


Native crash - SIGABRT: "GrContext is abandoned/device lost at start of CanvasContext::draw"


+1

64

Hotlists (27)

Mark as Duplicate






Comments (36)DependenciesDuplicates (6)Blocking (0)Resources (16)

AssignedBugP1+ [AOSP] assigned

 STATUS UPDATE No update yet.

Edit

 DESCRIPTION ro...@bbc.co.uk created issue #1

Android device name: Not available

Android OS version: exclusively Android 13 (100% of reports)

Application: BBC Sport - uk.co.bbc.android.sportdomestic

Application version: 2.6.0.11814

Steps to reproduce: Not available - not reproducible locally

How long has this been happening? Our Play Console data only goes back 60 days (Aug 27) and all days have a crash


How often does this happen? This is approximately 30% of our received crashes

Console traces follow:

```
[libc.so] abort
SIGABRT
GrContext is abandoned/device lost at start of CanvasContext::draw
*** **
```


✓ Mentioned issues (1)

✓ Links (6)

 Mentioned issues (1)

-- --

"b/183722403 inspired that CL, and it has some useful information. From this comm..."

 Links (6)

"For steps to capture a bug report, please refer: <https://developer.android.com/studio/debug/bug-report#bugreportdevice>"

"https://github.com/aosp-mirror/platform_frameworks_base/blob/master/libs/hwui/renderthread/..."


"We have a similar and possibly related crash raised with Chromium here: <https://bugs.chromium.org/p/chromium/issues/detail?id=1378496>"

"The crash was introduced, deliberately, in [in CanvasContext check at start of frame if GrContext is abandoned](#). It's deliberate that we crash here; previously we lost the context and just saw failure

"Our only current tangible line of thought is that we could have WebView interactions taking place after its [onRenderProcessGone](#) method is called, so we will look to find and prevent that, but if yo

"Device / context lost is a generic error that can have many different causes. But the in comment #25, where a video is playing in webview that's being resized, is likely fixed in webview m117, which is

COMMENTS

 vi...@google.com <vi...@google.com> #2

Assigned to vi...@google.com.

Thank you for reporting this issue. For us to further investigate this issue, please provide the following additional information:

Android bug report (to be captured after reproducing the issue)

For steps to capture a bug report, please refer: <https://developer.android.com/studio/debug/bug-report#bugreportdevice>

Alternate method

Navigate to "Developer options", ensure "USB debugging" is enabled, then enable "Bug report shortcut". Capture bug report by holding the power button and selecting the "Take bug report" o

Note: Please upload the bug report and screenshot to google drive and share the folder to android-bugreport@google.com, then share the link here.

ro...@bbc.co.uk <ro...@bbc.co.uk> [#3](#)

Unfortunately we do not have and are unlikely to determine reproducibility on this to generate a report. Our app-wide crash rate is approximately 0.04% of sessions, and this crash makes up 3% of sessions. We can see the error is thrown here in AOSP code: https://github.com/aosp-mirror/platform_frameworks_base/blob/master/libs/hwui/renderthread/CanvasContext.cpp#L478 but without a detailed understanding of this area, which we don't have, we don't have any indication of how we might deliberately invoke it on-demand.

vi...@google.com <vi...@google.com>

Status: New

ra...@google.com <ra...@google.com>

Assigned to [an...@google.com](#).

am...@google.com <am...@google.com> [#4](#)

Reassigned to [ra...@google.com](#).

Hello, we noticed you assigned a bug to android-graphics-triage@google.com.

We reassigned it back to you because we changed the way we triage bugs at Android Graphics. android-graphics-triage@google.com is no longer monitored.

Please re-assign your issue following the criteria below:

- Assign to android-cogs-eng@google.com if the issue is related to core graphics (surfaceflinger, gralloc, hwui, etc).
- Assign to android-graphics-gpu@google.com if the issue is GPU/ANGLE related.
- Assign to android-graphics-game@google.com if the issue is related to ADPF, game performance, game manager, game dashboard, etc.

ra...@google.com <ra...@google.com>

Reassigned to [an...@google.com](#).

m...@google.com <m...@google.com> [#5](#)

Reassigned to [ns...@google.com](#).

Doesn't look like we can resolve the problem but maybe we can provide some info about why a context might be abandoned?

ns...@google.com <ns...@google.com>

Reassigned to [sk...@google.com](#).


ro...@bbc.co.uk <ro...@bbc.co.uk> [#6](#)

Hello - is there any possibility of an update on this please?

We have a similar and possibly related crash raised with Chromium here: <https://bugs.chromium.org/p/chromium/issues/detail?id=1378496>

They are separately reported in Play Console but they both appear to relate to graphics context loss. We have seen an increase in both crashes since November and they are negatively impacting our users. I've attached our 60 day graph for this issue.

Any information about why this happens would be really helpful.

 **255397162-crash-1.png**
91 KB [View](#) [Download](#)

sc...@google.com <sc...@google.com> [#7](#)

Reassigned to [ro...@bbc.co.uk](#).

Unfortunately, there's not enough information to go on here.

The crash was introduced, *deliberately*, in [CL In CanvasContext check at start of frame if GrContext is abandoned](#). It's deliberate that we crash here; previously we lost the context in [b/183722403](#) inspired that CL, and it has some useful information. From [this comment](#):

there is no way to tell from just the crash what caused the device to be lost. I don't think there is anything to suggest this is a synchronization issue. The device could be lost for many reasons and:

From the Vulkan spec:
"Typical reasons for device loss will include things like execution timing out (to prevent denial of service), power management events, platform resource management, implementation errors"

➡and finally:

is Vulkans' DEVICE_LOST analogous to EGL's EGL_CONTEXT_LOST? If so we've always just crashed in response to that, as Android never had actual "power management events" that trigger

It's conceivable that a bug report would be useful, but comment#3 seems to indicate that you don't have one.

One of the graphs in comment#6 shows that all of the crashes occur on Android 13. This is only slightly surprising - I wouldn't expect it to show up before Android 12, which is when that CL was

I don't know what to make of the graph showing crashes over time - is there something different about the devices running in November? (e.g. did they get an update?)

ro...@bbc.co.uk <ro...@bbc.co.uk> #8

Thanks for the response and the additional detail. b/183722403 and comments are not visible to non-Googlers, unfortunately. However I get the gist which is that this fails fast deliberately (rather than crashing). We still don't have reproducibility on demand.

We have been trying to work out why it increased in November. We made an internal configuration change at the end of October to bring some rendering out of Chrome Custom Tabs (the Chromium

The crash reported in the opening comment of this issue is specific to Android 13. The linked Chromium crash (Non owned context lost!) has been observed, with slightly different representations

This and a number of other factors lead us to believe that this is WebView-related (our app is a per-page mix of native and web), which of course could have been updated independently. One

Our only current tangible line of thought is that we could have WebView interactions taking place after its `onRenderProcessGone` method is called, so we will look to find and prevent that,

sc...@google.com <sc...@google.com> #9

Reassigned to to...@google.com.

This and a number of other factors lead us to believe that this is WebView-related

That may be. Assigning to the on-call triager for WebView, according to go/bugcop.

to...@google.com <to...@google.com> #10

Reassigned to bo...@google.com.

Sorry, didn't see this get assigned. Please don't assign webview issues directly to the bugcop; as go/bugcop says, you should assign them to clank-webview-bugs@ for triage/tracking.

Normally context loss in WebView rendering would crash in the WebView code, not in libhwui, but I'm not that familiar with the graphics stack; it might be possible for it to manifest here as well

Bo, is there anything that can be investigated here?

ro...@bbc.co.uk <ro...@bbc.co.uk> #11

Thanks for picking this up. Since raising this, there has been quite a lot of discussion on <https://bugs.chromium.org/p/chromium/issues/detail?id=1378496> although we have not made any
A summary:

- Something happened in early November such that our crash rate increased significantly; it is ongoing
- We are now confident it was not a change to our app; this leaves OS updates, WebView updates or something about our web content
- We have reproduced it on a Samsung A40 a couple of times - LogCat (attached on the other issue) suggests Skia OOM as a possible initiator
- Crashes are the most elevated on Android 11 and 13, via slightly different representations, but 12 is almost totally unaffected
- It affects certain devices disproportionately; high rates on Samsung A40 (4% of sessions), A20e, various Pixel 6/7 devices, but nothing on others, e.g. Samsung's most popular devices like
- We have poor quality data indicating that this is happening to a couple of our other, independently-developed apps with the same post-November increase pattern; it's poor quality because

I'd be happy to provide any more info you require, but it may be delayed due to holiday.

el...@gmail.com <el...@gmail.com> #12


I'm also consistently encountering this crash when attempting to play a youtube video in a flutter WebViewWidget.

Testing on:

- Pixel 6
- Android 13
- Began happening early December after upgrading to Android 13.

```
backtrace:
#00 pc 0x00000000000530f4 /apex/com.android.runtime/lib64/bionic/libc.so (abort+164)
#01 pc 0x000000000006d2a4c /apex/com.android.art/lib64/libart.so (art::Runtime::Abort(char const*)+704)
#02 pc 0x0000000000016ea8 /apex/com.android.art/lib64/libbase.so (android::base::SetAborter(std::__1::function<void (char const*)>&&)::$_3::__invoke()
#03 pc 0x0000000000009f04 /system/lib64/liblog.so (__android_log_assert+292)
#04 pc 0x0000000000043ab80 /system/lib64/libhwui.so (android::uirenderer::renderthread::CanvasContext::draw()+2736)
#05 pc 0x000000000004b5a54 /system/lib64/libhwui.so (std::__1::__function::__func<android::uirenderer::renderthread::DrawFrameTask::postAndWait()::$_0,
#06 pc 0x0000000000058b224 /system/lib64/libhwui.so (android::uirenderer::renderthread::RenderThread::threadLoop()+644)
#07 pc 0x00000000000147f0 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+528)
#08 pc 0x00000000000c14dc /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204)
#09 pc 0x0000000000054930 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
```

