

`gdb`

CMSC 313

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Tools in this class

- Our development environment will be the **GL server** - make sure that you check that your codes runs on this server.
- Assembler: “**nasm**”. This is an assembler for x86-64 architecture
- We’ll be using **gcc** for linking. gcc is a full compiler like g++ but for C.
- There is a linker inside of gcc called “ld”
- We will use **gdb** for debugging

Steps for assembling

- Once you have written your assembly, **assemble** your code:

```
nasm -f elf64 assembly_file.asm
```

- **nasm** is our assembler.
- **-f elf64** chooses the output format. We will assemble to an elf executable object file with 64-bit values and operations.
- **assembly_file.asm** is your assembly code.

Steps for linking

- Once you have assembled your code, use the following to link your code

```
gcc -m64 -o executable_name object_file.o
```

- **gcc** includes our linker “ld”
- **-m64** forces 64 bit values and operations.
- **-o executable_name** specifies that you want to call your executable “executable_name”
- **object_file.o** is the name(s) of the file(s) you’d like to link.

Running program

- Use a “./” before the name of the executable to run your program

```
./executable_name
```

Gdb

- Gdb is a tool for inspecting the memory, registers and flags during the runtime of a program with the purpose of debugging

Running gdb

- To run gdb, use the command:

```
gdb executable_name
```

- **gdb** is our debugging tool
- **executable_name** is our program we assembled and linked

gdb

- Gdb looks like this:

```
[reispas@linux3 ~/nasm] gdb test
GNU gdb (GDB) Fedora Linux 13.2-3.fc38
Copyright (C) 2023 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law.
Type "show copying" and "show warranty" for details.
This GDB was configured as "x86_64-redhat-linux-gnu".
Type "show configuration" for configuration details.
For bug reporting instructions, please see:
<https://www.gnu.org/software/gdb/bugs/>.
Find the GDB manual and other documentation resources online at:
  <http://www.gnu.org/software/gdb/documentation/>.

For help, type "help".
Type "apropos word" to search for commands related to "word"...
Reading symbols from test...
(gdb) █
```

- Prompt at the bottom allows us to run commands

Simple gdb commands

- The commands below are listed as <shorthand>(longhand). Either can be used as commands in gdb
- h (help) – starting point to find new commands
- disassemble (disas) – see assembly instructions at debug point
- b <label/line number> (break <label/line number>) – set a breakpoint in your code so that you can inspect execution at that point during runtime while debugging.
- r (run) – runs your program and pauses at breakpoints
- exit – exits gdb

Break points

- break main – will break at label main
- Break *0x401115 – will break at instruction address 0x401115.
Use an asterisk to identify you are specifying an address.

Registers, disassembly

- To see registers use “info registers” or “i r”
- To see disassembly use “disassemble” or “disas” with an optional address to inspect

```
(gdb) disas
Dump of assembler code for function main:
=> 0x000000000401110 <+0>:   mov     eax,DWORD PTR ds:0x404004
    0x000000000401117 <+7>:   mov     ebx,0x404004
    0x00000000040111c <+12>:  inc     eax
    0x00000000040111e <+14>:  mov     DWORD PTR ds:0x404008,eax
End of assembler dump.
```

```
0x00000000040111c in main ()
(gdb) i r
rax             0xd             13
rbx             0x404004        4210692
rcx             0x403e40        4210240
rdx             0x7fffffff278  140737488347768
rsi             0x7fffffff268  140737488347752
rdi             0x1             1
rbp             0x7fffffff1e0  0x7fffffff1e0
rsp             0x7fffffff148  0x7fffffff148
r8              0x0             0
r9              0x7ffff7fcde0  140737353936352
r10             0x7ffff7fd60   140737488346720
r11             0x203           515
r12             0x1             1
r13             0x0             0
r14             0x7ffff7ffd00  140737354125312
r15             0x403e40        4210240
rip             0x40111c        0x40111c <main+12>
eflags         0x246           [ PF ZF IF ]
cs              0x33           51
ss              0x2b           43
ds              0x0             0
es              0x0             0
fs              0x0             0
gs              0x0             0
```

Permanent registers and disassembly

- “layout reg” for disassembly and registers
- “layout asm” for disassembly
- “focus reg” to switch to register pane
- “focus asm” to switch to disassembly pane
- “focus cmd” to switch to command line pane
- “Ctrl+x”, then “a” to exit graphical interface

```

lgRegister group: general
rax 0x401110 4198672
rbx 0x7fffffff268 140737488347752
rcx 0x403e40 4210240
rdx 0x7fffffff278 140737488347768
rsi 0x7fffffff268 140737488347752
rdi 0x1 1
rbp 0x7fffffff1e0 0x7fffffff1e0
rsp 0x7fffffff148 0x7fffffff148
r8 0x0 0
r9 0x7fff7fcde0 140737353936352
r10 0x7fffffffde0 140737488346720
r11 0x203 515
r12 0x1 1
r13 0x0 0

mov eax,DWORD PTR ds:0x404004
x 0x401117 <main+7> mov ebx,0x404004
x 0x40111c <main+12> inc eax
x 0x40111e <main+14> mov DWORD PTR ds:0x404008,ebx
x 0x401125 add BYTE PTR [rax],al
x 0x401127 add bl,dh
x 0x401129 <_fini+1> nop edx
x 0x40112c <_fini+4> sub rsp,0x8
x 0x401130 <_fini+8> add rsp,0x8
x 0x401134 <_fini+12> ret
x 0x401135 add BYTE PTR [rax],al
x 0x401137 add BYTE PTR [rax],al
x 0x401139 add BYTE PTR [rax],al
x 0x40113b add BYTE PTR [rax],al
x 0x40113d add BYTE PTR [rax],al

multi-thre Thread 0x7ffff7fa6 In: main L?? PC: 0x401110
(gdb)
Display all 197 possibilities? (y or n)
(gdb) layout asm
(gdb) layout reg
(gdb) b main
Note: breakpoint 1 also set at pc 0x401110.
Breakpoint 2 at 0x401110
(gdb) r
The program being debugged has been started already.
Start it from the beginning? (y or n) yStarting program: /afs/umbc.edu/users/r/e/reispas/home/nasm/test

[Thread debugging using libthread_db enabled]
Using host libthread_db library "/lib64/libthread_db.so.1".

Breakpoint 1, 0x00000000401110 in main ()
(gdb)
  
