

Debugger
From

Scratch.

★ ★ Star of the show ★ ★

Trace

- a system call
- allows one process (traces) to control the execution of another process (trace)
- allows examining & changing memory & registers

Source:
code

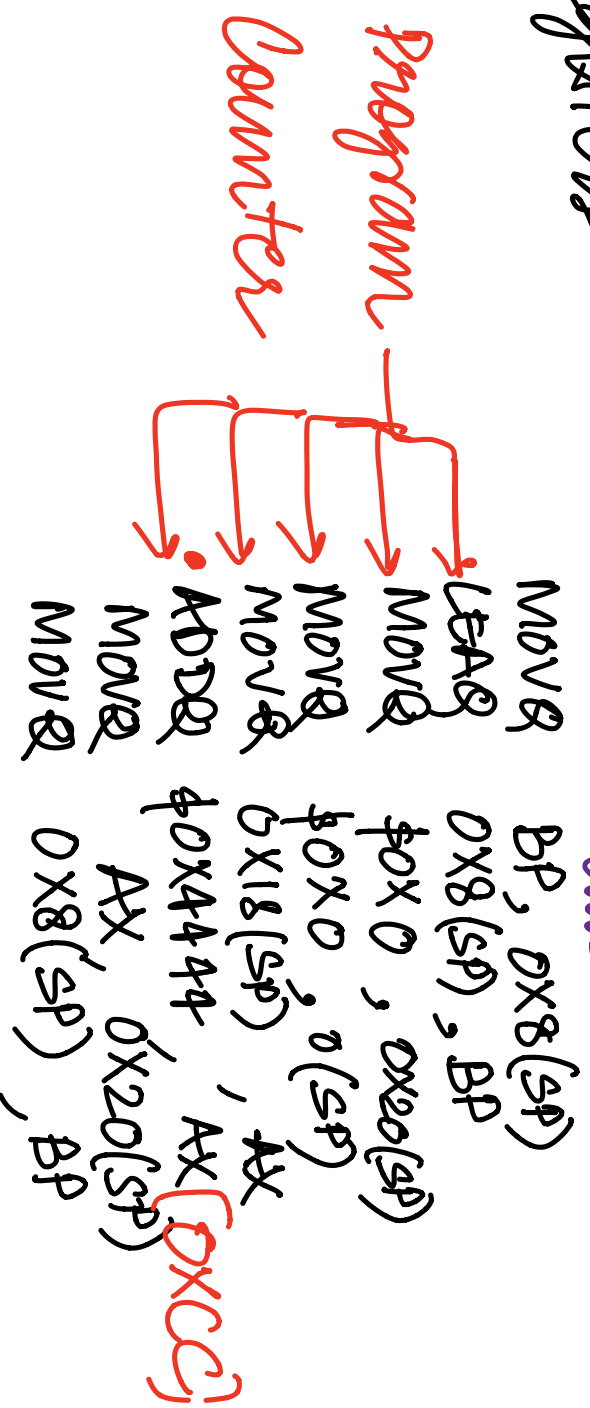
Machine
code

```
func hello() {  
    fmt.Println("Hello  
World!")  
}
```

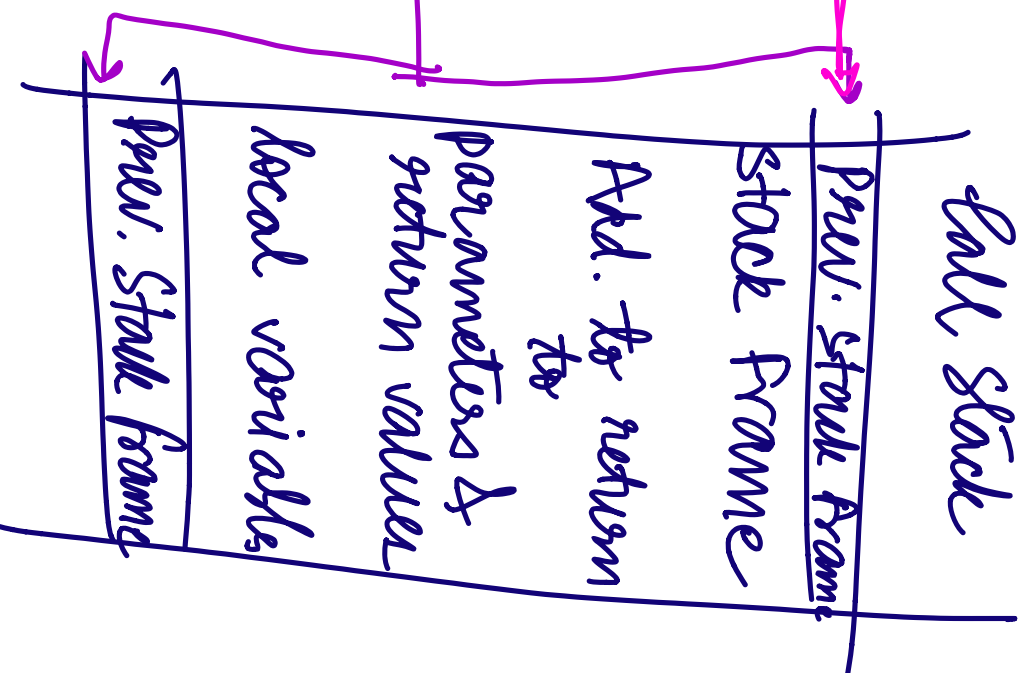
```
movl    BP, 0x8(sp)  
leaq    0x8(sp), BP  
movl    $0x0, 0x20(sp)  
movl    0x18(sp), AX  
addl    $0x4444, AX  
movl    AX, 0x20(sp)  
movl    0x8(sp), BP
```

