

The Quest For A Better Crash

Italian C++ Conference 2021

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 @ciura_victor

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Crashed ! Now What ? “It works on my machine” :) Those little words that make the heart of QAs and clients skip a beat. Sometimes reproducing a crash on a developer's machine is next to impossible. Most of the time remote debugging is out of the question and all you're left with are some scant log files and maybe a memory dump file, if you're lucky. Wouldn't you like to know the exact point of failure in the program and how it got there, on the client's PC ?

How can you get your hands on a StackTrace of that crash on the client's machine ? And how can you make any sense of it without symbols (client deployed Release build) ?

In this session, I'll present a Windows specific technique we developed, that my team uses regularly to debug such scenarios in production. We leverage OS APIs like the Image Help Library (ImageHlp.dll), the Debug Help Library (DbgHelp.dll) to work with PE/COFF images and PDBs and reconstruct symbolicated StackTraces for Release crashes in production. The technique and APIs work all the way from Windows XP up to Windows 10, both for x86 and x64 executables.

We'll see how symbols are loaded and how PDBs work, we'll discuss partial/incremental PDBs and we'll have to get comfortable with Structured Exception Handling (SEH). Did I mention Address Space Layout Randomization (ASLR) ? This is going to be fun :)

Come with me on this journey and we'll walk the stack together, to reconstruct each frame, from a few pointers and some symbols.

From highly efficient platform-specific implementations, to boost::Stacktrace, to P0881, to C++23... we'll analyze together the requirements, constraints and advantages of each design decision.

Q & A

 Remo



Advanced Installer



Clang Power Tools

 **@ciura_victor**

Remember the crash

Roll your own

The Future: post-pandemic crashes

Windows*

x86/x64

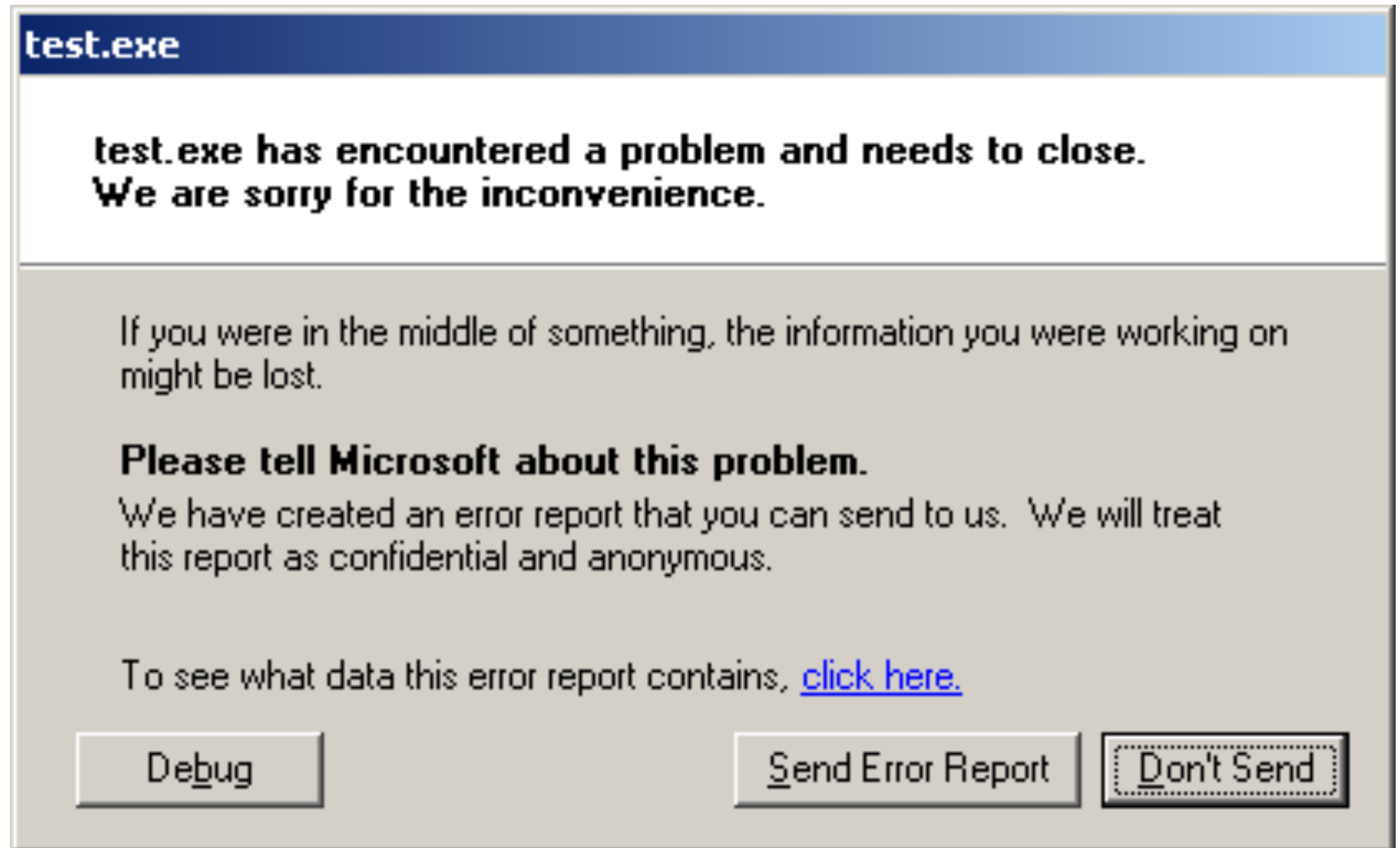
ISO C++ (**P0881**) at the end

Part I

Remember the crash

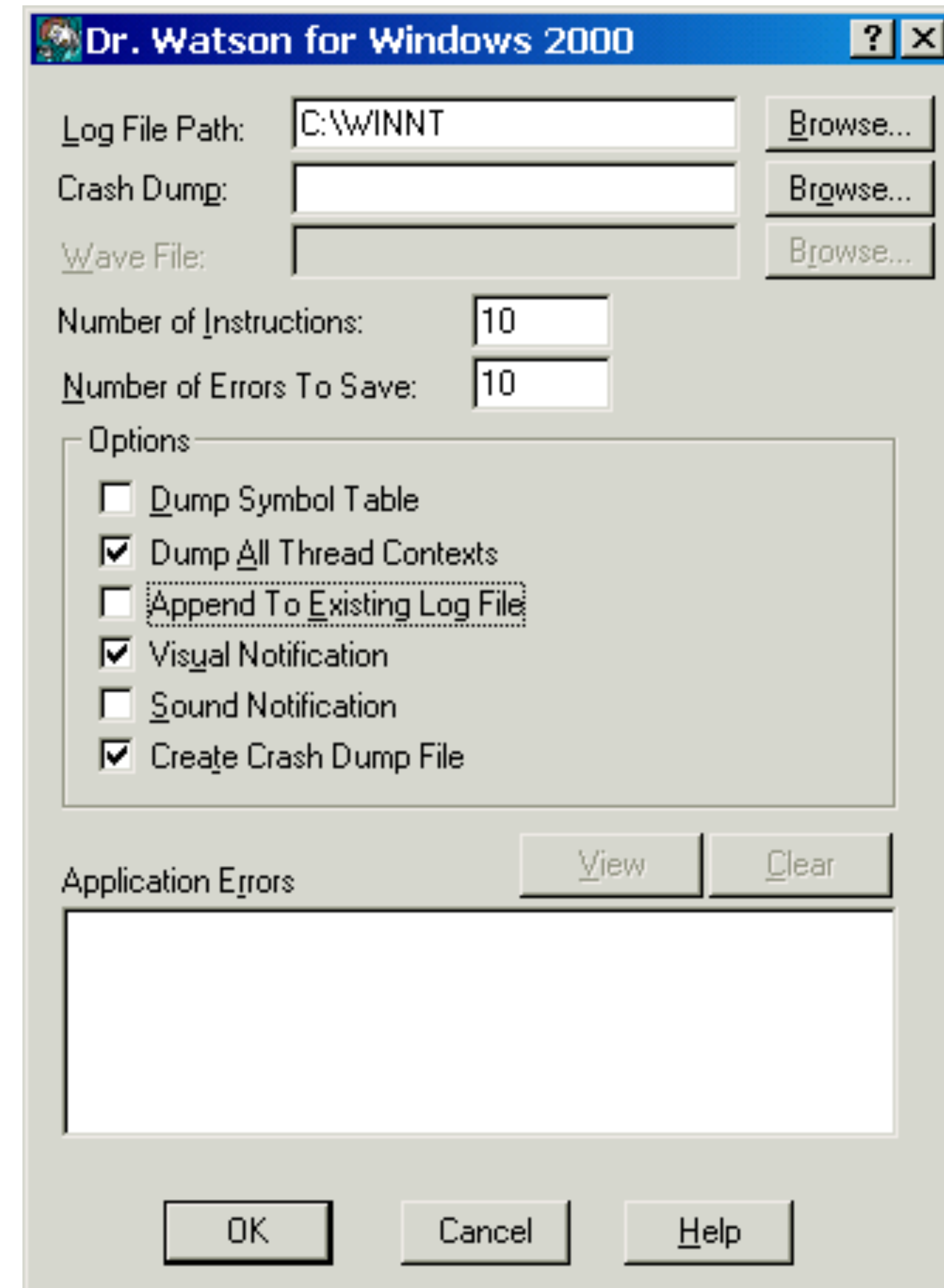
Remember the crash

We've all been there...



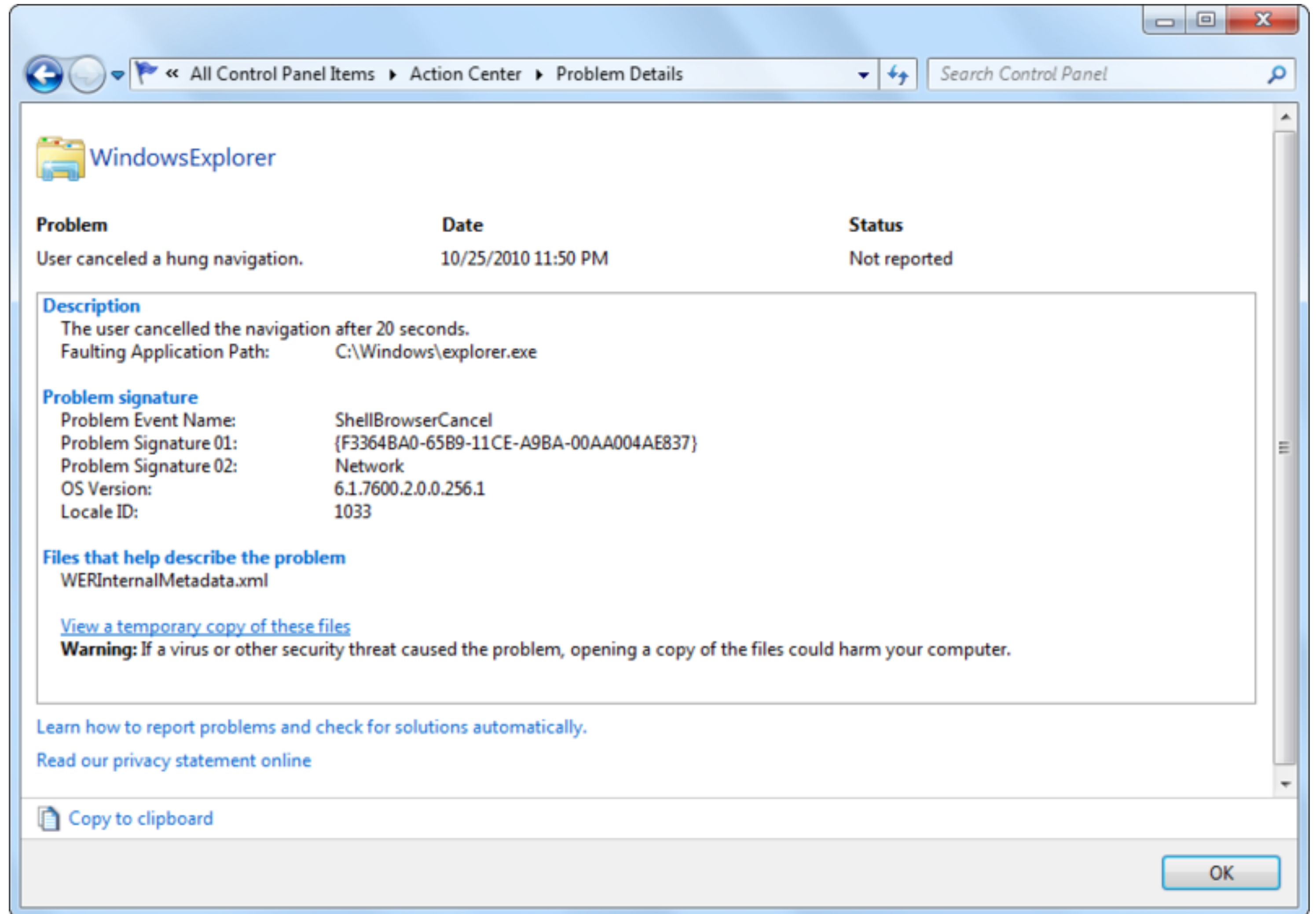
Remember the crash

Some of us might even remember our old friend [Dr. Watson](#)



Remember the crash

... or his modern friend,
Windows Error Reporting



But, where do all these crashes go?



Questions I had over 10 years ago,
before any Store or Windows Dev Center:

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Questions I had over 10 years ago,
before any Store or Windows Dev Center:

- Is this even available for third-party Windows apps ?
- How can we register to receive such crash dumps ?
- What does it cost ?
- How does the crash data look like ? Who owns it ?

