

DEPURACIÓN EN GDB CON OPENOCD PARA SISTEMAS EMBEBIDOS

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Debugger GDB
Breakpoint ST-Link JLink
Watchpoint SWD
openOCD SWD
Memory Map TAG
Stack Frame BareMetal
GCC

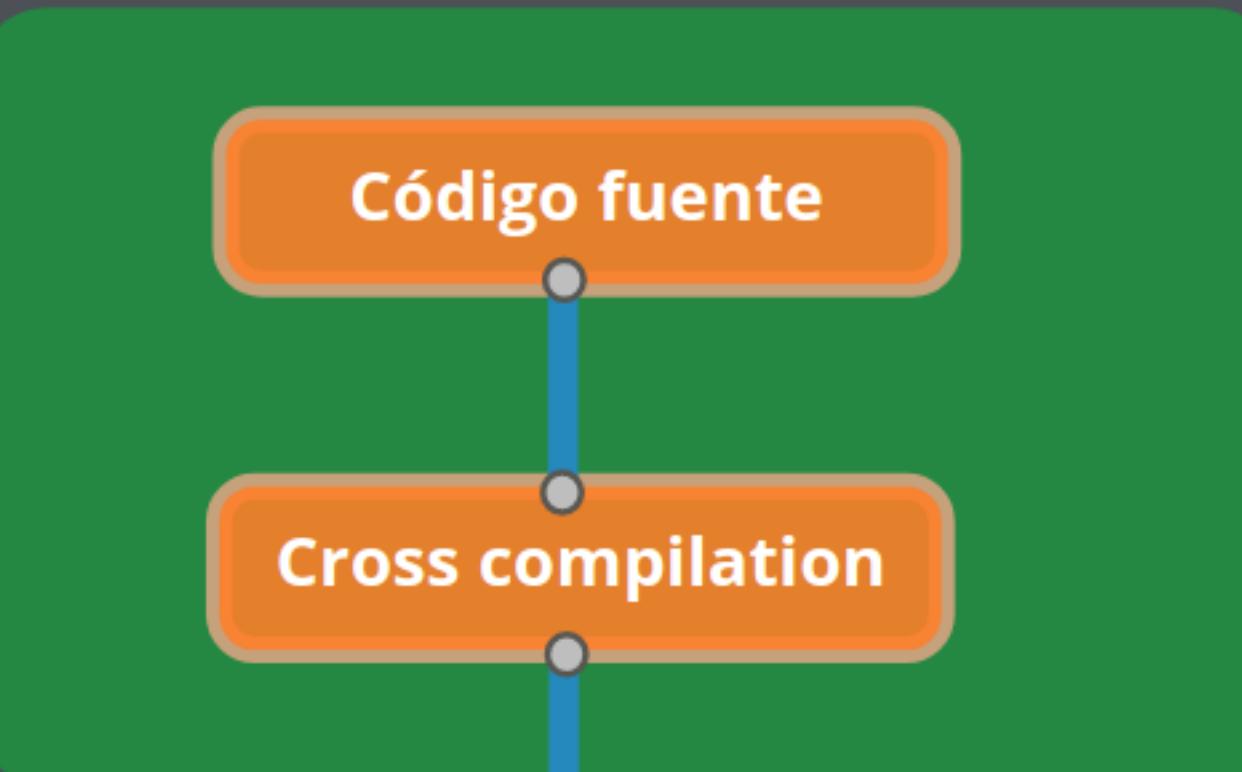
CROSS-COMPILING TOOLCHAIN

Toolchain de compilación:

- Programas que ayudan a tener como resultado final, archivos binarios a partir del código fuente.

Cross:

- Cuando el binario no se ejecuta en la plataforma donde se construyó.



Target Machine

Binario compatible con el target

COMPONENTES

- GNU Compiler Collection (GCC)
- GNU Binutils
- GDB (Nuestra ★ principal)
- Newlib

