Debug golang program with Delve

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About Me

- Blockchain Engineer at Diode (https://diode.io/)
- Editor of Taipei Ethereum Meetup
- Open source contributor
- Love to learn new technology
- Programming languages: JS, GO, PHP, C, PYTHON
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Outline

- How delve works
- Debug with delve
- Debug with GDB

How delve works

UI Layer

User interface (eg, dlv command line, gdlv gui)

Symbolic Layer

Knows line number, types, variable names, etc

Target Layer

Controls target process

Catch debug event

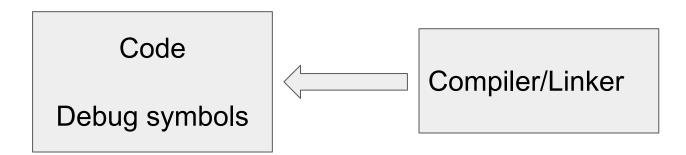
Target layer

- native
 - windows
 - linux
 - macos
 - won't work properly
 - freebsd/amd64, linux/386 and linux/arm64

Target layer

- core
 - linux_amd64
- gdbserial
 - debugserver on macos
 - tcp/ip service
 - won't need to sign the binary
 - Ildb server
 - mozilla rr

Symbolic layer



- Opening executable file and reading the debug symbols.
- The format of debug symbols is DWARFv4, which they implement in /pkg/dwarf

Symbolic layer

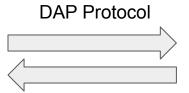
- dwarfdump ./thttp
 - debug_info
 - debug_frame
 - debug line

```
0x0009c689
                 DW AT name
                              ("&tunnel")
                 DW AT decl line
                 DW AT type
                               (0x000000000047037 "*github.com/sc0vu/simtunnel.Tunnel")
                 DW_AT_location
                                       (DW_OP_fbreg -312)
0x0009c69b:
                 DW AT name ("sig")
                 DW AT decl line
                                       (24)
                 DW_AT_type (0x00000000000421eb "os.Signal")
                                       (DW OP fbreg -304)
                 DW AT location
0x0009c6a9:
                 DW AT name ("err")
                 DW_AT_decl_line
                 DW AT type (0x00000000003895c "error")
                 DW AT location
                                       (DW_OP_fbreg -288)
0x0009c6b7
               NULL
0x0009c6b8:
               DW AT name
                               ("main..inittask")
               DW AT location
                               (DW OP addr 0x125d2a0)
               DW AT type
                               (0x0000000000038fb1 "runtime.initTask")
               DW AT external (0x01)
0x0009c6d7: DW_TAG_variable
               DW AT name
                               ("runtime.modinfo")
               DW AT location (DW OP addr 0x126b400)
               DW AT type
                               (0x0000000000031b7b "string")
               DW AT external (0x01)
0x0009c6f8: Compile Unit: length = 0x0000007f version = 0x0004 abbr offset = 0x0000 addr size = 0x08 (next unit a
t 0x0009c77b)
0x0009c703: DW_TAG_compile_unit
             DW AT name
                               ("internal/syscall/execenv")
             DW AT language
                               (DW LANG Go)
             DW AT comp dir
             DW AT producer
                               ("Go cmd/compile go1.14.3; -N -l")
             DW AT unknown 2905
                                       ("execenv")
0x0009c747: DW TAG variable
               DW AT name
                               ("internal/syscall/execenv..inittask")
               DW AT location (DW OP addr 0x125c0c0)
               DW AT type
                               (0x0000000000031343 "<unspecified>")
               DW AT external (0x01)
```

How delve works

UI Layer

Service Layer



Service Layer

Symbolic Layer

Target Layer

- Debug adapter protocol
- https://microsoft.github.io/debug-adapter-protocol

Examples to debug with this:

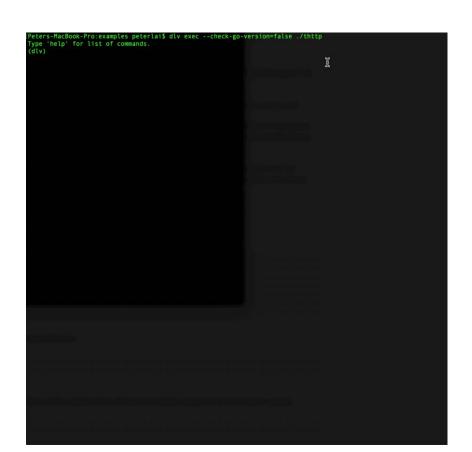
https://github.com/sc0vu/simtunnel

```
package main
import (
   "os/signal"
    "github.com/sc0vu/simtunnel"
func main() {
    localPort := 9999
    forwardPort := 8080
    tunnel := simtunnel.NewTunnel(localPort, "localhost", forwardPort)
    err := tunnel.ListenAndServe()
    if err != nil {
        log.Printf("Failed to listen and serve the tunnel: %s\n", err.Error())
    log.Printf("Listen and serve on port: %d\n", localPort)
    log.Printf("Forward to: localhost:%d\n", forwardPort)
    sigChan := make(chan os.Signal, 1)
    signal.Notify(sigChan, syscall.SIGINT)
    sig := <-sigChan</pre>
   switch sig {
    case syscall.SIGINT:
        break
    tunnel.Close()
   log.Printf("Close tunnel")
```