I just wanted this...

```
#0 0x793d62f6 in __asan_wrap_memset d:\_work\5\s\llvm\projects\compiler-rt\lib\sanitizer_common\sanitizer_common_interceptors.inc:764
#1 0x77dd46e7 (C:\WINDOWS\SYSTEM32\ntdll.dll+0x4b2c46e7)
#2 0x77dd4ce1 (C:\WINDOWS\SYSTEM32\ntdll.dll+0x4b2c4ce1)
#3 0x75d408fe (C:\WINDOWS\System32\KERNELBASE.dll+0x100f08fe)
#4 0xa5ada0 in try_get_first_available_module minkernel\crt\src\appcrt\internal\winapi_thunks.cpp:271
#5 0xa5ae99 in try_get_function minkernel\crt\src\appcrt\internal\winapi_thunks.cpp:326
#6 0xa5b028 in __acrt_AppPolicyGetProcessTerminationMethodInternal minkernel\crt\src\appcrt\internal\winapi_thunks.cpp:737
#7 0xa606ad in __acrt_get_process_end_policy minkernel\crt\src\appcrt\internal\win_policies.cpp:84
#8 0xa52dcb in exit_or_terminate_process minkernel\crt\src\appcrt\startup\exit.cpp:134
#9 0xa52da7 in common_exit minkernel\crt\src\appcrt\startup\exit.cpp:280
#10 0xa52fb6 in exit minkernel\crt\src\appcrt\startup\exit.cpp:293
#11 0xa2deb3 in _srt_common_main_seh d:\agent\_work\2\s\src\vctools\crt\vcstartup\src\startup\exe_common.inl:295
#12 0x75ef6358 (C:\WINDOWS\System32\KERNEL32.DLL+0x6b816358)
#13 0x77df7a93 (C:\WINDOWS\SYSTEM32\ntdll.dll+0x4b2e7a93)
```

The answers turned out to be... *complicated* :(

docs.microsoft.com/en-us/windows/win32/debug/symbol-servers-and-symbol-stores

The answers turned out to be... *complicated* :(

... custom registration for each app version,
Microsoft **Symbol Server** instances (deployed on-premise),
Symbol Stores, etc.

... a DevOps nightmare!

docs.microsoft.com/en-us/windows/win32/debug/symbol-servers-and-symbol-stores

Part II

Roll your own

Like any good programmer, I decided to build my own



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Goals:

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Goals:

- quick to develop

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Goals:

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- easy to integrate into our CI/CD (no special service, symbol server)

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- zero footprint on client side (not shipping symbols)
- zero perf impact on Release binaries (on the happy path)

Like any good programmer, I decided to build my own



Goals:

- quick to develop
- easy to integrate into our CI/CD (no special service, symbol server)
- zero footprint on client side (not shipping symbols)
- zero perf impact on Release binaries (on the happy path)
- easy to use standalone tool (non-dev machine) for processing crash reports

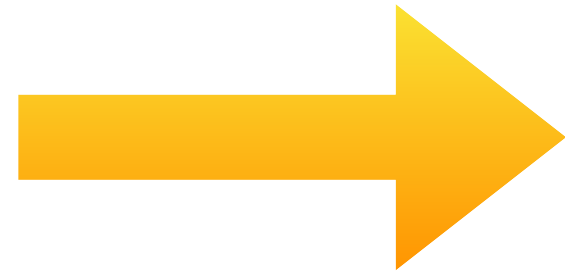
Workflow



Jenkins



GitLab


















Build artifacts



Build artifacts for git commit: [c087f2e6](#)

symbols archive 

standalone tool
for processing
crash reports 

Name	Date modified	Type	Size
 advinst-c087f2e6.dsym	10/22/2020 3:00 PM	DSYM File	184,323 KB
 advinst-c087f2e6.iso	10/22/2020 3:02 PM	Disc Image File	145,786 KB
 advinst-c087f2e6.iso.md5	10/22/2020 3:02 PM	MD5 File	1 KB
 advinst-c087f2e6.msi	10/22/2020 3:02 PM	Windows Installer Package	144,965 KB
 advinst-c087f2e6.msi.sha1	10/22/2020 3:02 PM	SHA1 File	1 KB
 advinst-c087f2e6.msix	10/22/2020 3:02 PM	MSIX File	152,710 KB
 advinst-c087f2e6.msix.sha1	10/22/2020 3:02 PM	SHA1 File	1 KB
 SymbolicateTool.msi	10/22/2020 3:00 PM	Windows Installer Package	1,524 KB
 symbols-c087f2e6.msi	10/22/2020 3:00 PM	Windows Installer Package	1,038 KB
 vs11_extension.vsix	10/22/2020 3:00 PM	Microsoft Visual Studio Extension	711 KB
 vs12_extension.vsix	10/22/2020 3:00 PM	Microsoft Visual Studio Extension	713 KB
 vs14_extension.vsix	10/22/2020 3:00 PM	Microsoft Visual Studio Extension	735 KB
 vs15_extension.vsix	10/22/2020 3:00 PM	Microsoft Visual Studio Extension	748 KB
 vs16_extension.vsix	10/22/2020 3:00 PM	Microsoft Visual Studio Extension	713 KB

Symbols archive for a **Release** build

C:\Users\victo\Downloads\advinst-c087f2e6.dsym\advinst-c087f2e6\bin\x86\

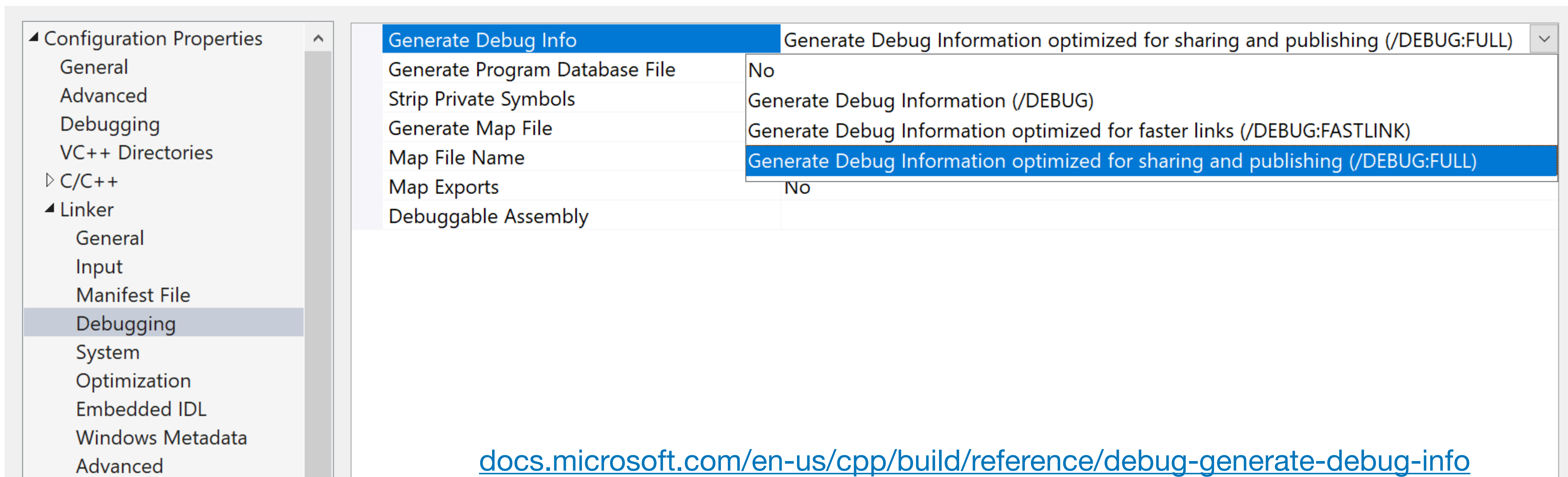
Name	Size	Packed Size	Modified	Created	Access...	Attribu...	Encryp...	Comm...	CRC	Method
..										
advinst.pdb	506 286 080	118 968 797	2020-10-22 13:46			A	-		4DE785A5	Deflate
ExternalUi.pdb	27 258 880	6 865 327	2020-10-22 13:47			A	-		2D5D16DC	Deflate
Repackager.pdb	74 829 824	16 813 693	2020-10-22 13:50			A	-		8891255E	Deflate
VmLauncher.pdb	45 469 696	10 516 761	2020-10-22 13:53			A	-		09A02E1B	Deflate

`advinst-c087f2e6.dsym` - basically, a ZIP bundle



PDB == 42

Use **`/DEBUG:FULL`** for Release builds & archiving symbols



The screenshot shows the Visual Studio linker properties for the 'Debugging' category. The 'Generate Debug Info' dropdown menu is open, showing several options. The option 'Generate Debug Information optimized for sharing and publishing (/DEBUG:FULL)' is selected and highlighted in blue.

Property	Value
Generate Debug Info	Generate Debug Information optimized for sharing and publishing (/DEBUG:FULL)
Generate Program Database File	No
Strip Private Symbols	Generate Debug Information (/DEBUG)
Generate Map File	Generate Debug Information optimized for faster links (/DEBUG:FASTLINK)
Map File Name	Generate Debug Information optimized for sharing and publishing (/DEBUG:FULL)
Map Exports	No
Debuggable Assembly	

docs.microsoft.com/en-us/cpp/build/reference/debug-generate-debug-info

You don't want to see a dry stack trace (crash report)

```
[SEH_AV_WRITE_NULLPTR] ACCESS_VIOLATION (0xc0000005) at address [0x000000014002772f]
```

```
Advanced Repackager (x64) 12.8 build 69285
```

```
*** Stack Trace (x64) ***
```

```
[0x000000014002772f] -----  
[0x000000014002911c] -----  
[0x0000000140028f66] -----  
[0x0000000140026f86] -----  
[0x0000000140026e68] -----  
[0x0000000140020be8] -----  
[0x0000000076b979b7] CreateDialogParamW()  
[0x0000000076b97792] CreateDialogParamW()  
[0x0000000076b976c2] CreateDialogParamW()  
[0x0000000076b89bd1] TranslateMessageEx()  
[0x0000000076b86aa8] SetTimer()  
[0x0000000076b86bad] SendMessageW()  
[0x000007fefc0092a0] Ordinal342()  
[0x000007fefc008604] Ordinal342()  
[0x000007fefc0217bd] -----  
[0x000007fefc023075] -----  
[0x000007fefc023223] -----  
[0x000007fefc024491] -----  
[0x0000000076b979b7] -----  
[0x0000000076b97792] -----  
[0x0000000076b976c2] -----  
[0x0000000076b89bd1] TranslateMessageEx()  
[0x0000000076b83bfc] CallWindowProcW()  
[0x0000000076b83b78] CallWindowProcW()  
[0x000000014003268e] -----  
[0x0000000140031f33] -----  
[0x0000000140032257] -----  
[0x00000001400312d4] -----
```

Stack Trace Symbols

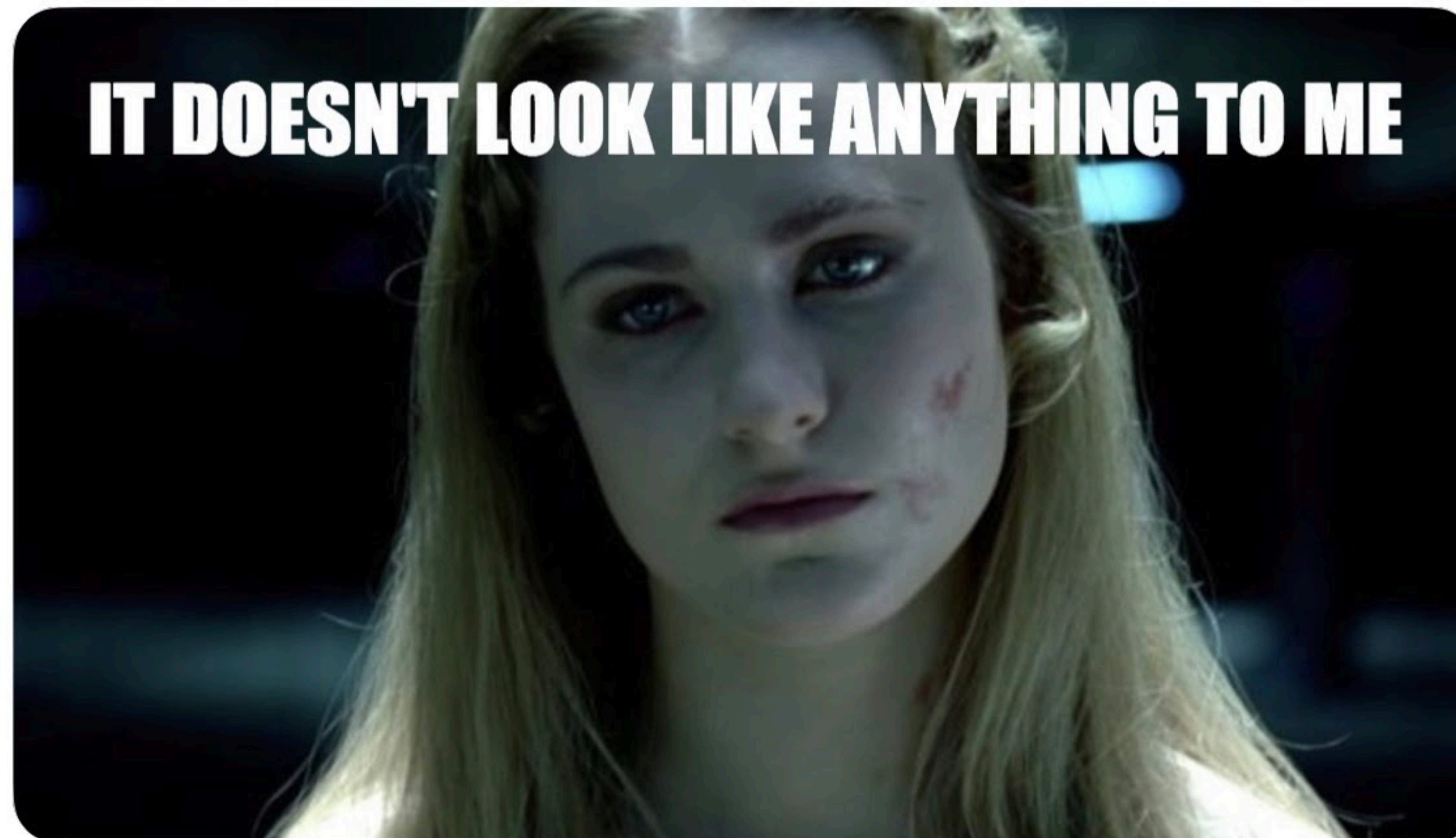


Victor Zverovich (vitaut)

@vzverovich



When someone asks if a stack trace looks familiar...



Context

TFW you've got a fresh repro case and you can dive into a debugging session...

