Agenda

• Debuggers, particularly gdb
• Why?
  – To learn general features of breakpoint-debugging
  – To learn specifics of gdb
  – To learn general debugging “survival skills”
    • Skill #1: don’t panic!
    • Skill #2: be systematic – have a plan
An execution monitor?

• What would you like to “see inside” and “do to” a running program?
• Why might all that be helpful?
• What are reasonable ways to debug a program?
• A “debugger” is a tool that lets you stop running programs, inspect (sometimes set) values, etc.
  – A “MRI” for observing executing code
Issues

• Source information for compiled code. (Get compiler help)
• Stopping your program too late to find the problem. (Art)
• Trying to “debug” the wrong algorithm
• Trying to “run the debugger” instead of understanding the program
• It’s an important tool
• Debugging C vs. Java
  – Eliminating crashes does not make your C program correct
  – Debugging Java is “easier” because (some) crashes and memory errors do not exist
  – But programming Java is “easier” for the same reason!
gdb

- gdb (Gnu debugger) is part of the standard Linux toolchain.
- gdb supports several languages, including C compiled by gcc.
- Modern IDEs have fancy GUI interfaces, which help, but concepts are the same.
- Compiling with debugging information: gcc -g
  - Otherwise, gdb can tell you little more than the stack of function calls.
- Running gdb: gdb executable
  - Source files should be in same directory (or use the -d flag).
- At prompt: run args
- Note: You can also inspect core files, which is why they get saved
  - (Mostly useful for analyzing crashed programs after-the-fact, not for systematic debugging. The original use of db.)
Basic functions

- backtrace
- frame, up, down
- print expression, info args, info locals

Often enough for “crash debugging”

Also often enough for learning how “the compiler does things” (e.g., stack direction, malloc policy, ...)

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Breakpoints

• break function (or line-number or ...)
• conditional breakpoints (break XXX if expr)
  1. to skip a bunch of iterations
  2. to do assertion checking
• going forward: continue, next, step, finish
  – Some debuggers let you “go backwards” (typically an illusion)
• Often enough for “binary search debugging”
• Also useful for learning program structure (e.g., when is some function called)
• Skim the manual for other features.
A few tricks

• Everyone develops their own “debugging tricks”; here are a few:
  – Printing pointer values to see how big objects were.
  – Always checking why a seg-fault happened (infinite stack and array-overflow very different)
  – “Staring at code” even if it does not crash
  – Printing array contents (especially last elements)
  – . . .
Advice

• Understand what the tool provides you
• Use it to accomplish a task, for example “I want to know the call-stack when I get the NULL-pointer dereference”
• Optimize your time developing software
  – Think of debugging as a systematic experiment to discover what’s wrong — not a way to randomly poke around. Observation: the problem; hypothesis: I think the cause is …; experiment: use debugger to verify
• Use development environments that have debuggers?
• See also: jdb for Java
• Like any tool, takes extra time at first but designed to save you time in the long run
  – Education is an investment
gdb summary – running programs

- Be sure to compile with gcc –g
- Open the program with: gdb <executable file>
- Start or restart the program: run <command args>
- Quit the program: kill
- Quit gdb: quit
- Reference information: help

- Most commands have short abbreviations
- <return> often repeats the last command
  - Particularly useful when stepping through code
gdb summary – looking around

• bt – stack backtrace
• up, down – change current stack frame
• list – display source code (list n, list <function name>)
• print expression – evaluate and print expression
• display expression – (re-)evaluate and print expression every time execution pauses.
  – undisplay – remove an expression from this recurring list.
• info locals – print all locals (but not parameters)
• x (examine) – look at blocks of memory in various formats
gdb summary – breakpoints, stepping

• break – set breakpoint. (break <function name>, break <linenumber>, break <file>:<linenumber>)
• info break – print table of currently set breakpoints
• clear – remove breakpoints
• disable/enable – temporarily turn breakpoints off/on without removing them from the breakpoint table

• continue – resume execution to next breakpoint or end of program
• step – execute next source line
• next – execute next source line, but treat function calls as a single statement and don't step into them
• finish – execute to the conclusion of the current function
  – How to recover if you meant “next” instead of “step”