# GDB's Obsolete Annotations

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### 1 What is an Annotation?

To produce obsolete level two annotations, start GDB with the --annotate=2 option.

Annotations start with a newline character, two `control-z' characters, and the name of the annotation. If there is no additional information associated with this annotation, the name of the annotation is followed immediately by a newline. If there is additional information, the name of the annotation is followed by a space, the additional information, and a newline. The additional information cannot contain newline characters.

Any output not beginning with a newline and two `control-z' characters denotes literal output from GDB. Currently there is no need for GDB to output a newline followed by two `control-z' characters, but if there was such a need, the annotations could be extended with an `escape' annotation which means those three characters as output.

A simple example of starting up GDB with annotations is:

```
$ gdb --annotate=2
GNU GDB 5.0
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Type "show copying" to see the conditions.
There is absolutely no warranty for GDB. Type "show warranty" for details.
This GDB was configured as "sparc-sun-sunos4.1.3"

^Z^Zpre-prompt
(gdb)
^Z^Zprompt
quit

$
```

Here `quit' is input to GDB; the rest is output from GDB. The three lines beginning `^Z^Z' (where `^Z' denotes a `control-z' character) are annotations; the rest is output from GDB.

# 2 Limitations of the Annotation Interface

The level two annotations mechanism is known to have a number of technical and architectural limitations. As a consequence, in 2001, with the release of  $_{\rm GDB}$  5.1 and the addition of  $_{\rm GDB}/_{\rm MI}$ , the annotation interface was marked as deprecated.

This chapter discusses the known problems.

# 2.1 Dependant on CLI output

The annotation interface works by interspersing markups with GDB normal command-line interpreter output. Unfortunately, this makes the annotation client dependant on not just the annotations, but also the CLI output. This is because the client is forced to assume that speci c GDB commands provide speci c information. Any change to GDB's CLI output modi es or removes that information and, consequently, likely breaks the client.

Since the GDB/MI output is independent of the CLI, it does not have this problem.

### 2.2 Scalability

The annotation interface relies on value annotations (see Chapter 5 [Value Annotations], page 3) and the display mechanism as a way of obtaining up-to-date value information. These mechanisms are not scalable.

In a graphical environment, where many values can be displayed simultaneously, a serious performance problem occurs when the client tries to rst extract from GDB, and then redisplay, all those values. The client should instead only request and update the values that changed.

The GDB/MI Variable Objects provide just that mechanism.

#### 2.3 Correctness

The annotation interface assumes that a variable's value can only be changed when the target is running. This assumption is not correct. A single assignment to a single variable can result in the entire target, and all displayed values, needing an update.

The GDB/MI Variable Objects include a mechanism for e ciently reporting such changes.

## 2.4 Reliability

The GDB/MI interface includes a dedicated test directory (gdb/gdb.mi), and any addition or x to GDB/MI must include testsuite changes.

### 2.5 Maintainability

The annotation mechanism was implemented by interspersing CLI print statements with various annotations. As a consequence, any CLI output change can alter the annotation output.

Since the  $_{\rm GDB/MI}$  output is independent of the  $_{\rm CLI}$ , and the  $_{\rm GDB/MI}$  is increasingly implemented independent of the  $_{\rm CLI}$  code, its long term maintenance is much easier.

# 3 Migrating to GDB/MI

By using the `interp mi' command, it is possible for annotation clients to invoke  ${\tt GDB/MI}$  commands, and hence access the  ${\tt GDB/MI}$ . By doing this, existing annotation clients have a migration path from this obsolete interface to  ${\tt GDB/MI}$ .

# 4 The Server Prefix

To issue a command to GDB without a ecting certain aspects of the state which is seen by users, pre x it with `server'. This means that this command will not a ect the command history, nor will it a ect GDB's notion of which command to repeat if RET is pressed on a line by itself.

The server pre x does not a ect the recording of values into the value history; to print a value without recording it into the value history, use the output command instead of the print command.

Chapter 5: Values 3

### 5 Values

Value Annotations have been removed. GDB/MI instead provides Variable Objects.

When a value is printed in various contexts, GDB uses annotations to delimit the value from the surrounding text.

If a value is printed using print and added to the value history, the annotation looks like

```
^Z^Zvalue-history-begin history-number value-flags
history-string
^Z^Zvalue-history-value
the-value
^Z^Zvalue-history-end
```

where *history-number* is the number it is getting in the value history, *history-string* is a string, such as `\$5 = ', which introduces the value to the user, *the-value* is the output corresponding to the value itself, and *value-flags* is `\*' for a value which can be dereferenced and `-' for a value which cannot.

If the value is not added to the value history (it is an invalid oat or it is printed with the output command), the annotation is similar:

```
^Z^Zvalue-begin value-flags
the-value
^Z^Zvalue-end
```

When GDB prints an argument to a function (for example, in the output from the backtrace command), it annotates it as follows:

```
^Z^Zarg-begin
argument-name
^Z^Zarg-name-end
separator-string
^Z^Zarg-value value-flags
the-value
^Z^Zarg-end
```

where argument-name is the name of the argument, separator-string is text which separates the name from the value for the user's bene t (such as `='), and value-flags and the-value have the same meanings as in a value-history-begin annotation.

