

# RevDB, a **Reverse** Debugger

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# Introduction

- I am Armin Rigo, part of the PyPy project since the start (14 years)
  - PyPy is another implementation of Python
  - != CPython, but mostly compatible
- RevDB is a modified PyPy

# What is a reverse debugger?

- Demo

# How is that possible??

- See later

# Note

- I did not cheat
- It really works
- It really works for large programs

# Recording & Replaying

- Demo

# Main features

- Travel in time: next/bnext, step/bstep, continue/bcontinue, finish/bfinish
- *p expression-or-statement*
- *watch expression*
  - using \$0, \$1, ...
- *break function, break file:line*

# On more involved problems

- Write down what occurs at which time, because you're going to go back and forth until you are lost
- See `help` for all commands



# Completeness

What works:

- Run any Python code that PyPy can also run
- Multithreaded apps
- CPython C extension modules
  - Might get "Attempted to do I/O or access raw memory" in the debugger

# Completeness

What doesn't work (so far?):

- Long-running programs
- Stackless/greenlet/gevent
- Track multiple processes
- Windows (for \$?)
- Python 3 (soon?)

# Comparison

- "Reverse debugging" == "Omniscient debugging" == "Historial debugging" == "Backwards debugging"
- for the C language: undodb-gdb, rr
- for Python (but not really the same thing): epdb, poded

# Why not well-known?

- It is often a cannon to take down a fly
- Performance issues: unlike gdb and pdb, they slow down normal execution (with some of them, massively)

(RevDB has the same issues)

# Why not well-known?

- They tend to crash
- Not all give a full, reliable history: sometimes you need to guess if the debugger is telling you lies
- Often proprietary software with restrictive licenses

(RevDB hopefully does not have these issues)

# Sometimes you need the cannon

- In a very complex piece of code, likely you *will* hunt for a week for *one* bug
- I made RevDB in two months instead of spending one week tracking down a bug : – )
  - Found the bug in one hour

# Q & A

`https://bitbucket.org/pypy/revdb/`

# How does it work? (slide 1/2)

- In PyPy, memory is naturally divided into "GC memory" and "raw memory"
- Recording: write in the log the *result* of:
  - each C library call
  - each raw memory read
- More recording: weakrefs, `__del__` calls, thread switches, callbacks from C...
- (Done by tweaking RPython, the language in which PyPy is itself written)



# How does it work? (slide 2/2)

- Replaying: read from the log the *result* of the same operations
- Everything else should be deterministic
- Illusion of going backward:
  - fork is the key
  - to go back, throw away the current fork, restart from an earlier fork, go forward again