ia...@gmail.com <ia...@gmail.com> #13

 **bugreport-panther-TQ1A.221205.011-2023-01-10-14-30-12.zip**
23 MB [Download](#)

```
SIGABRT: Abort program: [FATAL:output_surface_provider_webview.cc(81)] Non owned context lost!
SIGTRAP: Trace/breakpoint trap
/data/app/~XqtKHK8Ff7dTq8ck4pb8Hg==/com.google.android.webview-MefwP-vtB304zzhLx9nWtg==/base.apk!!libmonochrome.so:0
/data/app/~XqtKHK8Ff7dTq8ck4pb8Hg==/com.google.android.webview-MefwP-vtB304zzhLx9nWtg==/base.apk!!libmonochrome.so:0
/data/app/~XqtKHK8Ff7dTq8ck4pb8Hg==/com.google.android.webview-MefwP-vtB304zzhLx9nWtg==/base.apk!!libmonochrome.so:0
/data/app/~XqtKHK8Ff7dTq8ck4pb8Hg==/com.google.android.webview-MefwP-vtB304zzhLx9nWtg==/base.apk!!libmonochrome.so:0
/data/app/~XqtKHK8Ff7dTq8ck4pb8Hg==/com.google.android.webview-MefwP-vtB304zzhLx9nWtg==/base.apk!!libmonochrome.so:0
/data/app/~XqtKHK8Ff7dTq8ck4pb8Hg==/com.google.android.webview-MefwP-vtB304zzhLx9nWtg==/base.apk!!libmonochrome.so:0
/data/app/~XqtKHK8Ff7dTq8ck4pb8Hg==/com.google.android.webview-MefwP-vtB304zzhLx9nWtg==/base.apk!!libmonochrome.so:0
/data/app/~XqtKHK8Ff7dTq8ck4pb8Hg==/com.google.android.webview-MefwP-vtB304zzhLx9nWtg==/base.apk!!libmonochrome.so:0
/data/app/~XqtKHK8Ff7dTq8ck4pb8Hg==/com.google.android.webview-MefwP-vtB304zzhLx9nWtg==/base.apk!!libmonochrome.so:0
/data/app/~XqtKHK8Ff7dTq8ck4pb8Hg==/com.google.android.webview-MefwP-vtB304zzhLx9nWtg==/base.apk!!libmonochrome.so:0
/data/app/~XqtKHK8Ff7dTq8ck4pb8Hg==/com.google.android.webview-MefwP-vtB304zzhLx9nWtg==/base.apk!!libmonochrome.so:0
/data/app/~XqtKHK8Ff7dTq8ck4pb8Hg==/com.google.android.webview-MefwP-vtB304zzhLx9nWtg==/base.apk!!libmonochrome.so:0
/data/app/~XqtKHK8Ff7dTq8ck4pb8Hg==/com.google.android.webview-MefwP-vtB304zzhLx9nWtg==/base.apk!!libmonochrome.so:0
/data/app/~XqtKHK8Ff7dTq8ck4pb8Hg==/com.google.android.webview-MefwP-vtB304zzhLx9nWtg==/base.apk!!libmonochrome.so:0
/data/app/~XqtKHK8Ff7dTq8ck4pb8Hg==/com.google.android.webview-MefwP-vtB304zzhLx9nWtg==/base.apk!!libmonochrome.so:0
/system/lib64/libhwui.so:48 | android::uirenderer::WebViewFuncor::~destroyContext()
/system/lib64/libhwui.so:16 | android::uirenderer::WebViewFuncor::~~WebViewFuncor()
/system/lib64/libhwui.so:308 | android::uirenderer::WebViewFuncorManager::~destroyFuncor(int)
/system/lib64/libhwui.so:220 | android::uirenderer::WorkQueue::process()
```



we...@shopee.com <we...@shopee.com> #24

WebView Version: 112.0.5615.136
Os Version: 11
Brand: Xiaomi
Device Model: M2003J15SC

mi...@migrosonline.ch <mi...@migrosonline.ch> #25

I am able to reproduce it easily with the webview and embedded youtube iframe using PierfrancescoSoffritti/android-youtube-player library. See project and video attached.

Android System WebView version 113.0.5672.132 Pixel 7 Android version 13

[illegible]

10:48:50.876 A

```
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e801f8 self=0xb40000792367d200
runtime.cc:681] | sysTid=14487 nice=-20 cgrp=system sched=0/0 handle=0x7796319cb0
runtime.cc:681] | state=S schedstat=( 177287 4761 1 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:681] | stack=0x7796222000-0x7796224000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 0000000000ad018 /apex/com.android.runtime/lib64/bionic/libc.so (__rt_sigtimedwait+8) (BuildId: dc4001c
runtime.cc:681] native: #01 pc 0000000000063f38 /apex/com.android.runtime/lib64/bionic/libc.so (sigwait64+88) (BuildId: dc4001c2ef2dfc
runtime.cc:681] native: #02 pc 000000000057fa74 /apex/com.android.art/lib64/libart.so (art::SignalCatcher::WaitForSignal(art::Thread*,
runtime.cc:681] native: #03 pc 000000000057f67c /apex/com.android.art/lib64/libart.so (art::SignalCatcher::Run(void*)+232) (BuildId: 1
runtime.cc:681] native: #04 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #05 pc 0000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681]
runtime.cc:681] "perfetto_hprof_listener" prio=10 tid=7 Native (still starting up)
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x0 self=0xb40000792367edd0
runtime.cc:681] | sysTid=14488 nice=-20 cgrp=system sched=0/0 handle=0x779421bcb0
runtime.cc:681] | state=S schedstat=( 114502 0 1 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:681] | stack=0x7794124000-0x7794126000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 00000000000ac334 /apex/com.android.runtime/lib64/bionic/libc.so (read+4) (BuildId: dc4001c2ef2dfc23467C
runtime.cc:681] native: #01 pc 00000000001e10c /apex/com.android.art/lib64/libperfetto_hprof.so (void* std::::__1::__thread_proxy<std:::
runtime.cc:681] native: #02 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #03 pc 0000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681]
runtime.cc:681] "ADB-JDWP Connection Control Thread" prio=10 tid=8 WaitingInMainDebuggerLoop
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e80270 self=0xb400007923670f50
runtime.cc:681] | sysTid=14489 nice=-20 cgrp=system sched=0/0 handle=0x779411dcb0
runtime.cc:681] | state=S schedstat=( 838341 22216 6 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:681] | stack=0x7794026000-0x7794028000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 0000000000ad6f8 /apex/com.android.runtime/lib64/bionic/libc.so (__poll+8) (BuildId: dc4001c2ef2dfc234
runtime.cc:681] native: #01 pc 000000000006104c /apex/com.android.runtime/lib64/bionic/libc.so (poll+92) (BuildId: dc4001c2ef2dfc23467
runtime.cc:681] native: #02 pc 0000000000009abc /apex/com.android.art/lib64/libadbconnection.so (adbconnection::AdbConnectionState::Ru
runtime.cc:681] native: #03 pc 0000000000008160 /apex/com.android.art/lib64/libadbconnection.so (adbconnection::CallbackFunction(void*)
runtime.cc:681] native: #04 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #05 pc 0000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681]
runtime.cc:681] "Jit thread pool worker thread 0" prio=5 tid=9 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e802e8 self=0xb400007923697330
runtime.cc:681] | sysTid=14490 nice=9 cgrp=system sched=0/0 handle=0x7741c32cb0
runtime.cc:681] | state=S schedstat=( 408214913 408660452 2257 ) utm=25 stm=15 core=4 HZ=100
runtime.cc:681] | stack=0x7741b33000-0x7741b35000 stackSize=1023KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 00000000004f65c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28) (BuildId: dc4001c2ef2dfc23
runtime.cc:681] native: #01 pc 00000000003a9ae4 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::T
runtime.cc:681] native: #02 pc 000000000062d514 /apex/com.android.art/lib64/libart.so (art::ThreadPool::GetTask(art::Thread*)+120) (Bu
runtime.cc:681] native: #03 pc 000000000062d374 /apex/com.android.art/lib64/libart.so (art::ThreadPoolWorker::Run()+136) (BuildId: 12e
runtime.cc:681] native: #04 pc 000000000062d250 /apex/com.android.art/lib64/libart.so (art::ThreadPoolWorker::Callback(void*)+164) (Bu
runtime.cc:681] native: #05 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #06 pc 0000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681]
runtime.cc:681] "HeapTaskDaemon" prio=5 tid=10 WaitingForTaskProcessor
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e81b50 self=0xb400007923693b90
runtime.cc:681] | sysTid=14491 nice=4 cgrp=system sched=0/0 handle=0x7740b2ccb0
runtime.cc:681] | state=S schedstat=( 83210120 9812211 61 ) utm=7 stm=1 core=4 HZ=100
runtime.cc:681] | stack=0x7740a29000-0x7740a2b000 stackSize=1039KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 00000000004f65c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28) (BuildId: dc4001c2ef2dfc23
runtime.cc:681] native: #01 pc 00000000003a9ae4 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::T
runtime.cc:681] native: #02 pc 0000000000485728 /apex/com.android.art/lib64/libart.so (art::gc::TaskProcessor::GetTask(art::Thread*)+7
runtime.cc:681] native: #03 pc 00000000004853c4 /apex/com.android.art/lib64/libart.so (art::gc::TaskProcessor::RunAllTasks(art::Thread
runtime.cc:681] at dalvik.system.VMRuntime.runHeapTasks(Native method)
runtime.cc:681] at java.lang.Daemons$HeapTaskDaemon.runInternal(Daemons.java:609)
runtime.cc:681] at java.lang.Daemons$Daemon.run(Daemons.java:140)
runtime.cc:681] at java.lang.Thread.run(Thread.java:1012)
runtime.cc:681]
runtime.cc:681] "ReferenceQueueDaemon" prio=5 tid=11 Waiting
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e80360 self=0xb400007923695760
runtime.cc:681] | sysTid=14492 nice=4 cgrp=system sched=0/0 handle=0x7740a22cb0
runtime.cc:681] | state=S schedstat=( 5731610 3319700 27 ) utm=0 stm=0 core=3 HZ=100
runtime.cc:681] | stack=0x774091f000-0x7740921000 stackSize=1039KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 00000000004f65c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28) (BuildId: dc4001c2ef2dfc23
runtime.cc:681] native: #01 pc 00000000003a9ae4 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::T
runtime.cc:681] native: #02 pc 00000000004e0cd0 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<ar
runtime.cc:681] at java.lang.Object.wait(Native method)
runtime.cc:681] - waiting on <0x044689fd> (a java.lang.Class<java.lang.ref.ReferenceQueue>)
```

