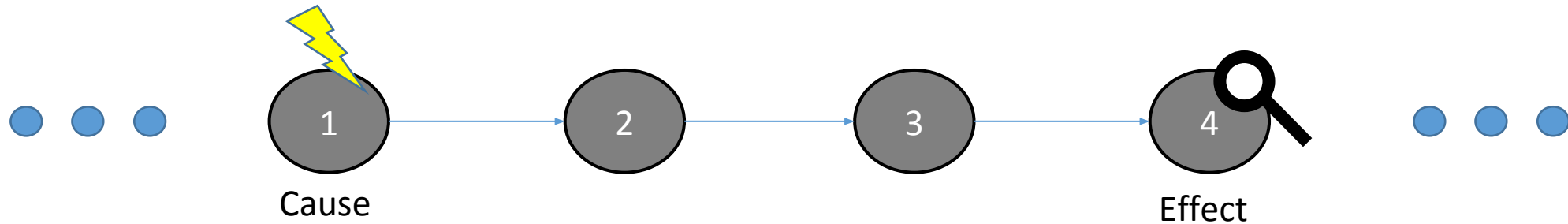


Time Travel for C++ Developers

Intro to the RR debugger

Motivation: why “time travel” debugging?

- Debugging: observe “effect”, but want “cause”!



- Non-determinism
 - Effect shows/disappears randomly
 - In the next faulty run, setup (memory addresses, threads ...) might be different

RR Project: Description and Goals

- Record a “run” of an application under test, replay in debugger
 - Possibly on remote systems
- “Exact copy”
 - memory addresses etc. stay exactly the same
 - All sys-calls simulated
- Reverse execution
 - set breakpoint on effect, run backwards till cause fires!
- Fast
 - use CPU acceleration features, overhead for record / replay usually $< 2x$

Preparations

- Might need some additional setup (for hardware support):
 - `echo 1 > /proc/sys/kernel/perf_event_paranoid` (or add `kernel.perf_event_paranoid` to `/etc/sysctl.conf`)
 - Settings “0” and “-1” allow better debugging but are more dangerous !
- Install the “rr” packages from <https://github.com/mozilla/rr/releases>
 - Rpm or deb
 - Works “out of the box” on relatively recent Ubuntu/Debian, Fedora/Redhat boxes
- Or build from source:
 - <https://github.com/mozilla/rr/wiki/Building-And-Installing>

Recording a Session

Replaying a Session

Special Options

Traveling back in time

- Reverse-cont example

Additional commands

Threading example

Integrate into IDE

- See <https://github.com/mozilla/rr/wiki/Using-rr-in-an-IDE>
- Basics: use GDB remote server protocol, e.g. Qt Creator:
 - “Debug -> Start Debugging -> Attach to Running Debug Server ...”
 - How to “reverse” (no buttons!):
 - “Window -> Views -> Debugger Log”
 - Enter “rs”(reverse-step) / “rc”(reverse-continue) in “Debugger Console”

Limitations

- Single-core only (multi threaded applications serialized)
- Shared-memory connections with non-debugged processes cannot be traced
- Some syscalls not implemented
- Does not work on some Virtualization platforms (Virtualbox, Hyper-V...)
- x86(-64) / Linux only
 - Windows: Visual Studio debugger can do something similar
 - ARM/general Linux: UNDO DB
 - slower but more versatile approach compared to RR

Image see

[http://rollsoffthetongue.tumblr.com/
post/65441796803/what-do-we-wan
t-time-travel-when-do-we-want-it](http://rollsoffthetongue.tumblr.com/post/65441796803/what-do-we-want-time-travel-when-do-we-want-it)

Questions?

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Code: <https://github.com/volka/talks>