Process: [20684] advinst.exe | Lifecycle Events | Thread: [17432] Main Thread | Stack Frame: ATL::CWindowImplBaseT<ATL::CWindow, A>

atlwin.h

```
3602 template <class TBase, class TwinTraits> <T> Provide sample template arguments for IntelliSense
3603 HWND CWindowImplBaseT< TBase, TwinTraits >::Create(
3604     _In_opt_ HWND hWndParent,
3605     _In_ _U_RECT rect,
3606     _In_z_ LPCTSTR szWindowName,
3607     _In_ DWORD dwStyle,
3608     _In_ DWORD dwExStyle,
3609     _In_ _U_MENUorID MenuOrID,
3610     _In_ ATOM atom,
3611     _In_opt_ LPVOID lpCreateParam)
3612 {
3613     ATLASSUME(this->m_hWnd == NULL);
3614
3615     // Allocate the thunk structure here, where we can fail gracefully.
3616     BOOL result = this->m_thunk.Init(NULL, NULL);
3617     if (result == FALSE) {
3618         SetLastError(ERROR_OUTOFMEMORY);
3619         return NULL;
3620     }
3621
3622     if(atom == 0)
3623         return NULL;
```

Diagnostic Tools

Process Memory (MB): 54

CPU (% of all processors): 100

Locals

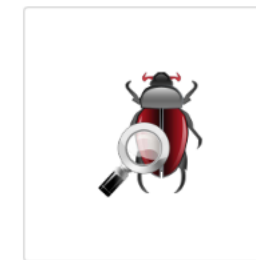
Name	Value	Type
this	0x146ecad4 {m_TextSize=...}	ATL::C...
atom	50057	unsign...
dwExStyle	0	unsign...
dwStyle	1442840576	unsign...
hWnd	0xc0000000 {unused=???	HWND...
hWndPar...	0x009d004a {Inside advin...	HWND...
lpCreateP...	0x00000000	void *
MenuOrID	{m_hMenu=0x00000000 ...}	ATL::_U...
rect	{m_lpRect=0x08c1c004 {a...	ATL::_U...
result	0	int
szWindow...	0x00000000 <NULL>	const ...

Call Stack

- advinst.exe!ATL::CWindowImplBaseT<ATL::CWindow, ATL::CWinTraits<1442840576, 0>>::Create(HWND__ * hWndParent, ATL::_U_RECT rect, const wcha...
- advinst.exe!ATL::CWindowImpl<ThemedPaneContainer, ATL::CWindow, ATL::CWinTraits<1442840576, 0>>::Create(HWND__ * hWndParent, ATL::_U_REC...
- advinst.exe!WTL::CPaneContainerImpl<ThemedPaneContainer, ATL::CWindow, ATL::CWinTraits<1442840576, 0>>::Create(HWND__ * hWndParent, unsig...
- advinst.exe!MsiFilesView::DoCreate() Line 675
- advinst.exe!MsiFilesView::OnCreate(tagCREATESTRUCTW * aCreateStruct) Line 652
- advinst.exe!MsiFilesView::_ProcessWindowMessage(HWND__ * hWnd, unsigned int uMsg, unsigned int wParam, long lParam, long & IResult, unsigned...
- advinst.exe!MsiFilesView::ProcessWindowMessage(HWND__ * hWnd, unsigned int uMsg, unsigned int wParam, long lParam, long & IResult, unsigned...
- [External Code]
- atlthunk.dll! [Frames below may be incorrect and/or missing, no symbols loaded for atlthunk.dll]
- advinst.exe!MsiFilesComponent::GetView(HWND__ * pParent, IViewManager & aViewManager) Line 63
- advinst.exe!MainFrame::CreateView(MainFrame::ComponentView & aView, unsigned int aID) Line 5886
- advinst.exe!MainFrame::SelectGui(unsigned int aID) Line 5701

Sometimes you crash

The screenshot shows the Advanced Installer 17.8 interface. The 'Digital Signature' settings are visible, including options for 'Enable signing', 'Sign Tool', and 'Software Publisher Certificate'. A green error dialog box is overlaid on the settings, with the text: 'Advanced Installer 17.8', 'The application ran into a problem that it couldn't handle. Sorry for the inconvenience.', and buttons for 'Details >>', 'Send Error Report', and 'Close'. Three fire icons are placed below the dialog box. The left sidebar contains sections for 'Product Information' and 'Resources'.



crash report
(no symbols)



- collect
- symbolicate
- triage

Symbolicate Tool

Symbolicate Tool (x64)

Extract Symbol Package

MSI Package: C:\Users\victo\Downloads\advinst17.6\advinst-c087f2e6.msi

Loaded Symbols: bin\x64\Repackager

Debuggee

EXE File: C:\Users\victo\AppData\Local\Temp\Symbol Packages\advinst-c087f2e6\bin\x64\Repackager.exe

PDB File: C:\Users\victo\AppData\Local\Temp\Symbol Packages\advinst-c087f2e6\bin\x64\Repackager.pdb

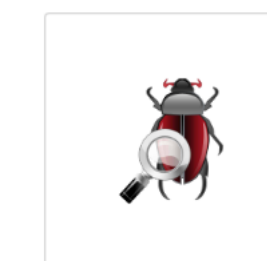
Command Line:

Stack Trace

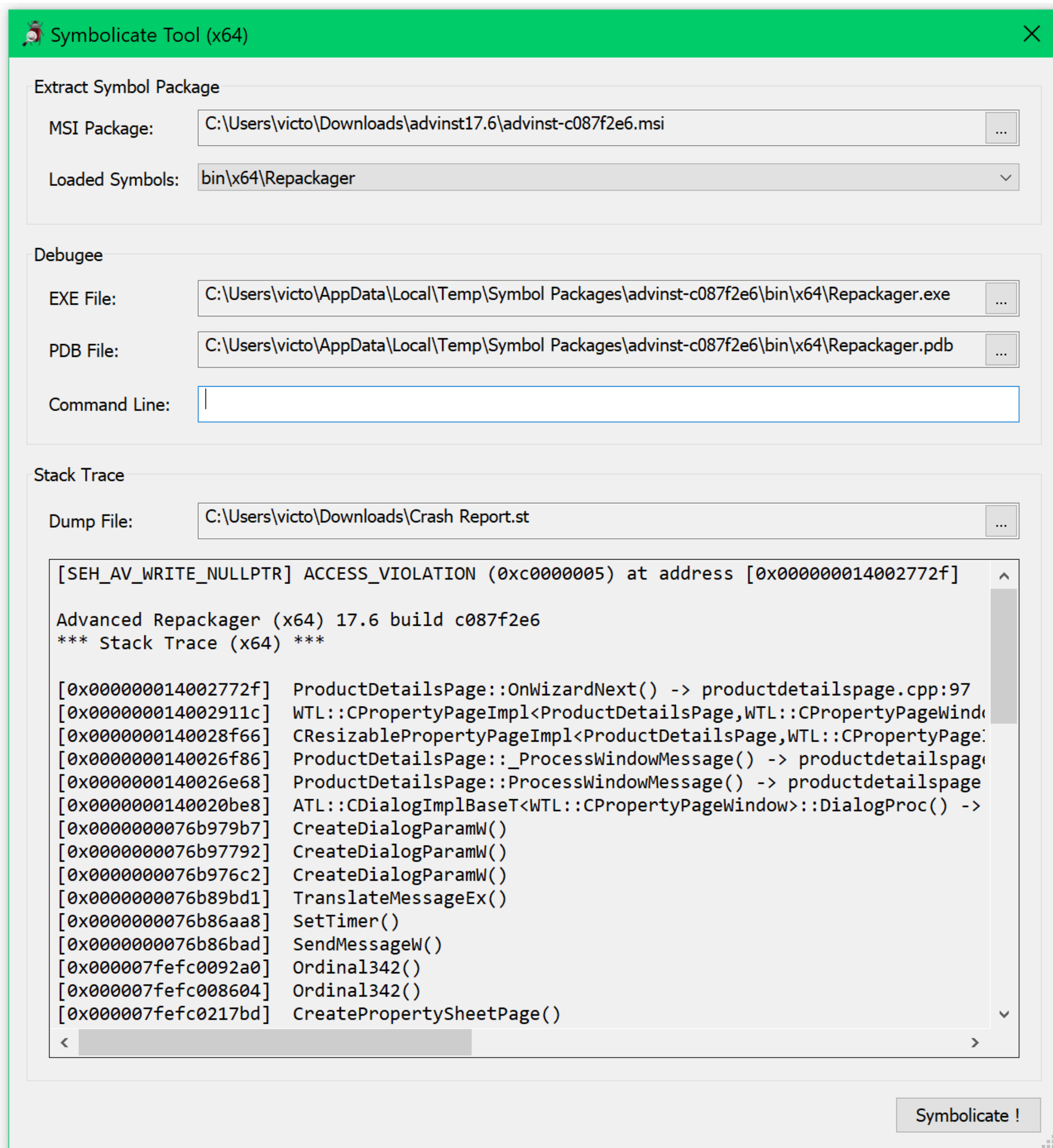
Dump File: C:\Users\victo\Downloads\Crash Report.st

```
[SEH_AV_WRITE_NULLPTR] ACCESS_VIOLATION (0xc0000005) at address [0x000000014002772f]
Advanced Repackager (x64) 17.6 build c087f2e6
*** Stack Trace (x64) ***
[0x000000014002772f] ProductDetailsPage::OnWizardNext() -> productdetailspage.cpp:97
[0x000000014002911c] WTL::CPropertyPageImpl<ProductDetailsPage,WTL::CPropertyPageWind
[0x0000000140028f66] CResizablePropertyPageImpl<ProductDetailsPage,WTL::CPropertyPage:
[0x0000000140026f86] ProductDetailsPage::_ProcessWindowMessage() -> productdetailspage
[0x0000000140026e68] ProductDetailsPage::ProcessWindowMessage() -> productdetailspage
[0x0000000140020be8] ATL::CDialogImplBaseT<WTL::CPropertyPageWindow>::DialogProc() ->
[0x0000000076b979b7] CreateDialogParamW()
[0x0000000076b97792] CreateDialogParamW()
[0x0000000076b976c2] CreateDialogParamW()
[0x0000000076b89bd1] TranslateMessageEx()
[0x0000000076b86aa8] SetTimer()
[0x0000000076b86bad] SendMessageW()
[0x000007fefc0092a0] Ordinal342()
[0x000007fefc008604] Ordinal342()
[0x000007fefc0217bd] CreatePropertySheetPage()
```

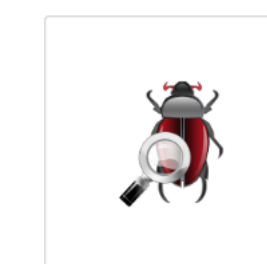
Symbolicate !