10:48:50.876 A

```
runtime.cc:681] at java.lang.Object.wait(Object, java:442)
runtime.cc:681] at java.lang.Object.wait(Object, java:568)
runtime.cc:681] at java.lang.Daemons$ReferenceQueueDaemon.runInternal(Daemons, java:232)
runtime.cc:681] - locked <0x044689fd> (a java.lang.Class<java.lang.ref.ReferenceQueue>)
runtime.cc:681] at java.lang.Daemons$Daemon.run(Daemons, java:140)
runtime.cc:681] at java.lang.Thread.run(Thread, java:1012)
runtime.cc:681]
runtime.cc:681] "FinalizerWatchdogDaemon" prio=5 tid=12 Waiting
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e803d8 self=0xb40000792369c6a0
runtime.cc:681] | sysTid=14494 nice=4 cgrp=system sched=0/0 handle=0x773e80ecb0
runtime.cc:681] | state=S schedstat=( 903727 706420 7 ) utm=0 stm=0 core=2 HZ=100
runtime.cc:681] | stack=0x773e70b000-0x773e70d000 stackSize=1039KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 00000000004f65c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28) (BuildId: dc4001c2ef2dfc23)
runtime.cc:681] native: #01 pc 00000000003a9ae4 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::T
runtime.cc:681] native: #02 pc 00000000004e0cd0 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<ar
runtime.cc:681] at java.lang.Object.wait(Native method)
runtime.cc:681] - waiting on <0x06c206f2> (a java.lang.Daemons$FinalizerWatchdogDaemon)
runtime.cc:681] at java.lang.Object.wait(Object, java:442)
runtime.cc:681] at java.lang.Object.wait(Object, java:568)
runtime.cc:681] at java.lang.Daemons$FinalizerWatchdogDaemon.sleepUntilNeeded(Daemons, java:385)
runtime.cc:681] - locked <0x06c206f2> (a java.lang.Daemons$FinalizerWatchdogDaemon)
runtime.cc:681] at java.lang.Daemons$FinalizerWatchdogDaemon.runInternal(Daemons, java:365)
runtime.cc:681] at java.lang.Daemons$Daemon.run(Daemons, java:140)
runtime.cc:681] at java.lang.Thread.run(Thread, java:1012)
runtime.cc:681]
runtime.cc:681] "FinalizerDaemon" prio=5 tid=13 Waiting
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e80450 self=0xb400007923698f00
runtime.cc:681] | sysTid=14493 nice=4 cgrp=system sched=0/0 handle=0x773f918cb0
runtime.cc:681] | state=S schedstat=( 8143066 1114259 9 ) utm=0 stm=0 core=5 HZ=100
runtime.cc:681] | stack=0x773f815000-0x773f817000 stackSize=1039KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 00000000004f65c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28) (BuildId: dc4001c2ef2dfc23)
runtime.cc:681] native: #01 pc 00000000003a9ae4 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::T
runtime.cc:681] native: #02 pc 00000000004e0cd0 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<ar
runtime.cc:681] at java.lang.Object.wait(Native method)
runtime.cc:681] - waiting on <0x0fe6e143> (a java.lang.Object)
runtime.cc:681] at java.lang.Object.wait(Object, java:442)
runtime.cc:681] at java.lang.ref.ReferenceQueue.remove(ReferenceQueue, java:203)
runtime.cc:681] - locked <0x0fe6e143> (a java.lang.Object)
runtime.cc:681] at java.lang.ref.ReferenceQueue.remove(ReferenceQueue, java:224)
runtime.cc:681] at java.lang.Daemons$FinalizerDaemon.runInternal(Daemons, java:300)
runtime.cc:681] at java.lang.Daemons$Daemon.run(Daemons, java:140)
runtime.cc:681] at java.lang.Thread.run(Thread, java:1012)
runtime.cc:681]
runtime.cc:681] "binder:14481_1" prio=5 tid=14 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e804c8 self=0xb40000792369fe40
runtime.cc:681] | sysTid=14495 nice=0 cgrp=system sched=0/0 handle=0x773c5dbcb0
runtime.cc:681] | state=S schedstat=( 254771531 89964428 1640 ) utm=15 stm=9 core=4 HZ=100
runtime.cc:681] | stack=0x773c4e4000-0x773c4e6000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 00000000000ac618 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+8) (BuildId: dc4001c2ef2dfc234)
runtime.cc:681] native: #01 pc 000000000005e72c /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+156) (BuildId: dc4001c2ef2dfc234)
runtime.cc:681] native: #02 pc 00000000000950dc /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+316) (BuildI
runtime.cc:681] native: #03 pc 0000000000094f88 /system/lib64/libbinder.so (android::ThreadPool::threadLoop()+24) (BuildId: 5f5bf5a71c
runtime.cc:681] native: #04 pc 00000000000147f0 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+528) (BuildId: 0b4a793f
runtime.cc:681] native: #05 pc 00000000000c8f6c /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+1
runtime.cc:681] native: #06 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #07 pc 0000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681]
runtime.cc:681] "binder:14481_2" prio=5 tid=15 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e80540 self=0xb40000792369aad0
runtime.cc:681] | sysTid=14496 nice=0 cgrp=system sched=0/0 handle=0x773b4ddcb0
runtime.cc:681] | state=S schedstat=( 2465170 199260 6 ) utm=0 stm=0 core=5 HZ=100
runtime.cc:681] | stack=0x773b3e6000-0x773b3e8000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 00000000000ac618 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+8) (BuildId: dc4001c2ef2dfc234)
runtime.cc:681] native: #01 pc 000000000005e72c /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+156) (BuildId: dc4001c2ef2dfc234)
runtime.cc:681] native: #02 pc 00000000000950dc /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+316) (BuildI
runtime.cc:681] native: #03 pc 0000000000094f88 /system/lib64/libbinder.so (android::ThreadPool::threadLoop()+24) (BuildId: 5f5bf5a71c
runtime.cc:681] native: #04 pc 00000000000147f0 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+528) (BuildId: 0b4a793f
runtime.cc:681] native: #05 pc 00000000000c8f6c /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+1
runtime.cc:681] native: #06 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #07 pc 0000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681]
runtime.cc:681] "binder:14481_3" prio=5 tid=16 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e805b8 self=0xb40000792369e270
runtime.cc:681] | sysTid=14497 nice=0 cgrp=system sched=0/0 handle=0x773a3dfcb0
```



```
runtime.cc:681] | state=S schedstat=( 114578619 57875485 699 ) utm=7 stm=4 core=7 HZ=100
runtime.cc:681] | stack=0x773a2e8000-0x773a2ea000 stackSize=991KB
runtime.cc:681] | held mutexes=
10:48:50.876 A runtime.cc:681] native: #00 pc 00000000000ac618 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+8) (BuildId: dc4001c2ef2dfc234
runtime.cc:681] native: #01 pc 000000000005e72c /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+156) (BuildId: dc4001c2ef2dfc234
runtime.cc:681] native: #02 pc 00000000000950dc /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+316) (BuildI
runtime.cc:681] native: #03 pc 0000000000094f88 /system/lib64/libbinder.so (android::ThreadPool::threadLoop()+24) (BuildId: 5f5bf5a71d
runtime.cc:681] native: #04 pc 00000000000147f0 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+528) (BuildId: 0b4a793f
runtime.cc:681] native: #05 pc 00000000000c8f6c /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+1
runtime.cc:681] native: #06 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #07 pc 0000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681]
runtime.cc:681] "Profile Saver" prio=5 tid=17 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e80630 self=0xb4000079236a1a10
runtime.cc:681] | sysTid=14515 nice=9 cgrp=system sched=0/0 handle=0x7738837cb0
runtime.cc:681] | state=S schedstat=( 28083130 6749918 30 ) utm=2 stm=0 core=4 HZ=100
runtime.cc:681] | stack=0x7738740000-0x7738742000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 000000000004f660 /apex/com.android.runtime/lib64/bionic/libc.so (syscall+32) (BuildId: dc4001c2ef2dfc23
runtime.cc:681] native: #01 pc 000000000004elef8 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::TimedWait(art::Thread*,
runtime.cc:681] native: #02 pc 0000000000055a420 /apex/com.android.art/lib64/libart.so (art::ProfileSaver::Run()+524) (BuildId: 12e00dc
runtime.cc:681] native: #03 pc 00000000000559798 /apex/com.android.art/lib64/libart.so (art::ProfileSaver::RunProfileSaverThread(void*)
runtime.cc:681] native: #04 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #05 pc 0000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681]
runtime.cc:681] "Chrome_ProcessLauncherThread" prio=5 tid=20 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e80890 self=0xb4000079236af890
runtime.cc:681] | sysTid=14551 nice=0 cgrp=system sched=0/0 handle=0x773215bcb0
runtime.cc:681] | state=S schedstat=( 43495888 23310504 139 ) utm=2 stm=1 core=2 HZ=100
runtime.cc:681] | stack=0x7732058000-0x773205a000 stackSize=1039KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 00000000000ad5f8 /apex/com.android.runtime/lib64/bionic/libc.so (__epoll_pwait+8) (BuildId: dc4001c2ef2
runtime.cc:681] native: #01 pc 0000000000010f00 /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, int*, void**) +176) (Bu
runtime.cc:681] native: #02 pc 0000000000015f33c /system/lib64/libandroid_runtime.so (android::android_os_MessageQueue_nativePollOnce(_
runtime.cc:681] at android.os.MessageQueue.nativePollOnce(Native method)
runtime.cc:681] at android.os.MessageQueue.next(MessageQueue.java:335)
runtime.cc:681] at android.os.Looper.loopOnce(Looper.java:161)
runtime.cc:681] at android.os.Looper.loop(Looper.java:288)
10:48:50.876 A runtime.cc:681] at android.os.HandlerThread.run(HandlerThread.java:67)
runtime.cc:681]
runtime.cc:681] "ThreadPoolForeg" prio=5 tid=22 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e80a48 self=0xb4000079236b1460
runtime.cc:681] | sysTid=14555 nice=0 cgrp=system sched=0/0 handle=0x772fa49cb0
runtime.cc:681] | state=S schedstat=( 846736106 304853431 4969 ) utm=52 stm=31 core=7 HZ=100
runtime.cc:681] | stack=0x772f952000-0x772f954000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 000000000004f660 /apex/com.android.runtime/lib64/bionic/libc.so (syscall+32) (BuildId: dc4001c2ef2dfc23
runtime.cc:681] native: #01 pc 0000000000053f40 /apex/com.android.runtime/lib64/bionic/libc.so (__futex_wait_ex(void volatile*, bool,
runtime.cc:681] native: #02 pc 00000000000c1654 /apex/com.android.runtime/lib64/bionic/libc.so (pthread_cond_timedwait+132) (BuildId:
runtime.cc:681] native: #03 pc 000000000025b0cd4 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #04 pc 000000000025fca34 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #05 pc 000000000025fc6f4 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #06 pc 00000000002620bd8 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #07 pc 000000000025c0128 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #08 pc 000000000025cla3c /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #09 pc 000000000025c19a8 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #10 pc 000000000025fbffc /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #11 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #12 pc 0000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681]
runtime.cc:681] "GoogleApiHandler" prio=5 tid=23 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e80ac0 self=0xb4000079236adcc0
runtime.cc:681] | sysTid=14558 nice=9 cgrp=system sched=0/0 handle=0x772b74fcb0
runtime.cc:681] | state=S schedstat=( 10172528 12437499 66 ) utm=1 stm=0 core=7 HZ=100
runtime.cc:681] | stack=0x772b64c000-0x772b64e000 stackSize=1039KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 00000000000ad5f8 /apex/com.android.runtime/lib64/bionic/libc.so (__epoll_pwait+8) (BuildId: dc4001c2ef2
10:48:50.876 A runtime.cc:681] native: #01 pc 0000000000010f00 /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, void**) +176) (Bu
runtime.cc:681] native: #02 pc 0000000000015f33c /system/lib64/libandroid_runtime.so (android::android_os_MessageQueue_nativePollOnce(_
runtime.cc:681] at android.os.MessageQueue.nativePollOnce(Native method)
runtime.cc:681] at android.os.MessageQueue.next(MessageQueue.java:335)
runtime.cc:681] at android.os.Looper.loopOnce(Looper.java:161)
runtime.cc:681] at android.os.Looper.loop(Looper.java:288)
runtime.cc:681] at android.os.HandlerThread.run(HandlerThread.java:67)
runtime.cc:681]
runtime.cc:681] "MediaCodec_looper" prio=10 tid=21 Runnable
runtime.cc:681] | group="" sCount=0 ucsCount=0 flags=0 obj=0x13480028 self=0xb4000079237434a0
```


