Database inspector crashes app randomly

Fixed Bug P1 + Add Hotlist

STATUS UPDATE No update yet. Edit

DESCRIPTION sc...@gmail.com created issue #1

Studio Build:4.2.0-alpha01 Version of Gradle Plugin:4.2-alpha01 Version of Gradle:6.5 Version of Java:1.8 OS:Mac OS 10.15.5

When I run my app from Android Studio after connecting the database inspector to my app process the app will randomly crash. The only error message that is printed to logcat is:

- A: Fatal signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0xc in tid 25223 (id.zambia.debug), pid 25223 (id.zambia.debug)

I'm not sure what the best way is to get more info about what is causing this crash.

This also happens when running the app in the AS 4.1 alphas and beta01.

✓ Mentioned issues (1) ✓ Links (8)

Mentioned issues (1)

-- -- "Looks like it is public duplicate of Art issue on macs, on emulators. (b/152421535)"

Links (8)

"https://issuetracker.google.com/components/857468"
"Or even better a bugreport (https://developer.android.com/studio/debug/bug-report#bugreportadb)"
"AOSP fix: https://android-review.googlesource.com/c/platform/art/+/13… "
"http://com.google.android.as/com.google.android.apps.miphone.aiai.app.Ai…"
"http://our.package.name"

See all related links

COMMENTS

sc...@gmail.com <sc...@gmail.com> #2

Here are some more possible errors logged in log cat

```
E: JNI ERROR (app bug): accessed deleted Local 0x59
A: Fatal signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0x0 in tid 28695 (pool-23-thread-), pid 28494 (id.zambia.debug)
A: java_vm_ext.cc:570] JNI DETECTED ERROR IN APPLICATION: use of deleted local reference 0x59
A: java_vm_ext.cc:570]     from java.lang.StackTraceElement[] java.lang.Throwable.nativeGetStackTrace(java.lang.Object)
W: malloc(160) failed: returning null pointer
A: transform.cc:94] Recursive call into Transformation fault handler!
W: Ignoring unexpected epoll events 0x1 on fd 47 that is no longer registered.
A: mutex.cc:953] Check failed: guard_.get_contenders() > 0 (guard_.get_contenders()=0, 0=0)
E: terminating with uncaught exception of type std::__1::system_error: mutex lock failed: Invalid argument
```

and

```
A: Fatal signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0x0 in tid 29558 (RenderThread), pid 29397 (id.zambia.debug)
A: transform.cc:94] Recursive call into Transformation fault handler!
W: malloc(160) failed: returning null pointer
```

sc...@gmail.com <sc...@gmail.com> #3

Also, it would be nice if there was a way to disconnect from the database inspector. Right now the only way to disconnect is to connect to another debug app, but it seems to auto connect ev

uc...@google.com <uc...@google.com>

Assigned to an...@google.com.

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

Reassigned to jg...@google.com.

Hey Jakub, are you the right person to look into this? Also, I thought we only attach the inspection agent when we open the DBI window?

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se...@google.com <se...@google.com> #5

Reassigned to al...@google.com.

Scott, could you please confirm that you're using an emulator?

Looks like it is public duplicate of Art issue on macs, on emulators. (b/152421535)

Currently known workarounds: use physical devices or linux machine.

Also you can try to use emulator with API level 28 or lower.

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jo...@gmail.com <jo...@gmail.com> #6

I am seeing the same issue on Linux using the emulator.

On Tue, Jun 23, 2020, 4:18 AM <buganizer-system@google.com> wrote:

- Show quoted text -

---

sc...@gmail.com <sc...@gmail.com> #7

Yes, I was using an emulator on a Mac. I tried using a physical device and it hasn't crashed yet.

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jg...@google.com <jg...@google.com> #8

Regarding comment#4 and comment#5, could you attach a logcat output after the crash?

Or even better a bugreport (https://developer.android.com/studio/debug/bug-report#bugreportadb)

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

I think this is unrelated to the b/152421535 issue. It does look like we have a small bug where we handle recursive segv's a little incorrectly, possibly eating segv's that should be handled.

---

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

+calin for tl-triage

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ca...@google.com <ca...@google.com> #11

triaged: the fix is small and low risk.

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ca...@google.com <ca...@google.com> #12

AOSP fix: https://android-review.googlesource.com/c/platform/art/+/1349062

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an...@google.com <an...@google.com> #13

Android Bug Lint: This issue has been assigned a P1 priority past the ZBB-P1 date of June 22, 2020.
Please either adjust the priority for this issue if it should block the release, punt this issue to the next applicable release, or close as Wont Fix if it is not planned to be fixed.

