

# I Build AOSP

# **AGENDA**





01

Fetch sources



02

Building Configuration



03

Build & flash



04

AOSP puzzle

Get materials

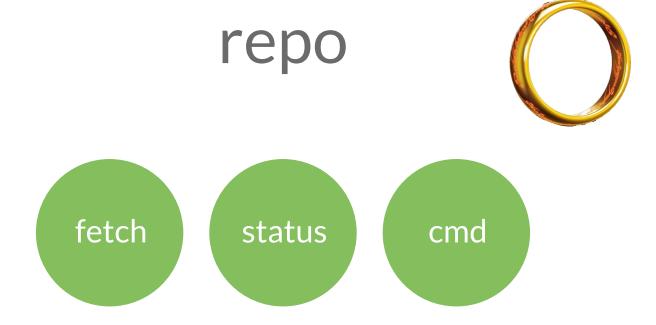


# s.android.com



Repo them all







fetch & coffee

```
# repo init
-u https://android.googlesource.com/platform/manifest
-b android-6.0.0_r3

# repo sync -j8
```

# SOURCES DETAILS Folders 1/5



.repo

repo configuration & data

bionic

Google Android libc implementation

bootable

Recovery

build

**Build System** 

# SOURCES DETAILS

Genymobile Genymobile

Folders 2/5

cts

Compatibility Test Suite

dalvik | art

Virtual Machine

device

Configuration for each target device

# SOURCES DETAILS Folders 3/5



docs

source.android.com

external

boringssl, sqlite, bzip2, ...

frameworks

Android Framework -> API

hardware

Hardware Abstraction Layer

# SOURCES DETAILS

Folders 4/5



libcore

Java implementation (Apache Harmony)

ndk

Native Development Kit Sources

out

Results of YOUR compilations

packages

base apps/services (sms, photo, Settings, NFC ...)

# SOURCES DETAILS Folders 5/5



prebuilts

Binaries (toolchain, gdbserver...)

sdk

Standard Development Kit Sources

system

Base: init, netd, vold, toolbox, logcat...

vendor

Vendors directories (libs, apps, overlays)

# LINUX KERNEL

Need a pingouin?



# As binary (default)

/vendor | /device

# As sources (if lucky)

/kernel



# **BUILDING CONFIGURATION**

# **HOWTO BUILD**



3 basic cmds

```
# source build/envsetup.sh
# lunch
# make
```

### PREPARE TO BUILD



Set env

```
# source ./build/envsetup.sh
```

```
// include all existing vendorsetup.sh in ./device
// and define cmds
- lunch:
        Changes directory to the top of the tree.
- croot:
- m: Makes from the top of the tree.
- mm*: Builds all of the modules in the current/suplied directory, with,
/without their dependencies.
- cgrep: Greps on all local C/C++ files.
- jgrep: Greps on all local Java files.
- resgrep: Greps on all local res/*.xml files.
- sepgrep: Greps on all loacal sepolicy files
. . .
```

# PREPARE TO BUILD

Prepare ingredient

add\_lunch\_combo TARGETNAME-TYPE



#### vendorsetup.sh

Lunch entry point in device/manufacturer/device

TYPE = eng | userdebug | release

PRODUCT\_MAKEFILES = TARGETNAME.mk

AndroidProducts.mk

The first makefile

# Genymobile

#### Nexus 9 example

```
# tail -n1 device/htc/flounder/vendorsetup.sh
add lunch combo aosp_flounder-userdebug
# tail -n3 device/htc/flounder/AndroidProducts.mk
PRODUCT MAKEFILES := \
    $(LOCAL DIR)/aosp flounder.mk \
    $(LOCAL DIR)/aosp flounder64.mk \
    $(LOCAL DIR)/aosp flounder32.mk \
    $(LOCAL DIR)/aosp flounder 64 only.mk
```

