

# Украшаем молоток: как автоматизировать разбор проблем в дебаггере



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# OpenSource-библиотека скриптов для отладчиков

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Sol lucet omnibus

<https://github.com/KasperskyLab/WinDbg-JS-Scripts>



- JS-скрипты для WinDBG
- Python-скрипты для GDB

- [Windows] Список x32-стеков потоков в kernel дампе
- [Windows] Поиск исключений
- [Windows] Memory-eaters with AppVerifier
- [Linux] Memory-eaters without AppVerifier
- [Linux] Coroutines stackless
- [Linux] Coroutines stackful

# x32-стеки

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Gravira manet

x64 kernel  
dump

```
...
Child-SP      RetAddr      Call Site
ffffdb83`1d7af7b0 fffff806`20e79850 nt!KiSwapContext+0x76
ffffdb83`1d7af8f0 fffff806`20e78d7f nt!KiSwapThread+0x500
ffffdb83`1d7af9a0 fffff806`20e3d6d2 nt!KiCommitThreadWait+0x14f
ffffdb83`1d7afa40 fffff806`21201eef nt!KeDelayExecutionThread+0x122
ffffdb83`1d7afad0 fffff806`2101b7b8 nt!NtDelayExecution+0x5f
ffffdb83`1d7afb00 00000000`77d21cfc nt!KiSystemServiceCopyEnd+0x28
(TrapFrame @ fffff806`2101b7b8)
00000000`00d3ec88 00000000`00000000 0x77d21cfc
...
```

