

Семинар по C++ №7

Sanitizers and GDB

Вспоминаем проблемы

- Out of range
- Double free
- Memory leak
- Use after free
- Use after return
- ...

Sanitizers

- There are many of them:
- -fsanitize=address
- -fsanitize=pointer-compare
- -fsanitize=undefined
- ...
- [The full list](#)

Adress Sanitizer

- How to use?
 - `g++ -fsanitize=address main.cpp`
 - `./a.out`
 - **`ASAN_OPTIONS=detect_stack_use_after_return=1`** `./a.out` – for «use after return» checks
- Why to use?
 - index out of range
 - double free
 - use after free
 - memory leak
 - ...

Undefined

- How to use?
 - `g++ -fsanitize=undefined main.cpp`
 - `./a.out`
- Why to use?
 - To detect undefined behaviour

How does it work?

- malloc/free wrappers
- memory access wrappers
- stack
- For more information, read [GitHub](#)

Before:

```
*address = ...; // or: ... = *address;
```

After:

```
if (IsPoisoned(address)) {  
    ReportError(address, kAccessSize, kIsWrite);  
}  
*address = ...; // or: ... = *address;
```

Original code:

```
void foo() {  
    char a[8];  
    ...  
    return;  
}
```

Instrumented code:

```
void foo() {  
    char redzone1[32]; // 32-byte aligned  
    char a[8];         // 32-byte aligned  
    char redzone2[24];  
    char redzone3[32]; // 32-byte aligned  
    int *shadow_base = MemToShadow(redzone1);  
    shadow_base[0] = 0xffffffff; // poison redzone1  
    shadow_base[1] = 0xffffffff00; // poison redzone2, unpoison 'a'  
    shadow_base[2] = 0xffffffff; // poison redzone3  
    ...  
    shadow_base[0] = shadow_base[1] = shadow_base[2] = 0; // unpoison all  
    return;  
}
```

GDB

- **g++ -g main.cpp** – compile with debug information
- **gdb a.out** – start debugging this executable
- **gdb --args a.out arg1 arg2** – pass command line arguments

- **break (b) func_name/line/...** – set a breakpoint
- **run (r)** – run a program to the end (or the nearest breakpoint)
- **continue (c)** – continue execution to the end (or the nearest breakpoint)

Navigation

- **step (s)** – go to the next line (step inside a function)
- **next (n)** – go to the next line (**do not** step inside a function)
- **stepi / nexti** – the same, but to the next assembly instruction
- **finish** – continue until the end of current function

Breakpoints

- **break (b) func_name/line/...** – set a breakpoint
- **info break** – get the list of breakpoints
- **delete *break_num*** – delete a breakpoint
- **clear** – delete all breakpoints
- **enable / disable *break_num*** – obvious

Stack

- **backtrace (bt)** – show backtrace
- **backtrace full** – show backtrace with local variables
- **list *func_name*/*line range*/...** – displays some code

utils

- **set var *var_name*=*value*** – set a value to a variable
- **p /format *var_name*** – display a variable
- Format
 - a – pointer
 - d – decimal
 - x – hexadecimal
 - f – floating point value
 - ...
- **gdb --pid *pid*** – attach to a working process

gdb with core dump

- `/var/lib/systemd/coredump` – path to core dump
- `coredumpctl` – cool utility for core dumps
- `unlz4` – unpack core dump
- `gdb a.out core` – start core dump from gdb

TUI (Text User Interface) Mode

- tui enable/disable
- **Layouts:**
layout next/prev/src/asm/split/regs
- **Focus:**
- **focus** next/prev/src/asm/regs/cmd

Sources

- [GDB cheat sheet](#)
- [One more](#)