

# EECS 192: Mechatronics Design Lab

## Discussion 8: GDB Debugging

GSI: Andrew Barkan

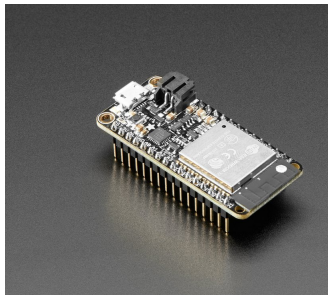
10 Mar 2019 (Week 8)

- GDB and Core Dump
- GDB Demo

# GNU Debugger

# Debugging

- ▶ General idea: locate bugs in your program by stopping it at particular points and looking at values
- ▶ GDB (gdb) "GNU Debugger" for C, C++, and other languages:
  - ▶ GDB should already be installed w/ ESP-IDF)
  - ▶ Run GDB script with core dump
  - ▶ Examine program with GDB
- ▶ (Documentation link)



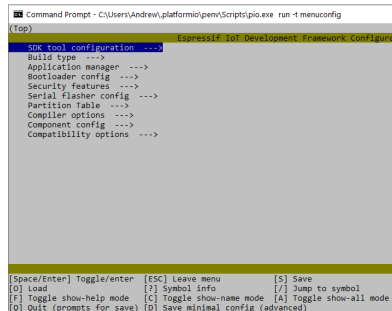
What's wrong with my code?

# Setting Up GDB

- ▶ You may have to set your paths to run from terminal
- ▶ Alternatively, you can run the ESP-IDF export script after opening a new terminal
  - ▶ Navigate to `/.platformio/packages/framework-esp8266`
  - ▶ Run the export script (On Windows => `export.bat`)
- ▶ The export script may have you run `install.bat` first
- ▶ You should then be able to run the `gdb core dump` script

# Preparing Your ESP32

- ▶ We need to enable core dump
- ▶ Compiler config variables
  - ▶ `./platformio/penv/Scripts/pio.exe run -t menuconfig`
  - ▶ Make sure you run from your project folder!
- ▶ Take a look at the [SkeletonHuzzah32](#) wiki for more information



```
Command Prompt - C:\Users\Andrew\platformio\penv\Scripts\pio.exe run -t menuconfig
(Top)
Espressif IoT Development Framework Configuration
SDK tool configuration --->
Build type --->
Application manager --->
Bootloader config --->
Security features --->
Serial flasher config --->
Partition Table --->
Compiler options --->
Component config --->
Compatibility options --->

[Space/Enter] Toggle/enter  [ESC] Leave menu          [S] Save
[O] Load                    [F] Symbol info          [J] Jump to symbol
[F] Toggle show-help mode  [C] Toggle show-name mode [A] Toggle show-all mode
[Q] Quit (prompts for save) [D] Save minimal config (advanced)
```

Setting compiler config variables

# Preparing Your ESP32

- ▶ Here are the specific variables you need to set:
  - ▶ `CONFIG_ESP_COREDUMP_TO_FLASH_OR_UART` (change to UART)
  - ▶ `CONFIG_ESP_SYSTEM_PANIC_PRINT_REBOOT` or `ESP_SYSTEM_PANIC_PRINT_HALT` (change to print registers and halt)
  - ▶ `CONFIG_ESP_COREDUMP_DATA_FORMAT` (set to ELF)
  - ▶ Component config `-j` Core dump `-j` ELF format ELF format (Executable and Linkable Format file for core dump)
  - ▶ Compile with debugger (default option)
- ▶ After setting variables, save (s) and quit (q)
- ▶ Restart VS Code and allow CMakeLists to rebuild



# Processing Core Dump

- ▶ When your program generates a core dump, the result is printed to over UART to whatever serial interface you are using
- ▶ Copy and save the core dump to a .txt file
- ▶ Remove:

```
===== CORE DUMP START =====
```

and

```
===== CORE DUMP END =====
```

from text file



# Processing Core Dump

Now that we have the core dump saved, we can use the ESP-IDF core dump script to begin debugging

- ▶ Located in  
`/.platformio/packages/framework-esp8266/components/espcoredump`
- ▶ Here is the command template:

```
python espcoredump.py dbg_corefile -t b64 -c  
  </path/to/saved/base64/text> </path/to/  
  program/elf/file>
```

# GDB Commands

- ▶ Keep in mind that you are NOT running the program; you're just looking at a snapshot taken at the instant of core dump
- ▶ Useful commands for debugging core dump with GDB:
  - ▶ `help` : Brings up help interface w/ more commands
  - ▶ `help <command>` : Gives helpful info on given command
  - ▶ `list` : Lists 10 lines around the error line
  - ▶ `list <line #>` : Lists 10 lines around the given line #
  - ▶ `bt` : Backtrace function calls from error location
  - ▶ `info <subject>` : Print out info on given subject (e.g. locals)

# More GDB Commands

- ▶ You can also examine specific frames and variables!
- ▶ Some more commands:
  - ▶ `frame <frame #>` : Brings you to specified frame #
  - ▶ `print <expression>` : Print the value of an expression (e.g. a variable)
  - ▶ `thread <thread #>` : Brings you to specified thread

# Some Debugging Tips

- ▶ When working on new functionality, take small controlled steps
  - ▶ Start with functional code (make sure it is committed)
  - ▶ Make small change so that ensuing errors can be isolated
- ▶ Math is hard
  - ▶ Implicit casting and integer math can cause issues
  - ▶ If debugging math, inspect intermediate values
  - ▶ e.g.  $a$ ,  $b$ ,  $c$ ,  $(a + b)$ ,  $c * (a + b)$
- ▶ Print statements are still useful tools!
- ▶ Preemptive error handling can be powerful (even when prototyping)

# GDB Example