# Introduction to GDB (or how to debug like a pro)

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"What is wrong with printf?" - Radu

# GDB as a Swiss Army Knife

- Debugger (duh)
- Memory inspector
- Disassembler
- Runtime
- Patcher
- ► Hex editor
- **>** . . .

#### Start with the basics

```
Compilation $ gcc -g <file>
Start $ gdb <binary>
Get to main > break main
Inspect code > list
Execute > run
Run line by line > next / > step
Inspect variable > print var
```

## Unleash the power of **breakpoints** and **watchpoints**

Lets you stop a program at arbitrary lines or at even deeper granularity.

### Inspect memory

```
Inspect locals > info local
Inspect arguments > info args
Stack trace > where / backtrace / info stack
Stack trace limit > set backtrace limit <n>
```

# Inspect memory, cont'd

General memory inspection format is  $p \times nfu$ , where n is repeat count, f is display format and u is the unit size.

Options for display format
bytes b
halfwords h
words w
giant words g

Common display formats
decimal d
hexadecimal x
octal o
string s
instruction i

#### Text User Interface

```
Enter C-x a within GDB or $ gdb -tui
Exit C-x a
Single key C-x s
```

#### Single key mode bindings:

run r
continue c
next n
step s
where w
info locals v
exit q

#### Use core files to save time

- ▶ \$ ulimit -c <number of bytes>
- Linux dumps at the current working directory with name core
- For better core file name on Linux (<filename>\_<pid>.core)
  \$ sudo su
  - \$ echo %e\_%p.core > /proc/sys/kernel/core\_pattern
- Mac dumps at /cores with name core.<PID>
- Task manager > Right click > Create Dump File (please use Cygwin instead)
- ▶ gdb <file> <core>

# C debugging tips and tricks

- Principle of Confirmation
- "Premature optimization is the root of all evil."

- Donald Knuth

- ► ↑ Except when you use it as a lynt
- ► Always compile with -Wall -Wextra -pedantic

#### Go down the rabbit hole

- Attaching processes
- Remote debugging
- Kernel debugging
- Hardware and memory breakpoints
- Multiple TUI windows
- ► LLDB

# Thank you!