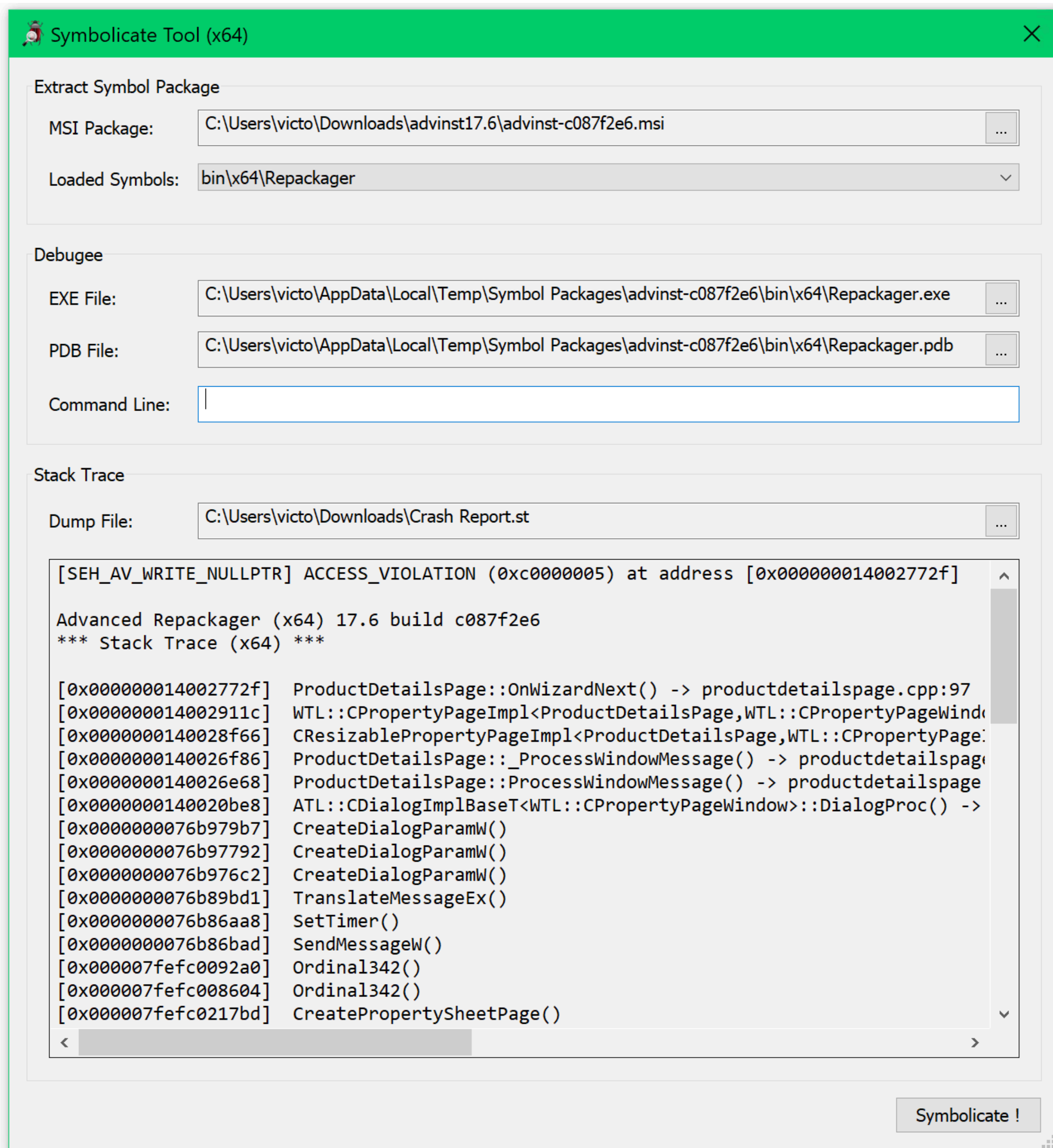
Symbolicate Tool



← select build



Symbolicate Tool

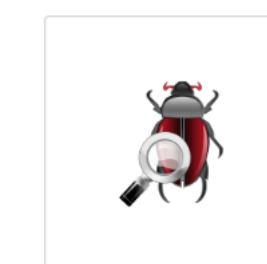


← select build

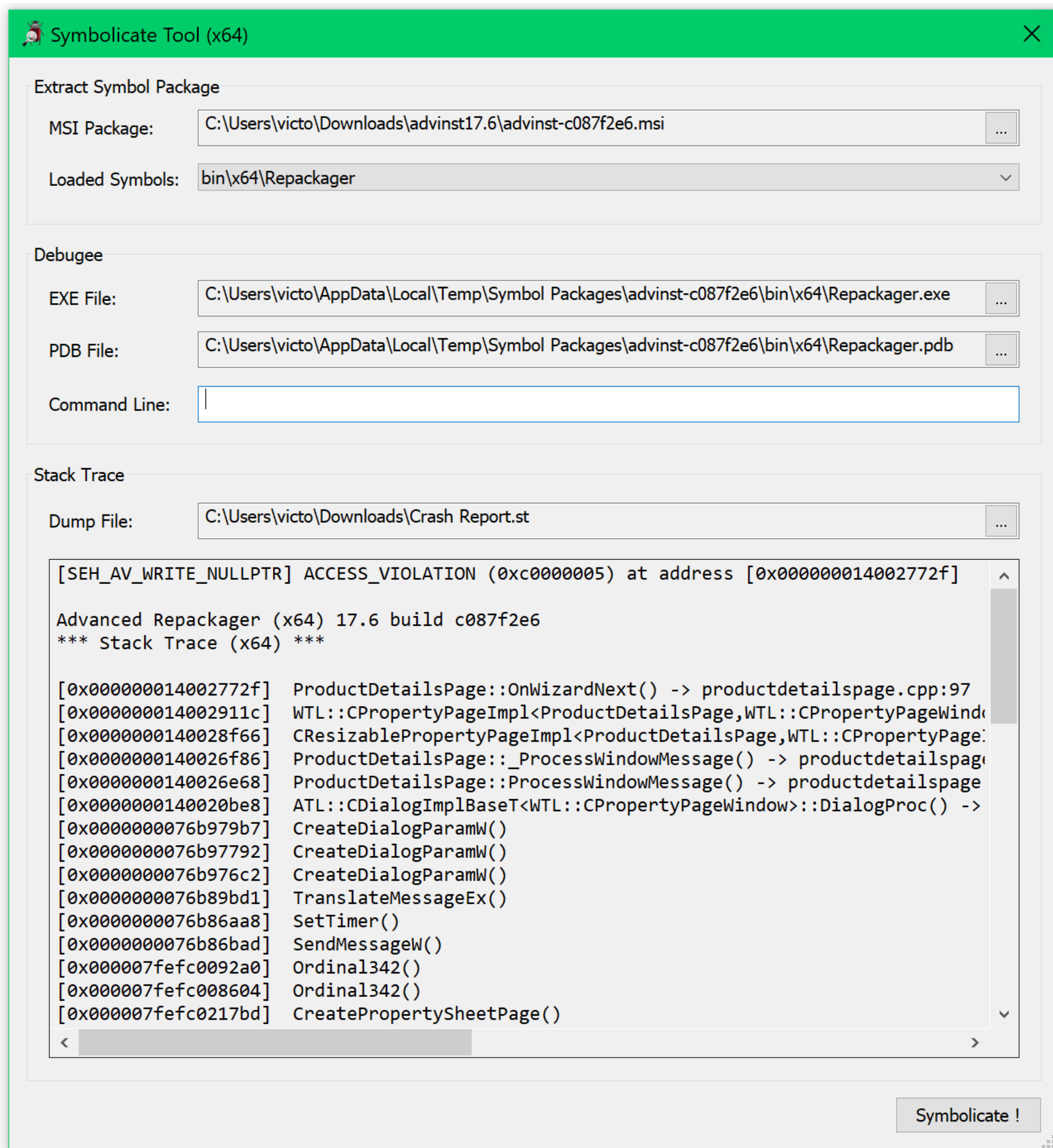


Build artifacts

advinst-c087f2e6.dsym



Symbolicate Tool



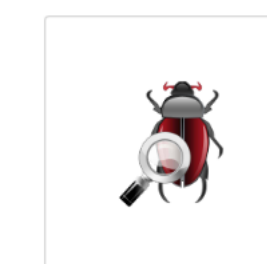
← select build



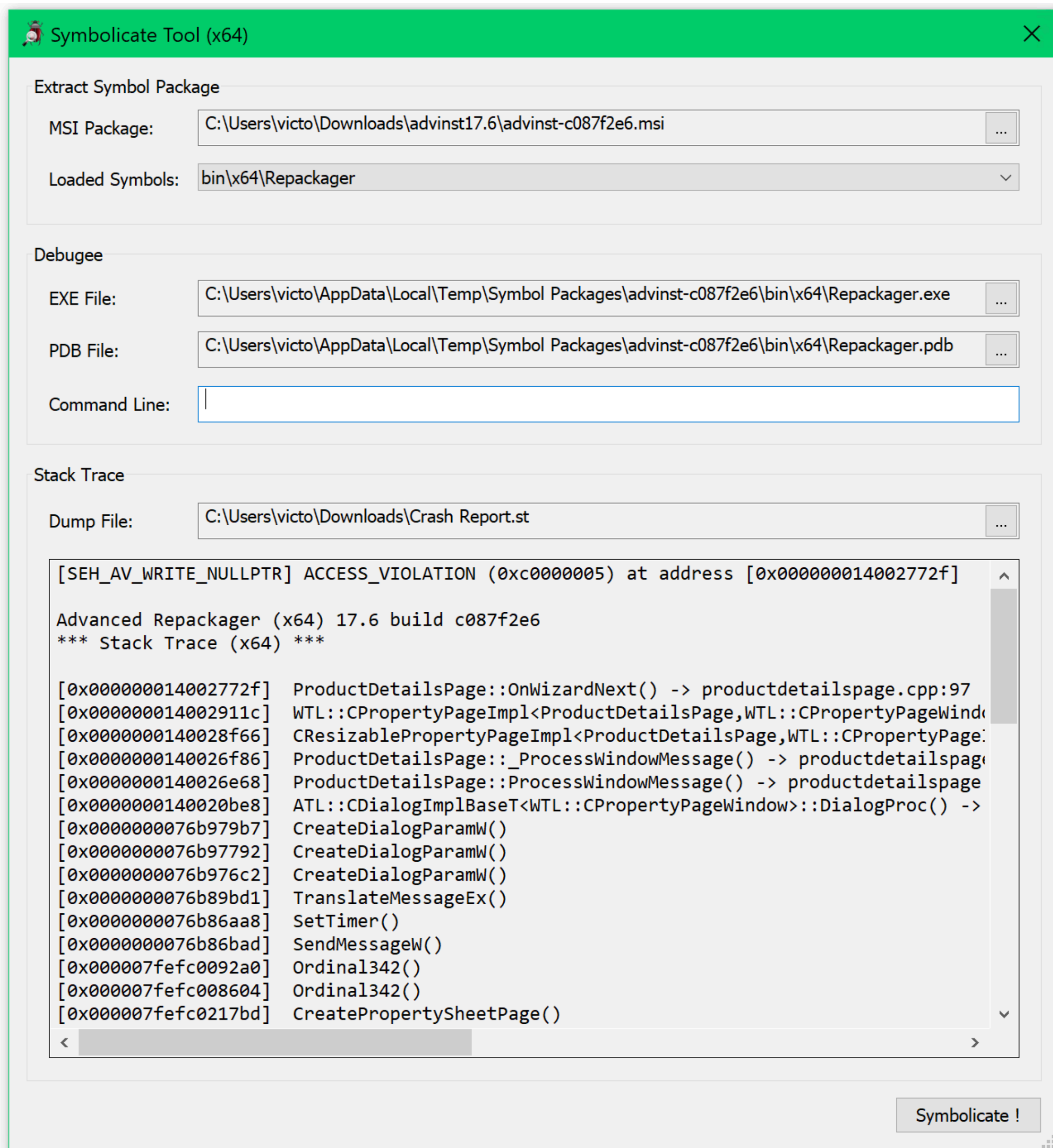
Build artifacts

advinst-c087f2e6.dsym

← select crash report



Symbolicate Tool



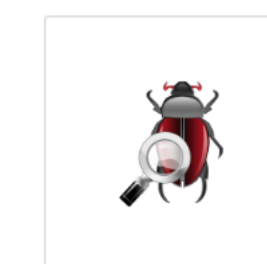
← select build



Build artifacts

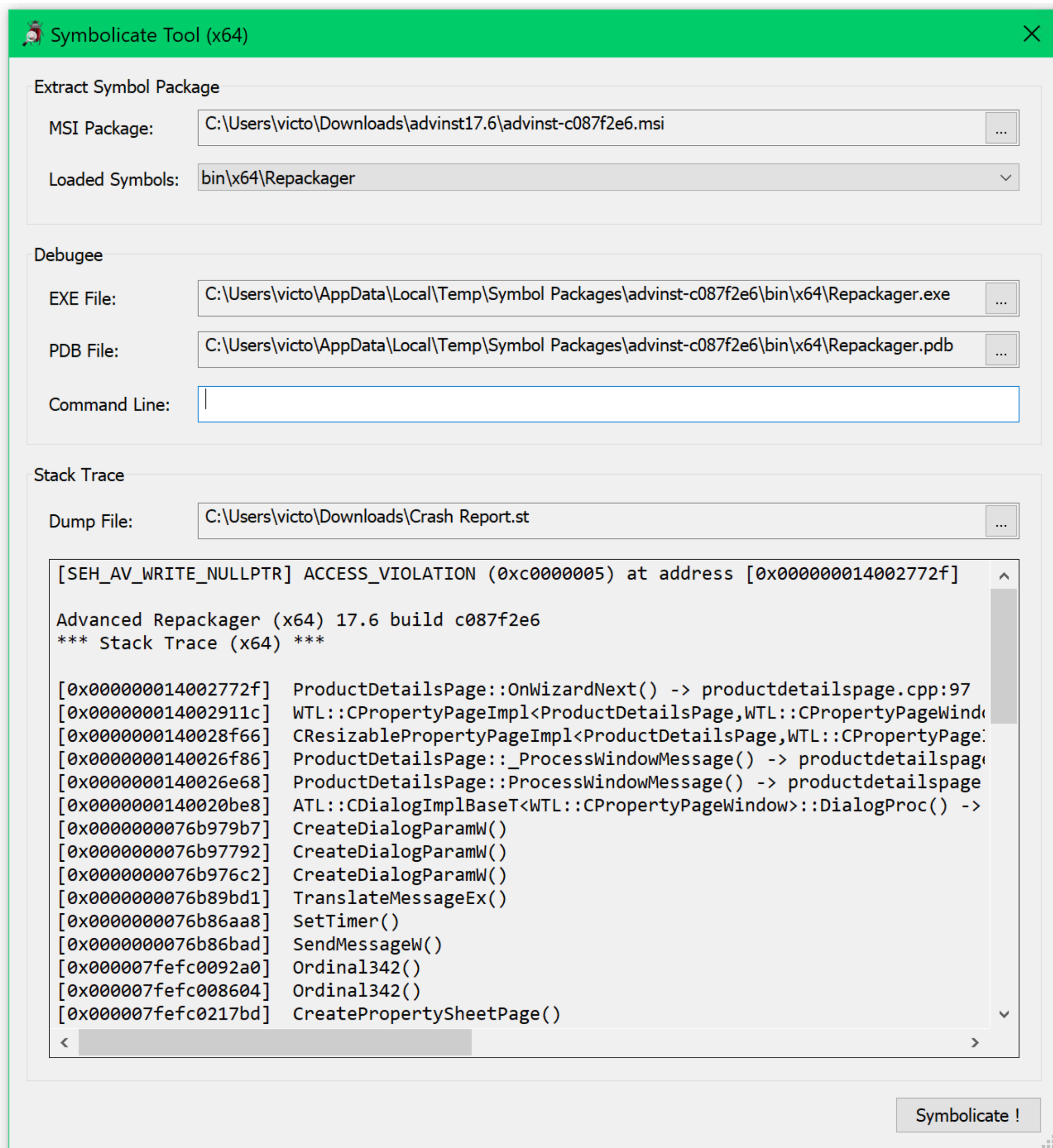
advinst-c087f2e6.dsym

← select crash report



← get a full stack trace

Symbolicate Tool



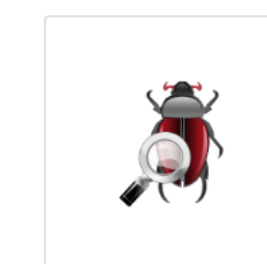
← select build



Build artifacts

advinst-c087f2e6.dsym

← select crash report



← get a full stack trace

Fix bug & rejoice!

Symbols

[SEH_AV_WRITE_NULLPTR] ACCESS_VIOLATION (0xc0000005) at address [0x000000014002772f]

Advanced Repackager (x64) 17.6 build c087f2e6

*** Stack Trace (x64) ***

```
[0x000000014002772f] ProductDetailsPage::OnWizardNext() -> productdetailspage.cpp:97
[0x000000014002911c] WTL::CPropertyPageImpl<ProductDetailsPage,WTL::CPropertyPageWindow>::OnNotify() -> atldlgs.h:4527
[0x0000000140028f66] CResizablePropertyPageImpl<ProductDetailsPage>::_ProcessWindowMessage() -> resizablepropsheetimpl.h:443
[0x0000000140026f86] ProductDetailsPage::_ProcessWindowMessage() -> productdetailspage.h:36
[0x0000000140026e68] ProductDetailsPage::ProcessWindowMessage() -> productdetailspage.h:31
[0x0000000140020be8] ATL::CDialogImplBaseT<WTL::CPropertyPageWindow>::DialogProc() -> atlwin.h:3862
[0x0000000076b979b7] CreateDialogParamW()
[0x0000000076b97792] CreateDialogParamW()
[0x0000000076b976c2] CreateDialogParamW()
[0x0000000076b89bd1] TranslateMessageEx()
[0x0000000076b86aa8] SetTimer()
[0x0000000076b86bad] SendMessageW()
[0x000007fefc0092a0] Ordinal342()
[0x000007fefc008604] Ordinal342()
[0x000007fefc0217bd] CreatePropertySheetPage()
[0x000007fefc023075] CreatePropertySheetPage()
[0x000007fefc023223] CreatePropertySheetPage()
[0x000007fefc024491] CreatePropertySheetPage()
[0x0000000076b979b7] CreateDialogParamW()
[0x0000000076b97792] CreateDialogParamW()
[0x0000000076b976c2] CreateDialogParamW()
[0x0000000076b89bd1] TranslateMessageEx()
[0x0000000076b83bfc] CallWindowProcW()
[0x0000000076b83b78] CallWindowProcW()
[0x000000014003268e] WTL::CPropertySheetImpl<RepackagerWizard,WTL::CWizard97SheetWindow>::OnCommand() -> atldlgs.h:4257
[0x0000000140031f33] WTL::CWizard97SheetImpl<RepackagerWizard,WTL::CWizard97SheetWindow>::ProcessWindowMessage() -> atldlgs.h:5387
[0x0000000140032257] CResizablePropSheetImpl<RepackagerWizard>::_ProcessWindowMessage() -> resizablepropsheetimpl.h:138
[0x00000001400312d4] RepackagerWizard::ProcessWindowMessage() -> repackagerwizard.h:48
[0x00000001400338a3] ATL::CWindowImplBaseT<WTL::CWizard97SheetWindow,ATL::CWinTraits<1442840576,0> >::WindowProc() -> atlwin.h:3508
[0x0000000076b89bd1] TranslateMessageEx()
[0x0000000076b86aa8] SetTimer()
[0x0000000076b86bad] SendMessageW()
```

Our first clues...

