



[Android 11 DP/Beta] Abort occurs and the application is terminated when playing an m4a file with MediaCodec.

+1

Hotlists (3)

Mark as Duplicate



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

Infeasible

Bug

P3

+ Add Hotlist

Platform

Needs Info



STATUS UPDATE No update yet.

Edit



DESCRIPTION tt...@gtempaccount.com created issue #1

- Are you an Android developer?  
Yes
- Which Android Developer Preview build are you using? See Settings > About phone > Build number (for example RPP1.200123.000).  
RPB1.200504.018
- Is this a regression from Android 10 to 11?  
Yes
- What device are you using? (for example, Pixel 3 XL)  
Pixel 3a
- App Package Name?
- What are the steps to reproduce the problem? (Please provide the minimal reproducible test case.)  
The application is rarely(About 1 out of 50 times) terminated with abort when playing audio-only m4a files containing AAC codec audio data using MediaCodec. Played audio file is under\_2
- What was the expected result?  
Abort should not occur.
- What was the actual result?  
The application is terminated with abort.
- Relevant logcat output

```
2020-06-22 17:42:49.333 14472-15752/ui evolution.library.audio.sample.debug D/CCodec: allocate(c2.android.aac.decoder)
2020-06-22 17:42:49.335 14472-15752/ui evolution.library.audio.sample.debug I/CCodec: setting up 'default' as default (vendor) store
2020-06-22 17:42:49.337 14472-15752/ui evolution.library.audio.sample.debug I/CCodec: Created component [c2.android.aac.decoder]
2020-06-22 17:42:49.337 14472-15752/ui evolution.library.audio.sample.debug D/CCodecConfig: read media type: audio/mp4a-latm
2020-06-22 17:42:49.339 14472-15752/ui evolution.library.audio.sample.debug D/ReflectedParamUpdater: extent() != 1 for single value type: algo.buffers.max-cou
2020-06-22 17:42:49.340 14472-15752/ui evolution.library.audio.sample.debug D/ReflectedParamUpdater: extent() != 1 for single value type: output.subscribed-in
2020-06-22 17:42:49.340 14472-15752/ui evolution.library.audio.sample.debug D/ReflectedParamUpdater: extent() != 1 for single value type: input.buffers.alloc
2020-06-22 17:42:49.340 14472-15752/ui evolution.library.audio.sample.debug D/ReflectedParamUpdater: extent() != 1 for single value type: output.buffers.alloc
2020-06-22 17:42:49.340 14472-15752/ui evolution.library.audio.sample.debug D/ReflectedParamUpdater: extent() != 1 for single value type: algo.buffers.allocat
2020-06-22 17:42:49.340 14472-15752/ui evolution.library.audio.sample.debug D/ReflectedParamUpdater: extent() != 1 for single value type: output.buffers.pool-
2020-06-22 17:42:49.341 14472-15752/ui evolution.library.audio.sample.debug D/ReflectedParamUpdater: extent() != 1 for single value type: algo.buffers.pool-id
2020-06-22 17:42:49.343 14472-15752/ui evolution.library.audio.sample.debug I/CCodecConfig: query failed after returning 18 values (BAD_INDEX)
2020-06-22 17:42:49.343 14472-15752/ui evolution.library.audio.sample.debug D/CCodecConfig: c2 config diff is Dict {
    c2::u32 coded.aac-packaging.value = 0
    c2::u32 coded.bitrate.value = 64000
    c2::u32 coded.pl.level = 0
    c2::u32 coded.pl.profile = 8192
    c2::i32 coding.drc.album-mode.value = 0
    c2::float coding.drc.attenuation-factor.value = 1
    c2::float coding.drc.boost-factor.value = 1
    c2::i32 coding.drc.compression-mode.value = 3
    c2::i32 coding.drc.effect-type.value = 3
    c2::float coding.drc.encoded-level.value = 0.25
    c2::float coding.drc.reference-level.value = -16
    c2::u32 input.buffers.max-size.value = 8192
    c2::u32 input.delay.value = 0
    string input.media-type.value = "audio/mp4a-latm"
    c2::u32 output.delay.value = 2
    c2::float output.drc.output-loudness.value = 0.25
    string output.media-type.value = "audio/raw"
    c2::u32 raw.channel-count.value = 1
    c2::u32 raw.sample-rate.value = 44100
}
2020-06-22 17:42:49.344 14472-15751/ui evolution.library.audio.sample.debug A/MediaCodec-JNI: frameworks/base/media/jni/android_media_MediaCodec.cpp:306 CHECK
2020-06-22 17:42:49.494 14472-14522/ui evolution.library.audio.sample.debug D/[AL][8739]Streamer: getStreamingData returns null:streamingCompleted
2020-06-22 17:42:49.627 14472-15751/ui evolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:654] Runtime aborting...
runtime.cc:654] Dumping all threads without mutator lock held
runtime.cc:654] All threads:
runtime.cc:654] DALVIK THREADS (44):
runtime.cc:654] "Thread-278" prio=5 tid=38 Runnable
runtime.cc:654] | group="" sCount=0 dsCount=0 flags=0 obj=0x12d39d10 self=0x76985187b0
runtime.cc:654] | sysTid=15751 nice=0 cgrp=default sched=0/0 handle=0x74b06e6cc0
```

```
runtime.cc:654] | state=R schedstat=( 14608591 8310783 126 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:654] | stack=0x74b05e3000-0x74b05e5000 stackSize=1043KB
runtime.cc:654] | held mutexes= "abort lock" "mutator lock"(shared held)
runtime.cc:654] native: #00 pc 000000000004a8ed8 /apex/com.android.art/lib64/libart.so (art::DumpNativeStack(std::__1::basic_ostream<char, std::__1::ch
runtime.cc:654] native: #01 pc 000000000005b7ff4 /apex/com.android.art/lib64/libart.so (art::Thread::DumpStack(std::__1::basic_ostream<char, std::__1::
runtime.cc:654] native: #02 pc 000000000005d579c /apex/com.android.art/lib64/libart.so (art::DumpCheckpoint::Run(art::Thread*)+936)
runtime.cc:654] native: #03 pc 000000000005cf2f4 /apex/com.android.art/lib64/libart.so (art::ThreadList::RunCheckpoint(art::Closure*, art::Closure*)+53
runtime.cc:654] native: #04 pc 000000000005ce494 /apex/com.android.art/lib64/libart.so (art::ThreadList::Dump(std::__1::basic_ostream<char, std::__1::c
runtime.cc:654] native: #05 pc 000000000005686d4 /apex/com.android.art/lib64/libart.so (art::Runtime::Abort(char const*)+1696)
runtime.cc:654] native: #06 pc 0000000000013a10 /system/lib64/libbase.so (android::base::SetAborter(std::__1::function<void (char const*)>&&)::$_3::__
runtime.cc:654] native: #07 pc 00000000000006e58 /system/lib64/liblog.so (__android_log_assert+332)
runtime.cc:654] native: #08 pc 0000000000003e3d0 /system/lib64/libmedia_jni.so (android::JMediaCodec::configure(android::sp<android::AMessage> const&,
runtime.cc:654] native: #09 pc 0000000000041dc8 /system/lib64/libmedia_jni.so (android_media_MediaCodec_native_configure(_JNIEnv*, _jobject*, _jobject
runtime.cc:654] at android.media.MediaCodec.native_configure(Native method)
runtime.cc:654] at android.media.MediaCodec.configure(MediaCodec.java:2127)
runtime.cc:654] at android.media.MediaCodec.configure(MediaCodec.java:2043)
runtime.cc:654] at uievolution.library.audio.InternalPlayer.AbstractMediaCodecPlayer$RunCore.<init>(AbstractMediaCodecPlayer.java:225)
runtime.cc:654] at uievolution.library.audio.InternalPlayer.AbstractMediaCodecPlayer.start(AbstractMediaCodecPlayer.java:606)
runtime.cc:654] - locked <0x0c154524> (a uievolution.library.audio.InternalPlayer.MediaFileMediaCodecPlayer)
runtime.cc:654] at uievolution.library.audio.AudioPlayer.AbstractPlayer.onPrepared(AbstractPlayer.java:131)
runtime.cc:654] - locked <0x0df7988d> (a uievolution.library.audio.AudioPlayer.MediaFilePlayer)
runtime.cc:654] at uievolution.library.audio.InternalPlayer.AbstractMediaCodecPlayer.onPrepared(AbstractMediaCodecPlayer.java:104)
runtime.cc:654] at uievolution.library.audio.InternalPlayer.AbstractMediaCodecPlayer$1.run(AbstractMediaCodecPlayer.java:477)
runtime.cc:654] at java.lang.Thread.run(Thread.java:923)
runtime.cc:654] "main" prio=10 tid=1 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x72735fc8 self=0x7698516be0
runtime.cc:654] | sysTid=14472 nice=-10 cgrp=default sched=0/0 handle=0x77bedd84f8
runtime.cc:654] | state=S schedstat=( 6175869774 511799014 6443 ) utm=534 stm=82 core=3 HZ=100
2020-06-22 17:42:49.627 14472-15751/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:654] | stack=0x7fcf09d000-0x7fcf09f000 stackSize=81
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 0000000000009c718 /apex/com.android.runtime/lib64/bionic/libc.so (__epoll_pwait+8)
runtime.cc:654] native: #01 pc 0000000000019b44 /system/lib64/libutils.so (android::Looper::pollInner(int)+184)
runtime.cc:654] native: #02 pc 0000000000019a24 /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, void**)+112)
runtime.cc:654] native: #03 pc 00000000000114a48 /system/lib64/libandroid_runtime.so (android::android_os_MessageQueue_nativePollOnce(_JNIEnv*, _jobjec
runtime.cc:654] at android.os.MessageQueue.nativePollOnce(Native method)
runtime.cc:654] at android.os.MessageQueue.next(MessageQueue.java:335)
runtime.cc:654] at android.os.Looper.loop(Looper.java:183)
runtime.cc:654] at android.app.ActivityThread.main(ActivityThread.java:7523)
runtime.cc:654] at java.lang.reflect.Method.invoke(Native method)
runtime.cc:654] at com.android.internal.os.RuntimeInit$MethodAndArgsCaller.run(RuntimeInit.java:592)
runtime.cc:654] at com.android.internal.os.ZygoteInit.main(ZygoteInit.java:941)
runtime.cc:654] "Signal Catcher" prio=10 tid=6 WaitingInMainSignalCatcherLoop
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x149c0710 self=0x769851bf50
runtime.cc:654] | sysTid=14483 nice=-20 cgrp=default sched=0/0 handle=0x7515fd5cc0
runtime.cc:654] | state=S schedstat=( 466510 0 1 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:654] | stack=0x7515ede000-0x7515ee0000 stackSize=995KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 0000000000009c158 /apex/com.android.runtime/lib64/bionic/libc.so (__rt_sigtimedwait+8)
runtime.cc:654] native: #01 pc 0000000000005cc68 /apex/com.android.runtime/lib64/bionic/libc.so (sigwait+68)
runtime.cc:654] native: #02 pc 0000000000058ed2c /apex/com.android.art/lib64/libart.so (art::SignalCatcher::WaitForSignal(art::Thread*, art::SignalSet&
runtime.cc:654] native: #03 pc 0000000000058d8e0 /apex/com.android.art/lib64/libart.so (art::SignalCatcher::Run(void*)+276)
runtime.cc:654] native: #04 pc 00000000000b06dc /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:654] native: #05 pc 00000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654] "perfetto_hprof_listener" prio=10 tid=7 Native (still starting up)
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x0 self=0x769851db20
runtime.cc:654] | sysTid=14484 nice=-20 cgrp=default sched=0/0 handle=0x7514dbccc0
