

ARM assembler in Raspberry Pi – Chapter 4

January 12, 2013 rferrer, 0

As we advance learning the foundations of ARM assembler, our examples will become longer. Since it is easy to make mistakes, I think it is worth learning how to use GNU Debugger `gdb` to debug assembler. If you develop C/C++ in Linux and never used `gdb`, shame on you. If you know `gdb` this small chapter will explain you how to debug assembler directly.

gdb

We will use the example `store01` from chapter 3. Start `gdb` specifying the program you are going to debug.

```
$ gdb --args ./store01
GNU gdb (GDB) 7.4.1-debian
Copyright (C) 2012 Free Software Foundation, Inc.
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This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law. Type "show copying"
and "show warranty" for details.
This GDB was configured as "arm-linux-gnueabi".
For bug reporting instructions, please see:
...
Reading symbols from /home/roger/asm/chapter03/store01...(no debugging symbols found)...done
(gdb)
```

Ok, we are in the *interactive* mode of `gdb`. In this mode you communicate with `gdb` using commands. There is a builtin help command called `help`. Or you can check the [GNU Debugger Documentation](#). A first command to learn is

```
(gdb) quit
```

Ok, now start `gdb` again. The program is not running yet. In fact `gdb` will not be able to tell you many things about it since it does not have debugging info. But this is fine, we are debugging assembler, so we do not need much debugging info. So as a first step let's start the program.

```
(gdb) start
Temporary breakpoint 1 at 0x8390
Starting program: /home/roger/asm/chapter03/store01

Temporary breakpoint 1, 0x00008390 in main ()
```

Ok, `gdb` ran our program up to `main`. This is great, we have skipped all the initialization steps of the C library and we are about to run the first instruction of our `main` function. Let's see what's there.

```
(gdb) disassemble
Dump of assembler code for function main:
=> 0x00008390 : ldr    r1, [pc, #40] ; 0x83c0
0x00008394 : mov    r3, #3
0x00008398 : str    r3, [r1]
0x0000839c : ldr    r2, [pc, #32] ; 0x83c4
0x000083a0 : mov    r3, #4
0x000083a4 : str    r3, [r2]
0x000083a8 : ldr    r1, [pc, #16] ; 0x83c0
0x000083ac : ldr    r1, [r1]
0x000083b0 : ldr    r2, [pc, #12] ; 0x83c4
0x000083b4 : ldr    r2, [r2]
0x000083b8 : add    r0, r1, r2
0x000083bc : bx     lr
End of assembler dump.
```

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Uh-oh! The instructions referring the label `addr_of_myvarX` are different. Ok. Ignore that for now, we will learn in a future chapter what has happened. There is an arrow `=>` pointing the instruction we are going to run (it has not been run yet). Before running it, let's inspect some registers.

```
(gdb) info registers r0 r1 r2 r3
r0          0x1          1
r1          0xbefff744   3204446020
r2          0xbefff74c   3204446028
r3          0x8390      33680
```

We can modify registers using `p` which means `print` but also evaluates side effects. For instance,

```
(gdb) p $r0 = 2
$1 = 2
(gdb) info registers r0 r1 r2 r3
r0          0x2          2
r1          0xbefff744   3204446020
r2          0xbefff74c   3204446028
r3          0x8390      33680
```

`gdb` has printed `$1`, this is the identifier of the result and we can use it when needed, so we can skip some typing. Not very useful now but it will be when we print a complicated expression.

```
(gdb) p $1
$2 = 2
```

Now we could use `$2`, and so on. Ok, time to run the first instruction.

```
(gdb) stepi
0x00008394 in main ()
```

Well, not much happened, let's use `disassemble`, again.

```
(gdb) disassemble
Dump of assembler code for function main:
0x00008390 : ldr    r1, [pc, #40] ; 0x83c0
=> 0x00008394 : mov    r3, #3
0x00008398 : str    r3, [r1]
0x0000839c : ldr    r2, [pc, #32] ; 0x83c4
0x000083a0 : mov    r3, #4
0x000083a4 : str    r3, [r2]
0x000083a8 : ldr    r1, [pc, #16] ; 0x83c0
0x000083ac : ldr    r1, [r1]
0x000083b0 : ldr    r2, [pc, #12] ; 0x83c4
0x000083b4 : ldr    r2, [r2]
0x000083b8 : add   r0, r1, r2
0x000083bc : bx    lr
End of assembler dump.
```

Ok, let's see what happened in `r1`.

```
(gdb) info register r1
r1          0x10564      66916
```

Great, it has changed. In fact this is the address of `myvar1`. Let's check this using its symbolic name and C syntax.

```
(gdb) p &myvar1
$3 = ( *) 0x10564
```

Great! Can we see what is in this variable?

```
(gdb) p myvar1
$4 = 0
```

Perfect. This was as expected since in this example we set zero as the initial value of `myvar1` and `myvar2`. Ok, next step.

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```
(gdb) stepi
0x00008398 in main ()
(gdb) disas
Dump of assembler code for function main:
   0x00008390 : ldr    r1, [pc, #40] ; 0x83c0
   0x00008394 : mov    r3, #3
=> 0x00008398 : str    r3, [r1]
   0x0000839c : ldr    r2, [pc, #32] ; 0x83c4
   0x000083a0 : mov    r3, #4
   0x000083a4 : str    r3, [r2]
   0x000083a8 : ldr    r1, [pc, #16] ; 0x83c0
   0x000083ac : ldr    r1, [r1]
   0x000083b0 : ldr    r2, [pc, #12] ; 0x83c4
   0x000083b4 : ldr    r2, [r2]
   0x000083b8 : add    r0, r1, r2
   0x000083bc : bx     lr
End of assembler dump.
```

You can use `disas` (but not `disa`!) as a short for `disassemble`. Let's check what happened to `r3`

```
(gdb) info registers r3
r3                0x3      3
```

So far so good. Another more step.

```
(gdb) stepi
0x0000839c in main ()
(gdb) disas
Dump of assembler code for function main:
   0x00008390 : ldr    r1, [pc, #40] ; 0x83c0
   0x00008394 : mov    r3, #3
   0x00008398 : str    r3, [r1]
=> 0x0000839c : ldr    r2, [pc, #32] ; 0x83c4
   0x000083a0 : mov    r3, #4
   0x000083a4 : str    r3, [r2]
   0x000083a8 : ldr    r1, [pc, #16] ; 0x83c0
   0x000083ac : ldr    r1, [r1]
   0x000083b0 : ldr    r2, [pc, #12] ; 0x83c4
   0x000083b4 : ldr    r2, [r2]
   0x000083b8 : add    r0, r1, r2
   0x000083bc : bx     lr
End of assembler dump.
```

Ok, let's see what happened, we stored `r3`, which contained a `3` into `myvar1`, right? Let's check this.

```
(gdb) p myvar1
$5 = 3
```

Amazing, isn't it? Ok. Now run until the end.

```
(gdb) continue
Continuing.
[Inferior 1 (process 3080) exited with code 07]
```

That's all for today.

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