

# Complex Lab – Operating Systems

Debugging in Fiasco/L4

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## JDB – Fiasco Kernel Debugger

- ▶ Make sure Fiasco is started with `—serial_esc` and Qemu with `—serial_stdio` (both are the default in this repository).
- ▶ You can enter JDB by
  - ▶ Pressing escape at any time during the execution
  - ▶ Including this code:

```
#include <l4/sys/kdebug.h>

// somewhere in your code
enter_kdebug("message");
```

For that your process needs the JDB capability (`jdb = L4.Env.jdb` in Lua).

- ▶ It is normal for one CPU to run at 100% in JDB (it polls for input).

## JDB – commands

- ▶ Most importantly: **h** – help
- ▶ **JS** – resize JDB to match terminal size
- ▶ **Q** – list kernel objects
  - ▶ Navigate with cursor keys
  - ▶ Select an object with enter for more information
  - ▶ For tasks & threads: **S** = address space, **C** = cpu, **R** = ref count
  - ▶ For IPC gates: **L** == label, **D** = owning thread
- ▶ **Esc** – Leave menus like the above
- ▶ **g** – Continue running.

## JDB – commands (2)

- ▶ `lp/lr` – list all/ready threads
- ▶ In detailed thread view (after selecting a thread in `Q`, `lp`, `lr`):  
`Space` – disassembly
- ▶ `dt<task-id><address>` – memory dump
  - ▶ `Space` switches modes (big endian, little endian, ASCII)
  - ▶ `e` allows to edit the memory
  - ▶ `u` gives disassembly
- ▶ `X` – play tetris

## IPC logging

- ▶ JDB can log all IPCs, i.e. log system calls
- ▶ `I*` – turn on IPC log
- ▶ `IR+` – turn on result log
- ▶ `T` – view trace buffer (after running your code)
- ▶ Output format:

```
ipc: THR_ID TYPE ->[C:CAP_DEST] DID=DEST_ID \  
      L=LABEL [TAG] (MSG1, MSG2) TO=TIMEOUT  
      THR_ID answ [TAG] L=FROM err=ERR.no \  
      (ERR.str) (MSG1,MSG2)
```

Here MSG1 and MSG2 are the first two words of the message. The answ lines are threads receiving (not necessarily answers).

# Debugging with GDB

- ▶ Launch Qemu with `-s` to start GDB stub
- ▶ Connect from GDB with  
`target remote localhost:1234`
- ▶ Consider passing `-S` to Qemu: With that it'll only boot after you type `continue` in gdb
- ▶ Problems:
  - ▶ You will be stepping through kernel code without debugging information.
  - ▶ You can load debugging information for a binary as usual, but GDB won't know which address space you are in.
  - ▶ You can't switch binaries while running GDB.