

A Look at the Implementation coscup 2010

# **Our Agenda**

- What is GNOME memprof?
- How is memory allocated?
- How to intercept the calls?
- How to get a backtrace?
- Summary

# What Is GNOME Memprof?

- A tool to analyze memory usage.
- Visualize memory allocations
- Visualize memory fragmentation
- Visualize memory usage over time

### How Does It Work?

- Tracks **only** calls to malloc/new/free/delete
- Generates a backtrace for each allocation
- Forgets about the allocation on free

### How Does It Work?

- Will look into the implementation now.
- How to find an allocation?
- How to generate a backtrace?

# **How Is Memory Allocated?**

- anonymous mmap
- sbrk
- This is for the actual allocator and not tracked by memprof.

# **How Is Memory Allocated?**

- malloc/free
- new/delete
- new[]/delete[]
- Anything else?

### **How To Intercept The Calls?**

Recompile glibc and call a different function? Replace all calls to malloc and recompile? Both are not practical!

### **How To Intercept The Calls?**

- Create a library that contains a special malloc...
- Use dlsym to get the real malloc
- Make the special malloc call the real malloc
- Do the same for free and more allocator functions
- Only works when there is an external binding for the alloc calls

#### **How To Get A Backtrace?**

- On GLIBC backtrace(3) is available. For ARM compile with -fno-omit-framepointer.
- Or GCC's \_\_builtin\_frame\_address(0)
- Or use a lib..
- Or walk the stack yourself
- Now we have a list of program counters..

### **How To Get A Backtrace?**

- Demangle C++ names...
- Translate addresses to function names.
- libbfd is doing the heavy lifting.

#### Summary

- A small LD\_PRELOADable library to intercept and backtrace.
- Uses libbfd to give us shiny names.`
- A GUI to navigate through the allocations.

#### **Work Needed**

- Memprof needs to be ported to ARM (backtrace)
- Memprof has issues with a custom allocator (inline functions)
- Maybe the lib should be done with systemtap..

- Questions?
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