

GDB Server for Soclib

The GdbServer tool is a software debugger for SoClib.

Overview

The GdbServer is able to manage all processors in a soclib platform. It listens for TCP connection from [Gnu GDB](#) clients. Once connected, clients can be used to freeze, run, step every processor in the platform, add breakpoints, catch exceptions and dump registers and memory content.

Implementation

The GdbServer contains no processor specific code and can be used to manage any Soclib processor model using the generic Iss interface. It is implemented as an Iss wrapper class. When the GdbServer is in use, it intercepts all events between the processor Iss model and the Soclib platform. This enables the GdbServer to access platform resources as viewed from the processor without modifying platform components or processor model source code. The GdbServer is able to freeze the wrapped processor model while the platform is still running.

In order to simplify the debug in a multi-processor context, all processors wrapped in a GdbServer will be frozen when a breakpoint is detected in one single processor.

Usage

Adding GdbServer support to your platform

Adding the GdbServer to your topcell is easy. First include the header:

```
#include "gdbserver.h"
```

Then replace processor instantiation:

```
// Without GdbServer
// soclib::caba::VciXcacheWrapper<soclib::common::Mips32ElIss> cpu0("cpu0", 0, maptab, IntTab(0))
// With GdbServer
soclib::caba::VciXcacheWrapper<soclib::common::GdbServer<soclib::common::Mips32ElIss> > cpu0(
```

Finally do not forget to update the platform description file:

```
Uses('caba:iss_wrapper', iss_t = 'common:gdb_iss', gdb_iss_t = 'common:mips32el'),
```

Iss v1 and XCacheWrapper example

For using the GdbServer with the legacy Iss v1 simulators (like mipsel) models, the platform description file should contain:

```
Uses('caba:vci_xcache_wrapper', iss_t = 'common:gdb_iss', gdb_iss_t = 'common:ississ2', iss2_t =
```

The topcell description (top.cpp) should contain:

```
soclib::caba::VciXcacheWrapper<soclib::common::GdbServer<vci_param, soclib::common::IssIss2<socl
```

Connecting with a GDB client

When the simulation is running, the GDB Server listen for client connections on TCP port 2346.

```
$ ./system.x mutekh/kernel-soclib-mips.out
```

Its easy to connect to the simulation with a suitable gdb client:

- First launch the gdb client

```
$ mipsel-unknown-elf-gdb mutekh/kernel-soclib-mips.out
GNU gdb 6.7
Copyright (C) 2007 Free Software Foundation, Inc.
```

- Then enter this first command at the prompt

```
(gdb) target remote localhost:2346
Remote debugging using localhost:2346
0xe010cef4 in cpu_atomic_bit_waitset (a=0x602002cc, n=<error type>) at /home/diaxen/proje
99      {
```

Note that you can avoid typing this command every time: you just have to copy it in a `.gdbinit` file in the directory where gdb is executed.

Processor state analysis

The processors are now frozen. Each processor is seen as a thread by the GDB client:

```
(gdb) info threads
 4 Thread 4 (Processor mips_iss3) 0xe010ceec in cpu_atomic_bit_waitset (a=0x602002cc, n=<error
   at /home/diaxen/projets/mutekh/cpu/mips/include/cpu/hexo/atomic.h:99
 3 Thread 3 (Processor mips_iss2) 0xe010ce64 in lock_spin (lock=0x602002cc) at /home/diaxen/pr
 2 Thread 2 (Processor mips_iss1) 0xe010d110 in gpct_lock_HEXO_SPIN_unlock (lock=0x602061e8) a
* 1 Thread 1 (Processor mips_iss0) 0xe010cef4 in cpu_atomic_bit_waitset (a=0x602002cc, n=<error
   at /home/diaxen/projets/mutekh/cpu/mips/include/cpu/hexo/atomic.h:99
```

The first processor has thread id 1. A specific processor can be selected for registers examination with the `thread` command.