<arquitectura-del-core>-<sistema-operativo>-<tipo-de-abi>

- arquitectura: arm
- sistema operativo: no tiene, bare-metal
- EABI: compila con ARM Embedded ABI

```
gcc-arm-none-eabi-10-2020-q4-major/bin
└── arm-none-eabi-addr2line
    └── arm-none-eabi-ar
        └── arm-none-eabi-as (ensamblador)
            └── arm-none-eabi-c++
                └── arm-none-eabi-c++filt
                    └── arm-none-eabi-cpp
                        └── arm-none-eabi-elfedit
                            └── arm-none-eabi-g++
                                └── arm-none-eabi-gcc (orquestrador)
                                    └── arm-none-eabi-gcc-10.2.1
                                        └── arm-none-eabi-gcc-ar
                                            └── arm-none-eabi-gcc-nm
                                                └── arm-none-eabi-gcc-ranlib
                                                    └── arm-none-eabi-gcov
                                                        └── arm-none-eabi-gcov-dump
                                                            └── arm-none-eabi-gcov-tool
                                                                └── arm-none-eabi-gdb (client gdb)
                                                                    └── arm-none-eabi-gdb-add-index
                                                                        └── arm-none-eabi-gdb-add-index-py
                                └── arm-none-eabi-gdb-py
                                    └── arm-none-eabi-gprof
                                        └── arm-none-eabi-ld (linker)
                                            └── arm-none-eabi-ld.bfd
                                                └── arm-none-eabi-lto-dump
                                                    └── arm-none-eabi-nm
                                                        └── arm-none-eabi-objcopy
                                                            └── arm-none-eabi-objdump
                                                                └── arm-none-eabi-ranlib
                                                                    └── arm-none-eabi-readelf
                                                                        └── arm-none-eabi-size
                                └── arm-none-eabi-strings
                                    └── arm-none-eabi-strip
```

¿QUÉ PERMITE LA TÉCNICA DE DEPURACIÓN? 🐝

- Inspecciona contenido en memoria FLASH y RAM (registros)
- Detiene el programa
- Ejecuta código paso a paso
- Permite colocar breakpoints y watchpoints
- Modifica variables en tiempo de ejecución

Créditos imagen: Editora NovoArt



SÍMBOLOS DE DEPURACIÓN

```
file DebugginOpenOcd.elf
arm-none-eabi-readelf -h DebugginOpenOcd.elf

ELF Header:
  Magic: 7f 45 4c 46 01 01 01 00 00 00 00 00 00 00 00 00
        ELF32
  Class: ELF32
  Data: 2's complement, little endian
  Version: 1 (current)
  OS/ABI: UNIX - System V
  ABI Version: 0
  Type: EXEC (Executable file)
  Machine: ARM
  Version: 0x1
  Entry point address: 0x8001075
  Start of program headers: 52 (bytes into file)
  Start of section headers: 1203344 (bytes into file)
  Flags: 0x5000400, Version5 EABI, hard-float ABI
  Size of this header: 52 (bytes)
  Size of program headers: 32 (bytes)
  Number of program headers: 3
  Size of section headers: 40 (bytes)
  Number of section headers: 25
  Section header string table index: 24
```

