

Faculty of Science

**Course**: CSCI 2050U: Computer Architecture I

**Topic:** Debugging with gdb

# Overview

The purpose of this document is to give you skills in gdb, which is the most popular debugger on the Linux platform (as well as several other platforms). gdb is feature-packed, but it its interface is entirely text-based.

# Part 1 – Getting Started

Let's get our assembly language program ready for debugging. You need to assemble project with the -g (and/or the -ggdb) flag. We'll start with the following assembly language program (debug.asm) for this guide:

extern printf

extern exit

global main

section .text

main:

mov rdi, format

mov rsi, message

mov rax, 0

push rbx

call printf

pop rbx

mov rax, 0

call exit

section .data

format db "%s", 0ah, 0dh, 0

message db "Hello from LibC!", 0

courseCode dq 2050

Below, we assemble and link the program (with the appropriate flags) so that we can use gdb on the resulting executable:

$ yasm -a x86 -m amd64 -g dwarf2 -f elf64 -o debug.o debug.asm

$ gcc -m64 -no-pie -o debug.out debug.o

$ gdb debug.out

We are now debugging our application.

# Part 2 – Execution Commands

Like most debuggers, gdb will let us run our program, stopping at breakpoints, and even step through our program line-by-line. To set a breakpoint at the start of the main function, use the break (or b for short) command:

(gdb) b main

Breakpoint 1 at 0x400530: file debug.asm, line 9.

You can set a breakpoint at any label in an assembly language program. You can also set a breakpoint at any line in the original source file:

(gdb) b debug.asm:13

Breakpoint 2 at 0x400549: file debug.asm, line 13.

We can now run our program with the run (or r for short) command:

(gdb) r

Starting program: /mnt/d/Winter 2020/CSCI2050U/csci2050u\_demos/Debugging/debug.out

Breakpoint 1, main () at debug.asm:9

9 mov rdi, format

Notice that gdb stopped at our breakpoint. We can continue running until the next breakpoint (line 13) using the continue (or c for short) command:

(gdb) c

Continuing.

Breakpoint 2, main () at debug.asm:13

13 call printf

We can also step through our program line-by-line, using the command next (or n for short):

(gdb) next

Hello, world!

11 mov rax, 0

gdb shows us the next line of code, but we can see more context using the list (or l for short) command:

(gdb) list

11 mov rax, 0

12 push rbx

13 call printf

14 pop rbx

15

16 mov rax, 0

17 call exit

18

19 section .data

20 format db "%s", 0ah, 0dh, 0

# Part 3 – Data Commands

When debugging our program, we are probably going to want to know the state of our registers and variables. Without being able to do so, it will be challenging for us to identify where logic errors happen in our program. The easiest way to view the contents of a variable is using the print (or p for short) command:

(gdb) p courseCode

$1 = 2050

It is also possible to print using type specifiers, and control how your output is displayed. A comprehensive set of type specifiers is given in the table, below:

|  |  |
| --- | --- |
| **Specifier** | **Meaning** |
| t | binary (base [t]wo) |
| o | [o]ctal |
| x | he[x]adecimal |
| a | [a]ddress (hexadecimal absolute, plus hexadecimal offset from a close label) |
| c | [c]haracter |
| s | [s]tring |
| d | signed [d]ecimal |
| u | [u]nsigned decimal |
| f | [f]loating point |

Examples of usage:

(gdb) p/x courseCode

$1 = 0x802

(gdb) p/t courseCode

$4 = 100000000010

(gdb) print/c message

$3 = 72 'H'

There is also the x (e[x]amine) command for viewing memory contents. This is useful for strings and arrays:

(gdb) x &message

0x601045: 72 'H'

The & in the above command has the same meaning as in C/C++: “the address of”. This command has options similar to the print command. In general, the format of the command is:

x/nfu address

* n – how many of each data unit
* f – what type specifier (same as with print, but i is also possible for instructions)
* u – unit (data unit size)

Data unit sizes are given in the table below:

|  |  |
| --- | --- |
| **Data Unit Size** | **Meaning** |
| b | [b]ytes |
| h | [h]alf words (words in x64 parlance) |
| w | [w]ords (double words or dwords in x64 parlance) |
| g | [g]iant words (quad words or qwords in x64 parlance) |

Sample usage:

(gdb) x/5cb &message

0x601040 <message>: 72 'H' 101 'e' 108 'l' 108 'l' 111 'o'

(gdb) x/1s &message

0x601045: "Hello from LibC!"

(gdb) x/2dg &courseCode

0x601052 <courseCode>: 2050 0

(gdb) x/2tg &courseCode

0x601052 <courseCode>: 0000000000000000000000000000000000000000000000000000100000000010 0000000000000000000000000000000000000000000000000000000000000000

(gdb) x/2xg &courseCode

0x601052 <courseCode>: 0x0000000000000802 0x0000000000000000

Another thing we are likely to want to do is to view the registers. You can view the normal (integer) registers with the info registers command, and the floating point registers with the info float command:

(gdb) info r

rax 0xe 14

rbx 0x0 0

rcx 0xd 13

rdx 0x7ffff7dd59e0 140737351866848

rsi 0x7ffffff2 2147483634

rdi 0x1 1

rbp 0x0 0x0

rsp 0x7fffffffda88 0x7fffffffda88

r8 0xffffffff 4294967295

r9 0x0 0

r10 0x7ffff7dd26a0 140737351853728

r11 0x246 582

r12 0x400440 4195392

r13 0x7fffffffdb60 140737488345952

r14 0x0 0r15 0x0 0

rip 0x40054e 0x40054e <main+30>

eflags 0x212 [ AF IF ]

cs 0x33 51

ss 0x2b 43

ds 0x0 0

es 0x0 0

fs 0x0 0

gs 0x0 0

(gdb) info float

R7: Empty 0x00000000000000000000

R6: Empty 0x00000000000000000000

R5: Empty 0x00000000000000000000

R4: Empty 0x00000000000000000000

R3: Empty 0x00000000000000000000

R2: Empty 0x00000000000000000000

R1: Empty 0x00000000000000000000

=>R0: Empty 0x00000000000000000000

Status Word: 0x0000

TOP: 0

Control Word: 0x037f IM DM ZM OM UM PM

PC: Extended Precision (64-bits)

RC: Round to nearest

Tag Word: 0xffff

Instruction Pointer: 0x00:0x00000000

Operand Pointer: 0x00:0x00000000

Opcode: 0x0000

Finally, it might be useful to know how to quit gdb:

(gdb) quit

A debugging session is active.

Inferior 1 [process 7900] will be killed.

Quit anyway? (y or n) y

# References

[1] <https://linux.die.net/man/1/gdb>