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al...@google.com <al...@google.com> #14

Marked as fixed.

merged in rvc-dev go/ag/11988446

This should fix this issue (or at least reveal the actual issue).

Closing as fixed.

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sc...@gmail.com <sc...@gmail.com> #15

Was the fix included in either AS4.1.0-beta02 or 4.2.0-alpha03? The crash is still happening in 4.2.0-alpha03 for me.

Here is what is sent to logcat:

```
    --------- beginning of crash
2020-06-30 12:01:33.784 A: Fatal signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0x0 in tid 28688 (RenderDrive), pid 28006 (id.zambia.debug)
2020-06-30 12:01:33.851 I: uid=1041(audioserver) writer identical 29 lines
2020-06-30 12:01:33.867 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:33.870 W: channel '53b8653 com.mediciland.datacollector.android.zambia.debug/com.mediciland.datacollector.android.main.MainActivity (serv
```

```
2020-06-30 12:01:33.870 E: channel '53b8653 com.mediciland.datacollector.android.zambia.debug/com.mediciland.datacollector.android.main.MainActivity (serv
2020-06-30 12:01:33.874 I: WIN DEATH: Window{53b8653 u0 com.mediciland.datacollector.android.zambia.debug/com.mediciland.datacollector.android.main.MainAc
2020-06-30 12:01:33.874 W: Attempted to unregister already unregistered input channel '53b8653 com.mediciland.datacollector.android.zambia.debug/com.medic
2020-06-30 12:01:33.879 I: Process 28006 exited due to signal 11 (Segmentation fault)
2020-06-30 12:01:33.881 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:33.882 I: Process com.mediciland.datacollector.android.zambia.debug (pid 28006) has died: fore TOP
2020-06-30 12:01:33.883 I: Successfully killed process cgroup uid 10133 pid 28006 in 0ms
2020-06-30 12:01:33.892 W: Force removing ActivityRecord{af7be01 u0 com.mediciland.datacollector.android.zambia.debug/com.mediciland.datacollector.androi
2020-06-30 12:01:33.892 W: Device has associated, but no associated display id.
2020-06-30 12:01:33.892 I: uid=1000(system) Binder:2120_14 identical 8 lines
2020-06-30 12:01:33.892 W: Device has associated, but no associated display id.
2020-06-30 12:01:33.896 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:33.896 W: Device has associated, but no associated display id.
2020-06-30 12:01:33.900 W: setHasOverlayUi called on unknown pid: 28006
2020-06-30 12:01:33.896 I: uid=1000(system) Binder:2120_14 identical 8 lines
2020-06-30 12:01:33.896 W: Device has associated, but no associated display id.
2020-06-30 12:01:33.911 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:33.916 W: Unable to start service Intent { act=android.service.apppredict.AppPredictionService cmp=com.google.android.as/com.google.an
2020-06-30 12:01:33.916 W: could not bind to Intent { act=android.service.apppredict.AppPredictionService cmp=com.google.android.as/com.google.android.
2020-06-30 12:01:33.920 D: gralloc_alloc: Creating ashmem region of size 9334784
2020-06-30 12:01:33.923 D: gralloc_alloc: Creating ashmem region of size 9334784
2020-06-30 12:01:33.925 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:33.936 D: gralloc_alloc: Creating ashmem region of size 9334784
2020-06-30 12:01:33.938 D: gralloc_alloc: Creating ashmem region of size 9334784
2020-06-30 12:01:33.942 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:33.942 D: eglMakeCurrent: 0xd621a600: ver 3 0 (tinfo 0xd620f790)
2020-06-30 12:01:33.942 D: eglMakeCurrent: 0xde42ba00: ver 3 0 (tinfo 0xd2e61ac0)
2020-06-30 12:01:33.949 D: gralloc_alloc: Creating ashmem region of size 9334784
2020-06-30 12:01:33.949 D: gralloc_alloc: Creating ashmem region of size 9334784
2020-06-30 12:01:33.955 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:33.966 W: Queue length for executor EventBus is now 11. Perhaps some tasks are too long, or the pool is too small.
2020-06-30 12:01:33.967 D: eglMakeCurrent: 0xd621a4e0: ver 3 0 (tinfo 0xd620f7b0)
2020-06-30 12:01:33.970 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:33.973 W: Handover failed. Creating new session controller.
2020-06-30 12:01:33.986 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.000 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.003 W: No location history returned by ContextManager
2020-06-30 12:01:34.016 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.020 I: ?: Couldn't find platform key file.
2020-06-30 12:01:34.031 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.034 I: removeGeofences: removeRequest=RemoveGeofencingRequest[REMOVE_BY_PENDING_INTENT pendingIntent=PendingIntent[creatorPackage=com.
2020-06-30 12:01:34.037 I: uid=10098 com.google.android.gms.persistent identical 1 line
2020-06-30 12:01:34.041 I: removeGeofences: removeRequest=RemoveGeofencingRequest[REMOVE_BY_PENDING_INTENT pendingIntent=PendingIntent[creatorPackage=com.
2020-06-30 12:01:34.045 W: [AclManager] No 3 for (accnt=account#1713422042#, com.google.android.gms(10098):UserVelocityProducer, vrsn=200414022, 0, 3pPkg
2020-06-30 12:01:34.046 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.053 I: ?: Couldn't find platform key file.
2020-06-30 12:01:34.061 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.063 I: [ProducerStatusImpl] updateStateForNewContextData: inactive, contextName=7 [CONTEXT service_id=47 ]
2020-06-30 12:01:34.065 I: ?: Couldn't find platform key file.
2020-06-30 12:01:34.073 I: removeGeofences: removeRequest=RemoveGeofencingRequest[REMOVE_BY_PENDING_INTENT pendingIntent=PendingIntent[creatorPackage=com.
2020-06-30 12:01:34.074 I: removeGeofences: removeRequest=RemoveGeofencingRequest[REMOVE_BY_PENDING_INTENT pendingIntent=PendingIntent[creatorPackage=com.
2020-06-30 12:01:34.076 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.080 I: ?: Couldn't find platform key file.