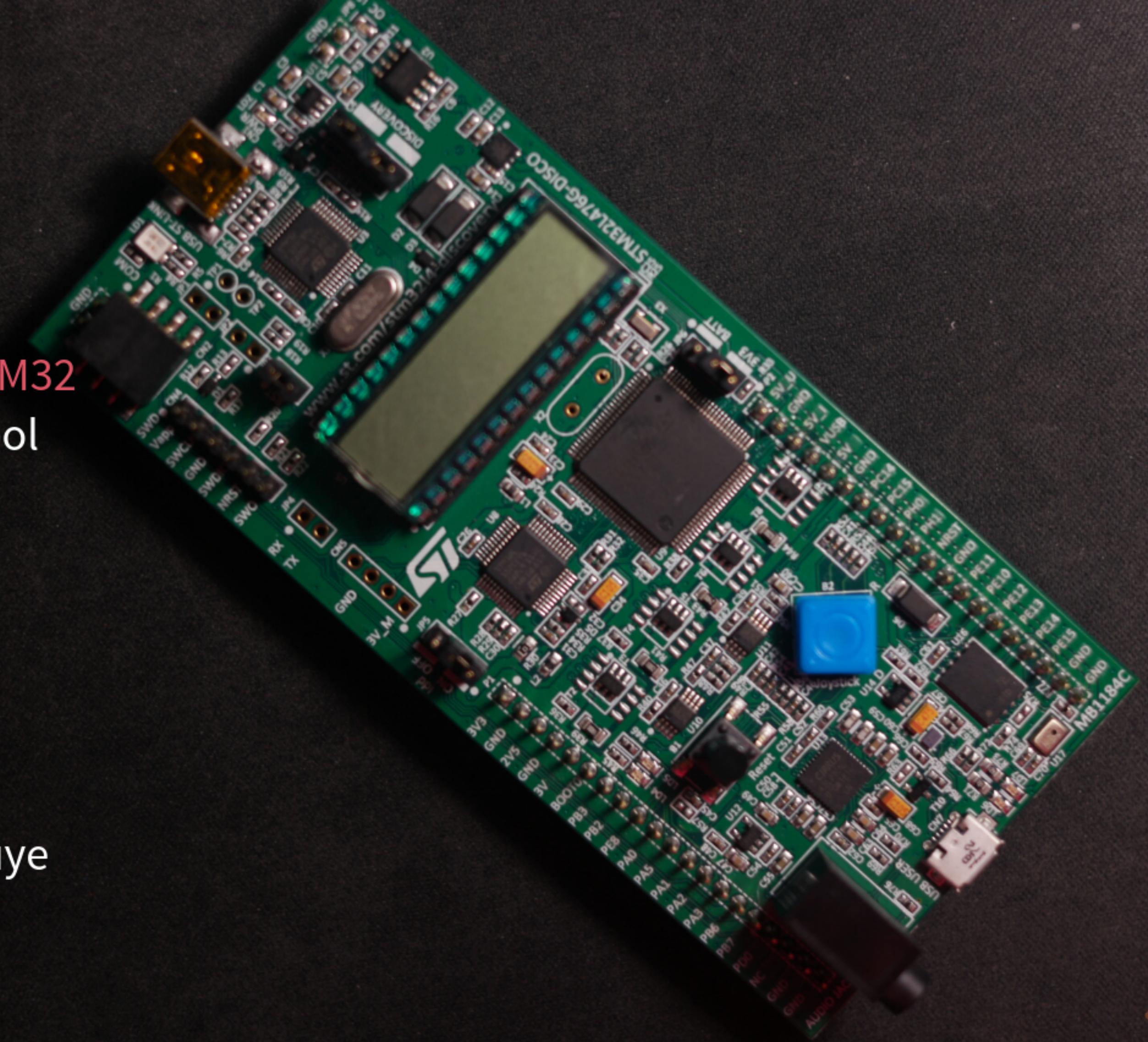
- C flag, nivel de depuración:

```
-gNivel
```



HERRAMIENTAS

- Software
 - Código boilerplate
 - System Workbench for STM32
 - C/C++ Development Tool package
 - OpenOCD
 - GNU ARM C/C++ Cross Compiler
 - Python 3+
 - Hardware
 - STM32L476G-DISCO (incluye debug probe ST-LINK)