runtime.cc:654] | state=S schedstat=( 249844 11198 1 ) utm=0 stm=0 core=4 HZ=100
runtime.cc:654] | stack=0x7514cc5000-0x7514cc7000 stackSize=995KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 0000000000009b4d4 /apex/com.android.runtime/lib64/bionic/libc.so (read+4)
runtime.cc:654] native: #01 pc 0000000000016f08 /apex/com.android.art/lib64/libperfetto_hprof.so (void* std::__1::__thread_proxy<std::__1::tuple<std::
runtime.cc:654] native: #02 pc 00000000000b06dc /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:654] native: #03 pc 00000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654] "ADB-JDWP Connection Control Thread" prio=10 tid=8 WaitingInMainDebuggerLoop
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x149c0788 self=0x7698515010
runtime.cc:654] | sysTid=14485 nice=-20 cgrp=default sched=0/0 handle=0x74c9f96cc0
runtime.cc:654] | state=S schedstat=( 2287814 378647 22 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:654] | stack=0x74c9e9f000-0x74c9ea1000 stackSize=995KB
2020-06-22 17:42:49.627 14472-15751/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 0000000000009c818 /apex/com.android.runtime/lib64/bionic/libc.so (__poll+8)
runtime.cc:654] native: #01 pc 0000000000005a030 /apex/com.android.runtime/lib64/bionic/libc.so (poll+96)
runtime.cc:654] native: #02 pc 000000000000a454 /apex/com.android.art/lib64/libadbconnection.so (adbconnection::AdbConnectionState::RunPollLoop(art::T
runtime.cc:654] native: #03 pc 000000000000890c /apex/com.android.art/lib64/libadbconnection.so (adbconnection::CallbackFunction(void*)+1652)
runtime.cc:654] native: #04 pc 00000000000b06dc /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
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runtime.cc:654] native: #05 pc 0000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654]
runtime.cc:654] "Jit thread pool worker thread 0" prio=5 tid=9 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x149c0800 self=0x769852d570
runtime.cc:654] | sysTid=14486 nice=0 cgrp=default sched=0/0 handle=0x74c8e9cd00
runtime.cc:654] | state=S schedstat=( 2156986806 378103216 2712 ) utm=167 stm=48 core=6 HZ=100
runtime.cc:654] | stack=0x74c8d9e000-0x74c8da0000 stackSize=1023KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000004b08c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:654] native: #01 pc 00000000001b18fc /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:654] native: #02 pc 00000000005d74cc /apex/com.android.art/lib64/libart.so (art::ThreadPool::GetTask(art::Thread*)+80)
runtime.cc:654] native: #03 pc 00000000005d677c /apex/com.android.art/lib64/libart.so (art::ThreadPoolWorker::Run()+144)
runtime.cc:654] native: #04 pc 00000000005d624c /apex/com.android.art/lib64/libart.so (art::ThreadPoolWorker::Callback(void*)+192)
runtime.cc:654] native: #05 pc 00000000000b06dc /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:654] native: #06 pc 0000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654]
runtime.cc:654] "HeapTaskDaemon" prio=5 tid=10 WaitingForTaskProcessor
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x149c5b88 self=0x769852b9a0
runtime.cc:654] | sysTid=14487 nice=4 cgrp=default sched=0/0 handle=0x74c7d97cc0
runtime.cc:654] | state=S schedstat=( 116316978 10309476 48 ) utm=8 stm=2 core=6 HZ=100
runtime.cc:654] | stack=0x74c7c94000-0x74c7c96000 stackSize=1043KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000004b08c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:654] native: #01 pc 00000000001b18fc /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:654] native: #02 pc 00000000002ea86c /apex/com.android.art/lib64/libart.so (art::gc::TaskProcessor::GetTask(art::Thread*)+552)
runtime.cc:654] native: #03 pc 00000000002eb1bc /apex/com.android.art/lib64/libart.so (art::gc::TaskProcessor::RunAllTasks(art::Thread*)+92)
runtime.cc:654] at dalvik.system.VMRuntime.runHeapTasks(Native method)
runtime.cc:654] at java.lang.Daemons$HeapTaskDaemon.runInternal(Daemons.java:525)
runtime.cc:654] at java.lang.Daemons$Daemon.run(Daemons.java:139)
runtime.cc:654] at java.lang.Thread.run(Thread.java:923)
runtime.cc:654]
runtime.cc:654] "ReferenceQueueDaemon" prio=5 tid=11 Waiting
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x149c0878 self=0x7698529dd0
runtime.cc:654] | sysTid=14488 nice=4 cgrp=default sched=0/0 handle=0x74c6c8dcc0
runtime.cc:654] | state=S schedstat=( 23036453 2353803 33 ) utm=1 stm=0 core=7 HZ=100
runtime.cc:654] | stack=0x74c6b8a000-0x74c6b8c000 stackSize=1043KB
runtime.cc:654] | held mutexes=
2020-06-22 17:42:49.627 14472-15751/ui.evolution.library.audio.sample.debug A/io.sample.debu runtime.cc:654] native: #00 pc 000000000004b08c /apex/com.and
runtime.cc:654] native: #01 pc 00000000001b18fc /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:654] native: #02 pc 000000000004a3fbc /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:654] native: #03 pc 000000000004a582c /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:654] at java.lang.Object.wait(Native method)
runtime.cc:654] - waiting on <0x0cf51a42> (a java.lang.Class<java.lang.ref.ReferenceQueue>)
runtime.cc:654] at java.lang.Object.wait(Object.java:442)
runtime.cc:654] at java.lang.Object.wait(Object.java:568)
runtime.cc:654] at java.lang.Daemons$ReferenceQueueDaemon.runInternal(Daemons.java:217)
runtime.cc:654] - locked <0x0cf51a42> (a java.lang.Class<java.lang.ref.ReferenceQueue>)
runtime.cc:654] at java.lang.Daemons$Daemon.run(Daemons.java:139)
runtime.cc:654] at java.lang.Thread.run(Thread.java:923)
runtime.cc:654]
runtime.cc:654] "FinalizerDaemon" prio=5 tid=12 Waiting
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x149c08f0 self=0x769852f140
runtime.cc:654] | sysTid=14489 nice=4 cgrp=default sched=0/0 handle=0x74c6b83cc0
runtime.cc:654] | state=S schedstat=( 83770112 24993222 328 ) utm=3 stm=4 core=7 HZ=100
runtime.cc:654] | stack=0x74c6a80000-0x74c6a82000 stackSize=1043KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000004b08c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:654] native: #01 pc 00000000001b18fc /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:654] native: #02 pc 000000000004a3fbc /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:654] native: #03 pc 000000000004a582c /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:654] at java.lang.Object.wait(Native method)
runtime.cc:654] - waiting on <0x03687a53> (a java.lang.Object)
runtime.cc:654] at java.lang.Object.wait(Object.java:442)
runtime.cc:654] at java.lang.ref.ReferenceQueue.remove(ReferenceQueue.java:190)
runtime.cc:654] - locked <0x03687a53> (a java.lang.Object)
runtime.cc:654] at java.lang.ref.ReferenceQueue.remove(ReferenceQueue.java:211)
runtime.cc:654] at java.lang.Daemons$FinalizerDaemon.runInternal(Daemons.java:273)
runtime.cc:654] at java.lang.Daemons$Daemon.run(Daemons.java:139)
runtime.cc:654] at java.lang.Thread.run(Thread.java:923)
runtime.cc:654]
runtime.cc:654] "FinalizerWatchdogDaemon" prio=5 tid=13 Sleeping
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x149c0968 self=0x7698536080
runtime.cc:654] | sysTid=14490 nice=4 cgrp=default sched=0/0 handle=0x74c4a79cc0
runtime.cc:654] | state=S schedstat=( 1111304 1219689 16 ) utm=0 stm=0 core=1 HZ=100
runtime.cc:654] | stack=0x74c4976000-0x74c4978000 stackSize=1043KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000004b090 /apex/com.android.runtime/lib64/bionic/libc.so (syscall+32)
runtime.cc:654] native: #01 pc 00000000001b1cd0 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::TimedWait(art::Thread*, long, int)+176)

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runtime.cc:654] native: #02 pc 00000000004a3fd0 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:654] native: #03 pc 00000000004a582c /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:654] at java.lang.Thread.sleep(Native method)
2020-06-22 17:42:49.627 14472-15751/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:654] - sleeping on <0x07f38f90> (a java.lang.Object
runtime.cc:654] at java.lang.Thread.sleep(Thread.java:442)
runtime.cc:654] - locked <0x07f38f90> (a java.lang.Object)
runtime.cc:654] at java.lang.Thread.sleep(Thread.java:358)
runtime.cc:654] at java.lang.Daemons$FinalizerWatchdogDaemon.sleepForMillis(Daemons.java:385)
runtime.cc:654] at java.lang.Daemons$FinalizerWatchdogDaemon.waitForFinalization(Daemons.java:413)
runtime.cc:654] at java.lang.Daemons$FinalizerWatchdogDaemon.runInternal(Daemons.java:325)
runtime.cc:654] at java.lang.Daemons$Daemon.run(Daemons.java:139)
runtime.cc:654] at java.lang.Thread.run(Thread.java:923)
runtime.cc:654]
runtime.cc:654] "Binder:14472_1" prio=5 tid=14 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x149c09e0 self=0x76985328e0
runtime.cc:654] | sysTid=14491 nice=0 cgrp=default sched=0/0 handle=0x74c3871cc0
runtime.cc:654] | state=S schedstat=( 55503445 27394703 261 ) utm=3 stm=1 core=0 HZ=100
runtime.cc:654] | stack=0x74c377a000-0x74c377c000 stackSize=995KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000009b754 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+4)
runtime.cc:654] native: #01 pc 0000000000057a54 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+140)
runtime.cc:654] native: #02 pc 0000000000050af4 /system/lib64/libbinder.so (android::IPCThreadState::talkWithDriver(bool)+300)
runtime.cc:654] native: #03 pc 0000000000050ce4 /system/lib64/libbinder.so (android::IPCThreadState::getAndExecuteCommand()+24)
runtime.cc:654] native: #04 pc 00000000000515bc /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+60)
runtime.cc:654] native: #05 pc 0000000000077968 /system/lib64/libbinder.so (android::PoolThread::threadLoop()+24)
runtime.cc:654] native: #06 pc 000000000001549c /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+264)
runtime.cc:654] native: #07 pc 00000000000a3c80 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+148)
runtime.cc:654] native: #08 pc 0000000000014d50 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+416)
runtime.cc:654] native: #09 pc 00000000000b06dc /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:654] native: #10 pc 0000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654]
