

# **Debug objects life time**

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by Thomas Gleixner

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# Chapter 1. Introduction

debugobjects is a generic infrastructure to track the life time of kernel objects and validate the operations on those.

debugobjects is useful to check for the following error patterns:

- Activation of uninitialized objects
- Initialization of active objects
- Usage of freed/destroyed objects

debugobjects is not changing the data structure of the real object so it can be compiled in with a minimal runtime impact and enabled on demand with a kernel command line option.



# Chapter 2. Howto use debugobjects

A kernel subsystem needs to provide a data structure which describes the object type and add calls into the debug code at appropriate places. The data structure to describe the object type needs at minimum the name of the object type. Optional functions can and should be provided to fixup detected problems so the kernel can continue to work and the debug information can be retrieved from a live system instead of hard core debugging with serial consoles and stack trace transcripts from the monitor.

The debug calls provided by debugobjects are:

- `debug_object_init`
- `debug_object_init_on_stack`
- `debug_object_activate`
- `debug_object_deactivate`
- `debug_object_destroy`
- `debug_object_free`

Each of these functions takes the address of the real object and a pointer to the object type specific debug description structure.

Each detected error is reported in the statistics and a limited number of errors are `printk`'ed including a full stack trace.

The statistics are available via `/sys/kernel/debug/debug_objects/stats`. They provide information about the number of warnings and the number of successful fixups along with information about the usage of the internal tracking objects and the state of the internal tracking objects pool.





# Chapter 3. Debug functions

## 3.1. Debug object function reference

### debug\_object\_init

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#### Name

`debug_object_init` — debug checks when an object is initialized

#### Synopsis

```
void debug_object_init (void * addr, struct debug_obj_descr *  
descr);
```

#### Arguments

*addr*

address of the object

*descr*

pointer to an object specific debug description structure

# debug\_object\_init\_on\_stack

## LINUX

Kernel Hackers ManualDecember 2012

### Name

`debug_object_init_on_stack` — debug checks when an object on stack is initialized

### Synopsis

```
void debug_object_init_on_stack (void * addr, struct  
debug_obj_descr * descr);
```

### Arguments

*addr*

address of the object

*descr*

pointer to an object specific debug description structure

# debug\_object\_activate

## LINUX

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### Name

`debug_object_activate` — debug checks when an object is activated

## Synopsis

```
void debug_object_activate (void * addr, struct  
debug_obj_descr * descr);
```

## Arguments

*addr*

address of the object

*descr*

pointer to an object specific debug description structure

## debug\_object\_deactivate

### LINUX

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## Name

`debug_object_deactivate` — debug checks when an object is deactivated

## Synopsis

```
void debug_object_deactivate (void * addr, struct  
debug_obj_descr * descr);
```

## Arguments

*addr*

address of the object

*descr*

pointer to an object specific debug description structure

# debug\_object\_destroy

## LINUX

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## Name

`debug_object_destroy` — debug checks when an object is destroyed

## Synopsis

```
void debug_object_destroy (void * addr, struct debug_obj_descr  
* descr);
```

## Arguments

*addr*

address of the object

*descr*

pointer to an object specific debug description structure

# debug\_object\_free

## LINUX

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### Name

`debug_object_free` — debug checks when an object is freed

### Synopsis

```
void debug_object_free (void * addr, struct debug_obj_descr *  
descr);
```

### Arguments

*addr*

address of the object

*descr*

pointer to an object specific debug description structure

## 3.2. debug\_object\_init

This function is called whenever the initialization function of a real object is called.

When the real object is already tracked by debugobjects it is checked, whether the object can be initialized. Initializing is not allowed for active and destroyed objects. When debugobjects detects an error, then it calls the `fixup_init` function of the object type description structure if provided by the caller. The `fixup` function can correct the problem before the real initialization of the object happens. E.g. it can deactivate an active object in order to prevent damage to the subsystem.

When the real object is not yet tracked by debugobjects, debugobjects allocates a tracker object for the real object and sets the tracker object state to ODEBUG\_STATE\_INIT. It verifies that the object is not on the callers stack. If it is on the callers stack then a limited number of warnings including a full stack trace is printk'ed. The calling code must use debug\_object\_init\_on\_stack() and remove the object before leaving the function which allocated it. See next section.

### **3.3. debug\_object\_init\_on\_stack**

This function is called whenever the initialization function of a real object which resides on the stack is called.

When the real object is already tracked by debugobjects it is checked, whether the object can be initialized. Initializing is not allowed for active and destroyed objects. When debugobjects detects an error, then it calls the fixup\_init function of the object type description structure if provided by the caller. The fixup function can correct the problem before the real initialization of the object happens. E.g. it can deactivate an active object in order to prevent damage to the subsystem.

When the real object is not yet tracked by debugobjects debugobjects allocates a tracker object for the real object and sets the tracker object state to ODEBUG\_STATE\_INIT. It verifies that the object is on the callers stack.

An object which is on the stack must be removed from the tracker by calling debug\_object\_free() before the function which allocates the object returns. Otherwise we keep track of stale objects.

### **3.4. debug\_object\_activate**

This function is called whenever the activation function of a real object is called.

When the real object is already tracked by debugobjects it is checked, whether the object can be activated. Activating is not allowed for active and destroyed objects. When debugobjects detects an error, then it calls the fixup\_activate function of the object type description structure if provided by the caller. The fixup function can correct the problem before the real activation of the object happens. E.g. it can deactivate an active object in order to prevent damage to the subsystem.