10:48:50.876 A

```
runtime.cc:681] | sysTid=15330 nice=-10 cgrp=system sched=0/0 handle=0x7797ca0cb0
runtime.cc:681] | state=R schedstat=( 1193901143 407361719 6230 ) utm=59 stm=59 core=1 HZ=100
runtime.cc:681] | stack=0x7797ba9000-0x7797bab000 stackSize=991KB
runtime.cc:681] | held mutexes= "mutator lock"(shared held)
runtime.cc:681] native: #00 pc 00000000006b13a0 /apex/com.android.art/lib64/libart.so (art::DumpNativeStack(std::__1::basic_ostream<ch
runtime.cc:681] native: #01 pc 0000000000719cf0 /apex/com.android.art/lib64/libart.so (art::Thread::DumpStack(std::__1::basic_ostream<ch
runtime.cc:681] native: #02 pc 0000000000729248 /apex/com.android.art/lib64/libart.so (art::DumpCheckpoint::Run(art::Thread*)+216) (Bu
runtime.cc:681] native: #03 pc 00000000004260b0 /apex/com.android.art/lib64/libart.so (art::Thread::RunCheckpointFunction()+140) (Buil
runtime.cc:681] native: #04 pc 0000000000786ecc /apex/com.android.art/lib64/libart.so (artTestSuspendFromCode+48) (BuildId: 12e00d030f
runtime.cc:681] native: #05 pc 0000000000460f3c /apex/com.android.art/lib64/libart.so (art_quick_test_suspend+156) (BuildId: 12e00d030f
runtime.cc:681] native: #06 pc 0000000000200804 /apex/com.android.art/lib64/libart.so (ExecuteNterpImpl+1908) (BuildId: 12e00d030bfcfe
runtime.cc:681] native: #07 pc 0000000000341314 /system/framework/framework.jar (android.media.MediaCodec$BufferInfo.<init>())
runtime.cc:681] native: #08 pc 0000000000457b6c /apex/com.android.art/lib64/libart.so (art_quick_invoke_stub+556) (BuildId: 12e00d030f
runtime.cc:681] native: #09 pc 0000000000484e54 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned i
runtime.cc:681] native: #10 pc 00000000005a5e20 /apex/com.android.art/lib64/libart.so (art::JNI<true>::CallNonvirtualVoidMethodV(_JNIEnv
runtime.cc:681] native: #11 pc 00000000005a55ac /apex/com.android.art/lib64/libart.so (art::JNI<true>::NewObjectV(_JNIEnv*, _jclass*,
runtime.cc:681] native: #12 pc 0000000000585fd4 /apex/com.android.art/lib64/libart.so (art::(anonymous namespace)::CheckJNI::NewObject
runtime.cc:681] native: #13 pc 000000000003e408 /system/lib64/libmedia_jni.so (_JNIEnv::NewObject(_jclass*, _jmethodID*, ...) +120) (Bu
runtime.cc:681] native: #14 pc 0000000000487b8 /system/lib64/libmedia_jni.so (android::JMediaCodec::handleCallback(android::sp<androi
runtime.cc:681] native: #15 pc 00000000000199d4 /system/lib64/libstagefright_foundation.so (android::AHandler::deliverMessage(android:
runtime.cc:681] native: #16 pc 000000000002013c /system/lib64/libstagefright_foundation.so (android::AMessage::deliver()+188) (BuildId
runtime.cc:681] native: #17 pc 000000000001ae5c /system/lib64/libstagefright_foundation.so (android::ALooper::loop()+636) (BuildId: e2
runtime.cc:681] native: #18 pc 0000000000014738 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+344) (BuildId: 0b4a793f
runtime.cc:681] native: #19 pc 00000000000c8f6c /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+1
runtime.cc:681] native: #20 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #21 pc 0000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] at android.media.MediaCodec$BufferInfo.<init>(MediaCodec.java:1590)
```

10:48:50.876 A

```
runtime.cc:681] "Chrome_IOThread" prio=7 tid=24 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e80ba0 self=0xb4000079236b4c00
runtime.cc:681] | sysTid=14559 nice=-4 cgrp=system sched=0/0 handle=0x772a645cb0
runtime.cc:681] | state=S schedstat=( 4278258075 1370498812 25470 ) utm=280 stm=147 core=5 HZ=100
runtime.cc:681] | stack=0x772a54e000-0x772a550000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 0000000000ad5f8 /apex/com.android.runtime/lib64/bionic/libc.so (__epoll_pwait+8) (BuildId: dc4001c2ef2
runtime.cc:681] native: #01 pc 000000000050ca4cc /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #02 pc 000000000050c84c8 /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #03 pc 000000000025b0120 /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #04 pc 000000000025b8218 /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #05 pc 000000000025b7da8 /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #06 pc 000000000025b7c08 /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #07 pc 0000000000321cfb4 /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #08 pc 000000000026c3528 /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #09 pc 000000000025fbffc /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #10 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #11 pc 0000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
```