runtime.cc:654] "Binder:14472_2" prio=5 tid=15 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x149c0a58 self=0x7698530d10
runtime.cc:654] | sysTid=14492 nice=0 cgrp=default sched=0/0 handle=0x74c2773cc0
runtime.cc:654] | state=S schedstat=( 45537989 19179945 229 ) utm=2 stm=1 core=7 HZ=100
runtime.cc:654] | stack=0x74c267c000-0x74c267e000 stackSize=995KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000009b754 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+4)
runtime.cc:654] native: #01 pc 0000000000057a54 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+140)
runtime.cc:654] native: #02 pc 0000000000050af4 /system/lib64/libbinder.so (android::IPCThreadState::talkWithDriver(bool)+300)
runtime.cc:654] native: #03 pc 0000000000050ce4 /system/lib64/libbinder.so (android::IPCThreadState::getAndExecuteCommand()+24)
runtime.cc:654] native: #04 pc 00000000000515bc /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+60)
runtime.cc:654] native: #05 pc 0000000000077968 /system/lib64/libbinder.so (android::PoolThread::threadLoop()+24)
runtime.cc:654] native: #06 pc 000000000001549c /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+264)
runtime.cc:654] native: #07 pc 00000000000a3c80 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+148)
2020-06-22 17:42:49.627 14472-15751/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:654] native: #08 pc 0000000000014d50 /system/lib64
runtime.cc:654] native: #09 pc 00000000000b06dc /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:654] native: #10 pc 0000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654]
runtime.cc:654] "Binder:14472_3" prio=5 tid=16 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x149c0ad0 self=0x76985344b0
runtime.cc:654] | sysTid=14494 nice=0 cgrp=default sched=0/0 handle=0x74c1675cc0
runtime.cc:654] | state=S schedstat=( 94865840 47010204 416 ) utm=6 stm=2 core=6 HZ=100
runtime.cc:654] | stack=0x74c157e000-0x74c1580000 stackSize=995KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000009b754 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+4)
runtime.cc:654] native: #01 pc 0000000000057a54 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+140)
runtime.cc:654] native: #02 pc 0000000000050af4 /system/lib64/libbinder.so (android::IPCThreadState::talkWithDriver(bool)+300)
runtime.cc:654] native: #03 pc 0000000000050ce4 /system/lib64/libbinder.so (android::IPCThreadState::getAndExecuteCommand()+24)
runtime.cc:654] native: #04 pc 00000000000515bc /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+60)
runtime.cc:654] native: #05 pc 0000000000077968 /system/lib64/libbinder.so (android::PoolThread::threadLoop()+24)
runtime.cc:654] native: #06 pc 000000000001549c /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+264)
runtime.cc:654] native: #07 pc 00000000000a3c80 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+148)
runtime.cc:654] native: #08 pc 0000000000014d50 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+416)
runtime.cc:654] native: #09 pc 00000000000b06dc /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:654] native: #10 pc 0000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654]
runtime.cc:654] "Profile Saver" prio=5 tid=17 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x149c0b48 self=0x7698539820
runtime.cc:654] | sysTid=14495 nice=9 cgrp=default sched=0/0 handle=0x74c0116cc0
runtime.cc:654] | state=S schedstat=( 56915365 23616204 69 ) utm=5 stm=0 core=7 HZ=100
runtime.cc:654] | stack=0x74c001f000-0x74c0021000 stackSize=995KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000004b090 /apex/com.android.runtime/lib64/bionic/libc.so (syscall+32)
runtime.cc:654] native: #01 pc 00000000001blcd0 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::TimedWait(art::Thread*, long, int)+176)
runtime.cc:654] native: #02 pc 0000000000035a310 /apex/com.android.art/lib64/libart.so (art::ProfileSaver::Run()+672)
runtime.cc:654] native: #03 pc 0000000000035f11c /apex/com.android.art/lib64/libart.so (art::ProfileSaver::RunProfileSaverThread(void*)+180)
```

```
runtime.cc:654] native: #04 pc 0000000000b06dc /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:654] native: #05 pc 000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654]
runtime.cc:654] "RenderThread" prio=10 tid=18 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x149c0bc0 self=0x769853b3f0
runtime.cc:654] | sysTid=14496 nice=-10 cgrp=default sched=0/0 handle=0x74bf018cc0
runtime.cc:654] | state=S schedstat=( 4665538210 663220758 12863 ) utm=354 stm=111 core=6 HZ=100
runtime.cc:654] | stack=0x74bef21000-0x74bef23000 stackSize=995KB
runtime.cc:654] | held mutexes=
2020-06-22 17:42:49.627 14472-15751/ui.evolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:654] native: #00 pc 000000000009c718 /apex/com.and
runtime.cc:654] native: #01 pc 0000000000019b44 /system/lib64/libutils.so (android::Looper::pollInner(int)+184)
runtime.cc:654] native: #02 pc 0000000000019a24 /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, int*, void**)+112)
runtime.cc:654] native: #03 pc 00000000000221ae4 /system/lib64/libhwui.so (android::uirenderer::ThreadBase::waitForWork()+148)
runtime.cc:654] native: #04 pc 00000000000242c84 /system/lib64/libhwui.so (android::uirenderer::renderthread::RenderThread::threadLoop()+80)
runtime.cc:654] native: #05 pc 000000000001549c /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+264)
runtime.cc:654] native: #06 pc 0000000000014d50 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+416)
runtime.cc:654] native: #07 pc 0000000000b06dc /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:654] native: #08 pc 000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654]
runtime.cc:654] "FileLoggerThread" prio=5 tid=19 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x14a488a0 self=0x769854e5e0
runtime.cc:654] | sysTid=14520 nice=0 cgrp=default sched=0/0 handle=0x74bdd52cc0
runtime.cc:654] | state=S schedstat=( 1059691502 260735268 2935 ) utm=85 stm=20 core=0 HZ=100
runtime.cc:654] | stack=0x74bdc4f000-0x74bdc51000 stackSize=1043KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000009c718 /apex/com.android.runtime/lib64/bionic/libc.so (__epoll_pwait+8)
runtime.cc:654] native: #01 pc 0000000000019b44 /system/lib64/libutils.so (android::Looper::pollInner(int)+184)
runtime.cc:654] native: #02 pc 0000000000019a24 /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, int*, void**)+112)
runtime.cc:654] native: #03 pc 0000000000114a48 /system/lib64/libandroid_runtime.so (android::android_os_MessageQueue_nativePollOnce(_JNIEnv*, _jobjec
runtime.cc:654] at android.os.MessageQueue.nativePollOnce(Native method)
runtime.cc:654] at android.os.MessageQueue.next(MessageQueue.java:335)
runtime.cc:654] at android.os.Looper.loop(Looper.java:183)
runtime.cc:654] at android.os.HandlerThread.run(HandlerThread.java:67)
runtime.cc:654]
runtime.cc:654] "Thread-3" prio=5 tid=20 TimedWaiting
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x14a40000 self=0x769854ca10
runtime.cc:654] | sysTid=14521 nice=0 cgrp=default sched=0/0 handle=0x74bc67ccc0
runtime.cc:654] | state=S schedstat=( 1613321610 460152515 7146 ) utm=117 stm=42 core=7 HZ=100
runtime.cc:654] | stack=0x74bc579000-0x74bc57b000 stackSize=1043KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000004b08c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:654] native: #01 pc 00000000001b18fc /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:654] native: #02 pc 000000000004a164 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:654] native: #03 pc 000000000004a582c /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:654] at java.lang.Object.wait(Native method)
runtime.cc:654] - waiting on <0x01d23089> (a java.lang.Object)
runtime.cc:654] at java.lang.Object.wait(Object.java:442)
runtime.cc:654] at ui.evolution.library.audio.Streamer.getRequest(Streamer.java:715)
runtime.cc:654] - locked <0x01d23089> (a java.lang.Object)
runtime.cc:654] at ui.evolution.library.audio.Streamer.access$000(Streamer.java:18)
runtime.cc:654] at ui.evolution.library.audio.Streamer$StreamerThread.run(Streamer.java:786)
2020-06-22 17:42:49.627 14472-15751/ui.evolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:654]
runtime.cc:654] "Thread-4" prio=5 tid=21 TimedWaiting
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x14a405e0 self=0x76985501b0
runtime.cc:654] | sysTid=14522 nice=0 cgrp=default sched=0/0 handle=0x74bb572cc0
runtime.cc:654] | state=S schedstat=( 1859487417 688338474 15174 ) utm=120 stm=64 core=7 HZ=100
runtime.cc:654] | stack=0x74bb46f000-0x74bb471000 stackSize=1043KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000004b08c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:654] native: #01 pc 00000000001b18fc /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:654] native: #02 pc 000000000004a164 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:654] native: #03 pc 000000000004a582c /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:654] at java.lang.Object.wait(Native method)
runtime.cc:654] - waiting on <0x043e988e> (a java.util.concurrent.ConcurrentLinkedQueue)
runtime.cc:654] at java.lang.Object.wait(Object.java:442)
runtime.cc:654] at ui.evolution.library.audio.Streamer.getStreamingData(Streamer.java:571)
runtime.cc:654] - locked <0x043e988e> (a java.util.concurrent.ConcurrentLinkedQueue)
runtime.cc:654] at ui.evolution.library.audio.AudioPlayer.MediaFileLooper.loop(MediaFileLooper.java:85)
runtime.cc:654] at ui.evolution.library.audio.AudioPlayer.MediaFileLooper.run(MediaFileLooper.java:29)
runtime.cc:654] at ui.evolution.library.audio.AudioPlayer.PlayRequest.run(PlayRequest.java:169)
runtime.cc:654] at ui.evolution.library.audio.Streamer$AudioThread.run(Streamer.java:926)
runtime.cc:654]
runtime.cc:654] "AsyncTask #2" prio=5 tid=24 Waiting
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x14a408e0 self=0x7698558cc0
runtime.cc:654] | sysTid=14525 nice=0 cgrp=default sched=0/0 handle=0x74b8254cc0
runtime.cc:654] | state=S schedstat=( 137244529 42700891 489 ) utm=11 stm=2 core=7 HZ=100
runtime.cc:654] | stack=0x74b8151000-0x74b8153000 stackSize=1043KB
runtime.cc:654] | held mutexes=
```