Note this does change processor used for single step execution though. (see advanced commands sections)

```
(gdb) thread 1
[Switching to thread 1 (Thread 1)]#0 0x6011d370 in sched_context_stop_unlock ()
```

Classical GDB debugging session takes place. Here is a register dump of the processor 0 (thread 1):

```
(gdb) info registers
      zero      at      v0      v1      a0      a1      a2      a3
R0    00000000 0000ff00 00000001 00000000 60200338 00000001 00000000 e010e74c
      t0      t1      t2      t3      t4      t5      t6      t7
R8    e010ef54 00000000 00000000 00000000 00000000 00000000 00000000 602021dc
      s0      s1      s2      s3      s4      s5      s6      s7
R16   00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
      t8      t9      k0      k1      gp      sp      s8      ra
R24   00000000 00000000 00000000 602007fc 60207ff0 60205ce8 60205ce8 e0101134
      sr      lo      hi      bad      cause      pc
      0000ff00 00000000 00000000 00000000 00000000 e010117c
      fsr      fir
      00000000 00000000
```

Running code

The following rules apply:

- Managed processors begin executing code at simulation startup until a gdb client connect on port 2346.
- Processors may be forced to start in frozen state waiting for incoming gdb connection by adding the `F` flag to the `SOCLIB_GDB` environment variable.
- All the managed processors are frozen at the same time when the gdb client prompt is displayed.
- When using the `continue` command, all processors resume at the same time.
- Single step execution is **only** performed on the processor which was interrupted. User selection of a different processor for data examination with the `thread` command does **not** change this. (see advanced commands section below)

Exceptions catching rules:

- Processors are stopped when an exception occurs.
- The `X` flag can be added to the `SOCLIB_GDB` environment variable to globally disable exception catching.
- Some monitor commands can be used to tweak exception catching for each processors separately (see below).
- The `S` flag can be added to the `SOCLIB_GDB` environment variable to pause the simulation waiting for connection when an exception is caught.

Advanced commands

The gdb client offers a easy way to send server specific data though the `monitor` command. Our GdbServer takes advantages of the `monitor` command to provide useful advanced features:

- The GdbServer may be instructed to dump every inter-function branch to produde a calltrace on stderr. The `set_loader` function must be used on Gdb iss to enable this feature. This can be enabled globally by adding the `C` flag to the `SOCLIB_GDB` environment variable; or on a per processor basis using the `calltrace` command:

```
(gdb) monitor calltrace 0          # disable for all processors
(gdb) monitor calltrace 1 2        # enable for thread 2 (processor 1)
```

- The processor (thread id) used for step by step execution may be forced for the next **single step** operation:

```
(gdb) monitor stepcpu 1
```

- The GdbServer may be instructed to break on processor exception or to let the processor jump in its exception handler transparently. When used with an extra parameter, this setting can apply to a single processor instead of all.

```
(gdb) monitor except 1             # enable for all processors
(gdb) monitor except 0 2           # disable for thread 2 (processor 1)
```

Exception catching is enabled by default but can be disabled globally by adding the `X` flag to the the `SOCLIB_GDB` environment variable.

- An alternative way to set hardware watch point range is provided to bypass the sometime annoying gdb client watch point feature. It can be used to modify directly the read and write watching intervals. The following commands set a 4 bytes (default is cpu register width) read/write watch interval at 0x12345678 and then excludes read watching for 32 bytes range at 0x12345000. These watch points will be unknown to the gdb client and will be lost when the simulation terminates.

```
(gdb) monitor watch rw 0x12345678
(gdb) monitor watch -r 0x12345000 32
```

This kind of watch points can be added using the `SOCLIB_GDB_WATCH` environment variable too:

```
export SOCLIB_GDB_WATCH=0x12340000w:0x45870000rw
```

The `W` flag can be added to the `SOCLIB_GDB` variable to just report watchpoint hit on `stderr` and avoid stopping the simulation to be less intrusive.

- The `gdb` protocol debug mode may be enabled to dump interaction between client and server:

```
(gdb) monitor debug 1
```

- The `gdb` server almost stops the simulation process when the instrumented virtual processors are frozen. This saves resources of the host machine during debugging sessions. However this behavior may be an issue when freezing other platform components is not desirable (Use of multiple `GDB` servers with different processors, critical I/O device latency, multi-threaded simulation...). The `sleepms` command can be used to tweak the simulator sleep time between each execution cycle when the processors are in frozen state. This value may be set to 0 to let the simulation running at full speed or to -1 to completely stop the simulation while processors are frozen. The `SOCLIB_GDB_SLEEPMS` environment variable can also be used to set this value. An integer ms value is expected. The default value is 100ms.

```
(gdb) monitor sleepms 10
```

More informations on using the `GDB` client can be found on the [?The GNU Project Debugger](#) home page.