# Ruby - Feature #977

## caller for all threads patch

01/04/2009 03:46 AM - rogerdpack (Roger Pack)

Status: Closed
Priority: Normal

**Assignee:** ko1 (Koichi Sasada)

Target version: 1.9.2

## Description

=begin

Here is a patch which provides backtrace for all current threads, instead of just the current one.

http://ph7spot.com/articles/caller for all threads

Author said it would be great to have it accepted upstream.

Thoughts?

-=r

=end

#### History

#### #1 - 01/04/2009 03:48 AM - rogerdpack (Roger Pack)

=begin

oops that's a feature request not a bug--for some reason I thought it would default to a feature request since that's the view from whence I clicked "Submit issue"

My bad.

-=r

=end

#### #2 - 02/02/2009 12:59 PM - ko1 (Koichi Sasada)

- Assignee set to ko1 (Koichi Sasada)

- Target version set to 1.9.2

=begin

end=

# #3 - 06/09/2009 08:06 AM - ko1 (Koichi Sasada)

=begin

I made a patch to Thread#caller(lev=1). It may be more flexible than

fetching "all" backtrace.

+}

How about it? (not tested enough)

# Index: vm\_eval.c

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```
+VALUE
    rb_backtrace_each(rb_backtrace_iter_func *iter, void *arg)
    return vm_backtrace_each(GET_THREAD(), -1, iter, arg);
    Index: thread.c
    --- thread.c (00000 23651)
    +++ thread.c (00000)
    @@ -3817,6 +3817,26 @@ ruby_suppress_tracing(VALUE (*func)(VALU
    return result;
    +VALUE rb_thread_backtrace(VALUE thval, int lev);
    +static VALUE
    +rb_thread_caller_m(int argc, VALUE *argv, VALUE thval)
       · VALUE level;
       • int lev;
       • rb_scan_args(argc, argv, "01", &level);
       • if (NIL_P(level))
       • lev = 1;
       • else
       • lev = NUM2INT(level);
       • if (lev < 0)
       • rb_raise(rb_eArgError, "negative level (%d)", lev);
       return rb_thread_backtrace(thval, lev);
         +}
       • +Thread+ encapsulates the behavior of a thread of
       · execution, including the main thread of the Ruby script.
         @@ -3873,6 +3893,7 @@ Init_Thread(void)
         rb_define_method(rb_cThread, "abort_on_exception=", rb_thread_abort_exc_set, 1);
         rb_define_method(rb_cThread, "safe_level", rb_thread_safe_level, 0);
         rb_define_method(rb_cThread, "group", rb_thread_group, 0);
       • rb_define_method(rb_cThread, "caller", rb_thread_caller_m, -1);
         rb define method(rb cThread, "inspect", rb thread inspect, 0);
Roger Pack wrote::
    Bug #977: caller for all threads patch
    http://redmine.ruby-lang.org/issues/show/977
    Author: Roger Pack
    Status: Open, Priority: Normal
    Here is a patch which provides backtrace for all current threads, instead of just the current one.
    http://ph7spot.com/articles/caller_for_all_threads
    Author said it would be great to have it accepted upstream.
    Thoughts?
    -=r
    http://redmine.ruby-lang.org
// SASADA Koichi at atdot dot net
=end
```

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## #4 - 06/09/2009 08:33 AM - ko1 (Koichi Sasada)

```
=begin
```

Hongli Lai wrote::

#### SASADA Koichi wrote:

I made a patch to Thread#caller(lev=1). It may be more flexible than fetching "all" backtrace.

How about it? (not tested enough)

The ability to see all running threads' backtraces, without needing a reference to each one of those threads, is caller\_for\_all\_thread's main advantage. It's very useful for debugging a live application. Replacing it with Thread#caller would require one to maintain references to all threads that one wants to inspect. Does Ruby already provide some way to obtain a list of all running threads?

```
def caller_for_all_thread
Thread.list.map{|t| t.caller}
end
--
// SASADA Koichi at atdot dot net
=end
```

## #5 - 06/09/2009 09:33 AM - ko1 (Koichi Sasada)

=begin

Rocky Bernstein wrote::

One thing I think might be cool is rather than raising an error for a negative Fixnum value is to count from the other end. So caller(-1) is the least-recent call.

If you want me to try my hand at extending the below, let me know.

Check the following code.

```
// SASADA Koichi at atdot dot net
```

=end

# #6 - 06/10/2009 05:24 AM - ko1 (Koichi Sasada)

=begin

Rocky Bernstein wrote::

I was suggesting that rather than raise an error here, treat this like array indexes do and basically use size - level. (By the way, also suggests it might be cool to add some sort of length or size function.)

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I had misunderstood your suggestion. At first, you should suggest the "Kernel.caller" specification, not the Thread#caller spec.

# Regards,

// SASADA Koichi at atdot dot net

=end

## #7 - 06/10/2009 11:39 AM - ko1 (Koichi Sasada)

=begin

Roger Pack wrote::

I really like it.

Appears that it wants default to be level 0 [?]

Thank you for your notice.

I've change my thought. Thread#backtrace() is more proffered name.

- On Thread#caller(lev), nobody may use lev (!= 0)
- Deciding the semantics of lev except zero may be difficult

How about it?

--// SASADA Koichi at atdot dot net

=end

#### #8 - 06/12/2009 08:29 AM - ko1 (Koichi Sasada)

=begin

Roger Pack wrote::

Roger Pack wrote::

I really like it.

Appears that it wants default to be level 0 [?]

Thank you for your notice.

I've change my thought. Thread#backtrace() is more proffered name.

- On Thread#caller(lev), nobody may use lev (!= 0)
- Deciding the semantics of lev except zero may be difficult

That sounds better. Then the semantics for caller never change. So this would be Thread#backtrace can have lev > 0? Either way's good for me.

No. Same as Exception#backtrace.

How about it, matz?

-- // SASADA Koichi at atdot dot net

=end

## #9 - 06/17/2009 08:07 AM - matz (Yukihiro Matsumoto)

=begin

Hi,

In message "Re: [ruby-core:23812] Re: [Bug #977] caller for all threads patch" on Fri, 12 Jun 2009 08:28:53 +0900, SASADA Koichi ko1@atdot.net writes:

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|No. Same as Exception#backtrace.
|How about it, matz?

I see no problem.

matz.

=end

#10 - 07/23/2009 11:03 PM - rogerdpack (Roger Pack)

=begin
You can close this one--thank you to Ko1 for implementing it for me.
=end

#11 - 07/23/2009 11:38 PM - shyouhei (Shyouhei Urabe)

- Status changed from Open to Closed

=begin

=end

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