10:48:50.876 A

```
runtime.cc:681] "ThreadPoolForeg" prio=5 tid=25 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0xb4000079236b9f70
runtime.cc:681] | sysTid=14556 nice=0 cgrp=system sched=0/0 handle=0x772e94bcb0
runtime.cc:681] | state=S schedstat=( 189487752 71368243 840 ) utm=13 stm=5 core=4 HZ=100
runtime.cc:681] | stack=0x772e854000-0x772e856000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 00000000004f660 /apex/com.android.runtime/lib64/bionic/libc.so (syscall+32) (BuildId: dc4001c2ef2dfc23
runtime.cc:681] native: #01 pc 0000000000053f40 /apex/com.android.runtime/lib64/bionic/libc.so (__futex_wait_ex(void volatile*, bool,
runtime.cc:681] native: #02 pc 00000000000c1654 /apex/com.android.runtime/lib64/bionic/libc.so (pthread_cond_timedwait+132) (BuildId:
runtime.cc:681] native: #03 pc 000000000025b0cd4 /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #04 pc 000000000025fca34 /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #05 pc 000000000025fc6f4 /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #06 pc 00000000002620bd8 /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #07 pc 000000000025c0128 /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #08 pc 000000000025c1a3c /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #09 pc 000000000025c19a8 /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #10 pc 000000000025fbffc /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #11 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #12 pc 0000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
```

```
runtime.cc:681] "ThreadPoolSingl" prio=5 tid=26 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e80c90 self=0xb4000079236b83a0
runtime.cc:681] | sysTid=14606 nice=0 cgrp=system sched=0/0 handle=0x771fc59cb0
runtime.cc:681] | state=S schedstat=( 1999567177 678462940 9782 ) utm=151 stm=48 core=2 HZ=100
runtime.cc:681] | stack=0x771fb62000-0x771fb64000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 00000000004f660 /apex/com.android.runtime/lib64/bionic/libc.so (syscall+32) (BuildId: dc4001c2ef2dfc23
runtime.cc:681] native: #01 pc 0000000000053f40 /apex/com.android.runtime/lib64/bionic/libc.so (__futex_wait_ex(void volatile*, bool,
runtime.cc:681] native: #02 pc 00000000000c1654 /apex/com.android.runtime/lib64/bionic/libc.so (pthread_cond_timedwait+132) (BuildId:
runtime.cc:681] native: #03 pc 000000000025b0cd4 /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #04 pc 000000000025fca34 /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
```

```
runtime.cc:681] native: #05 pc 00000000025fc6f4 /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #06 pc 0000000002620bd8 /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #07 pc 00000000025c0128 /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #08 pc 00000000022a97fc /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #09 pc 00000000025c19f4 /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #10 pc 00000000025fbffc /data/app/~~KjLfM1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #11 pc 0000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #12 pc 000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681]
runtime.cc:681] "PlatformServiceBridgeHandlerThread" prio=5 tid=27 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e80d08 self=0xb4000079236b67d0
runtime.cc:681] | sysTid=14608 nice=0 cgrp=system sched=0/0 handle=0x771da5dcb0
runtime.cc:681] | state=S schedstat=( 42105829 25690966 480 ) utm=3 stm=0 core=1 HZ=100
runtime.cc:681] | stack=0x771d95a000-0x771d95c000 stackSize=1039KB
runtime.cc:681] | held mutexes=
10:48:50.876 A runtime.cc:681] native: #00 pc 00000000000ad5f8 /apex/com.android.runtime/lib64/bionic/libc.so (__epoll_pwait+8) (BuildId: dc4001c2ef2
runtime.cc:681] native: #01 pc 0000000000010f00 /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, int*, void**)+176) (Bu
runtime.cc:681] native: #02 pc 000000000015f33c /system/lib64/libandroid_runtime.so (android::android_os_MessageQueue_nativePollOnce(_
runtime.cc:681] at android.os.MessageQueue.nativePollOnce(Native method)
runtime.cc:681] at android.os.MessageQueue.next(MessageQueue.java:335)
runtime.cc:681] at android.os.Looper.loopOnce(Looper.java:161)
runtime.cc:681] at android.os.Looper.loop(Looper.java:288)
runtime.cc:681] at android.os.HandlerThread.run(HandlerThread.java:67)
runtime.cc:681]
runtime.cc:681] "CleanupReference" prio=5 tid=28 Waiting
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e80de8 self=0xb4000079236bf2e0
runtime.cc:681] | sysTid=14617 nice=0 cgrp=system sched=0/0 handle=0x771a757cb0
runtime.cc:681] | state=S schedstat=( 111491 4965 2 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:681] | stack=0x771a654000-0x771a656000 stackSize=1039KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 000000000004f65c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28) (BuildId: dc4001c2ef2dfc23
runtime.cc:681] native: #01 pc 00000000003a9ae4 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::I
runtime.cc:681] native: #02 pc 000000000004e0cd0 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<ar
runtime.cc:681] at java.lang.Object.wait(Native method)
runtime.cc:681] - waiting on <0x0ac283c0> (a java.lang.Object)
runtime.cc:681] at java.lang.Object.wait(Object.java:442)
runtime.cc:681] at java.lang.ref.ReferenceQueue.remove(ReferenceQueue.java:203)
runtime.cc:681] - locked <0x0ac283c0> (a java.lang.Object)
runtime.cc:681] at java.lang.ref.ReferenceQueue.remove(ReferenceQueue.java:224)
runtime.cc:681] at Vj.run(chromium-TrichromeWebViewGoogle6432.aab-stable-567213234:3)
runtime.cc:681]
runtime.cc:681] "ConnectivityThread" prio=5 tid=29 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e80e80 self=0xb4000079236c0eb0
runtime.cc:681] | sysTid=14619 nice=0 cgrp=system sched=0/0 handle=0x771964dcb0
runtime.cc:681] | state=S schedstat=( 18662069 8343503 53 ) utm=1 stm=0 core=7 HZ=100
runtime.cc:681] | stack=0x771954a000-0x771954c000 stackSize=1039KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 00000000000ad5f8 /apex/com.android.runtime/lib64/bionic/libc.so (__epoll_pwait+8) (BuildId: dc4001c2ef2
runtime.cc:681] native: #01 pc 0000000000010f00 /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, int*, void**)+176) (Bu
runtime.cc:681] native: #02 pc 000000000015f33c /system/lib64/libandroid_runtime.so (android::android_os_MessageQueue_nativePollOnce(_
runtime.cc:681] at android.os.MessageQueue.nativePollOnce(Native method)
runtime.cc:681] at android.os.MessageQueue.next(MessageQueue.java:335)
runtime.cc:681] at android.os.Looper.loopOnce(Looper.java:161)
runtime.cc:681] at android.os.Looper.loop(Looper.java:288)
runtime.cc:681] at android.os.HandlerThread.run(HandlerThread.java:67)
runtime.cc:681]
runtime.cc:681] "binder:14481_4" prio=5 tid=30 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e80f60 self=0xb4000079236bd710
runtime.cc:681] | sysTid=14631 nice=0 cgrp=system sched=0/0 handle=0x7716249cb0
10:48:50.876 A runtime.cc:681] | state=S schedstat=( 428173163 144493975 2637 ) utm=28 stm=14 core=7 HZ=100
runtime.cc:681] | stack=0x7716152000-0x7716154000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 00000000000ac618 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+8) (BuildId: dc4001c2ef2dfc234
runtime.cc:681] native: #01 pc 000000000005e72c /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+156) (BuildId: dc4001c2ef2dfc234
runtime.cc:681] native: #02 pc 00000000000950dc /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+316) (BuildI
runtime.cc:681] native: #03 pc 0000000000094f88 /system/lib64/libbinder.so (android::PoolThread::threadLoop()+24) (BuildId: 5f5bf5a71d
runtime.cc:681] native: #04 pc 00000000000147f0 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+528) (BuildId: 0b4a793f
runtime.cc:681] native: #05 pc 00000000000c8f6c /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+1
runtime.cc:681] native: #06 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #07 pc 00000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681]
runtime.cc:681] "hwuiTask0" prio=6 tid=31 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e80fd8 self=0xb4000079236c4650
runtime.cc:681] | sysTid=14657 nice=-2 cgrp=system sched=0/0 handle=0x7716e92cb0
runtime.cc:681] | state=S schedstat=( 509969 1623166 12 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:681] | stack=0x7716d9b000-0x7716d9d000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 000000000004f65c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28) (BuildId: dc4001c2ef2dfc23
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```
runtime.cc:681] native: #01 pc 0000000000053f40 /apex/com.android.runtime/lib64/bionic/libc.so (__futex_wait_ex(void volatile*, bool,
runtime.cc:681] native: #02 pc 00000000000c1598 /apex/com.android.runtime/lib64/bionic/libc.so (pthread_cond_wait+72) (BuildId: dc4001
runtime.cc:681] native: #03 pc 000000000006ab04 /system/lib64/libc++.so (std::__1::condition_variable::wait(std::__1::unique_lock<std:
runtime.cc:681] native: #04 pc 0000000000254cb0 /system/lib64/libhwui.so (android::uirenderer::CommonPool::workerLoop()+96) (BuildId:
runtime.cc:681] native: #05 pc 0000000000254f1c /system/lib64/libhwui.so (android::uirenderer::CommonPool::CommonPool()::$_0::operator
runtime.cc:681] native: #06 pc 0000000000254e58 /system/lib64/libhwui.so (void* std::__1::__thread_proxy<std::__1::tuple<std::__1::uni
runtime.cc:681] native: #07 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #08 pc 000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681] "hwuiTask1" prio=6 tid=32 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e81050 self=0xb4000079236c7df0
runtime.cc:681] | sysTid=14658 nice=-2 cgrp=system sched=0/0 handle=0x7716d94cb0
runtime.cc:681] | state=S schedstat=( 517579 3450642 9 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:681] | stack=0x7716c9d000-0x7716c9f000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 000000000004f65c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28) (BuildId: dc4001c2ef2dfc23
runtime.cc:681] native: #01 pc 0000000000053f40 /apex/com.android.runtime/lib64/bionic/libc.so (__futex_wait_ex(void volatile*, bool,
runtime.cc:681] native: #02 pc 00000000000c1598 /apex/com.android.runtime/lib64/bionic/libc.so (pthread_cond_wait+72) (BuildId: dc4001
runtime.cc:681] native: #03 pc 000000000006ab04 /system/lib64/libc++.so (std::__1::condition_variable::wait(std::__1::unique_lock<std:
runtime.cc:681] native: #04 pc 0000000000254cb0 /system/lib64/libhwui.so (android::uirenderer::CommonPool::workerLoop()+96) (BuildId:
runtime.cc:681] native: #05 pc 0000000000254f1c /system/lib64/libhwui.so (android::uirenderer::CommonPool::CommonPool()::$_0::operator
runtime.cc:681] native: #06 pc 0000000000254e58 /system/lib64/libhwui.so (void* std::__1::__thread_proxy<std::__1::tuple<std::__1::uni
runtime.cc:681] native: #07 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #08 pc 000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681] "AudioThread" prio=5 tid=33 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e810c8 self=0xb4000079236dafa0
runtime.cc:681] | sysTid=14586 nice=0 cgrp=system sched=0/0 handle=0x772624dcb0
runtime.cc:681] | state=S schedstat=( 57028364 45120924 220 ) utm=3 stm=2 core=0 HZ=100
runtime.cc:681] | stack=0x7726156000-0x7726158000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 000000000004f65c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28) (BuildId: dc4001c2ef2dfc23
runtime.cc:681] native: #01 pc 0000000000053f40 /apex/com.android.runtime/lib64/bionic/libc.so (__futex_wait_ex(void volatile*, bool,
runtime.cc:681] native: #02 pc 00000000000c1598 /apex/com.android.runtime/lib64/bionic/libc.so (pthread_cond_wait+72) (BuildId: dc4001
runtime.cc:681] native: #03 pc 000000000025fbdf0 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #04 pc 000000000025fcad0 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #05 pc 000000000025fc6f4 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #06 pc 000000000025b88a4 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #07 pc 000000000025b8218 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #08 pc 000000000025b7da8 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #09 pc 000000000025b7c08 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #10 pc 000000000026c3528 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #11 pc 000000000025fbffc /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #12 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #13 pc 000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681] "Chrome_InProcGpuThread" prio=7 tid=34 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e81140 self=0xb4000079236e56c0
runtime.cc:681] | sysTid=14663 nice=-4 cgrp=system sched=0/0 handle=0x77168e8cb0
runtime.cc:681] | state=S schedstat=( 4949589461 1079514391 12108 ) utm=379 stm=115 core=5 HZ=100
runtime.cc:681] | stack=0x77167f1000-0x77167f3000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 000000000004f660 /apex/com.android.runtime/lib64/bionic/libc.so (syscall+32) (BuildId: dc4001c2ef2dfc23
runtime.cc:681] native: #01 pc 0000000000053f40 /apex/com.android.runtime/lib64/bionic/libc.so (__futex_wait_ex(void volatile*, bool,
runtime.cc:681] native: #02 pc 00000000000c1654 /apex/com.android.runtime/lib64/bionic/libc.so (pthread_cond_timedwait+132) (BuildId:
runtime.cc:681] native: #03 pc 000000000025b0cd4 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #04 pc 000000000025fca34 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #05 pc 000000000025fc6f4 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #06 pc 000000000025b88a4 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #07 pc 000000000025b8218 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #08 pc 000000000025b7da8 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #09 pc 000000000025b7c08 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #10 pc 000000000026c3528 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #11 pc 000000000025fbffc /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #12 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #13 pc 000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681] "GAC_Executor[0]" prio=5 tid=35 TimedWaiting
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e811b8 self=0xb4000079236e0350
runtime.cc:681] | sysTid=14690 nice=0 cgrp=system sched=0/0 handle=0x77709c9fcb0
runtime.cc:681] | state=S schedstat=( 3787111 3030762 11 ) utm=0 stm=0 core=1 HZ=100
runtime.cc:681] | stack=0x77709b9c000-0x77709b9e000 stackSize=1039KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 000000000004f660 /apex/com.android.runtime/lib64/bionic/libc.so (syscall+32) (BuildId: dc4001c2ef2dfc23
runtime.cc:681] native: #01 pc 00000000000467e58 /apex/com.android.art/lib64/libart.so (art::Thread::Park(bool, long)+616) (BuildId: 12
runtime.cc:681] native: #02 pc 00000000000467688 /apex/com.android.art/lib64/libart.so (art::Unsafe_park(_JNIEnv*, _jobject*, unsigned
```