2020-06-30 12:01:34.081 I: [anon] Changed inference mode: 0
2020-06-30 12:01:34.082 I: ?: Couldn't find platform key file.
2020-06-30 12:01:34.083 I: [account#1713422042] Changed inference mode: 0
2020-06-30 12:01:34.084 I: ?: Couldn't find platform key file.
2020-06-30 12:01:34.090 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.094 I: ?: Couldn't find platform key file.
2020-06-30 12:01:34.096 I: ?: Couldn't find platform key file.
2020-06-30 12:01:34.106 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.113 I: ?: PlacesBleScanner start() with priority 2
2020-06-30 12:01:34.114 I: [anon] Changed inference mode: 1
2020-06-30 12:01:34.114 I: [account#1713422042] Changed inference mode: 1
2020-06-30 12:01:34.118 E: Missing BluetoothAdapter
2020-06-30 12:01:34.118 I: BLE 'KK+' software access layer enabled
2020-06-30 12:01:34.118 I: ?: Couldn't find platform key file.
2020-06-30 12:01:34.119 I: ?: Couldn't find platform key file.
2020-06-30 12:01:34.120 I: Converted 0 out of 1 WiFi scans
2020-06-30 12:01:34.121 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.124 I: ?: Couldn't find platform key file.
2020-06-30 12:01:34.127 I: uid=10098(com.google.android.gms) lowpool[1114] identical 1 line
2020-06-30 12:01:34.128 I: ?: Couldn't find platform key file.
2020-06-30 12:01:34.128 I: [account#1713422042] Changed inference mode: 1
2020-06-30 12:01:34.128 I: [anon] Changed inference mode: 1
2020-06-30 12:01:34.136 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.139 I: Too few candidate results: percentageOfMissingArea 100
2020-06-30 12:01:34.141 I: ?: Couldn't find platform key file.
2020-06-30 12:01:34.142 I: Client requested scan, settings=BleSettings [scanMode=ZERO_POWER, callbackType=ALL_MATCHES, reportDelayMillis=0, 1 filters, 0 c
2020-06-30 12:01:34.143 I: Scan : No clients left, canceling alarm.
```

```
2020-06-30 12:01:34.144 E: Scan couldn't start for Places
2020-06-30 12:01:34.144 W: BLE failure while scanning - code 5
2020-06-30 12:01:34.145 I: ?: Couldn't find platform key file.
2020-06-30 12:01:34.148 I: ?: Couldn't find platform key file.
2020-06-30 12:01:34.150 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.161 E: Received no places
2020-06-30 12:01:34.166 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.210 I: uid=1041(audioserver) writer identical 3 lines
2020-06-30 12:01:34.227 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.236 W: Could not set socket write timeout: java.net.SocketException: Socket closed
2020-06-30 12:01:34.237 W:     at com.google.android.gms.org.conscrypt.Platform.setSocketWriteTimeout(:com.google.android.gms@200414022@20.04.14 (040700-2
2020-06-30 12:01:34.237 W:     at com.google.android.gms.org.conscrypt.ConscryptFileDescriptorSocket.setSoWriteTimeout(:com.google.android.gms@200414022@2
2020-06-30 12:01:34.241 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.270 I: uid=1041(audioserver) writer identical 2 lines
2020-06-30 12:01:34.286 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.295 W: Could not set socket write timeout: java.net.SocketException: Socket closed
2020-06-30 12:01:34.295 W:     at com.google.android.gms.org.conscrypt.Platform.setSocketWriteTimeout(:com.google.android.gms@200414022@20.04.14 (040700-2
2020-06-30 12:01:34.295 W:     at com.google.android.gms.org.conscrypt.ConscryptFileDescriptorSocket.setSoWriteTimeout(:com.google.android.gms@200414022@2
2020-06-30 12:01:34.301 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.421 I: uid=1041(audioserver) writer identical 8 lines
2020-06-30 12:01:34.435 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.445 I: ?: Couldn't find platform key file.
2020-06-30 12:01:34.451 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.460 I: No beacon scan available - ignoring candidates.
2020-06-30 12:01:34.461 I: ?: Couldn't find platform key file.
2020-06-30 12:01:34.465 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.481 I: uid=1041(audioserver) writer identical 1 line
2020-06-30 12:01:34.496 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.498 I: No beacon scan available - ignoring candidates.
2020-06-30 12:01:34.499 I: ?: Couldn't find platform key file.
2020-06-30 12:01:34.507 I: ?: Couldn't find platform key file.
2020-06-30 12:01:34.510 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.695 I: Force stopping com.mediciland.datacollector.android.zambia.debug appid=10133 user=0: from pid 28725
2020-06-30 12:01:34.675 I: uid=1041(audioserver) writer identical 11 lines
2020-06-30 12:01:34.690 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:34.699 D: No carrier app for: 0
2020-06-30 12:01:34.706 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:35.230 I: uid=1041(audioserver) writer identical 35 lines
2020-06-30 12:01:35.245 W: Hardware backing HAL too slow, could only write 0 of 661 frames
2020-06-30 12:01:35.290 W: Not supplying enough data to HAL, expected position 13778041 , only wrote 13641057
2020-06-30 12:01:35.535 E: pcm_write failed cannot write stream data: I/O error
2020-06-30 12:01:38.036 E: Failed to open QEMU pipe 'qemud:network': Invalid argument
2020-06-30 12:01:43.016 E: RemoteConnection failed to initialize: RemoteConnection failed to open pipe
2020-06-30 12:02:00.003 D: Updating clock: 12  02
2020-06-30 12:02:00.023 D: eglMakeCurrent: 0xd621a4e0: ver 3 0 (tinfo 0xd620f7b0)
2020-06-30 12:02:28.107 D: Scan result ready event
2020-06-30 12:02:38.050 E: Failed to open QEMU pipe 'qemud:network': Invalid argument
2020-06-30 12:02:43.032 E: RemoteConnection failed to initialize: RemoteConnection failed to open pipe
2020-06-30 12:02:44.952 D: Removing uids 10134-10134
2020-06-30 12:03:00.007 D: Updating clock: 12  03
```