[SEH_AV_WRITE_NULLPTR] **ACCESS_VIOLATION (0xc0000005)** at address **[0x000000014002772f]**

Advanced Repackager (x64) 17.6 build c087f2e6

*** Stack Trace (x64) ***

```
[0x000000014002772f] ProductDetailsPage::OnWizardNext() -> productdetailspage.cpp:97  
[0x000000014002911c] WTL::CPropertyPageImpl<ProductDetailsPage>::OnNotify() -> atldlgs.h:4527  
[0x0000000140026f86] ProductDetailsPage::_ProcessWindowMessage() -> productdetailspage.h:36  
[0x0000000140026e68] ProductDetailsPage::ProcessWindowMessage() -> productdetailspage.h:31  
[0x0000000140020be8] ATL::CDialogImplBaseT<WTL::CPropertyPageWindow>::DialogProc() -> atlwin.h:3862
```

...

```
[0x000000014003268e] WTL::CPropertySheetImpl<RepackagerWizard>::OnCommand() -> atldlgs.h:4257  
[0x00000001400312d4] RepackagerWizard::ProcessWindowMessage() -> repackagerwizard.h:48  
[0x00000001400338a3] ATL::CWindowImplBaseT<WTL::CWizard97SheetWindow>::WindowProc() -> atlwin.h:3508  
[0x000000014004176e] Repackager::RunNormal() -> repackager.cpp:192  
[0x00000001400429bb] wWinMain() -> repackager.cpp:250  
[0x0000000140089d02] __tmainCRTStartup() -> crtexe.c:547  
[0x0000000076a6652d] BaseThreadInitThunk()  
[0x000000007715c521] RtlUserThreadStart()  
[0x00000000000a0000] MODULE_BASE_ADDRESS
```

How it works

Structured Exception Handling (SEH)

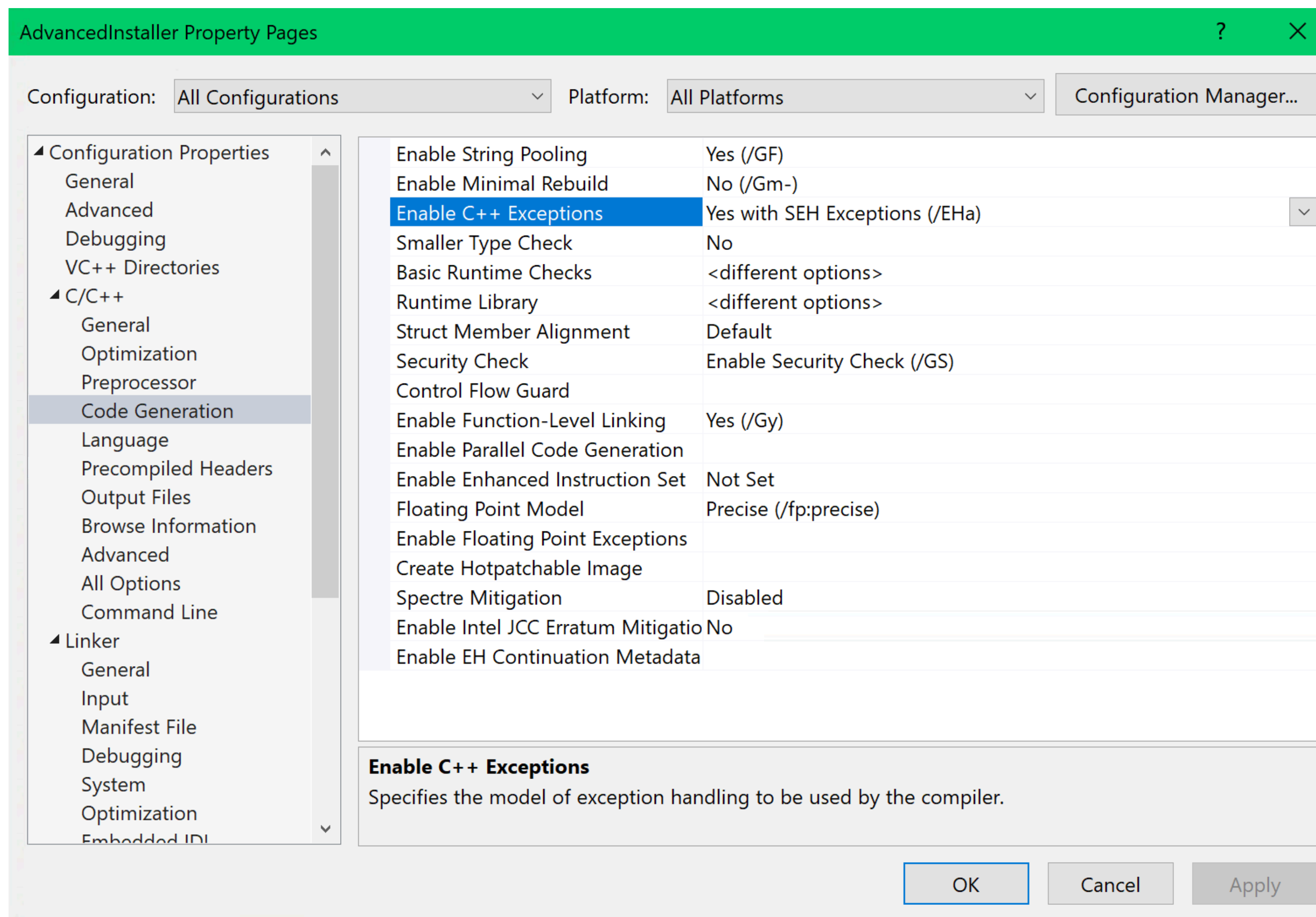
/EHa

we use *async* exceptions on all modules

docs.microsoft.com/en-us/windows/win32/debug/structured-exception-handling

docs.microsoft.com/en-us/cpp/cpp/structured-exception-handling-c-cpp?view=msvc-160

Structured Exception Handling (SEH)



Structured Exception Handling (SEH)

```
<ItemDefinitionGroup>
  <ClCompile>
    <DebugInformationFormat>ProgramDatabase</DebugInformationFormat>
    <ExceptionHandling>Async</ExceptionHandling>
  </ClCompile>
  <Link>
    <GenerateDebugInformation>DebugFull</GenerateDebugInformation>
    <SubSystem>Windows</SubSystem>
  </Link>
</ItemDefinitionGroup>
```

/EHa /DEBUG:FULL /Zi

Structured Exception Handling (SEH)

Handle C structured exceptions (Win32) as C++ typed exceptions:

```
_set_se_translator(ExceptionHandler::TransFunc);
```

docs.microsoft.com/en-us/cpp/c-runtime-library/reference/set-se-translator

Unhandled Exceptions

```
static bool installedFilter = false;  
if (!installedFilter)  
{  
    ::SetUnhandledExceptionFilter(ExceptionHandling::UnhandledException);  
    installedFilter = true;  
}
```

If an exception occurs in a process that is not being debugged,
and the exception makes it to the **Unhandled** exception filter => [we intercept it](#)

This replaces the existing top-level exception filter for ALL existing and
ALL future threads in the calling process.

Unhandled Exceptions

```
LONG ExceptionHandling::UnhandledException(EXCEPTION_POINTERS * aExceptionInfo)
{
    wstring message(L"[EXCEPTION_UNHANDLED] ");

    wchar_t buf[MSG_BUFFER_LEN];
    swprintf_s(buf, MSG_BUFFER_LEN, L"(0x%.8x) at address " ADDRESS_FORMAT SW_EOL,
               aExceptionInfo->ExceptionRecord->ExceptionCode,
               aExceptionInfo->ExceptionRecord->ExceptionAddress);
    message += buf;

    StackWalker::TraceFromContext(message, aExceptionInfo->ContextRecord);

    ErrMsgPresenter::Message(message);

    return EXCEPTION_EXECUTE_HANDLER;
}
```

SEH Translator

```
void ExceptionHandling::TransFunc(unsigned int aSECode, EXCEPTION_POINTERS * aExInfo)
{
    // write the exception prolog (type, code, address, etc.)

    switch (aSECode) // decode SEH exception type
    {
        case EXCEPTION_ACCESS_VIOLATION:
            swprintf_s(buf, MSG_BUFFER_LEN, L"%hs (0x%.8x) at address " ADDRESS_FORMAT SW_EOL,
                "ACCESS_VIOLATION", EXCEPTION_ACCESS_VIOLATION,
                aExInfo->ExceptionRecord->ExceptionAddress);
            break;
        case EXCEPTION_DATATYPE_MISALIGNMENT:
            break;
        case EXCEPTION_INT_DIVIDE_BY_ZERO:
            break;
        case EXCEPTION_INT_OVERFLOW:
            break;
        case EXCEPTION_ILLEGAL_INSTRUCTION:
            break;
        case EXCEPTION_STACK_OVERFLOW:
            break;
        ...
    }
}
```

docs.microsoft.com/en-us/windows/win32/api/winnt/ns-winnt-exception_record

SEH Translator

```
void ExceptionHandling::TransFunc(unsigned int aSECode, EXCEPTION_POINTERS * aExInfo)
{
    ...
    SehException::SEType seType = SehException::SEH_GENERIC;

    // for AV exception, we can determine the type of operation that caused it
    if (aSECode == EXCEPTION_ACCESS_VIOLATION)
    {
        // the first element of the array contains a read-write flag
        // that indicates the type of operation that caused the access violation
        ULONG_PTR operationType = aExInfo->ExceptionRecord->ExceptionInformation[0];

        // the second array element specifies the virtual address of the inaccessible data
        ULONG_PTR virtualAddress = aExInfo->ExceptionRecord->ExceptionInformation[1];

        if (operationType == 0)
            seType = virtualAddress ? SehException::SEH_AV_READ_BADPTR : SehException::SEH_AV_READ_NULLPTR;
        else if (operationType == 1)
            seType = virtualAddress ? SehException::SEH_AV_WRITE_BADPTR : SehException::SEH_AV_WRITE_NULLPTR;
        else if (operationType == 8)
            seType = virtualAddress ? SehException::SEH_AV_DEP_BADPTR : SehException::SEH_AV_DEP_NULLPTR;
    }

    // record SEH type info in exception message
    exceptionMsg.insert(0, L "[" + SehException::SeTypeToString(seType) + L "] ");
}
```

SEH Translator

```
void ExceptionHandling::TransFunc(unsigned int aSECode, EXCEPTION_POINTERS * aExInfo)
{
    // write the exception prolog (type, code, address, etc.)
    // decode SEH exception type
    ...

    // walk the function call stack and gather information about each frame
    StackWalker::TraceFromContext(exceptionMsg, aExInfo->ContextRecord);

    // for AV exception, we can determine the type of operation that caused it
    ... => seType

    // extract SEH exception origin from StackTrace
    SymbolUtil::SrcPos exOrigin = GetExceptionOrigin(aExInfo->ContextRecord);

    // throw a C++ typed exception with the necessary fault information (attached)
    throw SehException(exOrigin.mFile, exOrigin.mLine, seType, exceptionMsg);
}
```

So we end up with a regular C++ exception wrapping the **SEH** info

What's the catch ?

What about an exception **in flight** ?

Get the stack trace for the raised exception on the *current thread*.

What's the catch ?

What about an exception **in flight** ?

Get the stack trace for the raised exception on the *current thread*.

```
wstring ExceptionHandling::GetStackTraceForCurrentException()  
{  
    wstring stackTrace;  
    StackWalker::TraceFromContext(stackTrace, ExceptionHandling::GetCurrentExceptionContext());  
  
    return stackTrace;  
}
```

What's the catch ?

What about an exception **in flight** ?

Get the stack trace for the raised exception on the *current thread*.

```
wstring ExceptionHandling::GetStackTraceForCurrentException()  
{  
    wstring stackTrace;  
    StackWalker::TraceFromContext(stackTrace, ExceptionHandling::GetCurrentExceptionContext());  
  
    return stackTrace;  
}
```



PCONTEXT

PCONTEXT

```
typedef struct _CONTEXT {
    DWORD ContextFlags;

    // This section is specified/returned if CONTEXT_DEBUG_REGISTERS is
    // set in ContextFlags. Note that CONTEXT_DEBUG_REGISTERS is NOT
    // included in CONTEXT_FULL.
    DWORD   Dr0;
    DWORD   Dr1;
    DWORD   Dr2;
    DWORD   Dr3;
    DWORD   Dr6;
    DWORD   Dr7;

    // This section is specified/returned if the
    // ContextFlags word contains the flag CONTEXT_FLOATING_POINT.
    FLOATING_SAVE_AREA FloatSave;

    // This section is specified/returned if the
    // ContextFlags word contains the flag CONTEXT_SEGMENTS.
    DWORD   SegGs;
    DWORD   SegFs;
    DWORD   SegEs;
    DWORD   SegDs;

    // This section is specified/returned if the
    // ContextFlags word contains the flag CONTEXT_INTEGER.
    DWORD   Edi;
    DWORD   Esi;
    DWORD   Ebx;
    DWORD   Edx;
    DWORD   Ecx;
    DWORD   Eax;

    // This section is specified/returned if the
    // ContextFlags word contains the flag CONTEXT_CONTROL.
    DWORD   Ebp;
    DWORD   Eip;
    DWORD   SegCs;           // MUST BE SANITIZED
    DWORD   EFlags;         // MUST BE SANITIZED
    DWORD   Esp;
    DWORD   SegSs;

    // This section is specified/returned if the ContextFlags word
    // contains the flag CONTEXT_EXTENDED_REGISTERS.
    // The format and contexts are processor specific
    BYTE   ExtendedRegisters[MAXIMUM_SUPPORTED_EXTENSION];
} CONTEXT;
```

Contains processor-specific **register** data.