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```
runtime.cc:681] at jdk.internal.misc.Unsafe.park(Native method)
runtime.cc:681] - waiting on an unknown object
runtime.cc:681] at java.util.concurrent.locks.LockSupport.parkNanos(LockSupport.java:234)
runtime.cc:681] at java.util.concurrent.locks.AbstractQueuedSynchronizer$ConditionObject.awaitNanos(AbstractQueuedSynchronizer.java:212)
runtime.cc:681] at java.util.concurrent.LinkedBlockingQueue.poll(LinkedBlockingQueue.java:458)
runtime.cc:681] at java.util.concurrent.ThreadPoolExecutor.getTask(ThreadPoolExecutor.java:1062)
runtime.cc:681] at java.util.concurrent.ThreadPoolExecutor.runWorker(ThreadPoolExecutor.java:1123)
runtime.cc:681] at java.util.concurrent.ThreadPoolExecutor$Worker.run(ThreadPoolExecutor.java:637)
runtime.cc:681] at L80.run(chromium-TrichromeWebViewGoogle6432.aab-stable-567213234:8)
runtime.cc:681] at java.lang.Thread.run(Thread.java:1012)
runtime.cc:681]
runtime.cc:681] "GAC_Executor[1]" prio=5 tid=36 TimedWaiting
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e81338 self=0xb4000079236ee1d0
runtime.cc:681] | sysTid=14692 nice=0 cgrp=system sched=0/0 handle=0x7708b95cb0
runtime.cc:681] | state=S schedstat=( 2564047 139364 10 ) utm=0 stm=0 core=1 HZ=100
runtime.cc:681] | stack=0x7708a92000-0x7708a94000 stackSize=1039KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 000000000004f660 /apex/com.android.runtime/lib64/bionic/libc.so (syscall+32) (BuildId: dc4001c2ef2dfc23
runtime.cc:681] native: #01 pc 00000000000467e58 /apex/com.android.art/lib64/libart.so (art::Thread::Park(bool, long)+616) (BuildId: 12
runtime.cc:681] native: #02 pc 00000000000467688 /apex/com.android.art/lib64/libart.so (art::Unsafe_park(_JNIEnv*, _jobject*, unsigned
runtime.cc:681] at jdk.internal.misc.Unsafe.park(Native method)
runtime.cc:681] - waiting on an unknown object
runtime.cc:681] at java.util.concurrent.locks.LockSupport.parkNanos(LockSupport.java:234)
runtime.cc:681] at java.util.concurrent.locks.AbstractQueuedSynchronizer$ConditionObject.awaitNanos(AbstractQueuedSynchronizer.java:212)
runtime.cc:681] at java.util.concurrent.LinkedBlockingQueue.poll(LinkedBlockingQueue.java:458)
runtime.cc:681] at java.util.concurrent.ThreadPoolExecutor.getTask(ThreadPoolExecutor.java:1062)
runtime.cc:681] at java.util.concurrent.ThreadPoolExecutor.runWorker(ThreadPoolExecutor.java:1123)
runtime.cc:681] at java.util.concurrent.ThreadPoolExecutor$Worker.run(ThreadPoolExecutor.java:637)
runtime.cc:681] at L80.run(chromium-TrichromeWebViewGoogle6432.aab-stable-567213234:8)
runtime.cc:681] at java.lang.Thread.run(Thread.java:1012)
runtime.cc:681]
runtime.cc:681] "JavaBridge" prio=5 tid=37 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e81410 self=0xb4000079236ec600
runtime.cc:681] | sysTid=14707 nice=0 cgrp=system sched=0/0 handle=0x7707a8bcb0
runtime.cc:681] | state=S schedstat=( 181336306 32049194 746 ) utm=15 stm=2 core=1 HZ=100
runtime.cc:681] | stack=0x7707988000-0x770798a000 stackSize=1039KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 00000000000ad5f8 /apex/com.android.runtime/lib64/bionic/libc.so (__epoll_pwait+8) (BuildId: dc4001c2ef2
runtime.cc:681] native: #01 pc 0000000000010f00 /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, int*, void**)+176) (Bu
runtime.cc:681] native: #02 pc 000000000015f33c /system/lib64/libandroid_runtime.so (android::android_os_MessageQueue_nativePollOnce(_
runtime.cc:681] at android.os.MessageQueue.nativePollOnce(Native method)
runtime.cc:681] at android.os.MessageQueue.next(MessageQueue.java:335)
runtime.cc:681] at android.os.Looper.loopOnce(Looper.java:161)
runtime.cc:681] at android.os.Looper.loop(Looper.java:288)
runtime.cc:681] at android.os.HandlerThread.run(HandlerThread.java:67)
runtime.cc:681]
runtime.cc:681] "ThreadPoolForeg" prio=5 tid=38 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e814f0 self=0xb4000079236f3540
runtime.cc:681] | sysTid=14585 nice=0 cgrp=system sched=0/0 handle=0x772834bcb0
runtime.cc:681] | state=S schedstat=( 3735351 3247154 11 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:681] | stack=0x7728254000-0x7728256000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 000000000004f65c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28) (BuildId: dc4001c2ef2dfc23
runtime.cc:681] native: #01 pc 0000000000053f40 /apex/com.android.runtime/lib64/bionic/libc.so (__futex_wait_ex(void volatile*, bool,
runtime.cc:681] native: #02 pc 00000000000c1598 /apex/com.android.runtime/lib64/bionic/libc.so (pthread_cond_wait+72) (BuildId: dc4001
runtime.cc:681] native: #03 pc 000000000025fbdf0 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #04 pc 000000000025fcd0 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #05 pc 000000000025fc6f4 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #06 pc 00000000002620c2c /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #07 pc 000000000025c0128 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #08 pc 000000000025cla3c /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #09 pc 000000000025c19a8 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #10 pc 000000000025fbffc /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #11 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #12 pc 0000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681]
runtime.cc:681] "ThreadPoolForeg" prio=5 tid=39 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e81568 self=0xb4000079236f6ce0
runtime.cc:681] | sysTid=14557 nice=0 cgrp=system sched=0/0 handle=0x772e84dcb0
runtime.cc:681] | state=S schedstat=( 36118571 22911574 205 ) utm=2 stm=0 core=6 HZ=100
runtime.cc:681] | stack=0x772e756000-0x772e758000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 000000000004f660 /apex/com.android.runtime/lib64/bionic/libc.so (syscall+32) (BuildId: dc4001c2ef2dfc23
runtime.cc:681] native: #01 pc 0000000000053f40 /apex/com.android.runtime/lib64/bionic/libc.so (__futex_wait_ex(void volatile*, bool,
runtime.cc:681] native: #02 pc 00000000000c1654 /apex/com.android.runtime/lib64/bionic/libc.so (pthread_cond_timedwait+132) (BuildId:
runtime.cc:681] native: #03 pc 000000000025b0cd4 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #04 pc 000000000025fca34 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #05 pc 000000000025fc6f4 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #06 pc 00000000002620bd8 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
```

10:48:50.876 A


10:48:50.876 A


```
runtime.cc:681] native: #07 pc 00000000025c0128 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #08 pc 00000000025c1a3c /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #09 pc 00000000025c19a8 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #10 pc 00000000025fbffc /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #11 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #12 pc 0000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681] "ThreadPoolForeg" prio=5 tid=40 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e815e0 self=0xb4000079236ff7f0
runtime.cc:681] | sysTid=14584 nice=0 cgrp=system sched=0/0 handle=0x7728449cb0
runtime.cc:681] | state=S schedstat=( 3956905 5855715 55 ) utm=0 stm=0 core=3 HZ=100
runtime.cc:681] | stack=0x7728352000-0x7728354000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 000000000004f65c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28) (BuildId: dc4001c2ef2dfc23
runtime.cc:681] native: #01 pc 0000000000053f40 /apex/com.android.runtime/lib64/bionic/libc.so (__futex_wait_ex(void volatile*, bool,
runtime.cc:681] native: #02 pc 00000000000c1598 /apex/com.android.runtime/lib64/bionic/libc.so (pthread_cond_wait+72) (BuildId: dc4001
runtime.cc:681] native: #03 pc 000000000025fbdf0 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #04 pc 00000000025fcad0 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #05 pc 00000000025fc6f4 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #06 pc 0000000002620c2c /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #07 pc 00000000025c0128 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #08 pc 00000000025c1a3c /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #09 pc 00000000025c19a8 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #10 pc 00000000025fbffc /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #11 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #12 pc 0000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681] "ThreadPoolSingl" prio=5 tid=42 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e81658 self=0xb4000079237145b0
runtime.cc:681] | sysTid=14592 nice=0 cgrp=system sched=0/0 handle=0x7724051cb0
runtime.cc:681] | state=S schedstat=( 4572714 13050251 45 ) utm=0 stm=0 core=2 HZ=100
runtime.cc:681] | stack=0x7723f5a000-0x7723f5c000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 000000000004f65c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28) (BuildId: dc4001c2ef2dfc23
runtime.cc:681] native: #01 pc 0000000000053f40 /apex/com.android.runtime/lib64/bionic/libc.so (__futex_wait_ex(void volatile*, bool,
runtime.cc:681] native: #02 pc 00000000000c1598 /apex/com.android.runtime/lib64/bionic/libc.so (pthread_cond_wait+72) (BuildId: dc4001
runtime.cc:681] native: #03 pc 000000000025fbdf0 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #04 pc 00000000025fcad0 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #05 pc 00000000025fc6f4 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #06 pc 0000000002620c2c /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #07 pc 00000000025c0128 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #08 pc 00000000022a97fc /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #09 pc 00000000025c19f4 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #10 pc 00000000025fbffc /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #11 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #12 pc 0000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681] "AudioPortEventHandler" prio=5 tid=41 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e816d0 self=0xb400007923709ed0
runtime.cc:681] | sysTid=14758 nice=0 cgrp=system sched=0/0 handle=0x7705e14cb0
runtime.cc:681] | state=S schedstat=( 350545 90739 1 ) utm=0 stm=0 core=4 HZ=100
runtime.cc:681] | stack=0x7705d11000-0x7705d13000 stackSize=1039KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 00000000000ad5f8 /apex/com.android.runtime/lib64/bionic/libc.so (__epoll_pwait+8) (BuildId: dc4001c2ef2
runtime.cc:681] native: #01 pc 0000000000010f00 /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, int*, void**) +176) (Bu
runtime.cc:681] native: #02 pc 000000000015f33c /system/lib64/libandroid_runtime.so (android::android_os_MessageQueue_nativePollOnce(_
runtime.cc:681] at android.os.MessageQueue.nativePollOnce(Native method)
runtime.cc:681] at android.os.MessageQueue.next(MessageQueue.java:335)
runtime.cc:681] at android.os.Looper.loopOnce(Looper.java:161)
runtime.cc:681] at android.os.Looper.loop(Looper.java:288)
runtime.cc:681] at android.os.HandlerThread.run(HandlerThread.java:67)
runtime.cc:681]
runtime.cc:681] "HwBinder:14481_1" prio=10 tid=46 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e817b0 self=0xb40000792375ba00
runtime.cc:681] | sysTid=14768 nice=-10 cgrp=system sched=0/0 handle=0x76fb417cb0
runtime.cc:681] | state=S schedstat=( 1707696269 444802794 7733 ) utm=64 stm=106 core=2 HZ=100
runtime.cc:681] | stack=0x76fb320000-0x76fb322000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 00000000000ac618 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+8) (BuildId: dc4001c2ef2dfc234
runtime.cc:681] native: #01 pc 000000000005e72c /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+156) (BuildId: dc4001c2ef2dfc234
runtime.cc:681] native: #02 pc 0000000000081000 /system/lib64/libhidlbase.so (android::hardware::IPCThreadState::joinThreadPool(bool)+
runtime.cc:681] native: #03 pc 0000000000080d38 /system/lib64/libhidlbase.so (android::hardware::PoolThread::threadLoop()+24) (BuildId
runtime.cc:681] native: #04 pc 00000000000147f0 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+528) (BuildId: 0b4a793f
runtime.cc:681] native: #05 pc 00000000000c8f6c /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+1
runtime.cc:681] native: #06 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #07 pc 0000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
```