x64 kernel  
dump

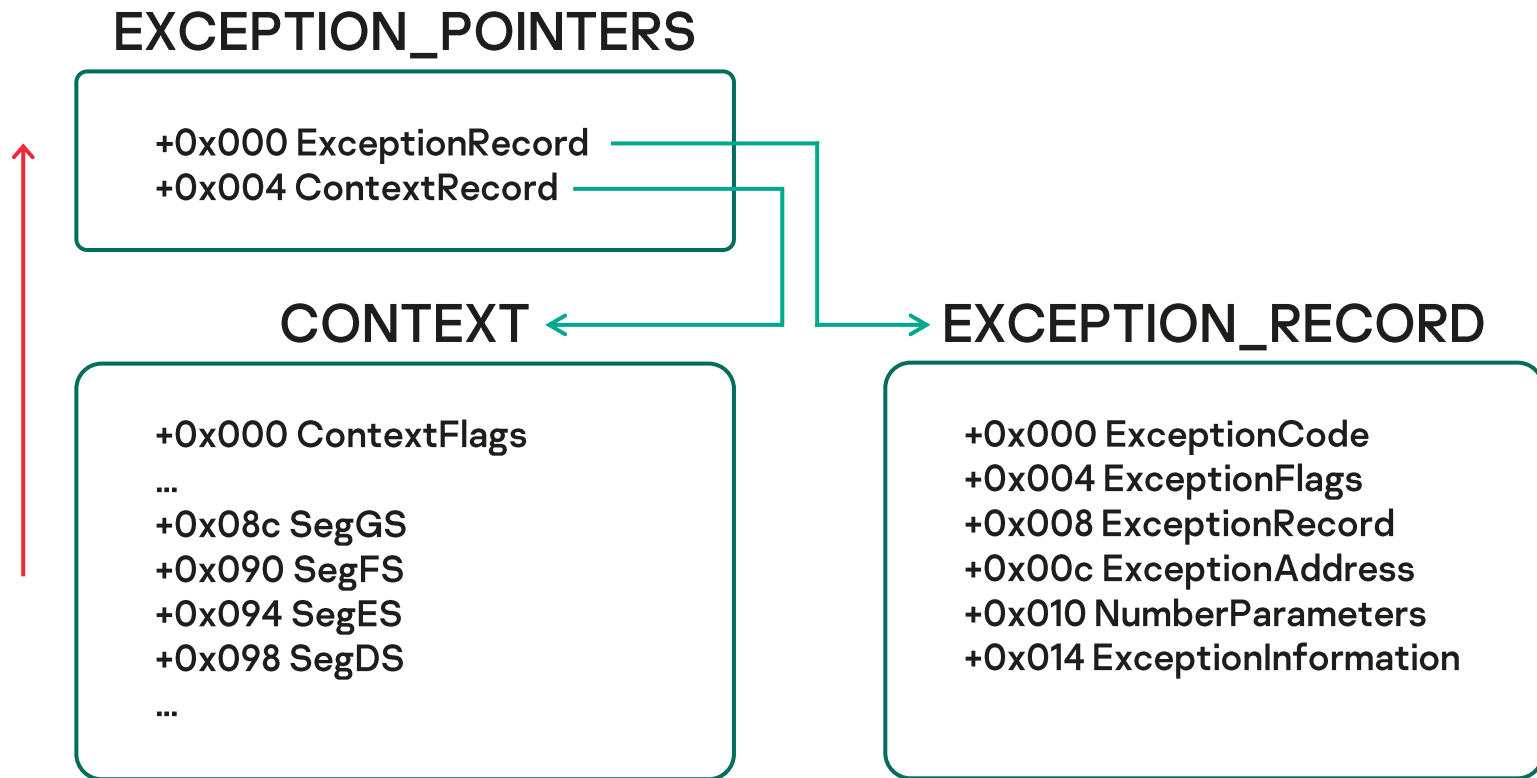
```
...  
# ChildEBP RetAddr  
00 00e3fda8 76e43b5b ntdll_77d30000!NtDelayExecution+0xc  
01 00e3fe10 76e43aff KERNELBASE!SleepEx+0x4b  
02 00e3fe20 74ed5614 KERNELBASE!Sleep+0xf  
03 00e3fe44 00922119 MSVCP140!_Thrd_sleep+0x34  
04 (Inline) ----- threads_test!std::this_thread::sleep_until+0x109  
05 00e3fe90 00921d20  
threads_test!std::this_thread::sleep_for<__int64,std::ratio<1,1000> >+0x1d9  
06 00e3fea0 0092218a threads_test!DoTask<TaskC>+0x20  
07 (Inline) ----- threads_test!std::invoke+0x7  
08 00e3febc 77304f9f threads_test!std::thread::_Invoke<std::tuple<void  
(__cdecl*)(void)>,0>+0x2a  
09 00e3fef4 771efa29 ucrtbase!thread_start<unsigned int (__stdcall*)(void *),1>+0x3f  
0a 00e3ff04 77d97a4e KERNEL32!BaseThreadInitThunk+0x19  
0b 00e3ff60 77d97a1e ntdll_77d30000!__RtlUserThreadStart+0x2f  
0c 00e3ff70 00000000 ntdll_77d30000!_RtlUserThreadStart+0x1b  
...
```