The system uses **CONTEXT** structures to perform various internal operations.

docs.microsoft.com/en-us/windows/win32/api/winnt/ns-winnt-context

EXCEPTION_POINTERS >> PCONTEXT

We've already seen this (**PCONTEXT**)

```
void ExceptionHandling::TransFunc(unsigned int aSECode, EXCEPTION_POINTERS * aExInfo)
{
    StackWalker::TraceFromContext(exceptionMsg, aExInfo->ContextRecord);
    ...
}
```

```
typedef struct _EXCEPTION_POINTERS
{
    PEXCEPTION_RECORD ExceptionRecord;
    PCONTEXT ContextRecord;
} EXCEPTION_POINTERS, *PEXCEPTION_POINTERS;
```

docs.microsoft.com/en-us/windows/win32/api/winnt/ns-winnt-exception_pointers

EXCEPTION_RECORD

```
typedef struct _EXCEPTION_RECORD
{
    DWORD ExceptionCode;
    DWORD ExceptionFlags;
    struct _EXCEPTION_RECORD * ExceptionRecord;
    PVOID ExceptionAddress;
    DWORD NumberParameters;
    ULONG_PTR ExceptionInformation[EXCEPTION_MAXIMUM_PARAMETERS];
} EXCEPTION_RECORD;
```

docs.microsoft.com/en-us/windows/win32/api/winnt/ns-winnt-exception_record

EXCEPTION_RECORD x86/x64

```
typedef struct _EXCEPTION_RECORD32 {
    DWORD      ExceptionCode;
    DWORD      ExceptionFlags;
    DWORD      ExceptionRecord;
    DWORD      ExceptionAddress;
    DWORD      NumberParameters;
    DWORD      ExceptionInformation[EXCEPTION_MAXIMUM_PARAMETERS];
} EXCEPTION_RECORD32, *PEXCEPTION_RECORD32;
```

```
typedef struct _EXCEPTION_RECORD64 {
    DWORD      ExceptionCode;
    DWORD      ExceptionFlags;
    DWORD64    ExceptionRecord;
    DWORD64    ExceptionAddress;
    DWORD      NumberParameters;
    DWORD      __unusedAlignment;
    DWORD64    ExceptionInformation[EXCEPTION_MAXIMUM_PARAMETERS];
} EXCEPTION_RECORD64, *PEXCEPTION_RECORD64;
```

docs.microsoft.com/en-us/windows/win32/api/winnt/ns-winnt-exception_record

Where to start ?

So, how do we get this `PCONTEXT` ?

#if _MSC_VER >= 1900
(Visual Studio 2015-19)

Where to start ?

So, how do we get this `PCONTEXT` ?

#if _MSC_VER >= 1900
(Visual Studio 2015-19)

```
PCONTEXT ExceptionHandling::GetCurrentExceptionContext()  
{  
    __vcrt_ptd * pTid = nullptr;  
  
    #ifdef _DLL // Multi-Threaded DLL /MD or /MDd  
        pTid = (__vcrt_ptd *)(((BYTE *)__current_exception_context())  
            - offsetof(__vcrt_ptd, _curcontext));  
    #else // Multi-Threaded /MT or /MTd  
        pTid = __vcrt_getptd();  
    #endif  
  
    return (CONTEXT *)pTid->_curcontext;  
}
```


Where to start ?

So, how do we get this `PCONTEXT` ?

#if _MSC_VER < 1900
(Visual Studio 2013)

Where to start ?

So, how do we get this `PCONTEXT` ?

#if _MSC_VER < 1900
(Visual Studio 2013)

```
PCONTEXT ExceptionHandling::GetCurrentExceptionContext()  
{  
    _tiddata * pTid = nullptr;  
  
    #ifdef _DLL // Multi-Threaded DLL /MD or /MDd  
        pTid = (_tiddata *)(((BYTE *)__pxcptinfoptrs())  
            - offsetof(_tiddata, _tpxcptinfoptrs));  
    #else // Multi-Threaded /MT or /MTd  
        pTid = _getptd();  
    #endif  
  
    return (CONTEXT *)pTid->_curcontext;  
}
```

CRT Power

```
#include <eh.h>

#include <signal.h> // for use of API void ** __pxcptinfoptrs()

#if _MSC_VER >= 1900

    #include <../CRT/src/vcruntime/vcruntime_internal.h>

    extern "C" __vcrt_ptd * __cdecl __vcrt_getptd();
    extern "C" void ** __cdecl __current_exception_context();

#else

    // for use of (private) API _tiddata * _getptd()
    #include <../CRT/src/mtdll.h>

#endif
```

CRT Power

```
// per-thread data
typedef struct __vcrt_ptd // #include <../CRT/src/vcruntime/vcruntime_internal.h>
{
    // C++ Exception Handling (EH) state
    unsigned long    _NLG_dwCode;           // Required by NLG routines
    unexpected_handler _unexpected;        // unexpected() routine
    void *           _translator;         // S.E. translator
    void *           _purecall;           // called when pure virtual happens
    void *           _curexception;       // current exception
    void *           _curcontext;        // current exception context
    int              _ProcessingThrow;    // for uncaught_exception
    void *           _curexcspec;        // for handling exceptions thrown from std::unexpected
    int              _cxxReThrow;        // true if it's a rethrown C++ exception

#if defined _M_X64 || defined _M_ARM || defined _M_ARM64
    void *           _pExitContext;
    void *           _pUnwindContext;
    void *           _pFrameInfoChain;
    uintptr_t        _ImageBase;
    uintptr_t        _ThrowImageBase;
    void *           _pForeignException;
#elif defined _M_IX86
    void *           _pFrameInfoChain;
#endif
} __vcrt_ptd;
```

What if we want to get the current StackTrace from the *context of the caller* ?
(**on demand** - eg. assertions, logging)

When **no exception** is in flight!

How to get the **caller's PCONTEXT** ?

Caller PCONTEXT ...

```
void StackWalker::TraceFromCaller(wstring & aStackMsg)
{
    using PF_RtlCaptureContext = void(WINAPI *) (PCONTEXT aContextRecord);

    // dynamically load the RtlCaptureContext() kernel API
    static auto CaptureCtx = (PF_RtlCaptureContext)::GetProcAddress(
        ::LoadLibraryA("Kernel32.dll"), "RtlCaptureContext");

    CONTEXT context;
    ::ZeroMemory(&context, sizeof(context));

    // retrieve the context record of the caller function
    CaptureCtx(&context);

    StackWalker::TraceFromContext(aStackMsg, &context);
}
```

So now we know how to get this **PCONTEXT**

How do we *walk the stack* ?

```
wstring stackTrace;  
StackWalker::TraceFromContext(stackTrace, GetCurrentExceptionContext());
```

Walk the stack - init

```
void StackWalker::TraceFromContext(wstring & aStackMsg, PCONTEXT aContext, int MaxFrameCount)
{
    // All <DbgHelp> functions, such as StackWalk(), are single threaded.
    // (calls from more than one thread to this function will likely result
    // in unexpected behavior or memory corruption)
    // => we must synchronize all concurrent calls to this function
    SyncGuard guard(sEHSyncSupport);

    // Copy the given machine CONTEXT structure because the StackWalk() API
    // might modify it and subsequent calls needing the CONTEXT will fail
    CONTEXT context;
    ::CopyMemory(&context, aContext, sizeof(context));

    HANDLE hProcess = ::GetCurrentProcess();
    HANDLE hThread = ::GetCurrentThread();

    // create a symbol explorer
    SymbolUtil symMgr;
    if (!symMgr.Init(hProcess))
        return;

    ...
}
```


Walk the stack

```
void StackWalker::TraceFromContext(wstring & aStackMsg, PCONTEXT aContext, int MaxFrameCount)
{
    ...

    // initialize the STACKFRAME according to the platform we are working on (PE type)
    STACKFRAME sf;
    DWORD imageType = InitStackFrameFromContext(&sf, &context);

    for (int frmIndex = 0; frmIndex < MaxFrameCount; frmIndex++)
    {
        // get the current frame info
        BOOL result = ::StackWalk(imageType, hProcess, hThread, &sf, &context, nullptr,
                                SymFunctionTableAccess, SymGetModuleBase, nullptr);
        if (!result)
            break;

        aStackMsg += symMgr.ComposeStackFrame(sf.AddrPC.Offset);
    }

    // write the module load address – needed because of ASLR (Address Space Layout Randomization)
    aStackMsg += symMgr.ComposeModuleBaseAddress();
}
```

Walk the stack - frame setup

```
DWORD InitStackFrameFromContext(LPSTACKFRAME aStackFrame, PCONTEXT aContext)
{
    ::ZeroMemory(aStackFrame, sizeof(STACKFRAME));

    #if defined _M_IX86

        DWORD imageType = IMAGE_FILE_MACHINE_I386;

        aStackFrame->AddrStack.Offset = aContext->Esp;
        aStackFrame->AddrStack.Mode   = AddrModeFlat;

        aStackFrame->AddrFrame.Offset = aContext->Ebp;
        aStackFrame->AddrFrame.Mode   = AddrModeFlat;

        aStackFrame->AddrPC.Offset    = aContext->Eip;
        aStackFrame->AddrPC.Mode      = AddrModeFlat;

    #elif defined _M_X64

        .....

    #endif

    return imageType;
}
```

Walk the stack - frame setup

```
DWORD InitStackFrameFromContext(LPSTACKFRAME aStackFrame, PCONTEXT aContext)
{
    ::ZeroMemory(aStackFrame, sizeof(STACKFRAME));

    #if defined _M_IX86

        DWORD imageType = IMAGE_FILE_MACHINE_I386;

        aStackFrame->AddrStack.Offset = aContext->Esp;
        aStackFrame->AddrStack.Mode    = AddrModeFlat;

        aStackFrame->AddrFrame.Offset = aContext->Ebp;
        aStackFrame->AddrFrame.Mode    = AddrModeFlat;

        aStackFrame->AddrPC.Offset    = aContext->Eip;
        aStackFrame->AddrPC.Mode      = AddrModeFlat;

    #elif defined _M_X64

        ....

    #endif

    return imageType;
}
```

```
#elif defined _M_X64

    DWORD imageType = IMAGE_FILE_MACHINE_AMD64;

    aStackFrame->AddrStack.Offset = aContext->Rsp;
    aStackFrame->AddrStack.Mode    = AddrModeFlat;

    aStackFrame->AddrFrame.Offset = aContext->Rbp;
    aStackFrame->AddrFrame.Mode    = AddrModeFlat;

    aStackFrame->AddrPC.Offset    = aContext->Rip;
    aStackFrame->AddrPC.Mode      = AddrModeFlat;

#endif
```

ASLR (Address Space Layout Randomization)

```
// Serialize module base address – needed because of ASLR
```

```
wstring SymbolUtil::ComposeModuleBaseAddress()
```

```
{
```

```
    wstring stackFrame;
```

```
    HMODULE moduleLoadAddress = ::GetModuleHandle(nullptr);
```

```
    wchar_t buf[MAX_PATH];
```

```
    swprintf_s(buf, MAX_PATH, ADDRESS_FORMAT L" ", (size_t) moduleLoadAddress);
```

```
    stackFrame += buf;
```

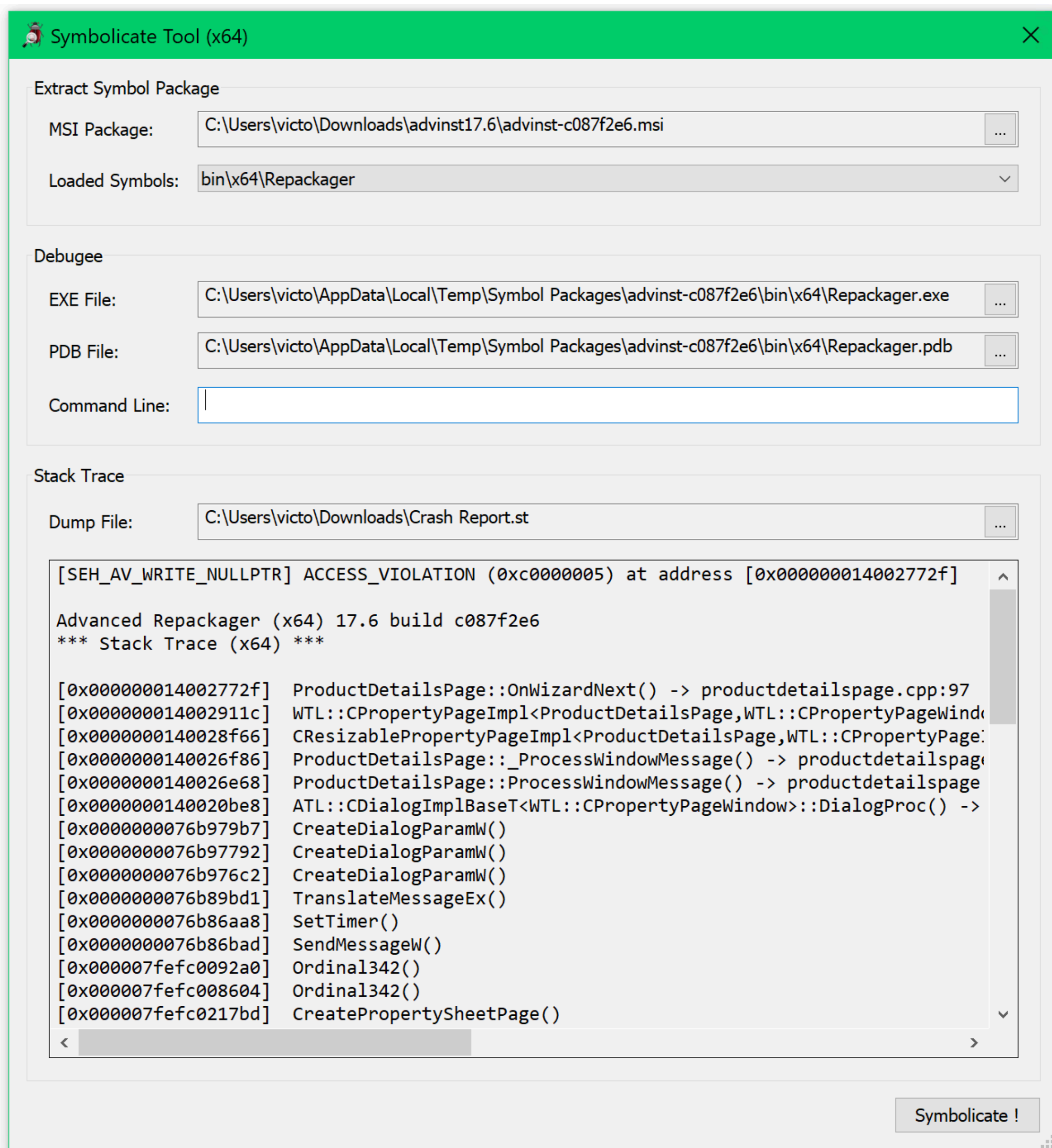
```
    stackFrame += SW_MODULE_LOAD_ADDRESS;
```

```
    stackFrame += SW_EOL;
```

```
    return stackFrame;
```

```
}
```