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runtime.cc:654] native: #00 pc 000000000004b08c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:654] native: #01 pc 000000000005ae42c /apex/com.android.art/lib64/libart.so (art::Thread::Park(bool, long)+488)
runtime.cc:654] native: #02 pc 000000000004e6228 /apex/com.android.art/lib64/libart.so (art::Unsafe_park(_JNIEnv*, _jobject*, unsigned char, long)+668)
runtime.cc:654] at sun.misc.Unsafe.park(Native method)
runtime.cc:654] - waiting on an unknown object
runtime.cc:654] at java.util.concurrent.locks.LockSupport.park(LockSupport.java:190)
runtime.cc:654] at java.util.concurrent.SynchronousQueue$TransferStack.awaitFulfill(SynchronousQueue.java:459)
runtime.cc:654] at java.util.concurrent.SynchronousQueue$TransferStack.transfer(SynchronousQueue.java:362)
runtime.cc:654] at java.util.concurrent.SynchronousQueue.take(SynchronousQueue.java:920)
runtime.cc:654] at java.util.concurrent.ThreadPoolExecutor.getTask(ThreadPoolExecutor.java:1092)
runtime.cc:654] at java.util.concurrent.ThreadPoolExecutor.runWorker(ThreadPoolExecutor.java:1152)
runtime.cc:654] at java.util.concurrent.ThreadPoolExecutor$Worker.run(ThreadPoolExecutor.java:641)
runtime.cc:654] at java.lang.Thread.run(Thread.java:923)
runtime.cc:654] "queued-work-looper" prio=6 tid=25 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x14a409a8 self=0x7698555520
runtime.cc:654] | sysTid=14529 nice=-2 cgrp=default sched=0/0 handle=0x74b714acc0
runtime.cc:654] | state=S schedstat=( 488490 210417 2 ) utm=0 stm=0 core=2 HZ=100
runtime.cc:654] | stack=0x74b7047000-0x74b7049000 stackSize=1043KB
runtime.cc:654] | held mutexes=
2020-06-22 17:42:49.627 14472-15751/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:654] native: #00 pc 000000000009c718 /apex/com.and
runtime.cc:654] native: #01 pc 0000000000019b44 /system/lib64/libutils.so (android::Looper::pollInner(int)+184)
runtime.cc:654] native: #02 pc 0000000000019a24 /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, void**)+112)
runtime.cc:654] native: #03 pc 00000000000114a48 /system/lib64/libandroid_runtime.so (android::android_os_MessageQueue_nativePollOnce(_JNIEnv*, _jobjec
runtime.cc:654] at android.os.MessageQueue.nativePollOnce(Native method)
runtime.cc:654] at android.os.MessageQueue.next(MessageQueue.java:335)
runtime.cc:654] at android.os.Looper.loop(Looper.java:183)
runtime.cc:654] at android.os.HandlerThread.run(HandlerThread.java:67)
runtime.cc:654] "hwuiTask1" prio=6 tid=2 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x14a40a88 self=0x7698528200
runtime.cc:654] | sysTid=14541 nice=-2 cgrp=default sched=0/0 handle=0x7519ed7cc0
runtime.cc:654] | state=S schedstat=( 1712969 1270416 11 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:654] | stack=0x7519de0000-0x7519de2000 stackSize=995KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000004b08c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:654] native: #01 pc 000000000004ed0c /apex/com.android.runtime/lib64/bionic/libc.so (__futex_wait_ex(void volatile*, bool, int, bool, times
runtime.cc:654] native: #02 pc 00000000000afab4 /apex/com.android.runtime/lib64/bionic/libc.so (pthread_cond_wait+60)
runtime.cc:654] native: #03 pc 00000000000058570 /system/lib64/libc++.so (std::__1::condition_variable::wait(std::__1::unique_lock<std::__1::mutex>&)+2
runtime.cc:654] native: #04 pc 00000000000246714 /system/lib64/libhwui.so (android::uirenderer::CommonPool::workerLoop()+108)
runtime.cc:654] native: #05 pc 0000000000024694c /system/lib64/libhwui.so (void* std::__1::__thread_proxy<std::__1::tuple<std::__1::unique_ptr<std::__1
runtime.cc:654] native: #06 pc 00000000000b06dc /apex/com.android.runtime/lib64/bionic/libc.so (pthread_start(void*)+64)
runtime.cc:654] native: #07 pc 0000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654] "hwuiTask0" prio=6 tid=3 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x14a40b00 self=0x7698553950
runtime.cc:654] | sysTid=14540 nice=-2 cgrp=default sched=0/0 handle=0x7519fd5cc0
runtime.cc:654] | state=S schedstat=( 1921617 879792 13 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:654] | stack=0x7519ede000-0x7519ee0000 stackSize=995KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000004b08c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:654] native: #01 pc 000000000004ed0c /apex/com.android.runtime/lib64/bionic/libc.so (__futex_wait_ex(void volatile*, bool, int, bool, times
runtime.cc:654] native: #02 pc 00000000000afab4 /apex/com.android.runtime/lib64/bionic/libc.so (pthread_cond_wait+60)
runtime.cc:654] native: #03 pc 00000000000058570 /system/lib64/libc++.so (std::__1::condition_variable::wait(std::__1::unique_lock<std::__1::mutex>&)+2
runtime.cc:654] native: #04 pc 00000000000246714 /system/lib64/libhwui.so (android::uirenderer::CommonPool::workerLoop()+108)
runtime.cc:654] native: #05 pc 0000000000024694c /system/lib64/libhwui.so (void* std::__1::__thread_proxy<std::__1::tuple<std::__1::unique_ptr<std::__1
2020-06-22 17:42:49.627 14472-15751/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:654] native: #06 pc 00000000000b06dc /apex/com.and
runtime.cc:654] native: #07 pc 0000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654] "InsetsAnimations" prio=5 tid=4 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x14a40b78 self=0x769851f6f0
runtime.cc:654] | sysTid=14545 nice=0 cgrp=default sched=0/0 handle=0x7517dd9cc0
runtime.cc:654] | state=S schedstat=( 21665523 4607493 38 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:654] | stack=0x7517cd6000-0x7517cd8000 stackSize=1043KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000009c718 /apex/com.android.runtime/lib64/bionic/libc.so (__epoll_pwait+8)
runtime.cc:654] native: #01 pc 0000000000019b44 /system/lib64/libutils.so (android::Looper::pollInner(int)+184)
runtime.cc:654] native: #02 pc 0000000000019a24 /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, int*, void**)+112)
runtime.cc:654] native: #03 pc 00000000000114a48 /system/lib64/libandroid_runtime.so (android::android_os_MessageQueue_nativePollOnce(_JNIEnv*, _jobjec
runtime.cc:654] at android.os.MessageQueue.nativePollOnce(Native method)
runtime.cc:654] at android.os.MessageQueue.next(MessageQueue.java:335)
runtime.cc:654] at android.os.Looper.loop(Looper.java:183)
runtime.cc:654] at android.os.HandlerThread.run(HandlerThread.java:67)
runtime.cc:654] "magnifier pixel copy result handler" prio=5 tid=5 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x14a40c58 self=0x76985212c0
runtime.cc:654] | sysTid=14546 nice=0 cgrp=default sched=0/0 handle=0x7516ccfcc0
runtime.cc:654] | state=S schedstat=( 5224012 242759 18 ) utm=0 stm=0 core=6 HZ=100
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runtime.cc:654] | stack=0x7516bcc000-0x7516bce000 stackSize=1043KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000009c718 /apex/com.android.runtime/lib64/bionic/libc.so (__epoll_pwait+8)
runtime.cc:654] native: #01 pc 0000000000019b44 /system/lib64/libutils.so (android::Looper::pollInner(int)+184)
runtime.cc:654] native: #02 pc 0000000000019a24 /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, int*, void**) +112)
runtime.cc:654] native: #03 pc 0000000000114a48 /system/lib64/libandroid_runtime.so (android::android_os_MessageQueue_nativePollOnce(_JNIEnv*, _jobjec
runtime.cc:654] at android.os.MessageQueue.nativePollOnce(Native method)
runtime.cc:654] at android.os.MessageQueue.next(MessageQueue.java:335)
runtime.cc:654] at android.os.Looper.loop(Looper.java:183)
runtime.cc:654] at android.os.HandlerThread.run(HandlerThread.java:67)
runtime.cc:654]
runtime.cc:654] "Binder:14472_4" prio=5 tid=23 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x14a40d78 self=0x76985570f0
runtime.cc:654] | sysTid=14549 nice=0 cgrp=default sched=0/0 handle=0x7516b93cc0
runtime.cc:654] | state=S schedstat=( 105081493 45075634 413 ) utm=6 stm=3 core=6 HZ=100
runtime.cc:654] | stack=0x7516a9c000-0x7516a9e000 stackSize=995KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000009b754 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+4)
runtime.cc:654] native: #01 pc 0000000000057a54 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+140)
runtime.cc:654] native: #02 pc 0000000000050af4 /system/lib64/libbinder.so (android::IPCThreadState::talkWithDriver(bool)+300)
runtime.cc:654] native: #03 pc 0000000000050ce4 /system/lib64/libbinder.so (android::IPCThreadState::getAndExecuteCommand()+24)
runtime.cc:654] native: #04 pc 00000000000515bc /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+60)
runtime.cc:654] native: #05 pc 0000000000077968 /system/lib64/libbinder.so (android::ThreadPool::threadLoop()+24)
2020-06-22 17:42:49.627 14472-15751/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:654] native: #06 pc 000000000001549c /system/lib64
runtime.cc:654] native: #07 pc 00000000000a3c80 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+148)
runtime.cc:654] native: #08 pc 0000000000014d50 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+416)
runtime.cc:654] native: #09 pc 00000000000b06dc /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:654] native: #10 pc 0000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654]
runtime.cc:654] "Binder:14472_5" prio=5 tid=26 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x14a40df0 self=0x769855fc00
runtime.cc:654] | sysTid=14551 nice=0 cgrp=default sched=0/0 handle=0x7516a95cc0
runtime.cc:654] | state=S schedstat=( 49488491 22188334 257 ) utm=2 stm=1 core=7 HZ=100
runtime.cc:654] | stack=0x751699e000-0x75169a0000 stackSize=995KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000009b754 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+4)
runtime.cc:654] native: #01 pc 0000000000057a54 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+140)
runtime.cc:654] native: #02 pc 0000000000050af4 /system/lib64/libbinder.so (android::IPCThreadState::talkWithDriver(bool)+300)
runtime.cc:654] native: #03 pc 0000000000050ce4 /system/lib64/libbinder.so (android::IPCThreadState::getAndExecuteCommand()+24)
