery.
 - Some functions are inlined.
 - Difficult to debug.

Problem definition

- Improve Debugging for optimized Rust code.

Motivation

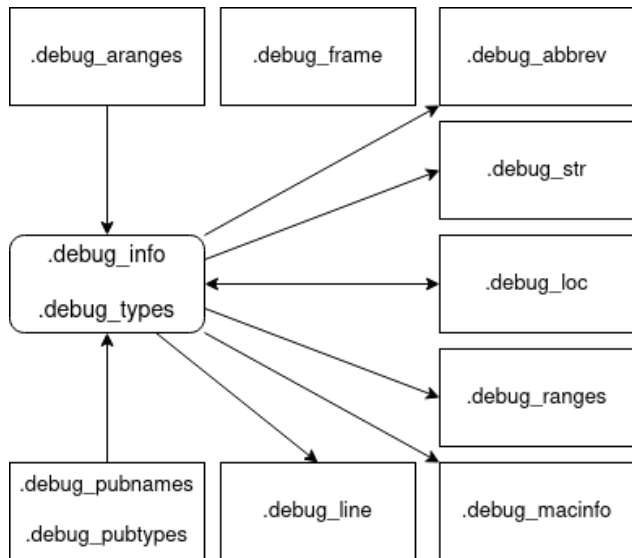
- Unoptimized Rust code is too slow.
- Debugging embedded systems.
- GDB and LLDB do not work very well.
- Write a debugger in Rust.

Deliminations

- Not working on rustc, LLVM and DWARF.
- The debugger will not support all MCUs.
- Features the debugger will have:
 - Continue, Stop, Reset and step.
 - Set and remove breakpoints.
 - Evaluate variables
 - Stacktrace
 - CLI
 - Support Debug Adapter Protocol(DAP)

- Debugging with Attributed Record Formats(DWARF)
- Debug information format
- Rust uses DWARF version 4
- DWARF is divided into 12 sections
- Executable and Linkable Format(ELF)

DWARF Sections



Debug Information Entry(DIE)

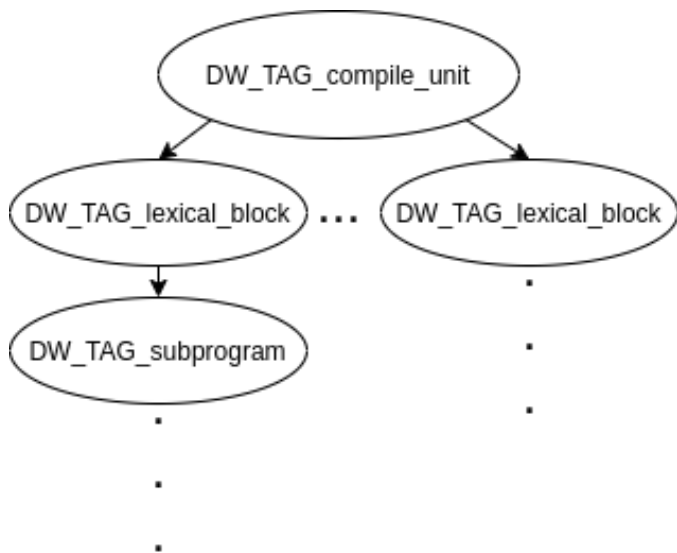
- DebugInformation Entry(DIE).
- DWARF Attributes.
- DWARF DIE example from the .debug_info section.

```
<8><241>: Abbrev Number: 9 (DW_TAG_variable)
  <242>   DW_AT_location      : 2 byte block: 7d 3c      (DW_OP_breg13 (r13): 60)
  <245>   DW_AT_name          : (indirect string, offset: 0x40466): ptr
  <249>   DW_AT_decl_file     : 1
  <24a>   DW_AT_decl_line    : 591
  <24c>   DW_AT_type          : <0x1069>
```

Compilation unit

- Computer program is divided into compilation units.
- Each compilation unit contains a DIE tree.