Symbolicate Tool



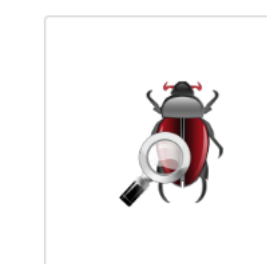
← select build



Build artifacts

advinst-c087f2e6.dsym

← select crash report



← get a full stack trace

Symbolicate Tool: arch PE/COFF

Symbolicate tool comes in two ISAs: **x86** & **x64**

👉 must match the arch of the debugged process

```
CoffBrowse imageInfo(targetExePath);
```

```
if (!imageInfo.IsValidPE())  
{  
    Error("The selected file is not a valid Windows application.");  
    return 0;  
}
```

```
StackTraceAnalyzer analyzer(imageInfo.Is64());
```

```
#if defined _M_IX86  
    if (imageInfo.Is64())  
#elif defined _M_X64  
    if (!imageInfo.Is64())  
#endif  
{  
    Error("Process architecture mismatch (x86/x64). Launch the appropriate version of this tool.");  
    return 0;  
}
```

Symbolicate Tool: launch debug session

```
// launch the process we want to debug (SEE_MASK_FLAG_NO_UI)
mDebugProcess = DebugProcessLaunch(exePath, exeCmd);

...

// get the load address of the debugged process – needed because of ASLR
// (Address Space Layout Randomization)
mDebugProcessBaseAddress = (DWORD_PTR)GetMainModuleForProcess(mDebugProcess);

// initialize the symbol handler for the process
mSymMgr.Init(mDebugProcess, symbolsPath);

...

// compose the symbolicated stack trace from the client crash report
mStackTrace = analyzer.Symbolicate(crashReport);
```

::EnumProcessModules()

Symbol INIT

```
bool SymbolUtil::Init(HANDLE aProcess, const wstring & aSymbolsPath)
{
    // set debugging tools global options
    ::SymSetOptions(SYMOPT_UNDNAME | SYMOPT_DEFERRED_LOADS |
                   SYMOPT_LOAD_LINES | SYMOPT_DEBUG);

    // check if we can use debugging tools
    if (!IsAvailable())
        return false;

    // initialize the symbol handler for the given process
    BOOL symInit = ::SymInitialize(mProcess, nullptr, TRUE);
    assert(symInit == TRUE);
    if (!symInit)
        return false;

    // set the process module folder into the search paths for image symbols
    return SetSymbolSearchPath(aSymbolsPath);
}
```

docs.microsoft.com/en-us/windows/win32/api/dbghelp/nf-dbghelp-symsetoptions

Symbol INIT

```
bool SymbolUtil::Init(HANDLE aProcess, const wstring & aSymbolsPath)
{
    // set debugging tools global options
    ::SymSetOptions(SYMOPT_UNDNAMES | SYMOPT_DEFERRED_LOADS |
                   SYMOPT_LOAD_LINES | SYMOPT_DEBUG);

    // check if we can use debugging
    if (!IsAvailable())
        return false;

    // initialize the symbol handler for the given process
    BOOL symInit = ::SymInitialize(mProcess, nullptr, TRUE);
    assert(symInit == TRUE);
    if (!symInit)
        return false;

    // set the process module folder into the search paths for image symbols
    return SetSymbolSearchPath(aSymbolsPath);
}
```

```
PF_SymFromAddr DynSymFromAddr() {
    static auto symProc = (PF_SymFromAddr)::GetProcAddress(
        ::LoadLibraryA("Dbghelp.dll"), "SymFromAddr");
    return symProc;
}
```

docs.microsoft.com/en-us/windows/win32/api/dbghelp/nf-dbghelp-symsetoptions

Symbol Search Path

```
bool SymbolUtil::SetSymbolSearchPath(wstring symbolSearchPath)
{
    if (symbolSearchPath.empty())
    {
        // set the process module folder into the search paths for image symbols
        char modulePath[MAX_PATH];
        ::GetModuleFileName(nullptr, modulePath, MAX_PATH);

        symbolSearchPath = modulePath;
        const size_t pos = symbolSearchPath.find_last_of('\\');
        if (pos != string::npos)
            symbolSearchPath = symbolSearchPath.substr(0, pos);
    }

    // set the search paths for symbols (PDB)
    return ::SymSetSearchPath(mProcess, symbolSearchPath.c_str()) == TRUE;
}
```

Symbolicate Tool

```
wstring StackTraceAnalyzer::Symbolicate(const wstring & aRawCrashReport)
{
    ...

    auto stackFrames = GetFrames(aRawCrashReport);

    // extract stack trace BaseAddress (should be the last line in the trace)
    mStackTraceBaseAddress = GetFrameAddress(stackFrames[0]);

    ...

    // symbolicate each frame
    for (const auto & frame : stackFrames)
        processedStackTrace += ProcessStackFrame(frame);

    return processedStackTrace;
}
```

Symbolicate Tool: Process Stack Frame

```
wstring StackTraceAnalyzer::ProcessStackFrame(const StackFrame & aStackFrame)
{
    ...
    // extract stack frame address to symbolicate
    DWORD_PTR frameAddress = GetFrameAddress(aStackFrame);

    if (aStackFrame == SW_MODULE_LOAD_ADDRESS)
        return; // don't translate module base address
    if (aStackFrame != SW_NO_SYMBOL)
        return; // only symbolicate frames with no symbols

    // REBASE: perform address translation
    // needed because of ASLR (Address Space Layout Randomization)
    DWORD_PTR realAddress = frameAddress +
                            (mDebugProcessBaseAddress - mStackTraceBaseAddress);

    // symbolicate stack frame with the debug information
    // of the instrumented process
    return mSymMgr.ComposeStackFrame(realAddress);
}
```

Walk the stack - SymbolUtil

```
wstring SymbolUtil::ComposeStackFrame(DWORD_PTR aAddress)
{
    wstring stackFrame;

    wchar_t buf[MAX_PATH];
    swprintf_s(buf, MAX_PATH, ADDRESS_FORMAT L"  ", aAddress);
    stackFrame += buf;

    // retrieve symbol name
    stackFrame += SymbolNameFromAddress(aAddress);

    // source filename:line
    const wstring & origin = SymbolSourceFromAddress(aAddress);
    if (!origin.empty())
        stackFrame += origin;

    return stackFrame;
}
```

Walk the stack - SymbolUtil

```
wstring SymbolUtil::SymbolNameFromAddress(DWORD_PTR aAddress) const
{
    ...

    auto pSymbol = reinterpret_cast<PSYMBOL_INFO>(mSymMemBuffer);
    pSymbol->SizeOfStruct = sizeof(SYMBOL_INFO);

    // get symbol name (de-mangled function name)
    if (DynSymFromAddr(mProcess, aAddress, nullptr, pSymbol))
        return pSymbol->Name;
    else
        return SW_NO_SYMBOL;
}
```

```
PF_SymFromAddr DynSymFromAddr()
{
    static auto symProc = (PF_SymFromAddr)::GetProcAddress(
        ::LoadLibraryA("Dbghelp.dll"), "SymFromAddr");

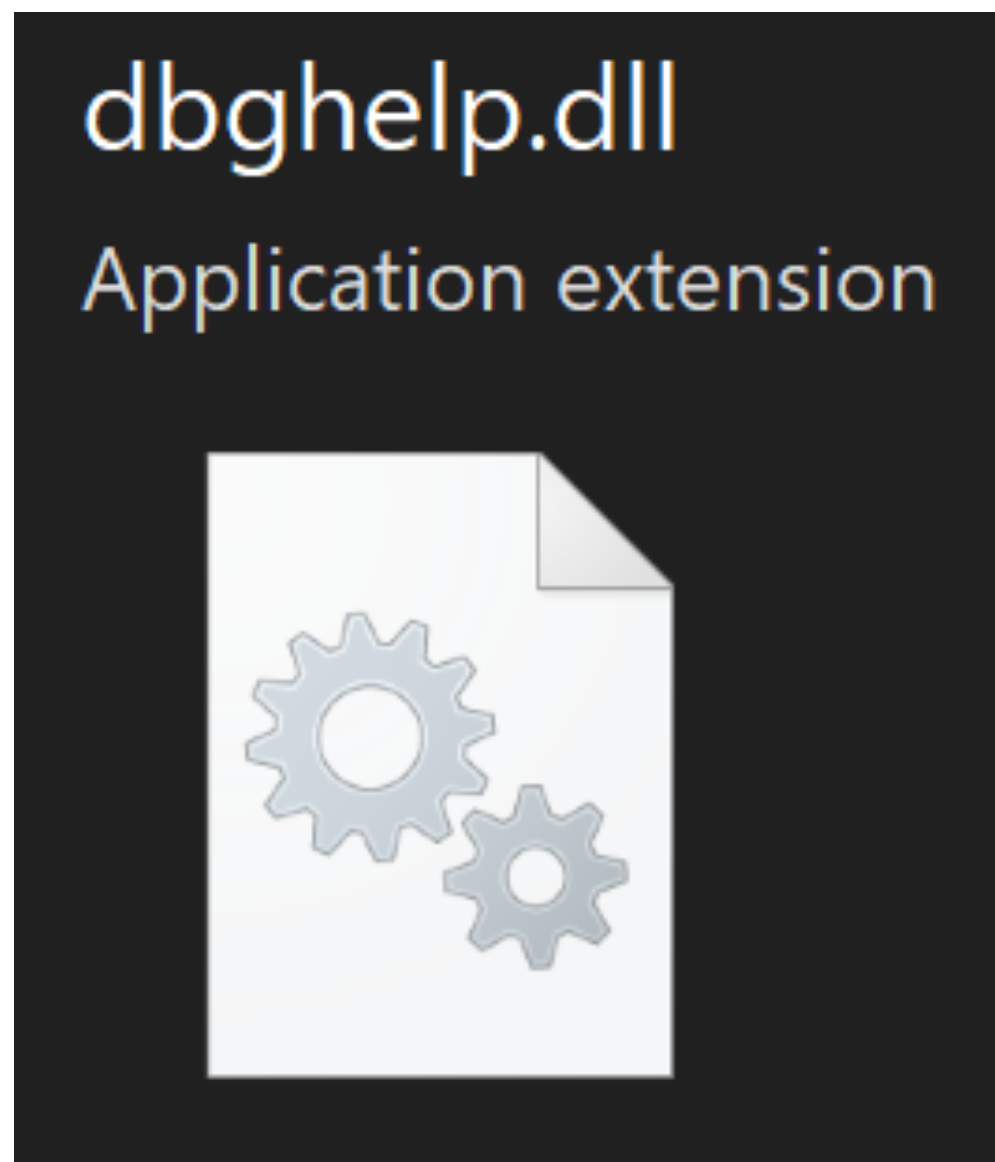
    return symProc;
}
```

Walk the stack - SymbolUtil

```
wstring SymbolUtil::SymbolSourceFromAddress(DWORD_PTR aAddress) const
{
    DWORD displacement = 0;

    IMAGEHLP_LINE line;
    ::ZeroMemory(&line, sizeof(line));
    line.SizeOfStruct = sizeof(line);

    // get location information for symbol "sourceFile:lineNo"
    if (::SymGetLineFromAddr(mProcess, aAddress, &displacement, &line))
    {
        wchar_t origin[MAX_PATH];
        swprintf_s(origin, MAX_PATH, L"%s:%ld", line.FileName, line.LineNumber);
        return origin;
    }
}
```



x86/x64

```
#include <dbghelp.h>
```

```
/LINK Dbghelp.lib
```

Dynamic dependency on `Dbghelp.dll`

An good in-the-box alternative



Game changer!

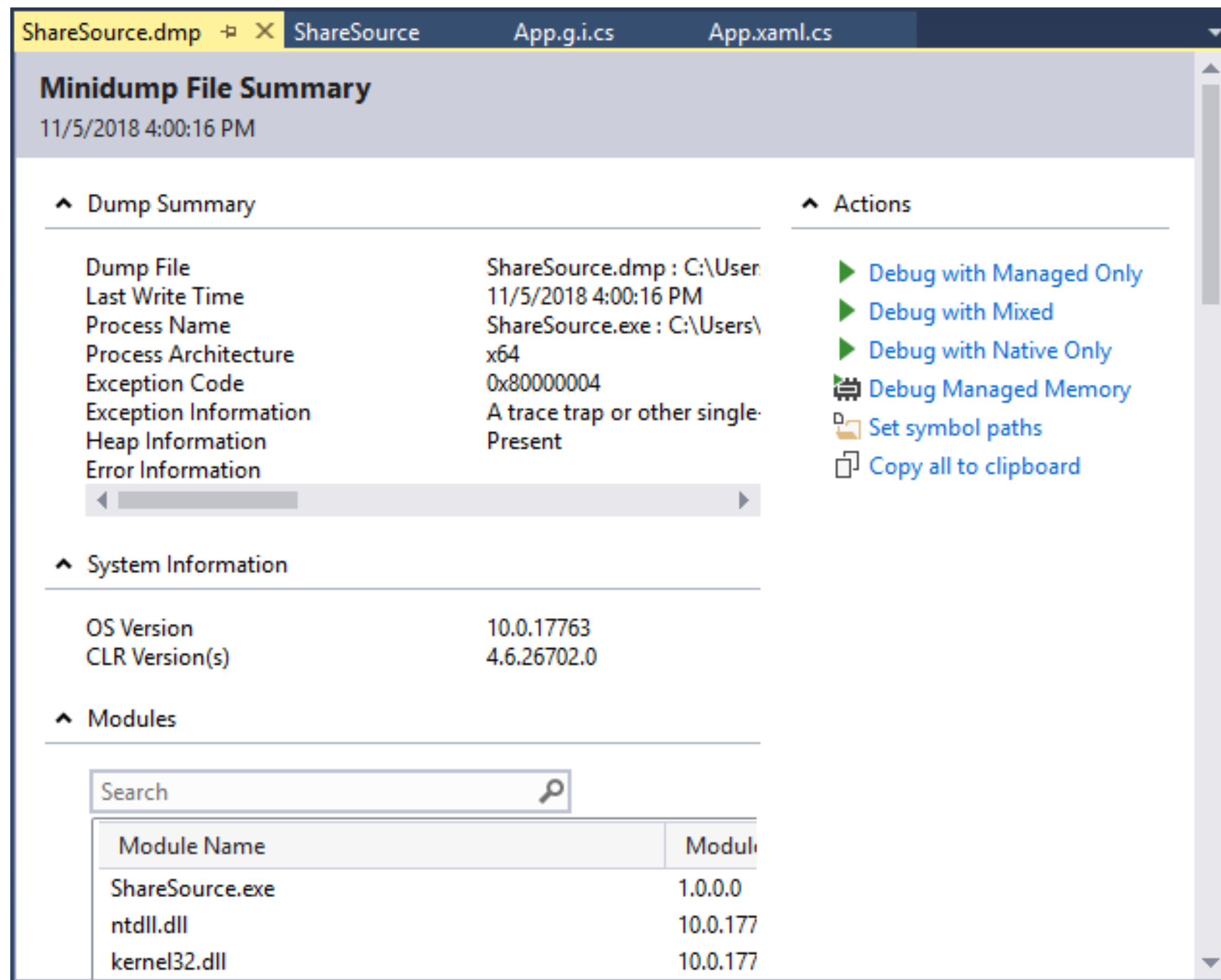
Minidump file (*.dmp) \leq Windows snapshot process
(program virtual memory/heap + metadata)

VS can parse & open this \Rightarrow Points at the location the error occurred.