When printing a structure, GDB annotates it as follows:

```
^Z^Zfield-begin value-flags
field-name
^Z^Zfield-name-end
separator-string
^Z^Zfield-value
the-value
^Z^Zfield-end
```

where *field-name* is the name of the eld, *separator-string* is text which separates the name from the value for the user's bene t (such as `='), and *value-flags* and *the-value* have the same meanings as in a value-history-begin annotation.

When printing an array, GDB annotates it as follows:

```
^Z^Zarray-section-begin array-index value-flags
```

where *array-index* is the index of the rst element being annotated and *value-flags* has the same meaning as in a *value-history-begin* annotation. This is followed by any number of elements, where is element can be either a single element:

Chapter 6: Frames

In both cases, *the-value* is the output for the value of the element and *whitespace* can contain spaces, tabs, and newlines. In the repeated case, *number-of-repetitions* is the number of consecutive array elements which contain that value, and *repetition-string* is a string which is designed to convey to the user that repetition is being depicted.

Once all the array elements have been output, the array annotation is ended with ^Z^Zarray-section-end

## 6 Frames

Value Annotations have been removed. GDB/MI instead provides a number of frame commands.

Frame annotations are no longer available. The GDB/MI provides `-stack-list-arguments', `-stack-list-locals', and `-stack-list-frames' commands.

Whenever GDB prints a frame, it annotates it. For example, this applies to frames printed when GDB stops, output from commands such as backtrace or up, etc.

The frame annotation begins with ^Z^Zframe-begin level address level-string

where *level* is the number of the frame (0 is the innermost frame, and other frames have positive numbers), *address* is the address of the code executing in that frame, and *level-string* is a string designed to convey the level to the user. *address* is in the form `Ox' followed by one or more lowercase hex digits (note that this does not depend on the language). The frame ends with

^Z^Zframe-end

Between these annotations is the main body of the frame, which can consist of

^Z^Zfunction-call
function-call-string

where *function-call-string* is text designed to convey to the user that this frame is associated with a function call made by GDB to a function in the program being debugged.

^Z^Zsignal-handler-caller
signal-handler-caller-string

where *signal-handler-caller-string* is text designed to convey to the user that this frame is associated with whatever mechanism is used by this operating system to call a signal handler (it is the frame which calls the signal handler, not the frame for the signal handler itself).

#### A normal frame.

This can optionally (depending on whether this is thought of as interesting information for the user to see) begin with

```
^Z^Zframe-address
address
^Z^Zframe-address-end
separator-string
```

where address is the address executing in the frame (the same address as in the frame-begin annotation, but printed in a form which is intended for user consumption | in particular, the syntax varies depending on the language), and separator-string is a string intended to separate this address from what follows for the user's bene t.

Then comes

```
^Z^Zframe-function-name
function-name
^Z^Zframe-args
arguments
```

where *function-name* is the name of the function executing in the frame, or `??' if not known, and *arguments* are the arguments to the frame, with parentheses around them (each argument is annotated individually as well, see Chapter 5 [Value Annotations], page 3).

If source information is available, a reference to it is then printed:

```
^Z^Zframe-source-begin
source-intro-string
^Z^Zframe-source-file
filename
^Z^Zframe-source-file-end
:
^Z^Zframe-source-line
line-number
^Z^Zframe-source-end
```

where *source-intro-string* separates for the user's bene t the reference from the text which precedes it, *filename* is the name of the source—le, and *line-number* is the line number within that—le (the rst line is line 1).

If GDB prints some information about where the frame is from (which library, which load segment, etc.; currently only done on the RS/6000), it is annotated with

```
^Z^Zframe-where information
```

Then, if source is to actually be displayed for this frame (for example, this is not true for output from the backtrace command), then a source annotation (see Chapter 13 [Source Annotations], page 9) is displayed. Unlike most annotations, this is output instead of the normal text which would be output, not in addition.

# 7 Displays

Display Annotations have been removed. GDB/MI instead provides Variable Objects.

When GDB is told to display something using the display command, the results of the display are annotated:

^Z^Zdisplay-begin
number
^Z^Zdisplay-number-end
number-separator
^Z^Zdisplay-format
format
^Z^Zdisplay-expression
expression
^Z^Zdisplay-expression-end
expression-separator
^Z^Zdisplay-value
value
^Z^Zdisplay-end

where *number* is the number of the display, *number-separator* is intended to separate the number from what follows for the user, *format* includes information such as the size, format, or other information about how the value is being displayed, *expression* is the expression being displayed, *expression-separator* is intended to separate the expression from the text that follows for the user, and *value* is the actual value being displayed.

