🐛 **IssueTracker**

📁 Android Public Tracker > App Development > Jetpack (androidx) > Jetpack Compose   189851061 ▾

← ↻ ☆   Incremental build causes crash in android::NativeIsUpToDate   +1   Hotlists   Mark as Duplicate   🔔   ⋮

Comments (4)   Dependencies   Duplicates (0)   Blocking (0)   Resources (0)

[Assigned]   Bug   P2   [+ Add Hotlist]

👥 **STATUS UPDATE** No update yet.   [Edit]

📄 **DESCRIPTION** ca...@sitoo.com created issue #1

Jetpack Compose release version: 1.0.0-SNAPSHOT 7412822

Android Studio Arctic Fox | 2020.3.1 Beta 3 Build #AI-203.7717.56.2031.7395685, built on May 25, 2021 Runtime version: 11.0.10+0-b96-7281165 x86_64 VM: OpenJDK 64-Bit Server VM by JetB
ide.balloon.shadow.size=0 Non-Bundled Plugins: mobi.hsz.idea.gitignore, org.toml.lang, wu.seal.tool.jsontokotlin, org.jetbrains.kotlin, org.intellij.plugins.markdown

Steps to Reproduce:

1. Unsure how to reproduce it, it happens sporadically when using Compose in my project. Never happens without Compose.

Logcat dump below

```
2021-06-02 14:54:54.596 19762-19762/? A/DEBUG: *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***
2021-06-02 14:54:54.596 19762-19762/? A/DEBUG: Build fingerprint: 'google/sdk_gphone64_x86_64/emulator64_x86_64_arm64:S/SPB1.210331.013.A1/7355218:userdebug/
2021-06-02 14:54:54.596 19762-19762/? A/DEBUG: Revision: '0'
2021-06-02 14:54:54.596 19762-19762/? A/DEBUG: ABI: 'x86_64'
2021-06-02 14:54:54.596 19762-19762/? A/DEBUG: Timestamp: 2021-06-02 14:54:54.189445593+0200
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG: Process uptime: 0s
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG: pid: 19622, tid: 19622, name: sitoo.pos.debug  >>> com.sitoo.pos.debug <<<
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG: uid: 10177
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG: signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0x18
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG: Cause: null pointer dereference
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG:     rax 0000000000000001  rbx 0000000000000006  rcx 00007b95b66b2d80  rdx 0000000000000000
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG:     r8  00007ffd10a67120  r9  00007b95935f791f  r10 00007b95935f7922  r11 00007ffd10a66bf8
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG:     r12 00007ffd10a66bb0  r13 00007b97066930c0  r14 00007ffd10a67120  r15 00000000705397a8
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG:     rdi 0000000000000000  rsi 00000000705397a8
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG:     rbp 00007ffd10a66a58  rsp 00007ffd10a669b0  rip 00007b98410bcd13
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG: backtrace:
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG:       #00 pc 000000000003ad13 /system/lib64/libandroidfw.so (android::ApkAssets::IsUpToDate() const+3) (Build
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG:       #01 pc 0000000000187e08 /system/lib64/libandroid_runtime.so (android::NativeIsUpToDate(_JNIEnv*, _jclas
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG:       #02 pc 0000000000172e61 /system/framework/x86_64/boot-framework.oat (art_jni_trampoline+113) (BuildId:
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG:       #03 pc 0000000000175276 /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+806) (Build
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG:       #04 pc 0000000000209409 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, uns
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG:       #05 pc 00000000003966dc /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToCompil
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG:       #06 pc 0000000000038a7ac /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, fal
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG:       #07 pc 000000000076f822 /apex/com.android.art/lib64/libart.so (MterpInvokeStatic+1410) (BuildId: 730b35
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG:       #08 pc 000000000015e799 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_static+25) (BuildId: 730
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG:       #09 pc 00000000003c500e /system/framework/framework.jar (android.content.res.ApkAssets.isUpToDate+6)
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG:       #10 pc 0000000000761d41 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+2257) (BuildId: 730b3
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG:       #11 pc 000000000015e619 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+25) (BuildId: 73
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG:       #12 pc 00000000003c63f0 /system/framework/framework.jar (android.content.res.AssetManager.isUpToDate+32
2021-06-02 14:54:54.597 19762-19762/? A/DEBUG:       #13 pc 0000000000762374 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+3844) (BuildId: 730b3
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #14 pc 000000000015e619 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+25) (BuildId: 73
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #15 pc 00000000001be664 /system/framework/framework.jar (android.app.ActivityThread.isLoadedApkResource
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #16 pc 0000000000382182 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*,
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #17 pc 0000000000389b9b /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterp
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #18 pc 0000000000038b2c1 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, tru
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #19 pc 000000000076f840 /apex/com.android.art/lib64/libart.so (MterpInvokeStatic+1440) (BuildId: 730b35
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #20 pc 000000000015e799 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_static+25) (BuildId: 730
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #21 pc 00000000001bd6f4 /system/framework/framework.jar (android.app.ActivityThread.getPackageInfo+128)
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #22 pc 0000000000382182 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*,
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #23 pc 0000000000389b9b /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterp
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #24 pc 000000000038c6da /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<true, true
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #25 pc 000000000076e4ee /apex/com.android.art/lib64/libart.so (MterpInvokeDirectRange+1054) (BuildId: 7
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #26 pc 000000000015ea19 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_direct_range+25) (BuildI
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #27 pc 00000000001bd982 /system/framework/framework.jar (android.app.ActivityThread.getPackageInfoNoChe
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #28 pc 0000000000382182 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*,
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #29 pc 0000000000389b9b /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterp
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #30 pc 0000000000038b2c1 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, tru
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #31 pc 0000000000761fe8 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+2936) (BuildId: 730b3
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #32 pc 000000000015e619 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+25) (BuildId: 73
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #33 pc 000000001c2b36 /system/framework/framework.jar (android.app.ActivityThread.handleCreateService
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #34 pc 0000000000382182 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*,
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #35 pc 0000000000389b9b /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterp
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #36 pc 0000000000038b2c1 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, tru
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #37 pc 000000000076cf52 /apex/com.android.art/lib64/libart.so (MterpInvokeDirect+1442) (BuildId: 730b35
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:       #38 pc 000000000015e719 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_direct+25) (BuildId: 730
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2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:        #39 pc 00000000001bf320  /system/framework/framework.jar (android.app.ActivityThread.access$1600+0)
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:        #40 pc 0000000000382182  /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*,
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:        #41 pc 0000000000389b9b  /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterp
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:        #42 pc 000000000038a78d  /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, fal
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:        #43 pc 000000000076f822  /apex/com.android.art/lib64/libart.so (MterpInvokeStatic+1410) (BuildId: 730b35
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:        #44 pc 000000000015e799  /apex/com.android.art/lib64/libart.so (mterp_op_invoke_static+25) (BuildId: 730
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:        #45 pc 00000000001bbada  /system/framework/framework.jar (android.app.ActivityThread$H.handleMessage+139
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:        #46 pc 0000000000761d41  /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+2257) (BuildId: 730b3
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:        #47 pc 000000000015e619  /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+25) (BuildId: 73
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:        #48 pc 0000000000407316  /system/framework/framework.jar (android.os.Handler.dispatchMessage+38)
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:        #49 pc 0000000000761d41  /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+2257) (BuildId: 730b3
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:        #50 pc 000000000015e619  /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+25) (BuildId: 73
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:        #51 pc 000000000042fd7a  /system/framework/framework.jar (android.os.Looper.loopOnce+334)
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:        #52 pc 000000000076fbc1  /apex/com.android.art/lib64/libart.so (MterpInvokeStatic+2337) (BuildId: 730b35
2021-06-02 14:54:54.598 19762-19762/? A/DEBUG:        #53 pc 000000000015e799  /apex/com.android.art/lib64/libart.so (mterp_op_invoke_static+25) (BuildId: 730