runtime.cc:654] native: #04 pc 00000000000515bc /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+60)
runtime.cc:654] native: #05 pc 0000000000077968 /system/lib64/libbinder.so (android::ThreadPool::threadLoop()+24)
runtime.cc:654] native: #06 pc 000000000001549c /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+264)
runtime.cc:654] native: #07 pc 00000000000a3c80 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+148)
runtime.cc:654] native: #08 pc 0000000000014d50 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+416)
runtime.cc:654] native: #09 pc 00000000000b06dc /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:654] native: #10 pc 0000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654]
runtime.cc:654] "HwBinder:14472_1" prio=10 tid=31 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x14a40e68 self=0x76985617d0
runtime.cc:654] | sysTid=14689 nice=-10 cgrp=default sched=0/0 handle=0x75161eacc0
runtime.cc:654] | state=S schedstat=( 2305226827 135864825 13995 ) utm=143 stm=86 core=6 HZ=100
runtime.cc:654] | stack=0x75160f3000-0x75160f5000 stackSize=995KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000009b754 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+4)
runtime.cc:654] native: #01 pc 0000000000057a54 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+140)
runtime.cc:654] native: #02 pc 0000000000087b40 /system/lib64/libhidlbase.so (android::hardware::IPCThreadState::getAndExecuteCommand()+496)
runtime.cc:654] native: #03 pc 0000000000089090 /system/lib64/libhidlbase.so (android::hardware::IPCThreadState::joinThreadPool(bool)+96)
runtime.cc:654] native: #04 pc 000000000009970c /system/lib64/libhidlbase.so (android::hardware::ThreadPool::threadLoop()+24)
runtime.cc:654] native: #05 pc 000000000001549c /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+264)
runtime.cc:654] native: #06 pc 00000000000a3c80 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+148)
runtime.cc:654] native: #07 pc 0000000000014d50 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+416)
2020-06-22 17:42:49.627 14472-15751/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:654] native: #08 pc 00000000000b06dc /apex/com.and
runtime.cc:654] native: #09 pc 0000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654]
runtime.cc:654] "Binder:14472_6" prio=5 tid=36 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x14a40ee0 self=0x7698578160
runtime.cc:654] | sysTid=14749 nice=0 cgrp=default sched=0/0 handle=0x74a959dcc0
runtime.cc:654] | state=S schedstat=( 11639366 18718495 174 ) utm=0 stm=0 core=1 HZ=100
runtime.cc:654] | stack=0x74a94a6000-0x74a94a8000 stackSize=995KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000009b754 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+4)
runtime.cc:654] native: #01 pc 0000000000057a54 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+140)
runtime.cc:654] native: #02 pc 0000000000050af4 /system/lib64/libbinder.so (android::IPCThreadState::talkWithDriver(bool)+300)
runtime.cc:654] native: #03 pc 0000000000050ce4 /system/lib64/libbinder.so (android::IPCThreadState::getAndExecuteCommand()+24)
runtime.cc:654] native: #04 pc 00000000000515bc /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+60)
runtime.cc:654] native: #05 pc 0000000000077968 /system/lib64/libbinder.so (android::ThreadPool::threadLoop()+24)
runtime.cc:654] native: #06 pc 000000000001549c /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+264)
```

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runtime.cc:654] native: #07 pc 00000000000a3c80 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+148)
runtime.cc:654] native: #08 pc 0000000000014d50 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+416)
runtime.cc:654] native: #09 pc 00000000000b06dc /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:654] native: #10 pc 0000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654]
runtime.cc:654] "Binder:14472_7" prio=5 tid=83 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x14a40fd0 self=0x76985cd430
runtime.cc:654] | sysTid=15112 nice=0 cgrp=default sched=0/0 handle=0x746f22acc0
runtime.cc:654] | state=S schedstat=( 6527344 10117287 135 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:654] | stack=0x746f133000-0x746f135000 stackSize=995KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000009b754 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+4)
runtime.cc:654] native: #01 pc 0000000000057a54 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+140)
runtime.cc:654] native: #02 pc 0000000000050af4 /system/lib64/libbinder.so (android::IPCThreadState::talkWithDriver(bool)+300)
runtime.cc:654] native: #03 pc 0000000000050ce4 /system/lib64/libbinder.so (android::IPCThreadState::getAndExecuteCommand()+24)
runtime.cc:654] native: #04 pc 00000000000515bc /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+60)
runtime.cc:654] native: #05 pc 0000000000077968 /system/lib64/libbinder.so (android::PoolThread::threadLoop()+24)
runtime.cc:654] native: #06 pc 000000000001549c /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+264)
runtime.cc:654] native: #07 pc 00000000000a3c80 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+148)
runtime.cc:654] native: #08 pc 0000000000014d50 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+416)
runtime.cc:654] native: #09 pc 00000000000b06dc /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:654] native: #10 pc 0000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654]
2020-06-22 17:42:49.627 14472-15751/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:654] "Binder:14472_8" prio=5 tid=51 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x14a41048 self=0x76985991d0
runtime.cc:654] | sysTid=15113 nice=0 cgrp=default sched=0/0 handle=0x749dd4acc0
runtime.cc:654] | state=S schedstat=( 6501777 8487030 77 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:654] | stack=0x749dc53000-0x749dc55000 stackSize=995KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000009b754 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+4)
runtime.cc:654] native: #01 pc 0000000000057a54 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+140)
runtime.cc:654] native: #02 pc 0000000000050af4 /system/lib64/libbinder.so (android::IPCThreadState::talkWithDriver(bool)+300)
runtime.cc:654] native: #03 pc 0000000000050ce4 /system/lib64/libbinder.so (android::IPCThreadState::getAndExecuteCommand()+24)
runtime.cc:654] native: #04 pc 00000000000515bc /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+60)
runtime.cc:654] native: #05 pc 0000000000077968 /system/lib64/libbinder.so (android::PoolThread::threadLoop()+24)
runtime.cc:654] native: #06 pc 000000000001549c /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+264)
runtime.cc:654] native: #07 pc 00000000000a3c80 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+148)
runtime.cc:654] native: #08 pc 0000000000014d50 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+416)
runtime.cc:654] native: #09 pc 00000000000b06dc /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:654] native: #10 pc 0000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654]
runtime.cc:654] "MediaCodec_looper" prio=10 tid=78 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x149c4768 self=0x76985afb60
runtime.cc:654] | sysTid=15670 nice=-10 cgrp=default sched=0/0 handle=0x74755b5cc0
runtime.cc:654] | state=S schedstat=( 265697197 99125886 1034 ) utm=12 stm=13 core=6 HZ=100
runtime.cc:654] | stack=0x74754be000-0x74754c0000 stackSize=995KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000004b08c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:654] native: #01 pc 000000000004ed0c /apex/com.android.runtime/lib64/bionic/libc.so (__futex_wait_ex(void volatile*, bool, int, bool, times
runtime.cc:654] native: #02 pc 00000000000afab4 /apex/com.android.runtime/lib64/bionic/libc.so (pthread_cond_wait+60)
runtime.cc:654] native: #03 pc 0000000000018ab4 /system/lib64/libstagefright_foundation.so (android::ALooper::loop()+380)
runtime.cc:654] native: #04 pc 0000000000015564 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+464)
runtime.cc:654] native: #05 pc 00000000000a3c80 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+148)
runtime.cc:654] native: #06 pc 0000000000014d50 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+416)
runtime.cc:654] native: #07 pc 00000000000b06dc /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:654] native: #08 pc 0000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654]
runtime.cc:654] "Binder:14472_9" prio=5 tid=61 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x12c00020 self=0x76985alce0
runtime.cc:654] | sysTid=15680 nice=0 cgrp=default sched=0/0 handle=0x748a738cc0
runtime.cc:654] | state=S schedstat=( 2086094 5025050 32 ) utm=0 stm=0 core=1 HZ=100
runtime.cc:654] | stack=0x748a641000-0x748a643000 stackSize=995KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000009b754 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+4)
2020-06-22 17:42:49.627 14472-15751/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:654] native: #01 pc 0000000000057a54 /apex/com.and
runtime.cc:654] native: #02 pc 0000000000050af4 /system/lib64/libbinder.so (android::IPCThreadState::talkWithDriver(bool)+300)
runtime.cc:654] native: #03 pc 0000000000050ce4 /system/lib64/libbinder.so (android::IPCThreadState::getAndExecuteCommand()+24)
runtime.cc:654] native: #04 pc 00000000000515bc /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+60)
runtime.cc:654] native: #05 pc 0000000000077968 /system/lib64/libbinder.so (android::PoolThread::threadLoop()+24)
runtime.cc:654] native: #06 pc 000000000001549c /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+264)
runtime.cc:654] native: #07 pc 00000000000a3c80 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+148)
runtime.cc:654] native: #08 pc 0000000000014d50 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+416)
runtime.cc:654] native: #09 pc 00000000000b06dc /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:654] native: #10 pc 0000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654]
```



