

Ready your Droids

- It helps to follow along and try some hands-on
 (this is, after all, a tutorial, and not just another lecture)
- If you have a real device great
 But advanced tracing/debugging does need root access
- At a minimum, fire up a KK emulator, and adb to it.

What this isn't

- An ADB shell primer
- A CLI how-to
- A native-level/NDK how-to
- A debugging primer for Dalvik/DDMS

What this is

- Collection of native and CLI level debugging techniques
- Uses AOSP-supplied tools, and Linux facilities
- Applicable primarily to ARM, but also Intel and MIPS
- Actually also usable for Linux native level debugging
- An excerpt from my upcoming Android Internals book







• ADB provides a command line shell as uid shell

shell@htc_m8wl:/ \$ id uid=2000(shell) gid=2000(shell) groups=1003(graphics),1004(input),1007(log), 1009(mount),1011(adb),1015(sdcard_rw),1028(sdcard_r),3001(net_bt_admin), 3002(net_bt),3003(inet),3006(net_bw_stats) context=u:r:shell:s0

- Shell is <u>MirBSD Korn shell</u>, with scripting abilities
- Recommendation: Install SSHD (or dropbear, etc)
 - Frees you from tethering requirement, fully remote
 - Allows easier (and safer) root access
 - Will require public key authentication only (no password..)









- Complements /proc, and provides:
 - Hardware and device representations
 - Kernel module information and parameters (/sys/module)
 - Kernel subsystem control



keychords

- Little known feature of /init
- Binds services/commands to key combination
 "keys" are physical buttons on device, as Android codes
- Uses /dev/keychord, where available
- Specify "keycodes" combination in /init.rc or other rc

Activity Diagnostics

- Tracing = monitoring run time activity of process
- Uses:
 - performance benchmarking
 - Logging and monitoring resource access

Activity Diagnostics - /proc

• A cornucopia of per process related information:

/proc entry	Provides
/proc/\$pid/cwd	Symbolic link to current working directory
/proc/\$pid/cmdline	NULL separated argv[] of process
/proc/\$pid/fd	Directory with symbolic links to open descriptors
/proc/\$pid/fdinfo	Information about open descriptors
/proc/\$pid/status	Human readable general statistics (VM + More)
/proc/\$pid/task	Directory per thread
/proc/\$pid/wchan	Wait channel (indicates kernel syscall block/sleep)





- AOSP provides the lsof tool to list open files
 Not just files, but actually any file descriptor for process
- Extremely useful with grep to isolate files

Activity Diagnostics - Tools

- AOSP also provides the strace binary to trace syscalls
 - Hands down, the #1 debugging tool out there
 - Based on ptrace(2) API, no dependencies
- Useful in oh-so-may ways:
 - Can actually parse and present system call arguments
 - Can follow forks and threads
 - Can be used for timing of syscalls
 - Can introduce artificial latency(!)





Memory Diagnostics

- RAM is the most important resource in Android
- Applications leave in perpetual fear of OOM/LMK
- Most memory in Android is shared when possible
- Important to understand memory diagnostics









• An	 UpCall Scripts Android provides several CLI interfaces to Dalvik 		
	Upcall tool	Provides	
	am	Interface to Activity Manager	
	bmgr	Backup Manager	
	content	Interface with Android Content Providers	
	ime	Input-Method-Editors	
	input	Interface with InputManager, inject events, etc	
	monkey	Stress/Fuzz test tool	
	pm	Interface to PackageManager	
	settings	Get/set system settings	
	SVC	Control power, data, wifi and USB	
	wm	Interact with the Window Manager	





Post Mortem Debugging

- Android doesn't support core dumps by default
 - Storage space is limited, and cores can be pretty big
 - ulimit –c 0 is set in /init (via setrlimit) and inherited
- Tombstones used instead of cores
 - Application crashes, debuggerd is notified
 - Checks if debug.db.uid property is set, to wait for gdb
 - Otherwise, engraves "tombstone" (crash report)



- Debuggerd uses Linux's ptrace(2) API to:
 - Enumerate all threads
 - Get register state for each thread
 - Get Stack trace for all threads
 - Get stack and instruction pointer memory contents
- Tombstone data is highly architecture specific