ca...@google.com <ca...@google.com> #16

The fix will ship with the next Android Release. It is not tied to and Android Studio Release.

se...@google.com <se...@google.com> #17

Alex, Calin, is there anything we can do on calling side on older platforms to prevent crash?

al...@google.com <al...@google.com> #18

Not really. The issue is a bug in how SEGVs are processed, causing some of them to get handled incorrectly. I'd guess the problem is most likely either (1) having lldb/gdb/ptrace attached to

sc...@gmail.com <sc...@gmail.com> #19

Was this included in Android 11 Beta 2 or the latest Android 11 emulator build? I'm still seeing the same not helpful log messages on the latest emulator.

al...@google.com <al...@google.com> #20

It was not included in beta 2. It should be in beta 3 I believe.

gm...@gmail.com <gm...@gmail.com> #21

I observe similar crashes with API 28 & 29 emulators on Linux when Database Inspector is open in Android Studio 4.1 Beta 3.

Logs from API 28 emulator:

```
A/libc: Fatal signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0x0 in tid 20110 (Studio:Socket), pid 20016 (our.package.name)
E/IPCThreadState: *** BAD COMMAND 0 received from Binder driver
E/IPCThreadState: getAndExecuteCommand(fd=11) returned unexpected error -2147483648, aborting
E/IPCThreadState: *** BAD COMMAND 0 received from Binder driver
E/IPCThreadState: getAndExecuteCommand(fd=11) returned unexpected error -2147483648, aborting
E/InputDispatcher: channel 'c6a4a54 our.package.name/our.package.name.ui.main.MainActivity (server)' ~ Channel is unrecoverably broken and will be dispose
```