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runtime.cc:654] "Binder:14472_A" prio=5 tid=48 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x12cc0020 self=0x7698593e60
runtime.cc:654] | sysTid=15682 nice=0 cgrp=default sched=0/0 handle=0x749ea5ecc0
runtime.cc:654] | state=S schedstat=( 761927 1144896 16 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:654] | stack=0x749e967000-0x749e969000 stackSize=995KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 0000000000009b754 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+4)
runtime.cc:654] native: #01 pc 00000000000057a54 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+140)
runtime.cc:654] native: #02 pc 00000000000050af4 /system/lib64/libbinder.so (android::IPCThreadState::talkWithDriver(bool)+300)
runtime.cc:654] native: #03 pc 00000000000050ce4 /system/lib64/libbinder.so (android::IPCThreadState::getAndExecuteCommand()+24)
runtime.cc:654] native: #04 pc 000000000000515bc /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+60)
runtime.cc:654] native: #05 pc 00000000000077968 /system/lib64/libbinder.so (android::ThreadPool::threadLoop()+24)
runtime.cc:654] native: #06 pc 000000000001549c /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+264)
runtime.cc:654] native: #07 pc 00000000000a3c80 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+148)
runtime.cc:654] native: #08 pc 0000000000014d50 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+416)
runtime.cc:654] native: #09 pc 00000000000b06dc /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:654] native: #10 pc 0000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654] "Timer-173" prio=5 tid=22 Waiting
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x12d42598 self=0x76985c2d50
runtime.cc:654] | sysTid=15683 nice=0 cgrp=default sched=0/0 handle=0x75168f8cc0
runtime.cc:654] | state=S schedstat=( 1532291 249271 2 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:654] | stack=0x75167f5000-0x75167f7000 stackSize=1043KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000004b08c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:654] native: #01 pc 00000000001b18fc /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:654] native: #02 pc 000000000004a3fbc /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
2020-06-22 17:42:49.627 14472-15751/ui.evolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:654] native: #03 pc 000000000004a582c /apex/com.and
runtime.cc:654] at java.lang.Object.wait(Native method)
runtime.cc:654] - waiting on <0x0cf668af> (a java.util.TaskQueue)
runtime.cc:654] at java.lang.Object.wait(Object.java:442)
runtime.cc:654] at java.lang.Object.wait(Object.java:568)
runtime.cc:654] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:654] - locked <0x0cf668af> (a java.util.TaskQueue)
runtime.cc:654] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:654] "Timer-174" prio=5 tid=27 Waiting
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x12d575a0 self=0x76985ec8d0
runtime.cc:654] | sysTid=15685 nice=0 cgrp=default sched=0/0 handle=0x75167eecc0
runtime.cc:654] | state=S schedstat=( 1193645 136146 2 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:654] | stack=0x75166eb000-0x75166ed000 stackSize=1043KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000004b08c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:654] native: #01 pc 00000000001b18fc /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:654] native: #02 pc 000000000004a3fbc /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:654] native: #03 pc 000000000004a582c /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::ObjJec
runtime.cc:654] at java.lang.Object.wait(Native method)
runtime.cc:654] - waiting on <0x0f2a14bc> (a java.util.TaskQueue)
runtime.cc:654] at java.lang.Object.wait(Object.java:442)
runtime.cc:654] at java.lang.Object.wait(Object.java:568)
runtime.cc:654] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:654] - locked <0x0f2a14bc> (a java.util.TaskQueue)
runtime.cc:654] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:654] "MediaCodec_looper" prio=10 tid=29 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x12e80028 self=0x769856beb0
runtime.cc:654] | sysTid=15688 nice=-10 cgrp=default sched=0/0 handle=0x74ba468cc0
runtime.cc:654] | state=S schedstat=( 238922634 87596825 982 ) utm=12 stm=10 core=7 HZ=100
runtime.cc:654] | stack=0x74ba371000-0x74ba373000 stackSize=995KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000004b08c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:654] native: #01 pc 000000000004ed0c /apex/com.android.runtime/lib64/bionic/libc.so (__futex_wait_ex(void volatile*, bool, int, bool, times
runtime.cc:654] native: #02 pc 00000000000afab4 /apex/com.android.runtime/lib64/bionic/libc.so (pthread_cond_wait+60)
runtime.cc:654] native: #03 pc 0000000000018ab4 /system/lib64/libstagefright_foundation.so (android::ALooper::loop()+380)
runtime.cc:654] native: #04 pc 0000000000015564 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+464)
runtime.cc:654] native: #05 pc 00000000000a3c80 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+148)
runtime.cc:654] native: #06 pc 0000000000014d50 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+416)
runtime.cc:654] native: #07 pc 00000000000b06dc /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:654] native: #08 pc 0000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654] "Timer-176" prio=5 tid=28 Waiting
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x12e45f18 self=0x769856f650
runtime.cc:654] | sysTid=15692 nice=0 cgrp=default sched=0/0 handle=0x74b9999cc0
2020-06-22 17:42:49.627 14472-15751/ui.evolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:654] | state=S schedstat=( 1235782 238594 2 ) utm=0
runtime.cc:654] | stack=0x74b9896000-0x74b9898000 stackSize=1043KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000004b08c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:654] native: #01 pc 00000000001b18fc /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)

```