```
runtime.cc:681]
runtime.cc:681] "ThreadPoolSingl" prio=5 tid=47 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e81828 self=0xb400007923772390
runtime.cc:681] | sysTid=14623 nice=0 cgrp=system sched=0/0 handle=0x7718543cb0
runtime.cc:681] | state=S schedstat=( 36313275 11207275 148 ) utm=2 stm=0 core=5 HZ=100
runtime.cc:681] | stack=0x771844c000-0x771844e000 stackSize=991KB
runtime.cc:681] | held mutexes=
10:48:50.876 A runtime.cc:681] native: #00 pc 00000000004f65c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28) (BuildId: dc4001c2ef2dfc23
runtime.cc:681] native: #01 pc 0000000000053f40 /apex/com.android.runtime/lib64/bionic/libc.so (__futex_wait_ex(void volatile*, bool,
runtime.cc:681] native: #02 pc 00000000000c1598 /apex/com.android.runtime/lib64/bionic/libc.so (pthread_cond_wait+72) (BuildId: dc4001
runtime.cc:681] native: #03 pc 000000000025fbd0 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #04 pc 000000000025fcad0 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #05 pc 000000000025fc6f4 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #06 pc 00000000002620c2c /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #07 pc 000000000025c0128 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #08 pc 0000000000308ea70 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #09 pc 000000000025c19e8 /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #10 pc 000000000025fbffc /data/app/~~KjLFm1PjXbm2i8Byyd7o0g==/com.google.android.trichromelibrary_567213234-3ru
runtime.cc:681] native: #11 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #12 pc 0000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681]
runtime.cc:681] "CameraManager" prio=5 tid=48 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e818a0 self=0xb400007923775b30
runtime.cc:681] | sysTid=14783 nice=0 cgrp=system sched=0/0 handle=0x76f8536cb0
runtime.cc:681] | state=S schedstat=( 256307 22705 2 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:681] | stack=0x76f8433000-0x76f8435000 stackSize=1039KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 0000000000ad5f8 /apex/com.android.runtime/lib64/bionic/libc.so (__epoll_pwait+8) (BuildId: dc4001c2ef2
runtime.cc:681] native: #01 pc 000000000010f00 /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, int*, void**)+176) (Bu
runtime.cc:681] native: #02 pc 000000000015f33c /system/lib64/libandroid_runtime.so (android::android_os_MessageQueue_nativePollOnce(_
runtime.cc:681] at android.os.MessageQueue.nativePollOnce(Native method)
runtime.cc:681] at android.os.MessageQueue.next(MessageQueue.java:335)
10:48:50.876 A runtime.cc:681] at android.os.Looper.loopOnce(Looper.java:161)
runtime.cc:681] at android.os.Looper.loop(Looper.java:288)
runtime.cc:681] at android.os.HandlerThread.run(HandlerThread.java:67)
runtime.cc:681]
runtime.cc:681] "queued-work-looper" prio=6 tid=2 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e81980 self=0xb4000079236c2a80
runtime.cc:681] | sysTid=14821 nice=-2 cgrp=system sched=0/0 handle=0x7799178cb0
runtime.cc:681] | state=S schedstat=( 533528 158732 2 ) utm=0 stm=0 core=1 HZ=100
runtime.cc:681] | stack=0x7799075000-0x7799077000 stackSize=1039KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 0000000000ad5f8 /apex/com.android.runtime/lib64/bionic/libc.so (__epoll_pwait+8) (BuildId: dc4001c2ef2
runtime.cc:681] native: #01 pc 000000000010f00 /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, int*, void**)+176) (Bu
runtime.cc:681] native: #02 pc 000000000015f33c /system/lib64/libandroid_runtime.so (android::android_os_MessageQueue_nativePollOnce(_
runtime.cc:681] at android.os.MessageQueue.nativePollOnce(Native method)
runtime.cc:681] at android.os.MessageQueue.next(MessageQueue.java:335)
runtime.cc:681] at android.os.Looper.loopOnce(Looper.java:161)
runtime.cc:681] at android.os.Looper.loop(Looper.java:288)
runtime.cc:681] at android.os.HandlerThread.run(HandlerThread.java:67)
runtime.cc:681]
runtime.cc:681] "binder:14481_5" prio=5 tid=5 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x13e81ad8 self=0xb40000792376ebf0
runtime.cc:681] | sysTid=14930 nice=0 cgrp=system sched=0/0 handle=0x7798d6ecb0
runtime.cc:681] | state=S schedstat=( 100261790 54516392 644 ) utm=6 stm=3 core=0 HZ=100
runtime.cc:681] | stack=0x7798c77000-0x7798c79000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 0000000000ac618 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+8) (BuildId: dc4001c2ef2dfc234
runtime.cc:681] native: #01 pc 000000000005e72c /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+156) (BuildId: dc4001c2ef2dfc234
runtime.cc:681] native: #02 pc 00000000000950dc /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+316) (BuildI
runtime.cc:681] native: #03 pc 0000000000094f88 /system/lib64/libbinder.so (android::PoolThread::threadLoop()+24) (BuildId: 5f5bf5a71d
runtime.cc:681] native: #04 pc 0000000000147f0 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+528) (BuildId: 0b4a793f
runtime.cc:681] native: #05 pc 00000000000c8f6c /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+1
runtime.cc:681] native: #06 pc 00000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #07 pc 0000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681]
runtime.cc:681] "AudioTrack" prio=10 tid=4 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x12e40020 self=0xb400007923738dc0
runtime.cc:681] | sysTid=15077 nice=-16 cgrp=system sched=0/0 handle=0x7798e6ecb0
runtime.cc:681] | state=S schedstat=( 472893346 82152086 2933 ) utm=23 stm=23 core=3 HZ=100
runtime.cc:681] | stack=0x7798d77000-0x7798d79000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 00000000004f65c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28) (BuildId: dc4001c2ef2dfc23
10:48:50.876 A runtime.cc:681] native: #01 pc 00000000000a93fc /system/lib64/libaudioclient.so (android::ClientProxy::obtainBuffer(android::Proxy::Bu
runtime.cc:681] native: #02 pc 000000000009734c /system/lib64/libaudioclient.so (android::AudioTrack::obtainBuffer(android::AudioTrack
runtime.cc:681] native: #03 pc 000000000009621c /system/lib64/libaudioclient.so (android::AudioTrack::processAudioBuffer()+2636) (Buil
runtime.cc:681] native: #04 pc 00000000000954e0 /system/lib64/libaudioclient.so (android::AudioTrack::AudioTrackThread::threadLoop()+2
runtime.cc:681] native: #05 pc 000000000014738 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+344) (BuildId: 0b4a793f
```