Logs from API 29 emulator:

```
A/libc: Fatal signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0x1c in tid 17773 (Studio:Socket), pid 17675 (our.package.name)
A/our.package.name: transform.cc:94] Recursive call into Transformation fault handler!
E/crash_dump32: failed to detach from thread 17689: No such process
E/crash_dump32: failed to detach from thread 17690: No such process
...
A/DEBUG: *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***
A/DEBUG: Build fingerprint: 'google/sdk_gphone_x86/generic_x86:10/QSR1.190920.001/5891938:user/release-keys'
A/DEBUG: Revision: '0'
A/DEBUG: ABI: 'x86'
A/DEBUG: Timestamp: 2020-07-09 20:23:56+0300
A/DEBUG: pid: 17675, tid: 17773, name: Studio:Socket  >>> our.package.name <<<
A/DEBUG: uid: 10158
A/DEBUG: signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0x1c
A/DEBUG: Cause: null pointer dereference
A/DEBUG:     eax ffffffff  ebx c3bdfff4  ecx 00000000  edx c33d74bc
A/DEBUG:     edi 7fffffff  esi c3be5944
A/DEBUG:     ebp c33d7158  esp c33d70c0  eip c39e39de
A/DEBUG: backtrace:
A/DEBUG:     NOTE: Function names and BuildId information is missing for some frames due
A/DEBUG:     NOTE: to unreadable libraries. For unwinds of apps, only shared libraries
A/DEBUG:     NOTE: found under the lib/ directory are readable.
A/DEBUG:       #00 pc 002049de  /data/data/our.package.name/code_cache/libjvmtiagent_x86.so
A/DEBUG:       #01 pc 002211ee  /data/data/our.package.name/code_cache/libjvmtiagent_x86.so
A/DEBUG:       #02 pc 0011a8e5  /apex/com.android.runtime/lib/bionic/libc.so (__pthread_start(void*)+53) (BuildId: 76290498408016ad14f4b98c3ab6c65c)
A/DEBUG:       #03 pc 000af6a7  /apex/com.android.runtime/lib/bionic/libc.so (__start_thread+71) (BuildId: 76290498408016ad14f4b98c3ab6c65c)
E/InputDispatcher: channel 'e3e31a4 our.package.name/our.package.name.ui.main.MainActivity (server)' ~ Channel is unrecoverably broken and will be dispose
E/libprocessgroup: getpgid(17865) failed: Permission denied
```

```
A/libc: Fatal signal 6 (SIGABRT), code -1 (SI_QUEUE) in tid 15863 (Studio:Heartbea), pid 15763 (our.package.name)
A/our.package.name: transform.cc:94] Recursive call into Transformation fault handler!
E/crash_dump32: failed to detach from thread 15810: No such process
E/crash_dump32: failed to detach from thread 15812: No such process
...
E/crash_dump32: failed to detach from thread 15949: No such process
A/DEBUG: *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***
A/DEBUG: Build fingerprint: 'google/sdk_gphone_x86/generic_x86:10/QSR1.190920.001/5891938:user/release-keys'
A/DEBUG: Revision: '0'
A/DEBUG: ABI: 'x86'
A/DEBUG: Timestamp: 2020-07-09 20:16:02+0300
A/DEBUG: pid: 15763, tid: 15863, name: Studio:Heartbea  >>> our.package.name <<<
A/DEBUG: uid: 10158
A/DEBUG: signal 6 (SIGABRT), code -1 (SI_QUEUE), fault addr --------
A/DEBUG:     eax 00000000  ebx 00003d93  ecx 00003df7  edx 00000006
A/DEBUG:     edi f1e4533e  esi c3957d60
A/DEBUG:     ebp f3b8bad0  esp c3957d08  eip f3b8bad9
A/DEBUG: backtrace:
A/DEBUG:     NOTE: Function names and BuildId information is missing for some frames due
A/DEBUG:     NOTE: to unreadable libraries. For unwinds of apps, only shared libraries
A/DEBUG:     NOTE: found under the lib/ directory are readable.
A/DEBUG:       #00 pc 00000ad9  [vdso] (__kernel_vsyscall+9)
A/DEBUG:       #01 pc 00092328  /apex/com.android.runtime/lib/bionic/libc.so (syscall+40) (BuildId: 76290498408016ad14f4b98c3ab6c65c)
A/DEBUG:       #02 pc 000ad651  /apex/com.android.runtime/lib/bionic/libc.so (abort+193) (BuildId: 76290498408016ad14f4b98c3ab6c65c)
A/DEBUG:       #03 pc 0021f70c  /data/data/our.package.name/code_cache/libjvmtiagent_x86.so
A/DEBUG:       #04 pc 002107f2  /data/data/our.package.name/code_cache/libjvmtiagent_x86.so
A/DEBUG:       #05 pc 0020b191  /data/data/our.package.name/code_cache/libjvmtiagent_x86.so
A/DEBUG:       #06 pc 001f7e40  /data/data/our.package.name/code_cache/libjvmtiagent_x86.so
A/DEBUG:       #07 pc 0020b5dc  /data/data/our.package.name/code_cache/libjvmtiagent_x86.so
A/DEBUG:       #08 pc 00191453  /data/data/our.package.name/code_cache/libjvmtiagent_x86.so