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #54 pc 00000000004303bc  /system/framework/framework.jar (android.os.Looper.loop+152)
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #55 pc 000000000076ffbd  /apex/com.android.art/lib64/libart.so (MterpInvokeStatic+3357) (BuildId: 730b35
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #56 pc 000000000015e799  /apex/com.android.art/lib64/libart.so (mterp_op_invoke_static+25) (BuildId: 730
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #57 pc 00000000001c5826  /system/framework/framework.jar (android.app.ActivityThread.main+202)
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #58 pc 0000000000382182  /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*,
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #59 pc 000000000074d63f  /apex/com.android.art/lib64/libart.so (artQuickToInterpreterBridge+1007) (Build
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #60 pc 00000000001803bc  /apex/com.android.art/lib64/libart.so (art_quick_to_interpreter_bridge+140) (Bu
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #61 pc 0000000000175276  /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+806) (Build
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #62 pc 0000000000209409  /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, uns
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #63 pc 000000000061bd82  /apex/com.android.art/lib64/libart.so (_jobject* art::InvokeMethod<(art::Pointe
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #64 pc 00000000005755a8  /apex/com.android.art/lib64/libart.so (art::Method_invoke(_JNIEnv*, _jobject*,
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #65 pc 0000000000091a30  /apex/com.android.art/javalib/x86_64/boot.oat (art_jni_trampoline+144) (BuildId
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #66 pc 0000000000174f14  /apex/com.android.art/lib64/libart.so (art_quick_invoke_stub+756) (BuildId: 730
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #67 pc 00000000002093fa  /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, uns
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #68 pc 00000000003966dc  /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToCompil
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #69 pc 000000000038a7ac  /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, fal
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #70 pc 00000000007619b5  /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1349) (BuildId: 730b3
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #71 pc 000000000015e619  /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+25) (BuildId: 73
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #72 pc 00000000001de592  /system/framework/framework.jar (com.android.internal.os.RuntimeInit$MethodAndA
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #73 pc 0000000000382182  /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*,
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #74 pc 000000000074d63f  /apex/com.android.art/lib64/libart.so (artQuickToInterpreterBridge+1007) (Build
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #75 pc 00000000001803bc  /apex/com.android.art/lib64/libart.so (art_quick_to_interpreter_bridge+140) (Bu
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #76 pc 000000000006e7e60  /system/framework/x86_64/boot-framework.oat (com.android.internal.os.ZygoteInit
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #77 pc 0000000000175276  /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+806) (Build
2021-06-02 14:54:54.599 19762-19762/? A/DEBUG:        #78 pc 0000000000209409  /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, uns
2021-06-02 14:54:54.600 19762-19762/? A/DEBUG:        #79 pc 000000000061c731  /apex/com.android.art/lib64/libart.so (art::JValue art::InvokeWithVarArgs<art::
2021-06-02 14:54:54.600 19762-19762/? A/DEBUG:        #80 pc 00000000004c585c  /apex/com.android.art/lib64/libart.so (art::JNI<true>::CallStaticVoidMethodV(_J
2021-06-02 14:54:54.600 19762-19762/? A/DEBUG:        #81 pc 00000000000be164  /system/lib64/libandroid_runtime.so (_JNIEnv::CallStaticVoidMethod(_jclass*, _j
2021-06-02 14:54:54.600 19762-19762/? A/DEBUG:        #82 pc 00000000000c7801  /system/lib64/libandroid_runtime.so (android::AndroidRuntime::start(char const*
2021-06-02 14:54:54.600 19762-19762/? A/DEBUG:        #83 pc 000000000000331f  /system/bin/app_process64 (main+1599) (BuildId: b561c4d4cfcc9e5f03888732dc70b2f
2021-06-02 14:54:54.600 19762-19762/? A/DEBUG:        #84 pc 00000000000501d9  /apex/com.android.runtime/lib64/bionic/libc.so (__libc_init+89) (BuildId: 9ffdd
2021-06-02 14:54:54.628 253-253/? E/tombstoned: Tombstone written to: tombstone_08
```

COMMENTS

ca...@sitoo.com <ca...@sitoo.com> #2

It seems like a clean + build will mitigate the issue for now, so it looks like it is connected to doing an incremental build. Perhaps something that is corrupting the assets in the resulting APK?

ac...@google.com <ac...@google.com> #3

I suspect this has less to do with Compose / Studio and more to do with Android Framework.

There is a bug with similar crash: 171283835

ac...@google.com <ac...@google.com> #4

The other bug mentioned   androidx.work.WorkContinuation which I believe Compose might be using. I am going to move this out of Deploy since this is strictly related to Compose.

ae...@google.com <ae...@google.com>

Assigned to ae...@google.com.