

NAME

backtrace, backtrace_symbols, backtrace_symbols_fd – support for application self-debugging

SYNOPSIS

```
#include <execinfo.h>
```

```
int backtrace(void **buffer, int size);
```

```
char **backtrace_symbols(void *const *buffer, int size);
```

```
void backtrace_symbols_fd(void *const *buffer, int size, int fd);
```

DESCRIPTION

backtrace() returns a backtrace for the calling program, in the array pointed to by *buffer*. A backtrace is the series of currently active function calls for the program. Each item in the array pointed to by *buffer* is of type *void **, and is the return address from the corresponding stack frame. The *size* argument specifies the maximum number of addresses that can be stored in *buffer*. If the backtrace is larger than *size*, then the addresses corresponding to the *size* most recent function calls are returned; to obtain the complete backtrace, make sure that *buffer* and *size* are large enough.

Given the set of addresses returned by **backtrace()** in *buffer*, **backtrace_symbols()** translates the addresses into an array of strings that describe the addresses symbolically. The *size* argument specifies the number of addresses in *buffer*. The symbolic representation of each address consists of the function name (if this can be determined), a hexadecimal offset into the function, and the actual return address (in hexadecimal). The address of the array of string pointers is returned as the function result of **backtrace_symbols()**. This array is [malloc\(3\)](#)ed by **backtrace_symbols()**, and must be freed by the caller. (The strings pointed to by the array of pointers need not and should not be freed.)

backtrace_symbols_fd() takes the same *buffer* and *size* arguments as **backtrace_symbols()**, but instead of returning an array of strings to the caller, it writes the strings, one per line, to the file descriptor *fd*. **backtrace_symbols_fd()** does not call [malloc\(3\)](#), and so can be employed in situations where the latter function might fail, but see NOTES.

RETURN VALUE

backtrace() returns the number of addresses returned in *buffer*, which is not greater than *size*. If the return value is less than *size*, then the full backtrace was stored; if it is equal to *size*, then it may have been truncated, in which case the addresses of the oldest stack frames are not returned.

On success, **backtrace_symbols()** returns a pointer to the array [malloc\(3\)](#)ed by the call; on error, NULL is returned.

VERSIONS

backtrace(), **backtrace_symbols()**, and **backtrace_symbols_fd()** are provided in glibc since version 2.1.

ATTRIBUTES

For an explanation of the terms used in this section, see [attributes\(7\)](#).

Interface	Attribute	Value
backtrace() , backtrace_symbols() , backtrace_symbols_fd()	Thread safety	MT-Safe

CONFORMING TO

These functions are GNU extensions.

NOTES

These functions make some assumptions about how a function's return address is stored on the stack. Note the following:

- * Omission of the frame pointers (as implied by any of **gcc(1)**'s nonzero optimization levels) may cause these assumptions to be violated.

- * Inlined functions do not have stack frames.
- * Tail-call optimization causes one stack frame to replace another.
- * **backtrace()** and **backtrace_symbols_fd()** don't call **malloc()** explicitly, but they are part of *libgcc*, which gets loaded dynamically when first used. Dynamic loading usually triggers a call to **malloc(3)**. If you need certain calls to these two functions to not allocate memory (in signal handlers, for example), you need to make sure *libgcc* is loaded beforehand.

The symbol names may be unavailable without the use of special linker options. For systems using the GNU linker, it is necessary to use the *-rdynamic* linker option. Note that names of "static" functions are not exposed, and won't be available in the backtrace.

EXAMPLE

The program below demonstrates the use of **backtrace()** and **backtrace_symbols()**. The following shell session shows what we might see when running the program:

```
$ cc -rdynamic prog.c -o prog
$ ./prog 3
backtrace() returned 8 addresses
./prog(myfunc3+0x5c) [0x80487f0]
./prog [0x8048871]
./prog(myfunc+0x21) [0x8048894]
./prog(myfunc+0x1a) [0x804888d]
./prog(myfunc+0x1a) [0x804888d]
./prog(main+0x65) [0x80488fb]
/lib/libc.so.6(__libc_start_main+0xdc) [0xb7e38f9c]
./prog [0x8048711]
```

Program source

```
#include <execinfo.h>
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>

#define BT_BUF_SIZE 100

void
myfunc3(void)
{
    int j, nptrs;
    void *buffer[BT_BUF_SIZE];
    char **strings;

    nptrs = backtrace(buffer, BT_BUF_SIZE);
    printf("backtrace() returned %d addresses\n", nptrs);

    /* The call backtrace_symbols_fd(buffer, nptrs, STDOUT_FILENO)
       would produce similar output to the following: */

    strings = backtrace_symbols(buffer, nptrs);
    if (strings == NULL) {
        perror("backtrace_symbols");
        exit(EXIT_FAILURE);
    }

    for (j = 0; j < nptrs; j++)
        printf("%s\n", strings[j]);

    free(strings);
}
```

```
static void /* "static" means don't export the symbol... */
myfunc2(void)
{
myfunc3();
}

void
myfunc(int ncalls)
{
if (ncalls > 1)
myfunc(ncalls - 1);
else
myfunc2();
}

int
main(int argc, char *argv[])
{
if (argc != 2) {
fprintf(stderr, "%s num-calls\n", argv[0]);
exit(EXIT_FAILURE);
}

myfunc(atoi(argv[1]));
exit(EXIT_SUCCESS);
}
```

SEE ALSO

[addr2line\(1\)](#), [gcc\(1\)](#), [gdb\(1\)](#), [ld\(1\)](#), [dlopen\(3\)](#), [malloc\(3\)](#)

COLOPHON

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