A/DEBUG:       #09 pc 0008d114  /data/data/our.package.name/code_cache/libjvmtiagent_x86.so
A/DEBUG:       #10 pc 0008ec20  /data/data/our.package.name/code_cache/libjvmtiagent_x86.so
A/DEBUG:       #11 pc 00312a0e  /data/data/our.package.name/code_cache/libjvmtiagent_x86.so
A/DEBUG:       #12 pc 0011a8e5  /apex/com.android.runtime/lib/bionic/libc.so (__pthread_start(void*)+53) (BuildId: 76290498408016ad14f4b98c3ab6c65c)
A/DEBUG:       #13 pc 000af6a7  /apex/com.android.runtime/lib/bionic/libc.so (__start_thread+71) (BuildId: 76290498408016ad14f4b98c3ab6c65c)
E/InputDispatcher: channel 'c4bfcd6 our.package.name/our.package.name.ui.main.MainActivity (server)' ~ Channel is unrecoverably broken and will be dispose
E/libprocessgroup: getpgid(15952) failed: Permission denied
```

```
A/libc: Fatal signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0xc in tid 23761 (RxComputationTh), pid 23579 (our.package.name)
A/DEBUG: *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***
A/DEBUG: Build fingerprint: 'google/sdk_gphone_x86/generic_x86:10/QSR1.190920.001/5891938:user/release-keys'
A/DEBUG: Revision: '0'
A/DEBUG: ABI: 'x86'
A/DEBUG: Timestamp: 2020-07-09 16:02:11+0300
A/DEBUG: pid: 23579, tid: 23761, name: RxComputationTh  >>> our.package.name <<<
A/DEBUG: uid: 10161
A/DEBUG: signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0xc
A/DEBUG: Cause: null pointer dereference
A/DEBUG:     eax d02c9820  ebx e6ae7a74  ecx e60f3f28  edx 14a4e688
A/DEBUG:     edi b839cd54  esi 00000000
A/DEBUG:     ebp b839cc18  esp b839caf0  eip e6780347
A/DEBUG: backtrace:
A/DEBUG:       #00 pc 0033e347  /apex/com.android.runtime/lib/libart.so (void art::interpreter::ExecuteSwitchImplCpp<false, false>(art::interpreter::Switc
A/DEBUG:       #01 pc 00145b52  /apex/com.android.runtime/lib/libart.so (ExecuteSwitchImplAsm+18) (BuildId: 895645e5113da057f27d9b2ec11eb3bf)
A/DEBUG:       #02 pc 001e6f24  /apex/com.android.runtime/javalib/core-oj.jar (java.util.concurrent.Executors$RunnableAdapter.call)
A/DEBUG:       #03 pc 002f8f92  /apex/com.android.runtime/lib/libart.so (_ZN3art11interpreterL7ExecuteEPNS_6ThreadERKNS_20CodeItemDataAccessorERNS_11Shadc
A/DEBUG:       #04 pc 002ffe19  /apex/com.android.runtime/lib/libart.so (art::interpreter::ArtInterpreterToInterpreterBridge(art::Thread*, art::CodeItemDa
A/DEBUG:       #05 pc 0032c17e  /apex/com.android.runtime/lib/libart.so (bool art::interpreter::DoCall<false, false>(art::ArtMethod*, art::Thread*, art::S
A/DEBUG:       #06 pc 0033ee45  /apex/com.android.runtime/lib/libart.so (void art::interpreter::ExecuteSwitchImplCpp<false, false>(art::interpreter::Switc
A/DEBUG:       #07 pc 00145b52  /apex/com.android.runtime/lib/libart.so (ExecuteSwitchImplAsm+18) (BuildId: 895645e5113da057f27d9b2ec11eb3bf)
A/DEBUG:       #08 pc 001eca9c  /apex/com.android.runtime/javalib/core-oj.jar (java.util.concurrent.FutureTask.runAndReset)
A/DEBUG:       #09 pc 002f8f92  /apex/com.android.runtime/lib/libart.so (_ZN3art11interpreterL7ExecuteEPNS_6ThreadERKNS_20CodeItemDataAccessorERNS_11Shadc
A/DEBUG:       #10 pc 002ffe19  /apex/com.android.runtime/lib/libart.so (art::interpreter::ArtInterpreterToInterpreterBridge(art::Thread*, art::CodeItemDa
A/DEBUG:       #11 pc 0032c17e  /apex/com.android.runtime/lib/libart.so (bool art::interpreter::DoCall<false, false>(art::ArtMethod*, art::Thread*, art::S
A/DEBUG:       #12 pc 0033f9bf  /apex/com.android.runtime/lib/libart.so (void art::interpreter::ExecuteSwitchImplCpp<false, false>(art::interpreter::Switc
A/DEBUG:       #13 pc 00145b52  /apex/com.android.runtime/lib/libart.so (ExecuteSwitchImplAsm+18) (BuildId: 895645e5113da057f27d9b2ec11eb3bf)
A/DEBUG:       #14 pc 001f3918  /apex/com.android.runtime/javalib/core-oj.jar (java.util.concurrent.ScheduledThreadPoolExecutor$ScheduledFutureTask.run)
A/DEBUG:       #15 pc 002f8f92  /apex/com.android.runtime/lib/libart.so (_ZN3art11interpreterL7ExecuteEPNS_6ThreadERKNS_20CodeItemDataAccessorERNS_11Shadc
A/DEBUG:       #16 pc 002ffe19  /apex/com.android.runtime/lib/libart.so (art::interpreter::ArtInterpreterToInterpreterBridge(art::Thread*, art::CodeItemDa