# Поиск исключений

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Si quaesiveris, invenies



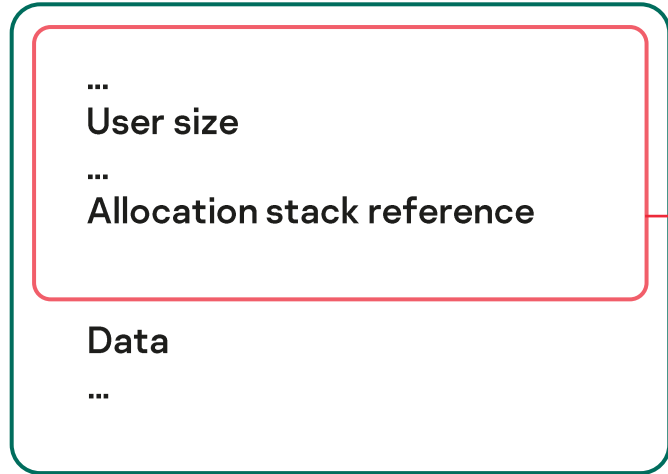


# Memory-eaters with AppVerifier

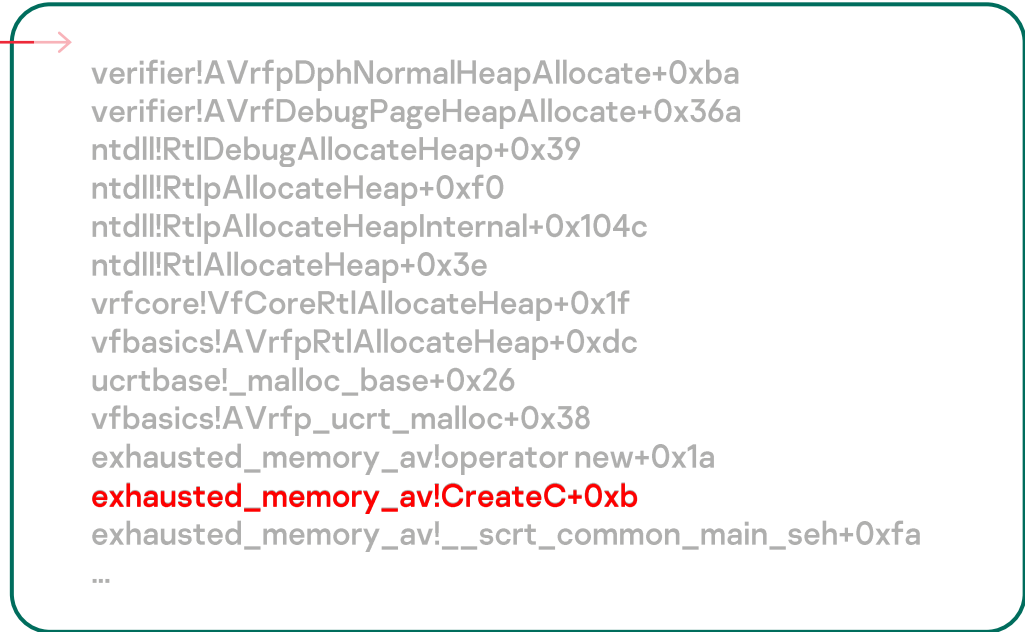
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## Heap block



## Allocation stack

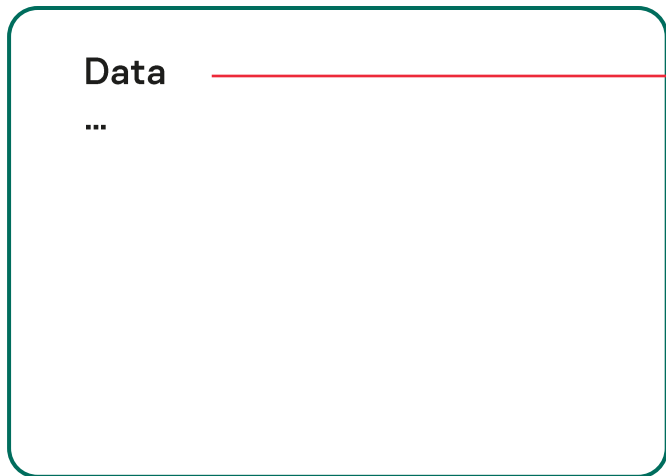


# Memory-eaters without AppVerifier

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### Heap block



- теги
- пути
- повторяющиеся строки
- указатели на vtable
- ссылки на общие структуры
- состояния
- ...