```
runtime.cc:654] native: #02 pc 00000000004a3fbc /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:654] native: #03 pc 00000000004a582c /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:654] at java.lang.Object.wait(Native method)
runtime.cc:654] - waiting on <0x0ca44c45> (a java.util.TaskQueue)
runtime.cc:654] at java.lang.Object.wait(Object.java:442)
runtime.cc:654] at java.lang.Object.wait(Object.java:568)
runtime.cc:654] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:654] - locked <0x0ca44c45> (a java.util.TaskQueue)
runtime.cc:654] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:654]
runtime.cc:654] "Timer-177" prio=5 tid=30 Waiting
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x12d740d0 self=0x7698551d80
runtime.cc:654] | sysTid=15732 nice=0 cgrp=default sched=0/0 handle=0x74ba228cc0
runtime.cc:654] | state=S schedstat=( 1453854 215053 2 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:654] | stack=0x74ba125000-0x74ba127000 stackSize=1043KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 00000000004b08c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:654] native: #01 pc 00000000001b18fc /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*))+148)
runtime.cc:654] native: #02 pc 00000000004a3fbc /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:654] native: #03 pc 00000000004a582c /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:654] at java.lang.Object.wait(Native method)
runtime.cc:654] - waiting on <0x038faf9a> (a java.util.TaskQueue)
runtime.cc:654] at java.lang.Object.wait(Object.java:442)
runtime.cc:654] at java.lang.Object.wait(Object.java:568)
runtime.cc:654] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:654] - locked <0x038faf9a> (a java.util.TaskQueue)
runtime.cc:654] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:654]
runtime.cc:654] "Timer-178" prio=5 tid=32 Waiting
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x12f89a70 self=0x76985e3dc0
runtime.cc:654] | sysTid=15733 nice=0 cgrp=default sched=0/0 handle=0x74ballecc0
runtime.cc:654] | state=S schedstat=( 1302291 17708 2 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:654] | stack=0x74ba01b000-0x74ba01d000 stackSize=1043KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 00000000004b08c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:654] native: #01 pc 00000000001b18fc /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*))+148)
runtime.cc:654] native: #02 pc 00000000004a3fbc /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:654] native: #03 pc 00000000004a582c /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:654] at java.lang.Object.wait(Native method)
runtime.cc:654] - waiting on <0x06cae0cb> (a java.util.TaskQueue)
runtime.cc:654] at java.lang.Object.wait(Object.java:442)
2020-06-22 17:42:49.627 14472-15751/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:654] at java.lang.Object.wait(Object.java:568)
runtime.cc:654] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:654] - locked <0x06cae0cb> (a java.util.TaskQueue)
runtime.cc:654] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:654]
runtime.cc:654] "MediaCodec_looper" prio=10 tid=34 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x13080028 self=0x769855c460
runtime.cc:654] | sysTid=15737 nice=-10 cgrp=default sched=0/0 handle=0x74b9785cc0
runtime.cc:654] | state=S schedstat=( 233939361 83214488 897 ) utm=14 stm=8 core=6 HZ=100
runtime.cc:654] | stack=0x74b968e000-0x74b9690000 stackSize=995KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 00000000004b08c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:654] native: #01 pc 00000000004ed0c /apex/com.android.runtime/lib64/bionic/libc.so (__futex_wait_ex(void volatile*, bool, int, bool, times
runtime.cc:654] native: #02 pc 00000000000afab4 /apex/com.android.runtime/lib64/bionic/libc.so (pthread_cond_wait+60)
runtime.cc:654] native: #03 pc 0000000000018ab4 /system/lib64/libstagefright_foundation.so (android::ALooper::loop()+380)
runtime.cc:654] native: #04 pc 0000000000015564 /system/lib64/libutils.so (android::Thread::_threadLoop(void*))+464)
runtime.cc:654] native: #05 pc 00000000000a3c80 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*))+148)
runtime.cc:654] native: #06 pc 0000000000014d50 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*))+416)
runtime.cc:654] native: #07 pc 00000000000b06dc /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*))+64)
runtime.cc:654] native: #08 pc 0000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654]
runtime.cc:654] "Timer-180" prio=5 tid=33 Waiting
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x13074490 self=0x7698576590
runtime.cc:654] | sysTid=15741 nice=0 cgrp=default sched=0/0 handle=0x74b0f36cc0
runtime.cc:654] | state=S schedstat=( 1610834 88906 6 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:654] | stack=0x74b0e33000-0x74b0e35000 stackSize=1043KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 00000000004b08c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:654] native: #01 pc 00000000001b18fc /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*))+148)
runtime.cc:654] native: #02 pc 00000000004a3fbc /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:654] native: #03 pc 00000000004a582c /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:654] at java.lang.Object.wait(Native method)
runtime.cc:654] - waiting on <0x0c0c0a8> (a java.util.TaskQueue)
runtime.cc:654] at java.lang.Object.wait(Object.java:442)
runtime.cc:654] at java.lang.Object.wait(Object.java:568)
runtime.cc:654] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:654] - locked <0x0c0c0a8> (a java.util.TaskQueue)
runtime.cc:654] at java.util.TimerThread.run(Timer.java:512)
```

