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## Implementing sframes

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sframes have been added to binutils, which can allow the kernel to do a user space stack trace without the need of frame pointers. But there are several issues to overcome.

- Requires reading user space that can fault (cannot be done in interrupt context)
- Perf and ftrace will need to postpone when the stack trace is done
- Can load in the sframe information from the elf file, but what to do about dynamically linked objects? (New system call?)
- Same issue with JIT code. Need a way to tell the kernel how to do the stack trace dynamically.

**Primary author:** ROSTEDT, Steven

**Co-author:** BHAGAT, Indu

**Presenters:** BHAGAT, Indu; ROSTEDT, Steven

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