A/DEBUG:       #17 pc 0032c17e  /apex/com.android.runtime/lib/libart.so (bool art::interpreter::DoCall<false, false>(art::ArtMethod*, art::Thread*, art::S
A/DEBUG:       #18 pc 0033ee45  /apex/com.android.runtime/lib/libart.so (void art::interpreter::ExecuteSwitchImplCpp<false, false>(art::interpreter::Switc
A/DEBUG:       #19 pc 00145b52  /apex/com.android.runtime/lib/libart.so (ExecuteSwitchImplAsm+18) (BuildId: 895645e5113da057f27d9b2ec11eb3bf)
A/DEBUG:       #20 pc 001f7f14  /apex/com.android.runtime/javalib/core-oj.jar (java.util.concurrent.ThreadPoolExecutor.runWorker)
A/DEBUG:       #21 pc 002f8f92  /apex/com.android.runtime/lib/libart.so (_ZN3art11interpreterL7ExecuteEPNS_6ThreadERKNS_20CodeItemDataAccessorERNS_11Shadc
A/DEBUG:       #22 pc 002ffe19  /apex/com.android.runtime/lib/libart.so (art::interpreter::ArtInterpreterToInterpreterBridge(art::Thread*, art::CodeItemDa
A/DEBUG:       #23 pc 0032c17e  /apex/com.android.runtime/lib/libart.so (bool art::interpreter::DoCall<false, false>(art::ArtMethod*, art::Thread*, art::S
A/DEBUG:       #24 pc 0033edd3  /apex/com.android.runtime/lib/libart.so (void art::interpreter::ExecuteSwitchImplCpp<false, false>(art::interpreter::Switc
A/DEBUG:       #25 pc 00145b52  /apex/com.android.runtime/lib/libart.so (ExecuteSwitchImplAsm+18) (BuildId: 895645e5113da057f27d9b2ec11eb3bf)
A/DEBUG:       #26 pc 001f6d5c  /apex/com.android.runtime/javalib/core-oj.jar (java.util.concurrent.ThreadPoolExecutor$Worker.run)
A/DEBUG:       #27 pc 002f8f92  /apex/com.android.runtime/lib/libart.so (_ZN3art11interpreterL7ExecuteEPNS_6ThreadERKNS_20CodeItemDataAccessorERNS_11Shadc
A/DEBUG:       #28 pc 002ffe19  /apex/com.android.runtime/lib/libart.so (art::interpreter::ArtInterpreterToInterpreterBridge(art::Thread*, art::CodeItemDa
A/DEBUG:       #29 pc 0032c17e  /apex/com.android.runtime/lib/libart.so (bool art::interpreter::DoCall<false, false>(art::ArtMethod*, art::Thread*, art::S
A/DEBUG:       #30 pc 0033ee45  /apex/com.android.runtime/lib/libart.so (void art::interpreter::ExecuteSwitchImplCpp<false, false>(art::interpreter::Switc
A/DEBUG:       #31 pc 00145b52  /apex/com.android.runtime/lib/libart.so (ExecuteSwitchImplAsm+18) (BuildId: 895645e5113da057f27d9b2ec11eb3bf)
A/DEBUG:       #32 pc 000ea910  /apex/com.android.runtime/javalib/core-oj.jar (java.lang.Thread.run)
A/DEBUG:       #33 pc 002f8f92  /apex/com.android.runtime/lib/libart.so (_ZN3art11interpreterL7ExecuteEPNS_6ThreadERKNS_20CodeItemDataAccessorERNS_11Shadc
A/DEBUG:       #34 pc 002ffcc5  /apex/com.android.runtime/lib/libart.so (art::interpreter::EnterInterpreterFromEntryPoint(art::Thread*, art::CodeItemDataA
A/DEBUG:       #35 pc 0066fbd9  /apex/com.android.runtime/lib/libart.so (artQuickToInterpreterBridge+1209) (BuildId: 895645e5113da057f27d9b2ec11eb3bf)
A/DEBUG:       #36 pc 0014503d  /apex/com.android.runtime/lib/libart.so (art_quick_to_interpreter_bridge+77) (BuildId: 895645e5113da057f27d9b2ec11eb3bf)
A/DEBUG:       #37 pc 0013e7d2  /apex/com.android.runtime/lib/libart.so (art_quick_invoke_stub+338) (BuildId: 895645e5113da057f27d9b2ec11eb3bf)
A/DEBUG:       #38 pc 00149a69  /apex/com.android.runtime/lib/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, c
A/DEBUG:       #39 pc 0055a513  /apex/com.android.runtime/lib/libart.so (art::(anonymous namespace)::InvokeWithArgArray(art::ScopedObjectAccessAlreadyRunn
A/DEBUG:       #40 pc 0055b91a  /apex/com.android.runtime/lib/libart.so (art::InvokeVirtualOrInterfaceWithJValues(art::ScopedObjectAccessAlreadyRunnable c
A/DEBUG:       #41 pc 005aaa51  /apex/com.android.runtime/lib/libart.so (art::Thread::CreateCallback(void*)+1585) (BuildId: 895645e5113da057f27d9b2ec11eb3
A/DEBUG:       #42 pc 0011a8e5  /apex/com.android.runtime/lib/bionic/libc.so (__pthread_start(void*)+53) (BuildId: 76290498408016ad14f4b98c3ab6c65c)
A/DEBUG:       #43 pc 000af6a7  /apex/com.android.runtime/lib/bionic/libc.so (__start_thread+71) (BuildId: 76290498408016ad14f4b98c3ab6c65c)
E//system/bin/tombstoned: Tombstone written to: /data/tombstones/tombstone_00
E/InputDispatcher: channel '23b3157 our.package.name/our.package.name.ui.main.MainActivity (server)' ~ Channel is unrecoverably broken and will be dispose
```