Changes the way you report a bug, in general

+ Live Share

VS Snapshot File



ShareSource.dmp | ShareSource | App.g.i.cs | App.xaml.cs

Minidump File Summary

11/5/2018 4:00:16 PM

^ Dump Summary

Dump File	ShareSource.dmp : C:\User
Last Write Time	11/5/2018 4:00:16 PM
Process Name	ShareSource.exe : C:\Users\
Process Architecture	x64
Exception Code	0x80000004
Exception Information	A trace trap or other single-
Heap Information	Present
Error Information	

^ Actions

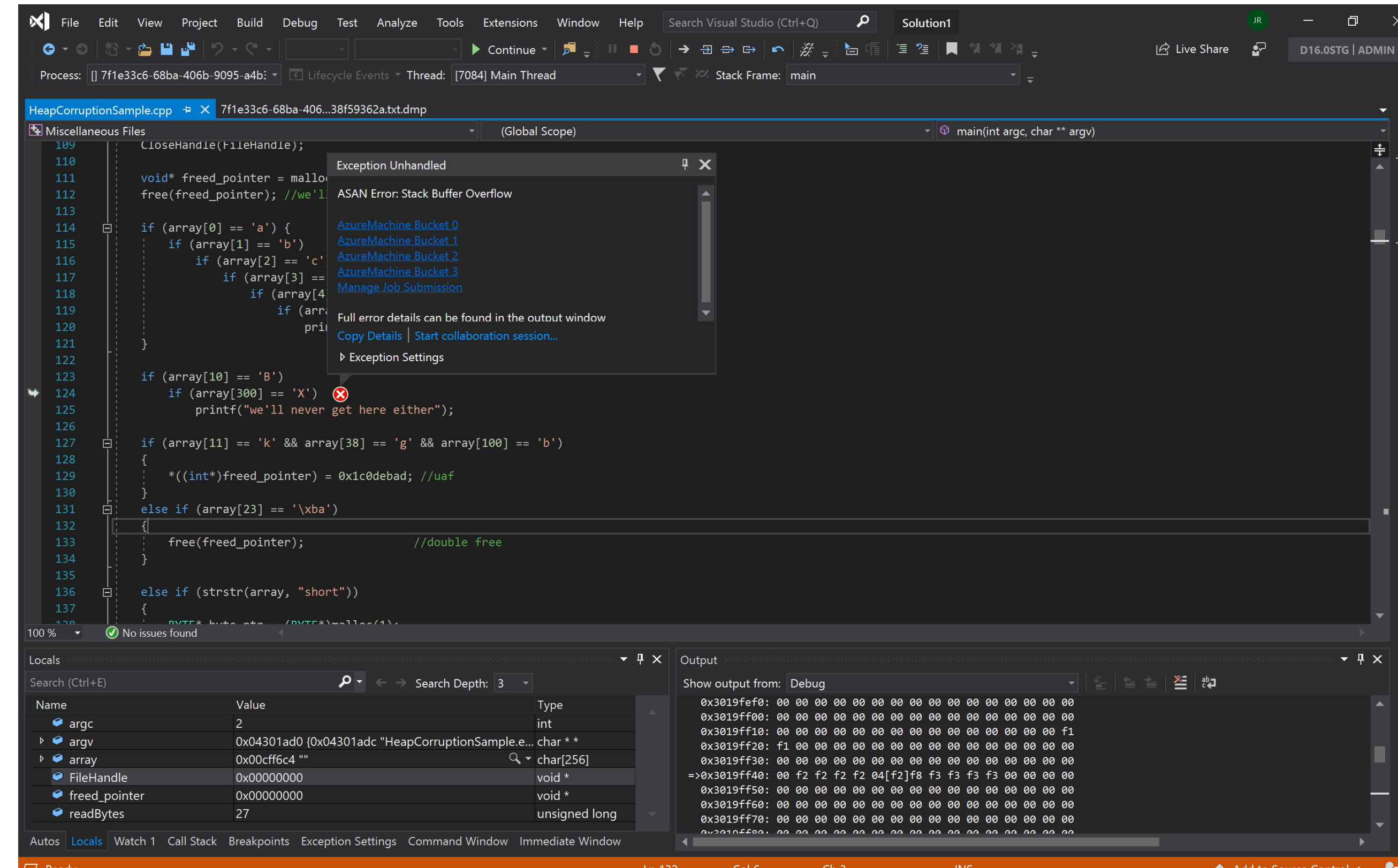
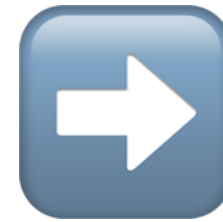
- ▶ Debug with Managed Only
- ▶ Debug with Mixed
- ▶ Debug with Native Only
- 🛠 Debug Managed Memory
- 📁 Set symbol paths
- 📄 Copy all to clipboard

^ System Information

OS Version	10.0.17763
CLR Version(s)	4.6.26702.0

^ Modules

Module Name	Module
ShareSource.exe	1.0.0.0
ntdll.dll	10.0.177
kernel32.dll	10.0.177



File Edit View Project Build Debug Test Analyze Tools Extensions Window Help | Search Visual Studio (Ctrl+Q) | Solution1

Process: [7f1e33c6-68ba-406b-9095-a4b:] | Lifecycle Events | Thread: [7084] Main Thread | Stack Frame: main

HeapCorruptionSample.cpp | 7f1e33c6-68ba-406...38f59362a.txt.dmp | (Global Scope) | main(int argc, char ** argv)

```
109 CloseHandle(FileHandle);
110
111 void* freed_pointer = malloc
112 free(freed_pointer); //we'll
113
114 if (array[0] == 'a') {
115     if (array[1] == 'b')
116         if (array[2] == 'c')
117             if (array[3] ==
118                 if (array[4]
119                     if (arr
120                         pri
121                     }
122                 }
123             }
124         if (array[10] == 'B')
125             if (array[300] == 'X')
126                 printf("we'll never get here either");
127
128         if (array[11] == 'k' && array[38] == 'g' && array[100] == 'b')
129         {
130             *((int*)freed_pointer) = 0x1c0debad; //uaf
131         }
132         else if (array[23] == '\xba')
133         {
134             free(freed_pointer); //double free
135         }
136         else if (strstr(array, "short"))
137         {
138             //...
139         }
140     }
141 }
```

Exception Unhandled

ASAN Error: Stack Buffer Overflow

- AzureMachine.Bucket.0
- AzureMachine.Bucket.1
- AzureMachine.Bucket.2
- AzureMachine.Bucket.3
- Manage Job Submission

Full error details can be found in the output window
[Copy Details](#) | [Start collaboration session...](#)
▶ [Exception Settings](#)

Locals

Name	Value	Type
argc	2	int
argv	0x04301ad0 (0x04301adc "HeapCorruptionSample.e...	char **
array	0x00cfff6c4 ""	char[256]
FileHandle	0x00000000	void *
freed_pointer	0x00000000	void *
readBytes	27	unsigned long

Output

Show output from: Debug

```
0x3019fef0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x3019ff00: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x3019ff10: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x3019ff20: f1 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x3019ff30: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
=>0x3019ff40: 00 f2 f2 f2 04[f2]f8 f3 f3 f3 00 00 00 00
0x3019ff50: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x3019ff60: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x3019ff70: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x3019ff80: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
```

Snapshot Loaded

Process: [7f1e33c6-68ba-406b-9095-a4b:] Lifecycle Events Thread: [7084] Main Thread Stack Frame: main

HeapCorruptionSample.cpp 7f1e33c6-68ba-406...38f59362a.txt.dmp

Miscellaneous Files (Global Scope) main(int argc, char ** argv)

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129         *((int*)freed_pointer) = 0x1c0debad; //uaf
130     }
131     else if (array[23] == '\xba')
132     {
133         free(freed_pointer); //double free
134     }
135
136     else if (strstr(array, "short"))
137     {
138         BYTE* byte_ptr = (BYTE*)malloc(1);
139     }
140 }
```

Exception Unhandled

ASAN Error: Stack Buffer Overflow

[AzureMachine Bucket 0](#)
[AzureMachine Bucket 1](#)
[AzureMachine Bucket 2](#)
[AzureMachine Bucket 3](#)
[Manage Job Submission](#)

Full error details can be found in the output window
[Copy Details](#) | [Start collaboration session...](#)
▶ [Exception Settings](#)

Live Share

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Output

Show output from: Debug

```
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0x3019ff00: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x3019ff10: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 f1
0x3019ff20: f1 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x3019ff30: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
=>0x3019ff40: 00 f2 f2 f2 f2 04[f2]f8 f3 f3 f3 f3 00 00 00 00
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0x3019ff60: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x3019ff70: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x3019ff80: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
```

Part III

Post-pandemic crashes

P0881

A Proposal to add stacktrace library

- *Alexey Gorgurov, Antony Polukhin*

First draft: 2018-01-23 [R0]

based on `Boost.Stacktrace`

....

Didn't make into **C++20** 😞

...

[R7] wg21.link/P0881

```
#include <stacktrace>
```

Naming is hard

- 10 `stacktrace`
- 8 `backtrace`
- 1 `back_trace`
- 1 `stack_trace`
- 5 `traceback`
- 3 `call_stack`
- 4 `call_trace`
- 1 `call_history`

github.com/cplusplus/papers/issues/119

Naming is hard

- 2 `stack_frame`
- 3 `invocation_info`
- 9 `stacktrace::entry`
- 3 `stacktrace::frame`
- 5 `stacktrace_entry`
- 1 `stacktrace_frame`
- 2 `frame_descriptor`
- 4 `call_info`
- 2 `call_descriptor`
- 2 `frame_info`

github.com/cplusplus/papers/issues/119

 **Tweet**

 **Alisdair Meredith**
@AlisdairMered

The first major library feature for **#Cpp23** will be a stack trace library

7:34 PM · Nov 9, 2020 · Twitter Web App

1 Quote Tweet 18 Likes

 **Kilian** @kilian_ukilele · Nov 10
Replying to @AlisdairMered

Awesome! Will `std::exception` also get a function to query the callstack from where it got thrown?



twitter.com/alisdairmered/status/1325854252338716672?s=21

Key features (desired):

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- implementations: allow to **disable/enable** gathering stacktraces by a linker switch
- stacktracing shouldn't prevent any of **optimizations**
- stacktrace should be **usable** in contract violation handler, coroutines, handler functions, parallel algorithms

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Key features (desired):

- `stacktrace_entry::description()` should return a **demangled** function signature
- `to_string(stacktrace)` should query information from **debug symbols**, symbol export tables and any other sources, returning *demangled* signatures
- information about **inlined functions** that have no separate stacktrace entries is welcomed -> `to_string(stacktrace)`
- avoid doing **heavy** operations in `basic_stacktrace` constructors or `stacktrace_entry::current()`

```
class stacktrace_entry
{
public:
    using native_handle_type = implementation-defined;
    ...
    constexpr native_handle_type native_handle() const noexcept;
    constexpr explicit operator bool() const noexcept;
    ...
    string    description() const;
    string    source_file() const;
    uint32_t  source_line() const;
};
```

`stacktrace_entry` models concepts:
regular and `three_way_comparable<strong_ordering>`

```
template<class Allocator>
class basic_stacktrace
{
public:
    using value_type = stacktrace_entry;
    using allocator_type = Allocator;
    ...
    const_iterator begin() const noexcept;
    const_iterator end() const noexcept;
    const_reverse_iterator rbegin() const noexcept;
    const_reverse_iterator rend() const noexcept;
    ...

private:
    vector<value_type, allocator_type> m_frames;
};
```



```
static basic_stacktrace current(const allocator_type& alloc = allocator_type()) noexcept;  
static basic_stacktrace current(size_type skip,  
                                const allocator_type& alloc = allocator_type()) noexcept;  
static basic_stacktrace current(size_type skip, size_type max_depth,  
                                const allocator_type& alloc = allocator_type()) noexcept;
```

=> `basic_stacktrace` object with `m_frames` storing the stack trace of the current evaluation in the *current thread* of execution

`alloc` is passed to the constructor of the `m_frames` object.

C++ 23 <stacktrace>

```
namespace std {  
  
    using stacktrace = basic_stacktrace<allocator<stacktrace_entry>>;  
  
    string to_string(const stacktrace_entry& f);  
  
    template<class Alloc>  
    string to_string(const basic_stacktrace<Alloc>& st);  
  
    template<class charT, class traits>  
    basic_ostream<charT, traits>&  
    operator<<(basic_ostream<charT, traits>& os, const stacktrace_entry& f);  
  
    template<class charT, class traits, class Alloc>  
    basic_ostream<charT, traits>&  
    operator<<(basic_ostream<charT, traits>& os, const basic_stacktrace<Alloc>& st);  
}
```

description()
source_file()
source_line()

C++ 23 Example

```
auto trace = basic_stacktrace::current();

for (stacktrace_entry frame : trace)
{
    std::cerr << frame.description() << " at "
              << frame.source_file() << ":" << frame.source_line() << "\n";
}
```

C++ 23 Example

```
auto trace = basic_stacktrace::current();  
  
for (stacktrace_entry frame : trace)  
{  
    std::cerr << std::to_string(frame) << "\n";  
}
```

C++ 23 Example

```
auto trace = basic_stacktrace::current();  
  
for (stacktrace_entry frame : trace)  
{  
    std::cerr << frame << "\n";  
}
```

C++ 23 Example

```
auto trace = basic_stacktrace::current();  
std::cerr << std::to_string(trace);
```

C++ 23 Example

```
auto trace = basic_stacktrace::current();  
std::cerr << trace;
```

It can't get any simpler than that.

It can't get any simpler than that.

I can't wait to see **early** implementations from our standard library providers!

Q & A

The Quest For A Better Crash

Italian C++ Conference 2021

June 19

 @ciura_victor

Victor Ciura
Principal Engineer

