

Comments (7)

Dependencies

Duplicates (0)

Blocking (0)

Resources (2)


Assigned

Bug

P3



[AOSP] assigned

 STATUS UPDATE

No update yet.

Edit

 DESCRIPTION

an...@gmail.com created issue [#1](#)

Mar 14, 2023 06:31PM



Hello, various native crashes started to appear in our production application. The stack is so generic, it didn't provide us with much information. Nothing in the top stack can point to our application or anything other than the Android framework.

My app is designed to target android tablets and high-display screen devices and will be in use 24/7.

Steps to reproduce: 1)Launched the App. 2)Kept the device idle for more than 2 days. What happened: -App got crashed after 4 days. What do you think the correct behavior should be:

- The app should work without crashing. Is this a security related issue? -No

model - Elo Device, Android Emulators Android version - 8.1, 10


Stack Trace:

pid: 0, tid: 13202 >>> myPackage name here. <<<

```
backtrace: #00 pc 0x00000000000830f0 /apex/com.android.runtime/lib64/bionic/libc.so (abort+160) #01 pc 0x00000000004b9000 /apex/com.android.runtime/lib64/libart.so (art::Runtime::Abort(char const*)+2280) #02 pc 0x00000000000b458 /system/lib64/libbase.so (android::base::LogMessage::~LogMessage()+580) #03 pc 0x0000000000378eec /apex/com.android.runtime/lib64/libart.so (art::JavaVMExt::AddGlobalRef(art::Thread*, art::ObjPtr<art::mirror::Object>)+288) #04 pc 0x0000000000386378 /apex/com.android.runtime/lib64/libart.so (art::JNI::NewGlobalRef(_JNIEnv*, _jobject*)+592) #05 pc 0x000000000000e5f8
```

Any ideas what is going on here or what could be a good course of action to resolve this? Thank you.

Reporter

 an...@gmail.com

Type

Bug

Priority

P3

Severity

S3

Status


Assigned

Access

Default access

View


Assignee

 an...@gmail.com


Verifier

--

Collaborators

 ^

CC

 ^

ar...@google.com

ng...@google.com

AOSP ID

--

ReportedBy

Developer

Found In

--


Targeted To

--

Verified In


--

In Prod



✓ Links (2)

Hide all

 Links (2)

"[about:invalid#zCsafez](#)"

an...@ [#1](#)


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

vi...@ [#2](#)


COMMENTS

All comments

↓ Oldest first

 vi...@google.com <vi...@google.com> [#2](#)

Mar 15, 2023 01:08AM



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" option.


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.

 vi...@google.com <vi...@google.com> [#3](#)


Mar 23, 2023 12:12AM



Please provide the requested information to proceed further. Unfortunately the issue will be closed within 7 days if there is no further update.

 an...@gmail.com <an...@gmail.com> [#4](#)

Mar 26, 2023 04:55AM



Hi, please find attached bug report from the device where actually the issues happen.

 anr_2023-03-21-08-06-51-029

544 KB

Download



 Restricted

 bi...@gmail.com <bi...@gmail.com> [#5](#)

Mar 26, 2023 07:29PM ⋮

Hacked

On Wednesday, March 22, 2023, <buganizer-system@google.com> wrote:

- Show quoted text -

ng...@google.com <ng...@google.com> #6

Mar 27, 2023 10:11PM ⋮

Reassigned to an...@gmail.com.

A shame the error message isn't printed, but crashing at the point of `art::JavaVMExt::AddGlobalRef` would seem to indicate a leak in your app, where you have too many JNI global references (current limit is 512k AFAIR).

vi...@google.com <vi...@google.com> #7

Mar 27, 2023 10:12PM ⋮

We have shared this with our product and engineering team and will update this issue with more information as it becomes available.