

```
5 arm-none-eabi-gdb -c elf.core nutta
GNU gdb (Arm GNU Toolchain 11.3.Rel1) 12.1.90.20220802-glt
```

```
...
loading symbols from nutta...
```

```
[New process 6]
[New process 1]
[New process 2]
[New process 3]
[New process 4]
[New process 5]
[New process 6]
```

Core was generated by ``.

```
#0  0x1000a4de in up_idle () at chip/low_idle.c:61
#1  }
```

[Current thread is 1 (process 6)]

(gdb)

(gdb) info thread

	Id	Target Id	Frame
*	1	process 6	0x1000a4de in up_idle () at chip/low_idle.c:61
	2	process 1	0x1000a4de in up_idle () at chip/low_idle.c:61
	3	process 2	0x00000000 in ?? ()
	4	process 3	0x00000000 in ?? ()
	5	process 4	up_switch_context (tcb=0x1003a474 <g_idlatch>, rtcb=rtcb@entry=0x10037430) at common/arm_switchcontext.c:95
	6	process 5	up_switch_context (tcb=0x1003be70, rtcb=rtcb@entry=0x10030000) at common/arm_switchcontext.c:95
	7	process 6	elf_writ_tcb_note (cinfo=0x10039adc, tcb=0x1003be70) at libelf/libelf_coredump.c:172

(gdb) thread 6

[Switching to thread 6 (process 5)]

```
#0  up_switch_context (tcb=0x1003be70, rtcb=rtcb@entry=0x10030000) at common/arm_switchcontext.c:95
```

```
#5      arm_switchcontext(&rtcb->reg regs, tcb->reg regs);
```

(gdb) bt

```
#0  up_switch_context (tcb=0x1003be70, rtcb=rtcb@entry=0x10030000) at common/arm_switchcontext.c:95
#1  0x10003280 in nxsem_wait (sem=0x10030fbc) at semaphore/sem_wait.c:170
#2  0x1001d0e8 in nxsched_waitpid (pid=pid@entry=0, stat_loc=stat_loc@entry=0x1003ba00, options=options@entry=0) at sched/sched_waitpid.c:109
#3  0x1001d0f6 in waitpid (pid=pid@entry=0, stat_loc=stat_loc@entry=0x1003ba00, options=options@entry=0) at sched/sched_waitpid.c:679
#4  0x1000d31a in nsh_builtin (vtbl=vtbl@entry=0x1003bc10, cmd=0x1003be70 <error: Cannot access memory at address 0x1003be70>, argv=argv@entry=0x1003badc, redirfil
#5  0x1000a20e in nsh_execute (oflags=0, redirfile=0x0, argv=0x1003badc, argc=1, vtbl=0x1003bc10) at nsh_parse.c:641
#6  nsh_parse_command (vtbl=vtbl@entry=0x1003bc10, cmdline=cmdline@entry=0x0) at nsh_parse.c:1742
#7  0x1000a510 in nsh_parse (vtbl=vtbl@entry=0x1003bc10, cmdline=cmdline@entry=0x1003be70 <error: Cannot access memory at address 0x1003be70>) at nsh_parse.c:2020
#8  0x10009390 in nsh_session (pstate=0x1003bc10, login=login@entry=1, argc=argc@entry=1, argv=argv@entry=0x100303f0) at nsh_session.c:145
#9  0x100090f8 in nsh_consolemain (argc=argc@entry=1, argv=argv@entry=0x100303f0) at nsh_consolemain.c:71
#10 0x1000900c in nsh_main (argc=1, argv=0x100303f0) at nsh_main.c:74
#11 0x1000e03e in nrtask_startup (entrypt=0x10009071 <nsh_main>, argc=1, argv=0x100303f0) at sched/task_startup.c:70
#12 0x1000377c in nrtask_start () at task/task_start.c:134
#13 0x00000000 in ?? ()
```

Backtrace stopped: previous frame identical to this frame (corrupt stack?)

Gdb Manual Core File

Richard Johnson



Gdb Manual Core File:

Mastering Embedded Linux Development Frank Vasquez,Chris Simmonds,2025-05-27 Written by Frank Vasquez an embedded Linux expert this new edition enables you to harness the full potential of Linux to create versatile and robust embedded solutions All formats include a free PDF and an invitation to the Embedded System Professionals community Key Features Learn how to develop and configure reliable embedded Linux devices Discover the latest enhancements in Linux 6.6 and the Yocto Project 5.0 codename Scarthgap Explore different ways to debug and profile your code in both user space and the Linux kernel Purchase of the print or Kindle book includes a free PDF eBook Book Description Mastering Embedded Linux Development is designed to be both a learning resource and a reference for your embedded Linux projects In this fourth edition you will learn the fundamental elements that underpin all embedded Linux projects the toolchain the bootloader the kernel and the root filesystem First you will download and install a pre built toolchain After that you will cross compile each of the remaining three elements from scratch and learn to automate the process using Buildroot and the Yocto Project The book progresses with coverage of over the air software updates and rapid prototyping with add on boards Two new chapters tackle modern development practices including Python packaging and deploying containerized applications These are followed by a chapter on writing multithreaded code and another on techniques to manage memory efficiently The final chapters demonstrate how to debug your code whether it resides in user space or in the Linux kernel itself In addition to GNU debugger GDB the book also covers the different tracers and profilers that are available for Linux so that you can quickly pinpoint any performance bottlenecks in your system By the end of this book you will be able to create efficient and secure embedded devices with Linux that will delight your users What you will learn Cross compile embedded Linux images with Buildroot and Yocto Enable Wi-Fi and Bluetooth connectivity with a Yocto board support package Update IoT devices securely in the field with Mender or balena Prototype peripheral additions by connecting add on boards reading schematics and coding test programs Deploy containerized software applications on edge devices with Docker Debug devices remotely using GDB and measure the performance of systems using tools like perf and py Who this book is for If you are a systems software engineer or system administrator who wants to learn how to apply Linux to embedded devices then this book is for you The book is also for embedded software engineers accustomed to programming low power microcontrollers and will help them make the leap to a high speed system on chips that can run Linux Anyone who develops hardware for Linux will find something useful in this book But before you get started you will need a solid grasp of the POSIX standard C programming and shell scripting

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Mastering Modern Linux Paul S. Wang, 2018-06-14 Praise for the First Edition This outstanding book gives the reader robust concepts and implementable knowledge of this environment Graphical user interface GUI based users and developers do not get short shrift despite the command line interface s CLI full power treatment Every programmer should read the introduction s Unix Linux philosophy section This authoritative and exceptionally well constructed book has my highest recommendation It will repay careful and recursive study Computing Reviews August 2011 Mastering Modern Linux Second Edition retains much of the good material from the previous edition with extensive updates and new topics added The book provides a comprehensive and up to date guide to Linux concepts usage and programming The text helps the reader master Linux with a well selected set of topics and encourages hands on practice The first part of the textbook covers interactive use of Linux via the Graphical User Interface GUI and the Command Line Interface CLI including comprehensive treatment of the Gnome desktop and the Bash Shell Using different apps commands and filters building pipelines and matching patterns with regular expressions are major focuses Next comes Bash

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4.4BSD User's Reference Manual (URM) University of California, Berkeley. Computer Systems Research Group,1994 Handy reference documentation for a key variant of the UNIX operating system including many popular freeware utilities It covers the final definitive release of the Berkeley version of UNIX which has been the basis for many commercial UNIX variants Useful for Linux BSDI and other free UNIX variants *Building Embedded Linux Systems* Karim Yaghmour,Jon Masters,Gilad Ben-Yossef,Philippe Gerum,2008-08-15 There s a great deal of excitement surrounding the use of Linux in embedded systems for everything from cell phones to car ABS systems and water filtration plants but not a lot of practical information Building Embedded Linux Systems offers an in depth hard core guide to putting together embedded systems based on Linux Updated for the latest version of the Linux kernel this new edition gives you the basics of building embedded Linux systems along with the configuration setup and use of more than 40 different open source and free software packages in common use The book also looks at the strengths and weaknesses of using Linux in an embedded system plus a discussion of licensing issues and an introduction to real time with a discussion of real time options for Linux This indispensable book features arcane and previously undocumented procedures for Building your own GNU development toolchain Using an efficient embedded development framework Selecting configuring building and installing a target specific kernel Creating a complete target root filesystem Setting up manipulating and using solid state storage devices Installing and configuring a bootloader for the target Cross compiling a slew of utilities and packages Debugging your embedded system using a plethora of tools and techniques Using the uClibc BusyBox U Boot OpenSSH tthttpd tftp strace and gdb packages By presenting how to build the operating system components from pristine sources and how to find more documentation or help Building Embedded Linux Systems greatly simplifies the task of keeping complete control over your embedded operating system

GDB Fundamentals and Techniques Richard Johnson,2025-06-20 GDB Fundamentals and Techniques GDB Fundamentals and Techniques is a comprehensive authoritative guide to mastering the GNU Debugger one of the most powerful and widely adopted debugging tools in software development The book meticulously explores GDB s architecture from its historical origins and internal design to its support for various platforms programming languages and debug information formats Through detailed treatments of user interaction modes and symbol management readers gain a deep appreciation for how

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