CPU
Registers

Machine
code



Call Stack



Stack Pointer

Base Pointer

^ ELF & DWARF ^

- Executable link format

```
$ readelf -h hello
ELF Header:
  Magic: 7f 45 4c 46 02 01 01 00 00 00 00 00 00 00 00
  Class: ELF64
  Data: 2's complement, little endian
  Version: 1 (current)
  OS/ABI: UNIX - System V
  ABI Version: 0
  Type: EXEC (Executable file)
  Machine: Advanced Micro Devices X86-64
  Version: 0x1
  Entry point address: 0x456420
  Start of program headers: 64 (bytes into file)
  Start of section headers: 456 (bytes into file)
  Flags: 0x0
  Size of this header: 64 (bytes)
  Size of program headers: 56 (bytes)
  Number of program headers: 7
  Size of section headers: 64 (bytes)
  Number of section headers: 23
  Section header string table index: 3
```

• Section Headers

```
readelf -S hello/hello
```

There are 23 section headers, starting at offset 0x1c8:

Section Headers:

[Nr]	Name	Type	Address	Offset	Size	EntSize	Flags	Link	Info
------	------	------	---------	--------	------	---------	-------	------	------

Align

[0]	NULL	0000000000000000	00000000	00000000	0000000000000000	0000000000000000	0000000000000000	0	0
------	------	------------------	----------	----------	------------------	------------------	------------------	---	---

...

[6]	.gosymtab	PROGBITS	0000000000004dea	e8	000dea	e8	000dea	e8	000dea
------	-----------	----------	------------------	----	--------	----	--------	----	--------

0000000000000000 0000000000000000 A 0 0 1

[7]	.gopclntab	PROGBITS	000000000004deb0	00	000deb	00	000deb	00	000deb
------	------------	----------	------------------	----	--------	----	--------	----	--------

000000000005324b 0000000000000000 A 0 0 32

...

• DWARF

- Debugging Data format
- Has a "data structure" to represent each variable, type, procedure

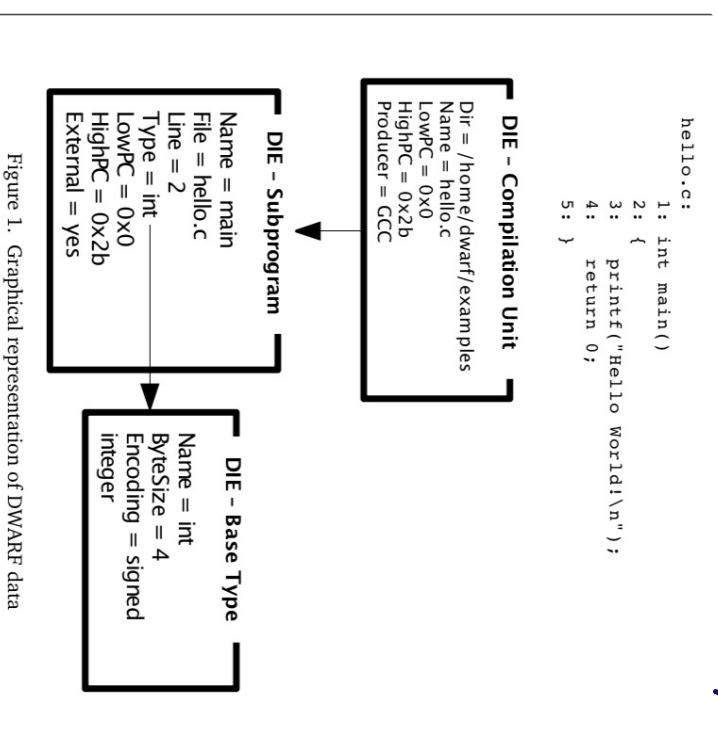


Figure 1. Graphical representation of DWARF data