```

Syntax flavor

- By default AT&T syntax is displayed

```
(gdb) disas
Dump of assembler code for function main:
=> 0x0000000000401110 <+0>:      mov     0x404004,%r8d
      0x0000000000401118 <+8>:      xor     %r8b,%r8b
End of assembler dump.
```

- To switch to Intel syntax use the gdb command:

```
set disassembly-flavor intel
```

- To make it persistent for every run, write that line to the file: ~/.gdbinit

Step through instructions

- The gdb command **stepi** is short for step instruction
- **stepi** (or **si** for short) executes only one instruction at a time
- This allows you to closely examine the effects of each individual instruction on the program's state, including changes to memory and registers.
- Equivalent to “**step into**”

- **nexti** (or **ni** for short) will also execute the next instruction, but if a subroutine is reached, the subroutine will be executed in one step.
- **nexti** is equivalent to “**step over**”

Viewing memory

- Use the command x (stands for examine)

```
x/[count][format][size] address
```

- count: Specifies the number of units to display.
- format: Specifies the format of the data to be displayed.
- size: Specifies the size of each unit.

Viewing memory

```
x/[count][format][size] address
```

Count
Number of elements of size given by “size specifier”

Format specifier	
specifiers	displayed
x	hexadecimal
d	Signed decimal
u	Unsigned decimal
f	Floating point
s	String
i	Machine instruction

Size specifier	
Size specifiers	Size of segment
b	1 byte
h	2 bytes
w	4 bytes
g	8 bytes

Viewing memory examples

- Examine 10 4-byte segments of memory starting at address 0x1000 in hexadecimal format:

```
(gdb) x/10wx 0x1000
```

- Examine 5 floating-point numbers starting at address 0x2000:

```
(gdb) x/5f 0x2000
```

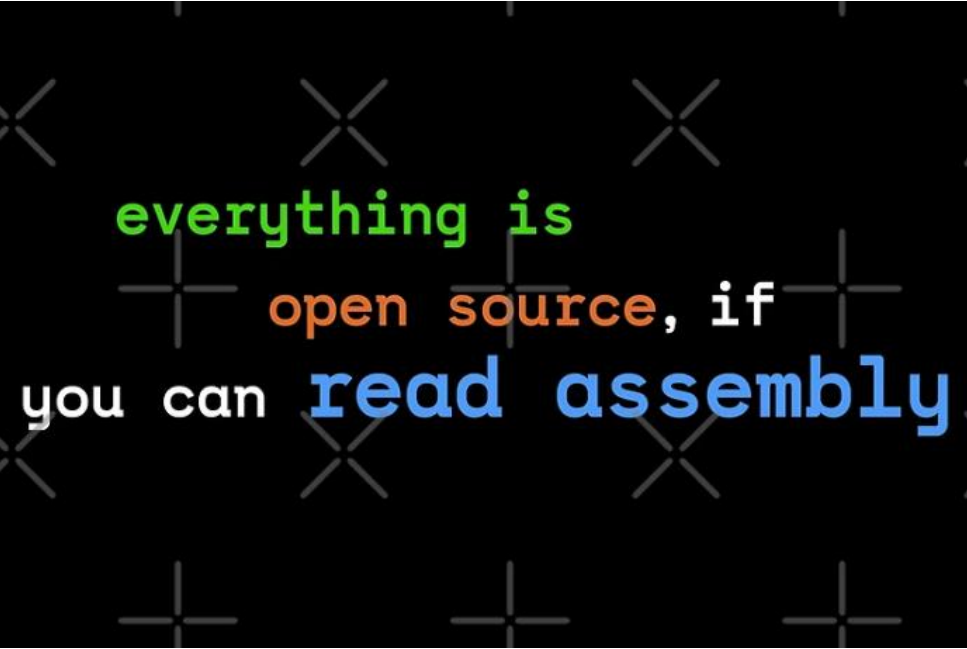
- Examine a null-terminated string starting at address 0x3000:

```
(gdb) x/s 0x3000
```

- Examine 12 1-byte segments as decimal from a label:

```
(gdb) x/12bd &data_label
```

Some wisdom



```
everything is  
open source, if  
you can read assembly
```

References

- Ivan Sekyonda's slides
- https://en.wikipedia.org/wiki/FLAGS_register
- <http://asmdebugger.com/>