



In ProgressBugP3+ Add Hotlist


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

Apr 23, 2020 01:34PM

Build: AI-192.7142.36.36.6392135, 202004132352,  
AI-192.7142.36.36.6392135, JRE 1.8.0\_212-release-1586-b04x64 JetBrains s.r.o, OS Windows 10(amd64) v10.0 , screens 1536x864, 1536x864  
AS: 3.6.3; Kotlin plugin: 1.3.71-release-Studio3.6-1; Android Gradle Plugin: 3.6.3; Gradle: 5.6.4; NDK: from local.properties: (not specified), latest from SDK: 20.1.5948944; LLDB: LLDB 3.1 (revision: 3.1.4508709); CMake: from local.properties: (not specified), latest from SDK: 3.10.2, from PATH: (not found)Source: user\_sentiment\_feedback  
IMPORTANT: Please read <https://developer.android.com/studio/report-bugs.html> carefully and supply all required information.  
This problem only occurs on Android O.After starting an infinite loop thread, do some data operations.After the Profiler is attached, the entire app will freeze.We have tested about a few machines, and this problem only occurs on Android O.  
PS:This problem occurs even on the emulator


✓ Links (3)Hide all

 Links (3)

"IMPORTANT: Please read <https://developer.android.com/studio/report-bugs.html> carefully and supply all required information."  
" ...ore information on what's needed and how to obtain this information please read the guide at <https://developer.android.com/studio/report-bugs#studio-bugs>"  
"http://2.AS"

hu...@ #1  
vi...@ #3  
hu...@ #4

COMMENTSAll commentsOldest first

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

Apr 23, 2020 01:36PM

" public interface ITest { void onCount(); }  

```
public static class ReadFileThread extends Thread {
    boolean isInterrupt = false;

    ITest iTest;

    public ReadFileThread(ITest iTest) {
        super("read_file");
        this.iTest = iTest;
    }

    @Override
    public void interrupt() {
        super.interrupt();
        isInterrupt = true;
    }

    @Override
    public void run() {
        byte[] data = new byte[2048];
        while (!isInterrupt) {
            for (int i = 0; i < data.length; i++) {
                data[i] = 127;
            }
            try {
                Thread.sleep(10);
            } catch (InterruptedException e) {
                e.printStackTrace();
            }
            for (int i = 0; i < data.length; i++) {
                data[i] = 0;
            }
            if (iTest != null) {
                iTest.onCount();
            }
        }
    }
}
```

|                |
|----------------|
| Reporter       |
| Type           |
| Priority       |
| Severity       |
| Status         |
| Access         |
| Assignee       |
| Verifier       |
| Collaborator   |
| CC             |
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| Blocking       |
| Release        |
| Release Status |
| Found In       |
| Targeted To    |
| Verified In    |
| In Prod        |
| Show 1 ad      |

```
}  
}  
}
```

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

Apr 23, 2020 01:47PM ⋮

Thanks for the feedback. To help us troubleshoot this issue further, we will need more information. Please share detailed reproduction steps and as much as possible of the following information when it applies if you haven't already:

1. Android Studio version and OS type and version
2. Screenshots or videos of the issue
3. idea.log file (select Help > Show Log in Finder / Explorer)
4. Thread dumps if the issue is a freezing or non-responding UI.

For more information on what's needed and how to obtain this information please read the guide at <https://developer.android.com/studio/report-bugs#studio-bugs>

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

Apr 24, 2020 11:53AM ⋮

Thanks for your reply. Here is the Android Studio version and OS type and version.

1. AI-192.7142.36.36.6392135, JRE 1.8.0\_212-release-1586-b04x64 JetBrains s.r.o, OS Windows 10 (amd64) v10.0, screens 1536x864, 1536x864 2. AS: 3.6.3; Kotlin plugin: 1.3.71-release-Studio3.6-1; Android Gradle Plugin: 3.6.3; Gradle: 5.6.4; NDK: from local.properties: (not specified), latest from SDK: 20.1.5948944; LLDB: LLDB 3.1 (revision: 3.1.4508709); CMake: from local.properties: (not specified), latest from SDK: 3.10.2, from PATH: (not found) Source: user\_sentiment\_feedback

The attachments contains these: 1. The screenshot retains the information of the simulator 2. The video shows how to make the issue 3. The project source code  
Hope it helps.

 **files.zip**  
11 MB [Download](#)

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

Apr 24, 2020 06:05PM

*Assigned to an...@google.com.*

yi...@google.com <yi...@google.com>

Apr 30, 2020 08:17AM

*Reassigned to sh...@google.com.*

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

May 9, 2020 10:47AM ⋮

*Accepted by sh...@google.com.*

I confirm I can reproduce the issue. It's easier for me to reproduce on an O AVD (> 80% of time). However, on a physical device (Pixel 2 running build OPD3.170816.023) I only reproduced once out of 10+ tries. I haven't figured out why, will continue investigation.

Note: In Android Studio's "Run" tool window, if the app freeze, the last line is usually `V/StudioProfiler:New JNI table set`. If the app doesn't freeze, the Run tool window will continue printing out messages. The next line is often something like `V/StudioProfiler: Tracking initialization took: 975132000ns`.

sh...@google.com <sh...@google.com> [#6](#)

May 9, 2020 11:09AM ⋮

## Cannot get a dump

I have tried two ways to get the thread dump but without success.

- After the app freezes, clicking "Pause Program" or "Get Thread Dump" in the Debug tool window has no effect. (The issue can reproduce when clicking Debug.)
- Send SIGQUIT signal such as `$ kill -3 7270` but no file is generated in `/data/anr` and a line like the following is shown in either Debug or Run tool window.

```
I/zygote: Thread[3, tid=8954, WaitingInMainSignalCatcherLoop, Thread*=0xabddac00, peer=0x12d40020, "Signal Catcher"]: reacting to signal 3
```

## Simpler way to reproduce

I found an easier way to reproduce the issue. It appears memory operations are not needed. The repro app can be as simple as (1) adding two fields to the main Activity class

```
private Thread readFileThread;  
private int index = 0;
```

(2) and adding the following lines into the Activity's onCreate() method

```
readFileThread = new Thread() {  
    @Override  
    public void interrupt() {}  
  
    @Override  
    public void run() {  
        while (true) {  
            try {
```

```
        Thread.sleep(10);
    } catch (InterruptedException e) {
        e.printStackTrace();
    }
    mDataText.setText("" + (++index));
}
};
readFileThread.start();
```

Message last modified on May 9, 2020 11:09AM