```
runtime.cc:681] native: #06 pc 0000000000c8f6c /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+1
runtime.cc:681] native: #07 pc 0000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #08 pc 000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681]
runtime.cc:681] "ImageReader-lxlf23u256m2-14481-6" prio=5 tid=19 Native
runtime.cc:681] | group="" sCount=1 ucsCount=0 flags=1 obj=0x133c10d0 self=0xb400007923798770
runtime.cc:681] | sysTid=15329 nice=0 cgrp=system sched=0/0 handle=0x7797d9ecb0
runtime.cc:681] | state=S schedstat=( 19592655 3812613 452 ) utm=1 stm=0 core=0 HZ=100
runtime.cc:681] | stack=0x7797ca7000-0x7797ca9000 stackSize=991KB
runtime.cc:681] | held mutexes=
runtime.cc:681] native: #00 pc 000000000004f65c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28) (BuildId: dc4001c2ef2dfc23
runtime.cc:681] native: #01 pc 000000000053f40 /apex/com.android.runtime/lib64/bionic/libc.so (__futex_wait_ex(void volatile*, bool,
runtime.cc:681] native: #02 pc 0000000000c1598 /apex/com.android.runtime/lib64/bionic/libc.so (pthread_cond_wait+72) (BuildId: dc4001
runtime.cc:681] native: #03 pc 000000000001ad5c /system/lib64/libstagefright_foundation.so (android::ALooper::loop()+380) (BuildId: e2
runtime.cc:681] native: #04 pc 0000000000014738 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+344) (BuildId: 0b4a793f
runtime.cc:681] native: #05 pc 0000000000c8f6c /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+1
runtime.cc:681] native: #06 pc 0000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #07 pc 000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681]
runtime.cc:681] Aborting thread:
runtime.cc:681] "RenderThread" prio=10 tid=18 Native
runtime.cc:681] | group="" sCount=0 ucsCount=0 flags=0 obj=0x13e806a8 self=0xb4000079236a35e0
runtime.cc:681] | sysTid=14517 nice=-10 cgrp=system sched=0/0 handle=0x7737606cb0
runtime.cc:681] | state=R schedstat=( 7679275160 622393953 13635 ) utm=466 stm=301 core=5 HZ=100
runtime.cc:681] | stack=0x773750f000-0x7737511000 stackSize=991KB
runtime.cc:681] | held mutexes= "abort lock" "mutator lock"(shared held)
10:48:50.876 A runtime.cc:681] native: #00 pc 00000000006b13a0 /apex/com.android.art/lib64/libart.so (art::DumpNativeStack(std::__1::basic_ostream<ch
runtime.cc:681] native: #01 pc 0000000000719cf0 /apex/com.android.art/lib64/libart.so (art::Thread::DumpStack(std::__1::basic_ostream<
runtime.cc:681] native: #02 pc 00000000006ffeb0 /apex/com.android.art/lib64/libart.so (art::AbortState::DumpThread(std::__1::basic_ost
runtime.cc:681] native: #03 pc 00000000006ffae4 /apex/com.android.art/lib64/libart.so (art::AbortState::Dump(std::__1::basic_ostream<c
runtime.cc:681] native: #04 pc 00000000006fa194 /apex/com.android.art/lib64/libart.so (art::Runtime::Abort(char const*)+964) (BuildId:
runtime.cc:681] native: #05 pc 0000000000016ea8 /apex/com.android.art/lib64/libbase.so (android::base::SetAborter(std::__1::function<v
runtime.cc:681] native: #06 pc 0000000000009f04 /system/lib64/liblog.so (__android_log_assert+292) (BuildId: 83100f716c2699f05eed85c01
runtime.cc:681] native: #07 pc 0000000000428554 /system/lib64/libhwui.so (android::uirenderer::renderthread::CanvasContext::draw()+218
runtime.cc:681] native: #08 pc 00000000004b5ab4 /system/lib64/libhwui.so (std::__1::__function::__func<android::uirenderer::renderthre
runtime.cc:681] native: #09 pc 000000000058b504 /system/lib64/libhwui.so (android::uirenderer::renderthread::RenderThread::threadLoop(
runtime.cc:681] native: #10 pc 00000000000147f0 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+528) (BuildId: 0b4a793f
runtime.cc:681] native: #11 pc 0000000000c226c /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+204) (BuildId:
runtime.cc:681] native: #12 pc 000000000054a30 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: dc4001c2e
runtime.cc:681] (no managed stack frames)
runtime.cc:681]
10:48:51.086 A Fatal signal 6 (SIGABRT), code -1 (SI_QUEUE) in tid 14517 (RenderThread), pid 14481 (s.myapplication)
10:48:51.466 A Cmdline: ch.test.myapplication
10:48:51.466 A pid: 14481, tid: 14517, name: RenderThread >>> ch.test.myapplication <<<
```


 **FullscreenTest.zip**
19 MB [Download](#)

 **Screen Recording 2023-05-23 at 10.47.39.mov**
16 MB [Download](#)

 **fa...@yahoo.com** <fa...@yahoo.com> [#26](#)

Any update on this? Is there anything we can do to WebView that will prevent the app from crashing?

We saw the crash in "Android 7.0 (SDK 24), TECNO TECNO-CX" in our app and there is no onRenderProcessGone() handler for API < 26.


 **ch...@hennge.com** <ch...@hennge.com> [#27](#)

This crash is fairly easy to reproduce:

Open a webview and target something that is easy to do fast back and forth navigation on (example: gmail from the web, entering and exiting emails). Navigate using on screen back buttons

If you navigate your webview back and forth repeatedly (and quickly) this crash should happen within 50 navigations or so. Sometimes less than 10 navigations.

The error also appears to happen much more frequently on Pixel 7 than other devices for some reason.

 **sc...@google.com** <sc...@google.com> [#28](#)

Reassigned to pi...@google.com.

Thanks for the repro steps!

The error also appears to happen much more frequently on Pixel 7 than other devices for some reason.

This seems suspicious - is there anything different about the GPU that would make this more likely on Pixel 7?

ma...@google.com <ma...@google.com> [#29](#)

Can confirm. 100% of the repro cases I have seen are on Tensor SoC on Pixels.

ro...@bbc.co.uk <ro...@bbc.co.uk> [#30](#)

Hello again - I raised this originally. Just on that note, this crash family seems to be represented by a number of different stack trace groupings in Play Console.

Our highest volume version of this (13.5k crashes) is exclusively on Android 13 and exclusively on Tensor SoC. The message for this representation is:

```
[libc.so] abort - GrContext is abandoned/device lost at start of CanvasContext::draw
```

However, this is very closely followed (12.5k crashes) by a version which occurs on a variety of Android versions, mostly Samsung. This message is:

```
[base.apk|libmonochrome.so] - [FATAL:output_surface_provider_webview.cc(89)] Non owned context lost!
```

The highest volume SoCs in that collection are, in order, Samsung Exynos 7904, Samsung Exynos 7884B, Google Tensor, and HiSilicon KIRIN710 (Huawei).

Then there is a 64-bit version of that (9k crashes):

```
[base.apk|libmonochrome_64.so] - [FATAL:output_surface_provider_webview.cc(89)] Non owned context lost!
```

again with a SoC mix but most frequently Tensor by some distance.

As mentioned last year, I don't know for sure but I believe that all of these are closely related, since we had not experienced them before and then they began happening at approximately the

bo...@google.com <bo...@google.com> [#31](#)

Device / context lost is a generic error that can have many different causes. But the in comment #25, where a video is playing in webview that's being resized, is likely fixed in webview m117,


ot...@google.com <ot...@google.com> [#32](#)

I checked the log from #comment13 and there are some errors from the GPU:

```
<6>[ 2.378444][ T357] mali 28000000.mali: Kernel DDK version r36p0-01eac0
...
<3>[ 214.416694][ T4] mali 28000000.mali: Unhandled Page fault in AS1 at VA 0x000000000000F940
<3>[ 214.416694][ T4] Reason: Memory is not mapped on the GPU
<3>[ 214.416694][ T4] raw fault status: 0x20D002C1
<3>[ 214.416694][ T4] exception type 0xC1: UNKNOWN
<3>[ 214.416694][ T4] access type 0x2: READ
<3>[ 214.416694][ T4] source id 0x20D0
<3>[ 214.416694][ T4] pid: 17873
...
<3>[ 312.868384][ T4] mali 28000000.mali: Unhandled Page fault in AS2 at VA 0x000000000000F9C0
<3>[ 312.868384][ T4] Reason: Memory is not mapped on the GPU
<3>[ 312.868384][ T4] raw fault status: 0x8D002C1
<3>[ 312.868384][ T4] exception type 0xC1: UNKNOWN
<3>[ 312.868384][ T4] access type 0x2: READ
<3>[ 312.868384][ T4] source id 0x8D0
<3>[ 312.868384][ T4] pid: 20750
...
<3>[ 331.040774][ T4] mali 28000000.mali: Unhandled Page fault in AS2 at VA 0x000000000000F940
<3>[ 331.040774][ T4] Reason: Memory is not mapped on the GPU
<3>[ 331.040774][ T4] raw fault status: 0xD002C1
<3>[ 331.040774][ T4] exception type 0xC1: UNKNOWN
<3>[ 331.040774][ T4] access type 0x2: READ
<3>[ 331.040774][ T4] source id 0xD0
<3>[ 331.040774][ T4] pid: 21224
...
<3>[ 346.331397][ T4] mali 28000000.mali: Unhandled Page fault in AS2 at VA 0x000000000000F9C0
<3>[ 346.331397][ T4] Reason: Memory is not mapped on the GPU
<3>[ 346.331397][ T4] raw fault status: 0x4D002C1
<3>[ 346.331397][ T4] exception type 0xC1: UNKNOWN
<3>[ 346.331397][ T4] access type 0x2: READ
<3>[ 346.331397][ T4] source id 0x4D0
<3>[ 346.331397][ T4] pid: 21641
...
<3>[ 407.087746][ T4] mali 28000000.mali: Unhandled Page fault in AS1 at VA 0x000000000000F9C0
<3>[ 407.087746][ T4] Reason: Memory is not mapped on the GPU
<3>[ 407.087746][ T4] raw fault status: 0xD002C1
<3>[ 407.087746][ T4] exception type 0xC1: UNKNOWN
<3>[ 407.087746][ T4] access type 0x2: READ
<3>[ 407.087746][ T4] source id 0xD0
<3>[ 407.087746][ T4] pid: 22856
...
```

```
<3>[ 453.211426][ T4] mali 28000000.mali: Unhandled Page fault in AS1 at VA 0x000000000000F900
<3>[ 453.211426][ T4] Reason: Memory is not mapped on the GPU
<3>[ 453.211426][ T4] raw fault status: 0x28D002C1
<3>[ 453.211426][ T4] exception type 0xC1: UNKNOWN
<3>[ 453.211426][ T4] access type 0x2: READ
<3>[ 453.211426][ T4] source id 0x28D0
<3>[ 453.211426][ T4] pid: 23653
```

It could make sense to try the reproducer on the latest UDC release where the GPU kernel driver has been updated to r44.


 **ot...@google.com** <ot...@google.com> [#33](#)

Reassigned to vi...@google.com.


I tried reproducing on Android U and got no problems.

vipinvinayak@google.com, can we close this ticket if we have no way to reproduce it in Android U?


Also, according to b/255397162#comment24 this reproduces also on Xiaomi phones, so the issue should not be assigned to the pixel specific teams like pixel-graphics-triage@google.com.

 **ke...@google.com** <ke...@google.com> [#34](#)

Snap reported this crash still happens on Pixel 6/6a/7/7a with the Anroid 14.

 **ke...@google.com** <ke...@google.com> [#35](#)

added more people on the CC list per nmukherjee@google.com..

 **ma...@google.com** <ma...@google.com> [#36](#)

Reports on all Pixel devices have dropped significantly on U (nearly zero?), so that's definitely a win!

So far, I have observed this on *every* Pixel device, and *no* non-Pixel device (~~ca~~by device).

It's likely there are other repro cases reported by others, but the Pixel-specific triage seemed appropriate to me.