# Coroutine



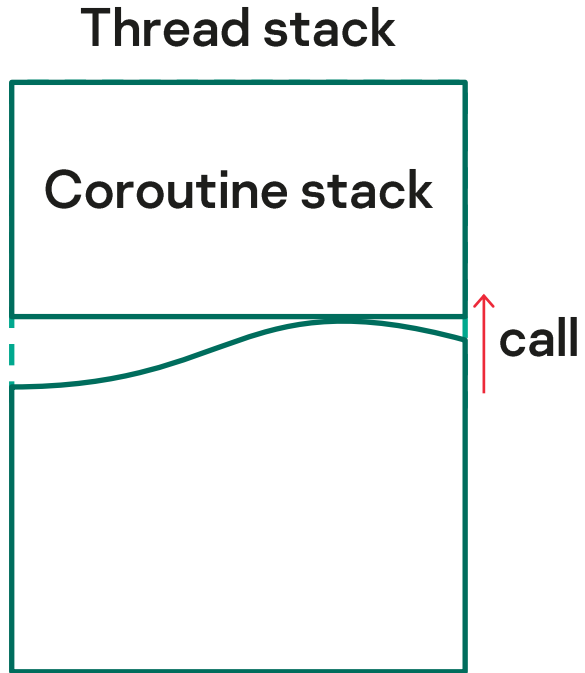
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**Crescite, nos qui vivimus, multiplicamini**

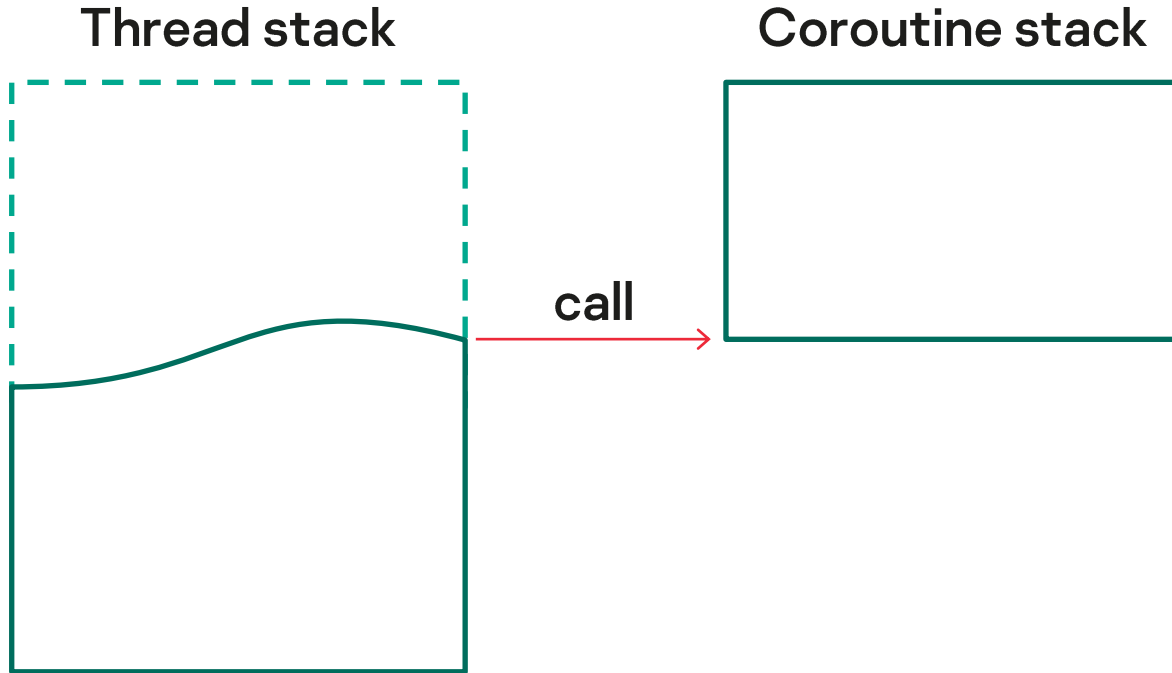
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Coroutine

## C++20 coroutine – stackless



## Boost coroutine – stackful





# Thank you!



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**kaspersky**