- debug with go files:
 - \$ dlv debug *.go -- [parameters]
- debug with build go binary:
 - \$ go build -gcflags="all=-N -l" *.go
 - \$ dlv exec [filename] -- [parameters]
 - \$ dlv attach [pid]

- debug with remote dlv server:
 - \$ dlv debug --listen [127.0.0.1:8888] --headless *.go -- [parameters]
 - \$ dlv connect [127.0.0.1:8888]

- find the function
 - funcs netCopy
- set the breakpoints
 - b netCopy
- continue till next breakpoint
 - C
- next step
 - n [1]



- set breakpoint
 - b tunnel.go:41
- stop when srcPort is 9999
 - cond 1 srcPort==9999



- set breakpoint
 - b netCopy
- step into io.Copy
 - step

```
-MacBook-Pro:examples peterlai$ dlv exec --check-go-version=false ./thttp
 ype 'help' for list of commands.
(dlv) b netCopy
Breakpoint 1 set at 0x1137fa8 for github.com/sc0vu/simtunnel.(*Tunnel).netCopy() /Users/peterlai/simtunnel/tunnel
.go:19
(dlv)
```

- Build -gcflags="all=-N -l"
- Build -ldflags=-compressdwarf=false
- Load GO runtime-gdb.py support (src/runtime/runtime-gdb.py)
 - \$len, \$cap, \$dtype
 - GoroutinesCmd(), GoroutineCmd(), GolfaceCmd()

```
Peters-MacBook-Pro:examples peterlai$ gdb ./thttp
GNU gdb (GDB) 9.2
Copyright (C) 2020 Free Software Foundation, Inc.
 icense GPLv3+: GNU GPL version 3 or later <a href="http://gnu.org/licenses/gpl.html">http://gnu.org/licenses/gpl.html</a>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law.
Type "show copying" and "show warranty" for details.
This GDB was configured as "x86_64-apple-darwin18.7.0".
Type "show configuration" for configuration details.
or bug reporting instructions, please see:
<http://www.gnu.org/software/gdb/bugs/>.
 ind the GDB manual and other documentation resources online at:
   <http://www.gnu.org/software/gdb/documentation/>.
For help, type "help".
Type "apropos word" to search for commands related to "word"...
Reading symbols from ./thttp...
oading Go Runtime support.
(gdb) b tunnel_http.go:15
Breakpoint 1 at 0x1138e34: file /Users/peterlai/simtunnel/examples/tunnel http.go, line 15.
Starting program: /Users/peterlai/simtunnel/examples/thttp
[New Thread 0x1803 of process 5020]
New Thread 0x2503 of process 5020]
```

```
For help, type "help".
Type "apropos word" to search for commands related to "word"...
Reading symbols from ./thttp...
Loading Go Runtime support.
(gdb) b tunnel http.go:15
Breakpoint 1 at 0x1138e34: file /Users/peterlai/simtunnel/examples/tunnel_http.go, line 15.
(gdb) b tunnel http.go:16
Breakpoint 2 at 0x1138eae: file /Users/peterlai/simtunnel/examples/tunnel http.go, line 16.
(gdb) b tunnel_http.go:17
Breakpoint 3 at 0x1138ee1: file /Users/peterlai/simtunnel/examples/tunnel http.go. line 17.
(gdb) b tunnel http.go:18
Breakpoint 4 at 0x1138eeb: file /Users/peterlai/simtunnel/examples/tunnel http.go, line 18.
Starting program: /Users/peterlai/simtunnel/examples/thttp
[New Thread 0x2703 of process 21967]
[New Thread 0x2603 of process 21967]
[New Thread 0x1b03 of process 21967]
warning: `/BuildRoot/Library/Caches/com.apple.xbs/Binaries/Libc darwin/install/TempContent/Objects/Libc.build/libsyste
n_darwin.dylib.build/Objects-normal/x86_64/bsd.o': can't open to read symbols: No such file or directory.
warning: `/BuildRoot/Library/Caches/com.apple.xbs/Binaries/Libc darwin/install/TempContent/Objects/Libc.build/libsyste
m darwin.dylib.build/Objects-normal/x86 64/darwin vers.o': can't open to read symbols: No such file or directory.