OPEN ON-CHIP DEBUGGER

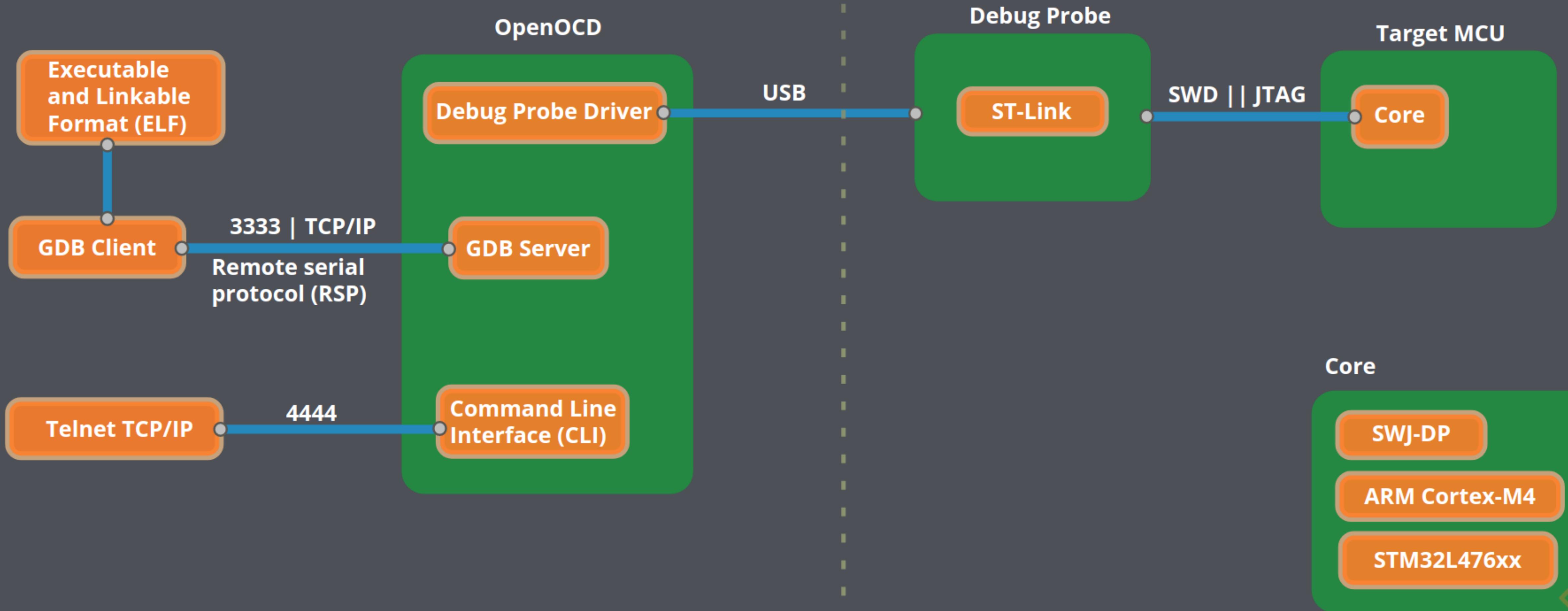
Herramienta de depuración para hardware embebido.

```
openocd -s /mi/propio/directorio/de/busqueda -f -<interface> -f <target>
ls -lh /usr/share/openocd/scripts/interface
ls -lh /usr/share/openocd/scripts/target
openocd -d -f interface/stlink-v2-1.cfg -f target/stm32l4x.cfg
```