When the real object is not yet tracked by debugobjects then the fixup\_activate function is called if available. This is necessary to allow the legitimate activation of statically allocated and initialized objects. The fixup function checks whether the object is valid and calls the debug\_objects\_init() function to initialize the tracking of this object.

When the activation is legitimate, then the state of the associated tracker object is set to `ODEBUG_STATE_ACTIVE`.

### **3.5. debug\_object\_deactivate**

This function is called whenever the deactivation function of a real object is called.

When the real object is tracked by debugobjects it is checked, whether the object can be deactivated. Deactivating is not allowed for untracked or destroyed objects.

When the deactivation is legitimate, then the state of the associated tracker object is set to `ODEBUG_STATE_INACTIVE`.

### **3.6. debug\_object\_destroy**

This function is called to mark an object destroyed. This is useful to prevent the usage of invalid objects, which are still available in memory: either statically allocated objects or objects which are freed later.

When the real object is tracked by debugobjects it is checked, whether the object can be destroyed. Destruction is not allowed for active and destroyed objects. When debugobjects detects an error, then it calls the `fixup_destroy` function of the object type description structure if provided by the caller. The fixup function can correct the problem before the real destruction of the object happens. E.g. it can deactivate an active object in order to prevent damage to the subsystem.

When the destruction is legitimate, then the state of the associated tracker object is set to `ODEBUG_STATE_DESTROYED`.

### **3.7. debug\_object\_free**

This function is called before an object is freed.

When the real object is tracked by debugobjects it is checked, whether the object can be freed. Free is not allowed for active objects. When debugobjects detects an error, then it calls the `fixup_free` function of the object type description structure if provided by the caller. The fixup function can correct the problem before the real free of the object happens. E.g. it can deactivate an active object in order to prevent damage to the subsystem.

Note that `debug_object_free` removes the object from the tracker. Later usage of the object is detected by the other debug checks.





# Chapter 4. Fixup functions

## 4.1. Debug object type description structure

### struct debug\_obj

**LINUX**

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#### Name

struct debug\_obj — representaion of an tracked object

#### Synopsis

```
struct debug_obj {
    struct hlist_node node;
    enum debug_obj_state state;
    void * object;
    struct debug_obj_descr * descr;
};
```

#### Members

node

hlist node to link the object into the tracker list

state

tracked object state

object

pointer to the real object

descr

pointer to an object type specific debug description structure

## struct debug\_obj\_descr

### LINUX

Kernel Hackers Manual December 2012

### Name

struct debug\_obj\_descr — object type specific debug description structure

### Synopsis

```
struct debug_obj_descr {
    const char * name;
    int (* fixup_init) (void *addr, enum debug_obj_state state);
    int (* fixup_activate) (void *addr, enum debug_obj_state state);
    int (* fixup_destroy) (void *addr, enum debug_obj_state state);
    int (* fixup_free) (void *addr, enum debug_obj_state state);
};
```

### Members

name

name of the object type

fixup\_init

fixup function, which is called when the init check fails

fixup\_activate

fixup function, which is called when the activate check fails

fixup\_destroy

fixup function, which is called when the destroy check fails

`fixup_free`

fixup function, which is called when the free check fails

## 4.2. `fixup_init`

This function is called from the debug code whenever a problem in `debug_object_init` is detected. The function takes the address of the object and the state which is currently recorded in the tracker.

Called from `debug_object_init` when the object state is:

- `ODEBUG_STATE_ACTIVE`

The function returns 1 when the fixup was successful, otherwise 0. The return value is used to update the statistics.

Note, that the function needs to call the `debug_object_init()` function again, after the damage has been repaired in order to keep the state consistent.

## 4.3. `fixup_activate`

This function is called from the debug code whenever a problem in `debug_object_activate` is detected.

Called from `debug_object_activate` when the object state is:

- `ODEBUG_STATE_NOTAVAILABLE`
- `ODEBUG_STATE_ACTIVE`

The function returns 1 when the fixup was successful, otherwise 0. The return value is used to update the statistics.

Note that the function needs to call the `debug_object_activate()` function again after the damage has been repaired in order to keep the state consistent.

The activation of statically initialized objects is a special case. When `debug_object_activate()` has no tracked object for this object address then `fixup_activate()` is called with object state `ODEBUG_STATE_NOTAVAILABLE`.

The fixup function needs to check whether this is a legitimate case of a statically initialized object or not. In case it is it calls `debug_object_init()` and `debug_object_activate()` to make the object known to the tracker and marked active. In this case the function should return 0 because this is not a real fixup.

## 4.4. `fixup_destroy`

This function is called from the debug code whenever a problem in `debug_object_destroy` is detected.

Called from `debug_object_destroy` when the object state is:

- `ODEBUG_STATE_ACTIVE`

The function returns 1 when the fixup was successful, otherwise 0. The return value is used to update the statistics.

## 4.5. `fixup_free`

This function is called from the debug code whenever a problem in `debug_object_free` is detected. Further it can be called from the debug checks in `kfree/vfree`, when an active object is detected from the `debug_check_no_obj_freed()` sanity checks.

Called from `debug_object_free()` or `debug_check_no_obj_freed()` when the object state is:

- `ODEBUG_STATE_ACTIVE`

The function returns 1 when the fixup was successful, otherwise 0. The return value is used to update the statistics.

# Chapter 5. Known Bugs And Assumptions

None (knock on wood).