warning: '/BuildRoot/Library/Caches/com.apple.xbs/Binaries/Libc darwin/install/TempContent/Objects/Libc.build/libsyste
n darwin.dylib.build/Objects-normal/x86 64/dirstat.o': can't open to read symbols: No such file or directory.
warning: ˈ/BuildRoot/Library/Caches/com.apple.xbs/Binaries/Libc_darwin/install/TempContent/Objects/Libc.build/libsyste
ı_darwin.dylib.build/Objects-normal/x86_64/dirstat_collection.o': can't open to read symbols: No such file or director
.
warning: `/BuildRoot/Library/Caches/com.apple.xbs/Binaries/Libc darwin/install/TempContent/Objects/Libc.build/libsyste
darwin.dylib.build/Objects-normal/x86 64/err.o': can't open to read symbols: No such file or directory.
warning: `/BuildRoot/Library/Caches/com.apple.xbs/Binaries/Libc_darwin/install/TempContent/Objects/Libc.build/libsyste
m darwin.dylib.build/Objects-normal/x86 64/exception.o': can't open to read symbols: No such file or directory.
warning: '/BuildRoot/Library/Caches/com.apple.xbs/Binaries/Libc darwin/install/TempContent/Objects/Libc.build/libsyste
m_darwin.dylib.build/Objects-normal/x86_64/init.o': can't open to read symbols: <u>No such file or directory.</u>
warning: `/BuildRoot/Library/Caches/com.apple.xbs/Binaries/Libc darwin/install/TempContent/Objects/Libc.build/libsyste
m_darwin.dylib.build/Objects-normal/x86_64/mach.o': can't open to read symbols: No such file or directory.
warning: `/BuildRoot/Library/Caches/com.apple.xbs/Binaries/Libc darwin/install/TempContent/Objects/Libc.build/libsyste
m darwin.dylib.build/Objects-normal/x8<u>6</u>64/stdio.o': can't open to read symbols: No such file or directory.
warning: `/BuildRoot/Library/Caches/com.apple.xbs/Binaries/Libc_darwin/install/TempContent/Objects/Libc.build/libsyste
darwin.dvlib.build/Objects-normal/x86 64/stdlib.o': can't open to read symbols: No such file or directory.
warning: `/BuildRoot/Library/Caches/com.apple.xbs/Binaries/Libc_darwin/install/TempContent/Objects/Libc.build/libsyste
m_darwin.dylib.build/Objects-normal/x86_64/string.o': can't open to read symbols: No such file or directory.
warning: `/BuildRoot/Library/Caches/com.apple.xbs/Binaries/Libc darwin/install/TempContent/Objects/Libc.build/libsyste
n darwin.dylib.build/Objects-normal/x86 64/variant.o': can't open to read symbols: No such file or directory.
[New Thread 0x2717 of process 21967]
[New Thread 0x1c03 of process 21967]
[New Thread 0x1d03 of process 21967]
[New Thread 0x1e03 of process 21967]
[New Thread 0x2617 of process 21967]
```

stuck sometimes.

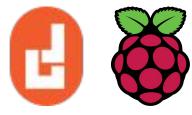
- Stop in tunnel_http.go:15
- Step into NewTunnel
- Didn't set breakpoint in NewTunnel

- Stop in tunnel_http.go:16
- Didn't know much about struct data

```
[(gdb) p $dtype(err.data)
$10 = (void *) 0xc00011cf70
```

Pi Givaway

- Pi zero with camera module
 - Download and publish the local resource to diode network (https://diode.io/download)
 - Register BNS in diode network (https://diode.io/prenet/#/dns)
 - Connect to your local resource from your BNS



Q & A

References

- GDB (<u>https://www.gnu.org/software/gdb/</u>)
- Debugging Go Code with GDB (https://golang.org/doc/qdb)
- Codesign the gdb on macos
- Alessandro Arzilli talks:
 - Internal Architecture of Delve, a Debugger For Go (https://www.youtube.com/watch?v=IKnTr7Zms1k)
- Delve github (<u>https://github.com/go-delve/delve</u>)
- Mozilla RR (<u>https://github.com/mozilla/rr</u>)
- Diode (<u>https://diode.io</u>)
- Diode Go Client (https://github.com/diodechain/diode_go_client)