Compilation unit



Evaluating a variable

- Find the current compilation unit.
- Find the current subprogram die.
- Find the searched variable die.
- Two parts to evaluating a variable:
 - Finding the location of the variable
 - Parsing the value into the correct type

Evaluating the location of a variable

```
<2><4321>: Abbrev Number: 16 (DW_TAG_subprogram)
  <4322>   DW_AT_low_pc      : 0x8000fca
  <4326>   DW_AT_high_pc     : 0x2c
  <432a>   DW_AT_frame_base  : 1 byte block: 57          (DW_OP_reg7 (r7))
  <432c>   DW_AT_linkage_name: (indirect string, offset: 0x473b8): _ZN24nucleo_r
  <4330>   DW_AT_name        : (indirect string, offset: 0x64a52): my_function
  <4334>   DW_AT_decl_file   : 1
  <4335>   DW_AT_decl_line   : 194
  <4336>   DW_AT_type        : <0x6233>
<3><433a>: Abbrev Number: 17 (DW_TAG_formal_parameter)
  <433b>   DW_AT_location    : 2 byte block: 91 7e      (DW_OP_fbreg: -2)
  <433e>   DW_AT_name        : (indirect string, offset: 0x11d94): val
  <4342>   DW_AT_decl_file   : 1
  <4343>   DW_AT_decl_line   : 194
  <4344>   DW_AT_type        : <0x6233>
```


Parsing the type of a variable

```
<1><6233>: Abbrev Number: 34 (DW_TAG_base_type)
  <6234>   DW_AT_name      : (indirect string, offset: 0x2a125): i16
  <6238>   DW_AT_encoding   : 5          (signed)
  <6239>   DW_AT_byte_size  : 2
```

Virtually Unwinding Call Stack

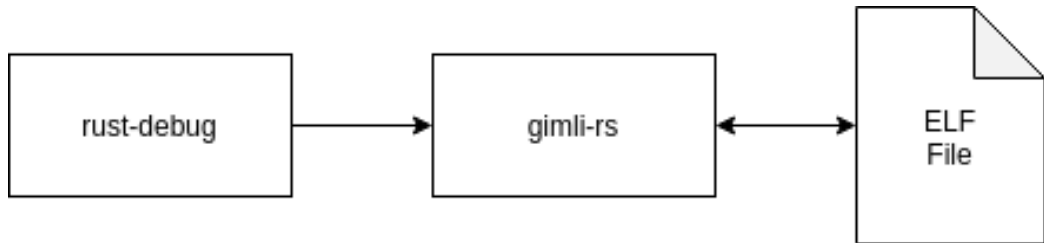
- Stack of subroutine activations.
- A subroutine activation consists of:
 - Code location where the subroutine stopped
 - Preserved register values
 - Canonical Frame Address (CFA)
- The needed information is in section `.debug_frame`

Virtually Unwinding Subroutine Activations

1. Find the Common Information Entry (CIE)
2. Find the Frame Description Entry (FDE)
3. Unwind CFA and register values.
4. Repeat for all activations.