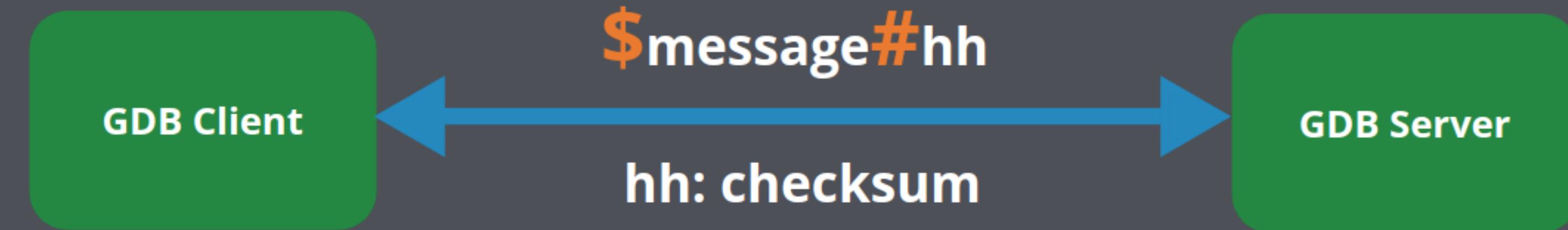
SETUP TÍPICO DE DEPURACIÓN

Ordenador convencional

Equipo de hardware embebido



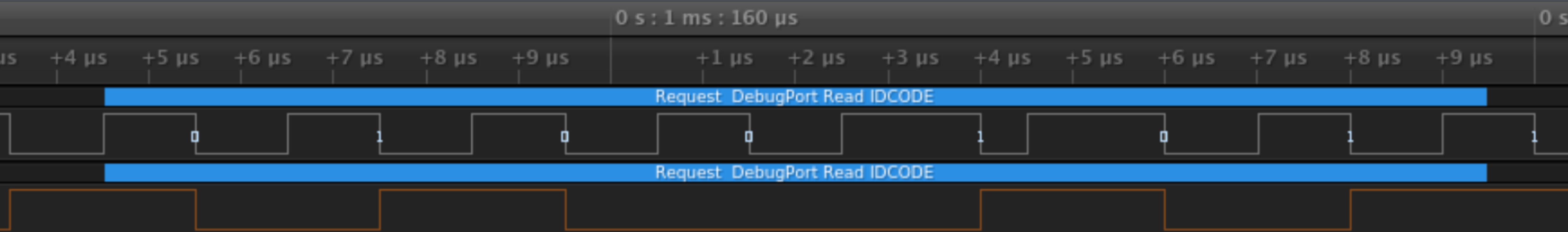
GDB REMOTE SERIAL PROTOCOL



Implementación

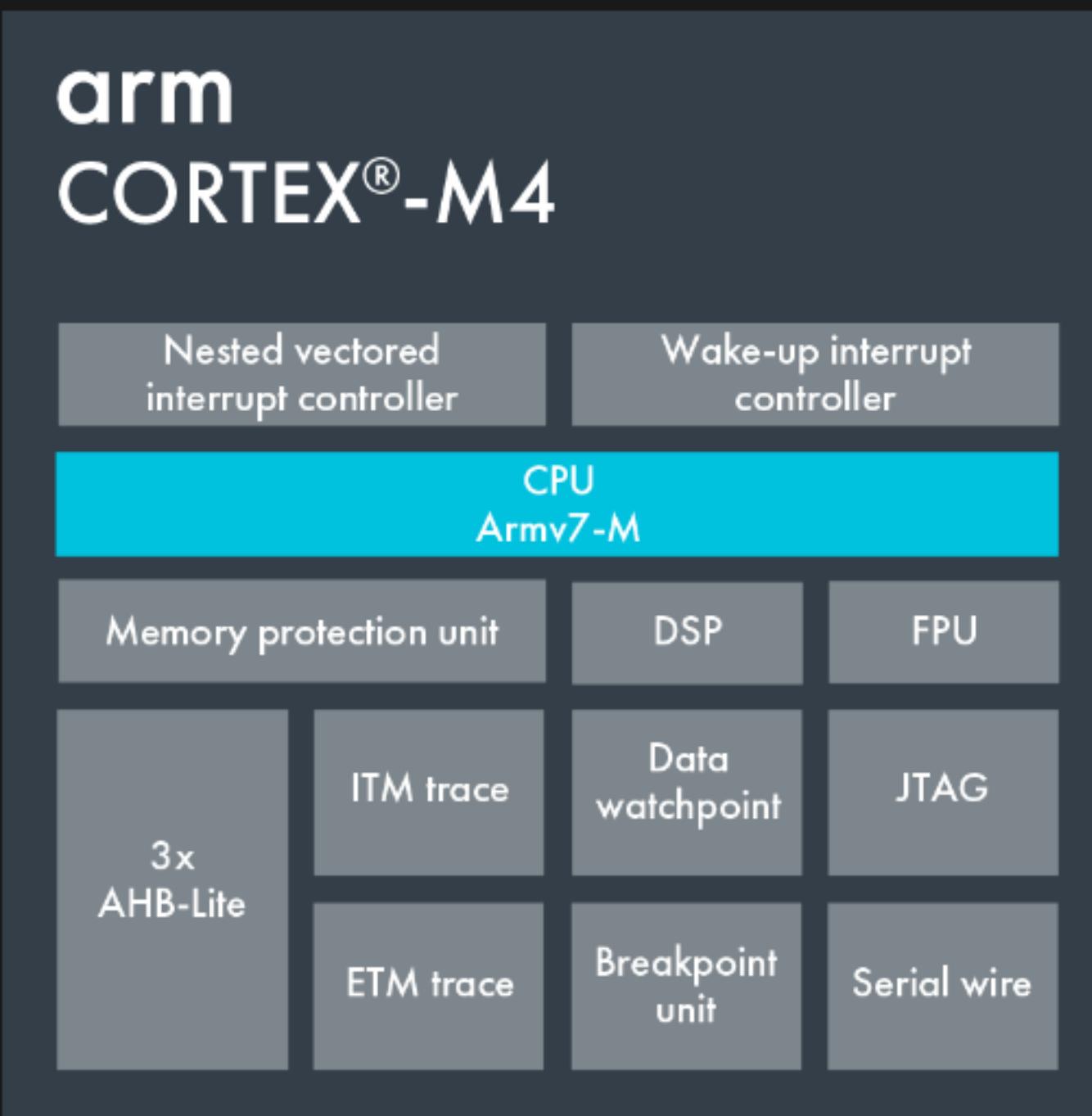
- GDB Server fake in 

SERIAL WIRE DEBUG PROTOCOL



- Protocolo capa física
- JTAG por defecto

BREAKPOINTS Y WATCHPOINTS



BREAKPOINTS

```
(gdb) info breakpoints  
(gdb) break <location>  
(gdb) delete break
```

WATCHPOINTS

- No aplica a variables locales, únicamente globales y estáticas

```
(gdb) info watchpoints
```

STACK TRACE

```
(gdb) bt  
(gdb) bt full  
(gdb) frame <n>  
(gdb) up  
(gdb) down  
(gdb) step (step into)  
(gdb) next (step over)
```

mas reciente

func n + 3

func n + 2

menos reciente