Reading recipes



# device.mk files family

Define your device software

Heavy use of inheritance

No specific naming

# Genymobile

### Reading recipes

# cat device/htc/flounder/aosp\_flounder.mk | magic\_summarize

# Genymobile

#### Reading recipes

```
# cat device/htc/flounder/device.mk | magic summarize
LOCAL_KERNEL := $(TARGET PREBUILT KERNEL)
PRODUCT COPY FILES := \
                   $(LOCAL KERNEL):kernel
PRODUCT_COPY FILES += \
                   $(LOCAL PATH)/init.flounder.rc:root/init.flounder.rc \
PRODUCT CHARACTERISTICS := tablet, nosdcard
PRODUCT PACKAGES += \
  nfc nci.bcm2079x.default \
  NfcNci
PRODUCT PROPERTY OVERRIDES := \
  wifi.interface=wlan0 \
  ro.opengles.version=196609 \
```

#### Reading recipes



# BoardConfig.mk

Define your device hardware

Can include other
BoardConfig.mk

A bunch of specific defines



#### Reading recipes

# cat device/htc/flounder/BoardConfig.mk | magic\_summarize

TARGET\_CPU\_ABI := arm64-v8a

TARGET\_ARCH := arm64

TARGET\_ARCH\_VARIANT := armv7-a-neon

TARGET\_CPU\_VARIANT := denver

TARGET\_NO\_BOOTLOADER := true

**BOARD\_KERNEL\_CMDLINE** := androidboot.hardware=flounder

BOARD\_USES\_ALSA\_AUDIO := true

**BOARD HAVE BLUETOOTH:= true** 

BOARD\_HAVE\_BLUETOOTH\_BCM := true

BOARD\_SEPOLICY\_DIRS += device/htc/flounder/sepolicy

# 03 BUILD



#### Set env

```
# source ./build/envsetup.sh
# lunch
You're building on Linux
Lunch menu... pick a combo:

    aosp_arm-eng

    2. aosp_x86-eng
    3. aosp_mips-eng
    4. vbox_x86-eng
    5. mini_armv7a_neon-userdebug
    6. mini_x86-userdebug
    7. aosp_hammerhead-userdebug #n5
    8. aosp_mako-userdebug
                                 #n4
    9. aosp_flo-userdebug
    10. aosp_manta-userdebug
                                 #n10
     [\ldots]
```

May the sources be with you



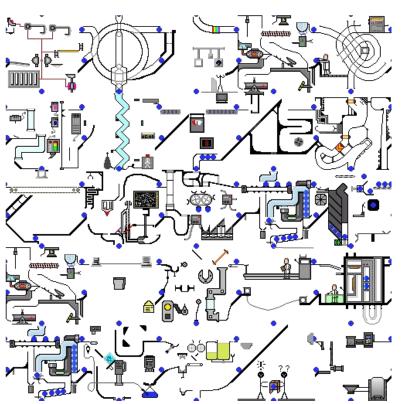




And maybe Sony ...

# Genymobile Genymobile

### Let's compile



# make -j42

It's coffee time!

# BUILD SYSTEM AOSP makefiles



# Android.mk, Android.mk everywhere

Define a component: binary, apk, lib, ...

AOSP 6.0: ~ 2900 Android.mk



AOSP makefiles: Settings app

```
LOCAL PATH:= $(call my-dir)
include $(CLEAR VARS)
LOCAL JAVA LIBRARIES := bouncycastle conscrypt telephony-common ims-common
LOCAL STATIC JAVA LIBRARIES := android-support-v4 android-support-v13 jsr305
LOCAL SRC FILES := $(call all-java-files-under, src)
LOCAL RESOURCE DIR := $(LOCAL PATH)/res
LOCAL PACKAGE NAME := Settings
LOCAL CERTIFICATE := platform
LOCAL PRIVILEGED MODULE := true
LOCAL PROGUARD FLAG FILES := proguard.flags
include $(BUILD PACKAGE)
```

learn more in build/core/clear\_vars.mk



End of coffee time

```
[...]
```

#### make completed successfully (04:11:12 (hh:mm:ss)) ####

# BUILD SYSTEM Output



Compilation produce plenty of images

One .img for each partition: system, boot, userdata, recovery, ...