Is it the same issue, or should I file another one?

---

al...@google.com <al...@google.com> #22

Unclear. In any event both look like platform issues. If it happens with beta3 file a bug.

---

sa...@squareup.com <sa...@squareup.com> #23

I know this has already been asked before, but is there anything that can be done to workaround the crash on older platforms? We were looking forward to DB inspector for our projects, but t

---

se...@google.com <se...@google.com> #24

Update on the status:

- We were able to track issue down and landed fix to the master.

- Our current understanding is that the issue is reproducible only on emulators
- We're working on bringing the fix to the older versions of emulators.

Workaround: Please, use real devices. **If you can reproduce this issue on the real device, please let us know!**

Sorry for inconvenience, we will update this issue again when/if emulators images with the fixed issue are released

---

te...@toptal.com <te...@toptal.com> #25

This is still a problem, but crashing on my physical device (Samsung Galaxy Watch 4, Wear OS 3.2). Like clockwork. Fatal signal 11 (SIGSEGV), code 1 (SEGV_MAPERR).

---

pr...@gmail.com <pr...@gmail.com> #26

As of now I still have this problem.
But I found some workaround: build and run the app and stop the inspector before it crashes and then connect again. Looks like this happens only on the first connection.

---

al...@gmail.com <al...@gmail.com>

idea.log
6.5 MB View Download

gdb-server.log
321 KB View Download

platform-stdout.log
815 B View Download

platform.log
0 B View Download

---

da...@melameth.com <da...@melameth.com> #27

In my case, a Power off and Power on of the emulated device does the trick—just a Restart did not.