



Full credit is given to the above companies including the OS that this PDF file was generated!

Red Hat Enterprise Linux Release 9.2 Manual Pages on 'dladdr1.3' command

\$ man dladdr1.3

DLADDR(3) Linux Programmer's Manual DLADDR(3)

NAME

dladdr, dladdr1 - translate address to symbolic information

SYNOPSIS

```
#define _GNU_SOURCE
#include <dlfcn.h>
int dladdr(void *addr, DI_info *info);
int dladdr1(void *addr, DI_info *info, void **extra_info, int flags);
```

Link with -ldl.

DESCRIPTION

The function dladdr() determines whether the address specified in addr is located in one of the shared objects loaded by the calling application. If it is, then dladdr() returns information about the shared object and symbol that overlaps addr. This information is returned in a DI_info structure:

```
typedef struct {
    const char *dli_fname; /* Pathname of shared object that
                           contains address */
    void *dli_fbase; /* Base address at which shared
                     object is loaded */
    const char *dli_sname; /* Name of symbol whose definition
                           overlaps addr */
    void *dli_saddr; /* Exact address of symbol named
```

```
in dli_sname */
```

```
} DI_info;
```

If no symbol matching `addr` could be found, then `dli_sname` and `dli_saddr` are set to `NULL`.

The function `dladdr1()` is like `dladdr()`, but returns additional information via the argument `extra_info`. The information returned depends on the value specified in `flags`, which can have one of the following values:

RTLD_DL_LINKMAP

Obtain a pointer to the link map for the matched file. The `extra_info` argument points to a pointer to a `link_map` structure (i.e., `struct link_map **`), defined in `<link.h>` as:

```
struct link_map {
    ElfW(Addr) l_addr; /* Difference between the
                       address in the ELF file and
                       the address in memory */
    char *l_name; /* Absolute pathname where
                  object was found */
    ElfW(Dyn) *l_ld; /* Dynamic section of the
                    shared object */
    struct link_map *l_next, *l_prev;
                    /* Chain of loaded objects */
    /* Plus additional fields private to the
       implementation */
};
```

RTLD_DL_SYMENT

Obtain a pointer to the ELF symbol table entry of the matching symbol. The `extra_info` argument is a pointer to a symbol pointer: `const ElfW(Sym) **`. The `ElfW()` macro definition turns its argument into the name of an ELF data type suitable for the hardware architecture. For example, on a 64-bit platform, `ElfW(Sym)` yields the data type name `Elf64_Sym`, which is defined in `<elf.h>` as:

```

typedef struct {
    Elf64_Word  st_name; /* Symbol name */
    unsigned char st_info; /* Symbol type and binding */
    unsigned char st_other; /* Symbol visibility */
    Elf64_Section st_shndx; /* Section index */
    Elf64_Addr  st_value; /* Symbol value */
    Elf64_Xword st_size; /* Symbol size */
} Elf64_Sym;

```

The `st_name` field is an index into the string table.

The `st_info` field encodes the symbol's type and binding. The type can be extracted using the macro `ELF64_ST_TYPE(st_info)` (or `ELF32_ST_TYPE()` on 32-bit platforms), which yields one of the following values:

Value	Description
<code>STT_NOTYPE</code>	Symbol type is unspecified
<code>STT_OBJECT</code>	Symbol is a data object
<code>STT_FUNC</code>	Symbol is a code object
<code>STT_SECTION</code>	Symbol associated with a section
<code>STT_FILE</code>	Symbol's name is filename
<code>STT_COMMON</code>	Symbol is a common data object
<code>STT_TLS</code>	Symbol is thread-local data object
<code>STT_GNU_IFUNC</code>	Symbol is indirect code object

The symbol binding can be extracted from the `st_info` field using the macro `ELF64_ST_BIND(st_info)` (or `ELF32_ST_BIND()` on 32-bit platforms), which yields one of the following values:

Value	Description
<code>STB_LOCAL</code>	Local symbol
<code>STB_GLOBAL</code>	Global symbol
<code>STB_WEAK</code>	Weak symbol
<code>STB_GNU_UNIQUE</code>	Unique symbol

The `st_other` field contains the symbol's visibility, which can be extracted using the macro `ELF64_ST_VISIBILITY(st_info)` (or `ELF32_ST_VISIBILITY()` on 32-bit platforms), which yields one of

the following values:

Value	Description
STV_DEFAULT	Default symbol visibility rules
STV_INTERNAL	Processor-specific hidden class
STV_HIDDEN	Symbol unavailable in other modules
STV_PROTECTED	Not preemptible, not exported

RETURN VALUE

On success, these functions return a nonzero value. If the address specified in `addr` could be matched to a shared object, but not to a symbol in the shared object, then the `info->dli_sname` and `info->dli_saddr` fields are set to `NULL`.

If the address specified in `addr` could not be matched to a shared object, then these functions return 0. In this case, an error message is not available via `dLError(3)`.

VERSIONS

`dladdr()` is present in glibc 2.0 and later. `dladdr1()` first appeared in glibc 2.3.3.

ATTRIBUTES

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

??

?Interface ? Attribute ? Value ?

??

?dladdr(), dladdr1() ? Thread safety ? MT-Safe ?

??

CONFORMING TO

These functions are nonstandard GNU extensions that are also present on Solaris.

BUGS

Sometimes, the function pointers you pass to `dladdr()` may surprise you. On some architectures (notably i386 and x86-64), `dli_fname` and `dli_fbase` may end up pointing back at the object from which you called `dladdr()`, even if the function used as an argument should come from a

dynamically linked library.

The problem is that the function pointer will still be resolved at compile time, but merely point to the plt (Procedure Linkage Table) section of the original object (which dispatches the call after asking the dynamic linker to resolve the symbol). To work around this, you can try to compile the code to be position-independent: then, the compiler cannot prepare the pointer at compile time any more and `gcc(1)` will generate code that just loads the final symbol address from the got (Global Offset Table) at run time before passing it to `dladdr()`.

SEE ALSO

`dl_iterate_phdr(3)`, `dlinfo(3)`, `dlopen(3)`, `dlsym(3)`, `ld.so(8)`

COLOPHON

This page is part of release 5.10 of the Linux man-pages project. A description of the project, information about reporting bugs, and the latest version of this page, can be found at <https://www.kernel.org/doc/man-pages/>.