Genymobile

Ready?

```
# adb reboot bootloader
```

# fastboot flashall -w



# make adb fastboot



Please, let me brick my device

# adb reboot bootloader

# fastboot oem unlock



May wipe your data



Last call

```
# fastboot flashall -w
or
# fastboot flashall ./system.img
# fastboot reboot
```

Genymobile

It's good to fail

# Nice try!

But fails to boot / radio doesn't work / there is no sound / ...

# O4 AOSP PUZZLE Missing pieces

# About licensing

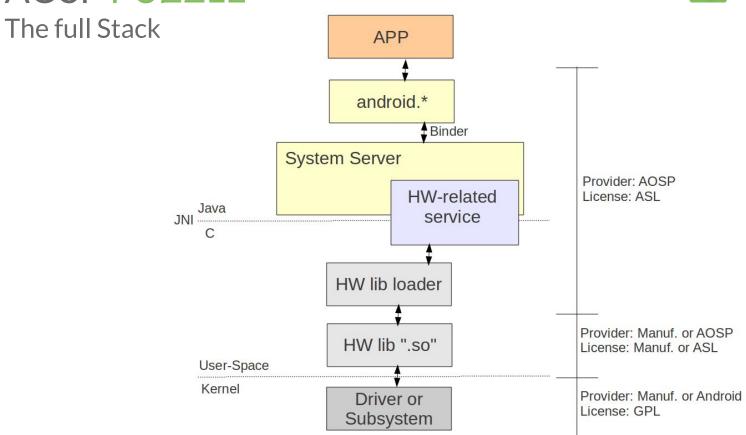




Framework & App

Kernel





Genymobile

Were are missing blobs?

# Download them from Google/Sony/...

https://developers.google.com/android/nexus/drivers http://developer.sonymobile.com/knowledge-base/open-source/

# Or get them from official working image

Distributed blobs are sometimes buggy

Genymobile

Were are missing blobs?

# Copy in /vendor + include in build system inherited in device.mk

**NEW**: in vendor partition for some devices

# AOSP PUZZLE Try again



Delete ./out

Rebuild

Reflash

# **COMPILATION TIME**

Tired of coffee break



Android support

CCACHE

Base apps looks bad!





## **NOT Open source**

- gapps not distributed for everybody
- aosp apps != gapps
- Google Mobile Services are getting fat

# ANDROID CERTIFICATION

Google approve this build





software & hardware requirerments



API & function (auto)



API & function (manual)



final tests

# **SUMMARY**

# Genymobile

What did he said?

```
# repo init ...
# repo sync
# [get binaries]
# source ./build/envsetup.sh
# lunch
# make -j42
# [unlock bootloader]
# fastboot flashall
```

## REFERENCES



#### Links

<a href="https://source.android.com">https://source.android.com</a><a href="http://elinux.org/Android\_Portal">http://elinux.org/Android\_Portal</a>

### **Books**

Embedded Android, K. Yaghmour ISBN: 978-1-4493-0829-2

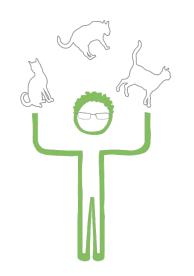
### COPYRIGHTS



The following copyright have been stripped from all the examples:

```
#
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  you may not use this file except in compliance with the License.
  You may obtain a copy of the License at
#
       http://www.apache.org/licenses/LICENSE-2.0
#
 Unless required by applicable law or agreed to in writing, software
 distributed under the License is distributed on an "AS IS" BASIS,
# WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
# See the License for the specific language governing permissions and
 limitations under the License.
#
```





# Thank you!

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