Cheatography

Closed-source Debugging with GDB Cheat Sheet

by fristle via cheatography.com/5574/cs/1012/

GDB: Launching

Launching GDB

`gdb programfile`	Start GDB ready to launch and debug *programfile*
`gdb --args program arg1 arg2`	Start GDB as above but supplying command line arguments to the target process.
`gdb -p pid`	Attach GDB to a running target process.

Selecting the Start of Debugging

`gdb$ start`	Run the debuggee and break at *main()* (if it exists).
`gdb$ attach pid`	Attach GDB to a running target process.
`(gdb) attach --waitfor process-name`	(Mac OS X only) Wait for a process to launch and immediately attach to it.

Adding a shim

`gdb$ set exec-wrapper env 'LD_PRELOAD=libfoo.so'`	The dynamic library file *libfoo.so* will be loaded into the address space of the debuggee.

Logging

`gdb$ set logging file filename`	The default logfile is gdb.txt but you can use this to change it.

GDB: Launching (cont)

`gdb$ set logging overwrite off`	The default is on, which overwrites the existing log file.
`gdb$ set logging on`	Turns on logging.
`gdb$ echo comment\n`	With logging on, this will add a comment to the logfile.

GDB: Execution

Displaying the Call Stack

`gdb$ bt`	Show the list of stack frames (BackTrace).
`gdb$ bt full`	Show the list of stack frames with the local variables of each.
`gdb$ info frame`	Show saved stack pointer, call address, etc. for the selected stack frame.
`gdb$ frame number`	Select stack frame number *number* (and crashed GDB 6.3.50 on OS X).

Controlling Execution

`si [count]`	Step-into (one or *count* instruction forward).
`ni [count]`	Step-over (one or *count* instruction, stepping over function calls).
`return [value]`	Immediately return from the current function, optionally setting the return value.
`finish`	Stop after finishing execution of the current function.

GDB: Execution (cont)

`continue`	Any time GDB is stopped, this will continue normal execution.

GDB: Environment

`gdb$ show env`

Display the debuggee's current environment variables.

`gdb$ set env varname=value`

Set an environment variable.

`gdb$ unset env varname`

Delete an environment variable.

`gdb$ show args`

Display the command-line arguments of the debuggee process.

`gdb$ set args arg1 arg2`

Set the command-line arguments to the debuggee process.

`gdb$ shell command`

Run shell commands (useful commands may include "ps -e", etc.)

`gdb$ pwd | cd`

These two commands can can show or change the working directory of GDB (useful for logging, etc.).

GDB: Breakpoints

Managing Breakpoints

`gdb$ set breakpoint pending on`

Bypasses the warning about breakpoints in modules that aren't loaded yet.

`gdb$ break function`

Sets a breakpoint at *function* ***if*** ("pending" off) or ***when*** ("pending on") a symbol by that name exists.

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GDB: Breakpoints ◎ (cont)

`gdb$ break *0x00001234`

Sets a breakpoint at address 0x00001234.

`gdb$ break 0x00001234 if symbol==somevalue*`

This is an example of the conditional breakpoint syntax.

`gdb$ catch syscall name`

Stop when the syscall *name* is called. Omit *name* to stop on every syscall. Instead of name, you can also specify a syscall by number.

`gdb$ catch load`

(not in Mac OS X) Stop when the debuggee loads any dynamic library. Also: catch unload.

`gdb$ info break`

List all breakpoints and watchpoints.

`gdb$ clear [breakpointid]`

Deletes one or all existing breakpoints. Without this cheat sheet, the user would be forced to guess what is being cleared.

`gdb$ disable [breakpointid]`

Disables one or all breakpoints.

Managing Watchpoints (Data Breakpoints)

`gdb$ watch *0x12345678 [mask 0xffffff00]`

Break on any **change** to the 24 most significant bits of a 32-bit value at address 0x12345678.

`gdb$ awatch *0x12345678`

Like watch, but also stops on **any** write or read accesses to the given address.

`gdb$ rwatch *0x12345678`

Like watch, but only stops on read accesses.

GDB: Concurrency ☰

Multithreaded Debugging

`gdb$ info threads`

List the threads of the target process.

`gdb$ thread threadID`

Attach GDB to the thread *threadID*.

`gdb$ set non-stop on`

Only the debugged thread is halted in GDB, the rest continue to run non-stop (unless they are blocking on the thread being debugged).

`gdb$ set scheduler-locking on`

Only the debugged thread will run when the debuggee is resumed.

`gdb$ set scheduler-locking step`

Only the debugged thread will step when being step-debugged.

`gdb$ show scheduler-locking`

Display the current setting value.

Multiprocess Debugging

`gdb$ set follow-fork-mode child`

GDB will detach at a fork() and attach to the new process.

`gdb$ set follow-fork-mode parent`

(Default) GDB will not detach at a fork().

`gdb$ show follow-fork-mode`

Display the current setting value.

`gdb$ set follow-exec-mode new`

GDB will detach at an exec() and attach to the new process.

`gdb$ set follow-exec-mode same`

(Default) GDB will not detach at an exec().

`gdb$ show follow-exec-mode`

Display the current setting value.

`gdb$ set detach-on-fork off`

GDB: Concurrency ☰ (cont)

GDB will not detach at a fork() and will **also** attach to the child process (both will be debugged).

`gdb$ show detach-on-fork`

Display the current setting value.

`gdb$ info inferiors`

List all processes under GDB's control. (On Mac OS X: `info files`)

GDB: Memory 🔍

Memory Images

`gdb program -c dumpfile`

Debug *program* using a memory dump file, *imagefile*.

`gdb$ generate-core-file`

(not in Mac OS X) Dump the debuggee process memory to disk.

Reading Disassembly and Memory

`gdb$ set disassembly-flavor intel`

Use the modern syntax for x86-64 assembly. This is not the default.

`gdb$ set disassemble-next-line on`

Disassemble the next instruction every time GDB stops. You want to turn this on.

`gdb$ x/4i 0x00001234`

Disassemble (eXamine) the first 4 instructions at address 0x00001234.

`gdb$ x/32i $rip`

Disassemble the first 32 instructions starting at the current instruction ($RIP on x86-64).

`gdb$ x/32i $rip-16`

Same command, but attempting to disassemble both forward and backward from the current instruction.

`gdb$ info address symbolname`

Display the address in memory of a given symbol, specified by name.

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GDB: Memory (cont)

`gdb$ info symbol 0x00001234`

Displays the symbol name (if any), executable segment, and executable module associated with the given address.

`gdb$ x/1s 0x00001234`

Display one null-terminated string at address 0x00001234.

`gdb$ x/8xb 0x00001234`

Display 8 heXadecimal Bytes of memory starting at address 0x00001234.

`gdb$ info registers`

Display the value of the regular CPU registers.

`gdb$ info all-registers`

Display the value of all CPU registers including floating-point and vector registers. Does not include special Machine Specific Registers (MSRs).

`gdb$ find start_address, distance, value [, another_value, ...]`

(not in Mac OS X) Search memory for a value, given a starting point and a search distance/offset.

`gdb$ info shared`

Display info about all of the executable modules of the debuggee (name, load address, file path, etc.).

`gdb$ info functions`

Display all of the function symbols available and their associated addresses.

`gdb$ info variables`

Display all of the variable symbols available and their associated addresses.

GDB: Advanced

Anti-Anti Debugging

`gdb$ handle signal [keywords...]`

(Untested) might bypass exception-based anti-debugging

`gdb$ catch syscall ptrace`

(Untested) Use this breakpoint to return 0 (set $rax = 0; continue), should bypass ptrace() checking by the debuggee.

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