# 8 Annotation for gdb Input

When gdb prompts for input, it annotates this fact so it is possible to know when to send output, when the output from a given command is over, etc.

Di erent kinds of input each have a di erent *input type*. Each input type has three annotations: a pre- annotation, which denotes the beginning of any prompt which is being output, a plain annotation, which denotes the end of the prompt, and then a post- annotation which denotes the end of any echo which may (or may not) be associated with the input. For example, the prompt input type features the following annotations:

^Z^Zpre-prompt ^Z^Zprompt

^Z^Zpost-prompt

The input types are

prompt When GDB is prompting for a command (the main GDB prompt).

commands When GDB prompts for a set of commands, like in the commands command. The annotations are repeated for each command which is input.

overload-choice

When gdb wants the user to select between various overloaded functions.

query When GDB wants the user to con rm a potentially dangerous operation.

prompt-for-continue

When GDB is asking the user to press return to continue. Note: Don't expect this to work well; instead use set height 0 to disable prompting. This is because the counting of lines is buggy in the presence of annotations.

## 9 Errors

```
^Z^Zquit
```

This annotation occurs right before GDB responds to an interrupt.

```
^Z^Zerror
```

This annotation occurs right before GDB responds to an error.

Quit and error annotations indicate that any annotations which GDB was in the middle of may end abruptly. For example, if a value-history-begin annotation is followed by a error, one cannot expect to receive the matching value-history-end. One cannot expect not to receive it either, however; an error annotation does not necessarily mean that GDB is immediately returning all the way to the top level.

```
A quit or error annotation may be preceded by
```

```
^Z^Zerror-begin
```

Any output between that and the quit or error annotation is the error message.

Warning messages are not yet annotated.

# 10 Information on Breakpoints

Breakpoint Annotations have been removed. GDB/MI instead provides breakpoint commands.

The output from the info breakpoints command is annotated as follows:

```
^Z^Zbreakpoints-headers
header-entry
^Z^Zbreakpoints-table
```

where *header-entry* has the same syntax as an entry (see below) but instead of containing data, it contains strings which are intended to convey the meaning of each eld to the user. This is followed by any number of entries. If a eld does not apply for this entry, it is omitted. Fields may contain trailing whitespace. Each entry consists of:

```
^Z^Zrecord
^Z^Zfield 0
number
^Z^Zfield 1
type
^Z^Zfield 2
disposition
^Z^Zfield 3
enable
^Z^Zfield 4
address
^Z^Zfield 5
what.
^Z^Zfield 6
frame
^Z^Zfield 7
condition
^Z^Zfield 8
ignore-count
^Z^Zfield 9
commands
```

Note that address is intended for user consumption | the syntax varies depending on the language.

The output ends with ^Z^Zbreakpoints-table-end

## 11 Invalidation Notices

The following annotations say that certain pieces of state may have changed.

#### ^Z^Zframes-invalid

The frames (for example, output from the backtrace command) may have changed.

#### ^Z^Zbreakpoints-invalid

The breakpoints may have changed. For example, the user just added or deleted a breakpoint.

# 12 Running the Program

When the program starts executing due to a GDB command such as step or continue,

```
^Z^Zstarting
```

is output. When the program stops,

^Z^Zstopped

is output. Before the stopped annotation, a variety of annotations describe how the program stopped.

#### ^Z^Zexited exit-status

The program exited, and *exit-status* is the exit status (zero for successful exit, otherwise nonzero).

#### ^Z^Zsignalled

The program exited with a signal. After the ^Z^Zsignalled, the annotation continues:

where name is the name of the signal, such as SIGILL or SIGSEGV, and string is the explanation of the signal, such as Illegal Instruction or Segmentation fault. intro-text, middle-text, and end-text are for the user's bene t and have no particular format.

#### ^Z^Zsignal

The syntax of this annotation is just like signalled, but GDB is just saying that the program received the signal, not that it was terminated with it.

#### ^Z^Zbreakpoint number

The program hit breakpoint number *number*.

#### ^Z^Zwatchpoint number

The program hit watchpoint number *number*.

# 13 Displaying Source

The following annotation is used instead of displaying source code:

```
^Z^Zsource filename:line:character:middle:addr
```

where filename is an absolute le name indicating which source le, line is the line number within that le (where 1 is the rst line in the le), character is the character position within the le (where 0 is the rst character in the le) (for most debug formats this will necessarily point to the beginning of a line), middle is `middle' if addr is in the middle of the line, or `beg' if addr is at the beginning of the line, and addr is the address in the target program associated with the source which is being displayed. addr is in the form `0x' followed by one or more lowercase hex digits (note that this does not depend on the language).

# 14 Multi-threaded Applications

The following annotations report thread related changes of state.

#### ^Z^Znew-thread

This annotation is issued once for each thread that is created apart from the main thread, which is not reported.

#### ^Z^Zthread-changed

The selected thread has changed. This may occur at the request of the user with the thread command, or as a result of execution, e.g., another thread hits a breakpoint.

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