LOC	CFA	R0	R1	...	RN
L0					
L1					
...					
LN					

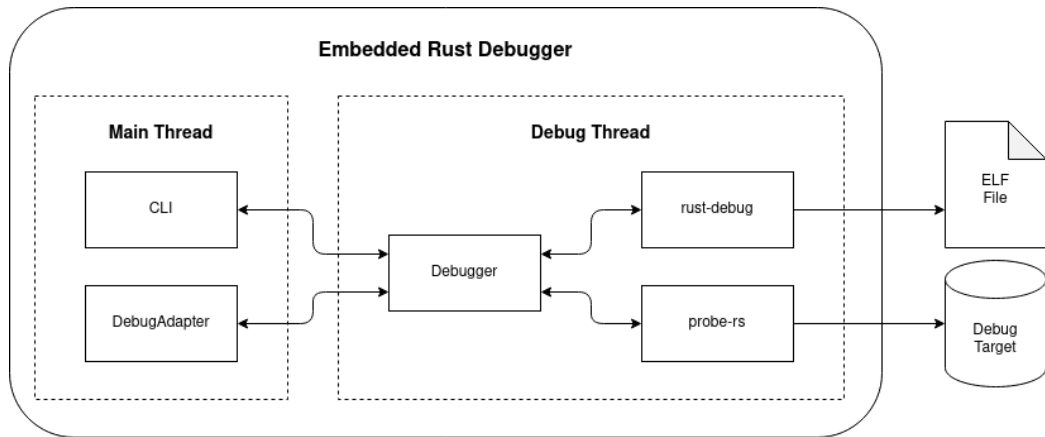
Debugging library rust-debug



Debugging library rust-debug

- Lorem ipsum dolor sit amet, consectetur adipiscing elit
- Aliquam blandit faucibus nisi, sit amet dapibus enim tempus eu
- Nulla commodo, erat quis gravida posuere, elit lacus lobortis est, quis porttitor odio mauris at libero
- Nam cursus est eget velit posuere pellentesque
- Vestibulum faucibus velit a augue condimentum quis convallis nulla gravida

Embedded Rust Debugger(ERD)



VSCode Extension

- Lorem ipsum dolor sit amet, consectetur adipiscing elit
- Aliquam blandit faucibus nisi, sit amet dapibus enim tempus eu
- Nulla commodo, erat quis gravida posuere, elit lacus lobortis est, quis porttitor odio mauris at libero
- Nam cursus est eget velit posuere pellentesque
- Vestibulum faucibus velit a augue condimentum quis convallis nulla gravida

Debugger settings

- Lorem ipsum dolor sit amet, consectetur adipiscing elit
- Aliquam blandit faucibus nisi, sit amet dapibus enim tempus eu
- Nulla commodo, erat quis gravida posuere, elit lacus lobortis est, quis porttitor odio mauris at libero
- Nam cursus est eget velit posuere pellentesque
- Vestibulum faucibus velit a augue condimentum quis convallis nulla gravida

Evaluating Rust enums

- Lorem ipsum dolor sit amet, consectetur adipiscing elit
- Aliquam blandit faucibus nisi, sit amet dapibus enim tempus eu
- Nulla commodo, erat quis gravida posuere, elit lacus lobortis est, quis porttitor odio mauris at libero
- Nam cursus est eget velit posuere pellentesque
- Vestibulum faucibus velit a augue condimentum quis convallis nulla gravida

Conclution

- Lorem ipsum dolor sit amet, consectetur adipiscing elit
- Aliquam blandit faucibus nisi, sit amet dapibus enim tempus eu
- Nulla commodo, erat quis gravida posuere, elit lacus lobortis est, quis porttitor odio mauris at libero
- Nam cursus est eget velit posuere pellentesque
- Vestibulum faucibus velit a augue condimentum quis convallis nulla gravida

Demo

References



John Smith (2012)

Title of the publication

Journal Name 12(3), 45 – 678.

Thank you for listening

Bullet Points

- Lorem ipsum dolor sit amet, consectetur adipiscing elit
- Aliquam blandit faucibus nisi, sit amet dapibus enim tempus eu
- Nulla commodo, erat quis gravida posuere, elit lacus lobortis est, quis porttitor odio mauris at libero
- Nam cursus est eget velit posuere pellentesque
- Vestibulum faucibus velit a augue condimentum quis convallis nulla gravida

Blocks of Highlighted Text

In this slide, some important text will be **highlighted** because it's important. Please, don't abuse it.

Block

Sample text

Alertblock

Sample text in red box

Examples

Sample text in green box. The title of the block is "Examples".

Multiple Columns

Heading

1. Statement
2. Explanation
3. Example

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Integer lectus nisl, ultricies in feugiat rutrum, porttitor sit amet augue. Aliquam ut tortor mauris. Sed volutpat ante purus, quis accumsan dolor.

Table

Treatments	Response 1	Response 2
Treatment 1	0.0003262	0.562
Treatment 2	0.0015681	0.910
Treatment 3	0.0009271	0.296

Table: Table caption

Theorem

Theorem (Mass–energy equivalence)

$$E = mc^2$$

Figure

Uncomment the code on this slide to include your own image from the same directory as the template .TeX file.

An example of the `\cite` command to cite within the presentation:

This statement requires citation [Smith, 2012].

References



John Smith (2012)

Title of the publication

Journal Name 12(3), 45 – 678.

The End