# Debug and develop uClibc using QEMU

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#### Agenda

- QEMU Setup
- Compiling uClibc for debugging
- Debugging uclibc dynamic linker using QEMU
- Some more on gdb
- Q & A

#### What is QEMU?

- Processor emulator
  - Emulates ARM, x86, powerpc, mips, SH ...
  - Has a built-in GDB stub

- Getting QEMU
  - http://bellard.org/qemu/
  - Your favourite distribution might have already built it for you

#### **Enable GDB stub**

- QEMU options
  - -s enables the gdb stub
  - -S instructs QEMU to stop after system restart
    - Waits for gdb to connect
  - -gdb tcp::1234
    - Enables port 1234 on host

## Debugging uClibc

- Use printf debugging
  - Compile with LD\_DEBUG\_EARLY
- Use JTAG with debugger e.g. BDI
  - Expensive
- Use emulators
  - QEMU

- Dynamic linker is one of first userspace program started after kernel boots.
- Dynamic linkers rely on printf debugging
- Helpful in porting to new architectures
- Debugging functionality
- fixing bugs

#### Compiling uClibc for debugging

Compile uclibc with debug information

make CROSS=/scratch/oe/qemuarm/cross/armv5te/bin/arm-oelinux-uclibceabi- menuconfig

```
uClibc development/debugging options
submenus --->. Highlighted letters are hotkeys. Pressing <Y> sele
r Search. Legend: [*] feature is selected [ ] feature is excluded

() Cross-compiling toolchain prefix
() Enter any extra CFLAGS to use to build uClibc

[*] Build uClibc with debugging symbols
[ ] Build uClibc with run-time assertion testing
[ ] Build the shared library loader with debugging support
[ ] Build the shared library loader with early debugging support
[ ] Build malloc with debugging support
(-Wall) Compiler Warnings
-*- Enable extra annoying warnings
[ ] Compile all sources at once into an object
[ ] Manuel's hidden warnings
```

Find out start address offset of ld.so

```
objdump -f ld-uClibc.so.0 | grep start start address 0x00000ed0
```

- Find the virtual address mapping of ld.so
  - gdb's command info shared
  - Use SUPPORT\_LD\_DEBUG\_EARLY which dumps the address
  - Gdb command info proc mapping or reading proc/<pid>/maps
- Add start address with virtual address to get the final address to load symbol information

### Setup debugging environment

Launch QEMU system emulation

```
qemu-system-arm -M versatilepb -m 256 -gdb tcp::1234 -s -S
-kernel <kernel> -drive file=<image> -append
'console=ttyAMA0 console=ttyS0 root=/dev/sda rw debug
user_debug=-1'
```

Launch cross gdb in another terminal

```
arm-oe-linux-uclibceabi-qdb
```

Connect to waiting QEMU

```
(gdb) target remote :1234
Remote debuggin using :1234
0xc001eb30 in caliberate delay()
```

Launch QEMU system emulation

```
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'console=ttyAMA0 console=ttyS0 root=/dev/sda rw debug
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```

- Use add-symbol-file <address> to load the debug info to right address.
- Set breakpoint in \_dl\_get\_ready\_to\_run ()

```
(gdb) b _dl_get_ready_to_run
Breakpoint 1 at 0x40005f94: file ldso/ldso/ldso.c, line
366.
```

- Connect to remote target
- 'Continue' should hit the breakpoint in Id.so

## .gdbinit

#### Convenience

#### Frontends to gdb

- Data Display Debugger (DDD)
  - Uses gdb to control the target
  - Provided rich GUI experience
- Eclipse CDT
- Kdevelop
- Insight

Q & A

Happy Debugging