```
runtime.cc:654]
runtime.cc:654] "Timer-181" prio=5 tid=35 TimedWaiting
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x12fa6470 self=0x769857d4d0
runtime.cc:654] | sysTid=15747 nice=0 cgrp=default sched=0/0 handle=0x74b835ecc0
runtime.cc:654] | state=S schedstat=( 290157 222344 1 ) utm=0 stm=0 core=2 HZ=100
runtime.cc:654] | stack=0x74b825b000-0x74b825d000 stackSize=1043KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000004b090 /apex/com.android.runtime/lib64/bionic/libc.so (syscall+32)
2020-06-22 17:42:49.627 14472-15751/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:654] native: #01 pc 00000000001b1cd0 /apex/com.and
runtime.cc:654] native: #02 pc 000000000004a3fd0 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:654] native: #03 pc 000000000004a582c /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:654] at java.lang.Object.wait(Native method)
runtime.cc:654] - waiting on <0x0ec267c1> (a java.util.TaskQueue)
runtime.cc:654] at java.lang.Object.wait(Object.java:442)
runtime.cc:654] at java.util.TimerThread.mainLoop(Timer.java:559)
runtime.cc:654] - locked <0x0ec267c1> (a java.util.TaskQueue)
runtime.cc:654] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:654]
runtime.cc:654] "Timer-182" prio=5 tid=37 TimedWaiting
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x12fbb3e8 self=0x76985c9c90
runtime.cc:654] | sysTid=15749 nice=0 cgrp=default sched=0/0 handle=0x74b1040cc0
runtime.cc:654] | state=S schedstat=( 377552 0 1 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:654] | stack=0x74b0f3d000-0x74b0f3f000 stackSize=1043KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000004b090 /apex/com.android.runtime/lib64/bionic/libc.so (syscall+32)
runtime.cc:654] native: #01 pc 00000000001b1cd0 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::TimedWait(art::Thread*, long, int)+176)
runtime.cc:654] native: #02 pc 000000000004a3fd0 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:654] native: #03 pc 000000000004a582c /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:654] at java.lang.Object.wait(Native method)
runtime.cc:654] - waiting on <0x04a92b66> (a java.util.TaskQueue)
runtime.cc:654] at java.lang.Object.wait(Object.java:442)
runtime.cc:654] at java.util.TimerThread.mainLoop(Timer.java:559)
runtime.cc:654] - locked <0x04a92b66> (a java.util.TaskQueue)
runtime.cc:654] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:654]
runtime.cc:654] "MediaCodec_looper" prio=10 tid=39 Native
runtime.cc:654] | group="" sCount=1 dsCount=0 flags=1 obj=0x132c0028 self=0x769853cfc0
runtime.cc:654] | sysTid=15752 nice=-10 cgrp=default sched=0/0 handle=0x74b05dccc0
runtime.cc:654] | state=S schedstat=( 3959065 945625 63 ) utm=0 stm=0 core=4 HZ=100
runtime.cc:654] | stack=0x74b04e5000-0x74b04e7000 stackSize=995KB
runtime.cc:654] | held mutexes=
runtime.cc:654] native: #00 pc 000000000004b08c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:654] native: #01 pc 000000000004ed0c /apex/com.android.runtime/lib64/bionic/libc.so (__futex_wait_ex(void volatile*, bool, int, bool, times
runtime.cc:654] native: #02 pc 000000000000afab4 /apex/com.android.runtime/lib64/bionic/libc.so (pthread_cond_wait+60)
runtime.cc:654] native: #03 pc 0000000000018ab4 /system/lib64/libstagefright_foundation.so (android::ALooper::loop()+380)
runtime.cc:654] native: #04 pc 0000000000015564 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+464)
runtime.cc:654] native: #05 pc 000000000000a3c80 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+148)
runtime.cc:654] native: #06 pc 0000000000014d50 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+416)
runtime.cc:654] native: #07 pc 000000000000b06dc /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:654] native: #08 pc 00000000000050070 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:654] (no managed stack frames)
runtime.cc:654]
runtime.cc:654] Aborting thread:
2020-06-22 17:42:49.627 14472-15751/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:654] "Thread-278" prio=5 tid=38 Native
runtime.cc:654] | group="" sCount=0 dsCount=0 flags=0 obj=0x12d39d10 self=0x76985187b0
runtime.cc:654] | sysTid=15751 nice=0 cgrp=default sched=0/0 handle=0x74b06e6cc0
runtime.cc:654] | state=R schedstat=( 114867968 8954062 224 ) utm=7 stm=3 core=7 HZ=100
runtime.cc:654] | stack=0x74b05e3000-0x74b05e5000 stackSize=1043KB
runtime.cc:654] | held mutexes= "abort lock"
runtime.cc:654] native: #00 pc 000000000004a8ed8 /apex/com.android.art/lib64/libart.so (art::DumpNativeStack(std::__1::basic_ostream<char, std::__1::ch
runtime.cc:654] native: #01 pc 000000000005b7ff4 /apex/com.android.art/lib64/libart.so (art::Thread::DumpStack(std::__1::basic_ostream<char, std::__1::
runtime.cc:654] native: #02 pc 0000000000057d300 /apex/com.android.art/lib64/libart.so (art::AbortState::DumpThread(std::__1::basic_ostream<char, std::
runtime.cc:654] native: #03 pc 00000000000568748 /apex/com.android.art/lib64/libart.so (art::Runtime::Abort(char const*)+1812)
runtime.cc:654] native: #04 pc 0000000000013a10 /system/lib64/libbase.so (android::base::SetAborter(std::__1::function<void (char const*)>&&):$_3::__
runtime.cc:654] native: #05 pc 00000000000006e58 /system/lib64/liblog.so (__android_log_assert+332)
runtime.cc:654] native: #06 pc 0000000000003c3d0 /system/lib64/libmedia_jni.so (android::JMediaCodec::configure(android::sp<android::AMessage> const&,
runtime.cc:654] native: #07 pc 0000000000041dc8 /system/lib64/libmedia_jni.so (android_media_MediaCodec_native_configure(_JNIEnv*, _jobject*, _jobject
runtime.cc:654] native: #08 pc 0000000000206420 /system/framework/arm64/boot-framework.oat (art_jni_trampoline+272)
runtime.cc:654] native: #09 pc 0000000000133564 /apex/com.android.art/lib64/libart.so (art_quick_invoke_stub+548)
runtime.cc:654] native: #10 pc 00000000001aa92c /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned in
runtime.cc:654] native: #11 pc 0000000000031e474 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToCompiledCodeBridge(art::Threa
runtime.cc:654] native: #12 pc 000000000003156d8 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<true, false>(art::ArtMethod*, art
runtime.cc:654] native: #13 pc 0000000000068e870 /apex/com.android.art/lib64/libart.so (MterpInvokeDirectRange+444)
runtime.cc:654] native: #14 pc 000000000012dc14 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_direct_range+20)
runtime.cc:654] native: #15 pc 0000000000253660 /system/framework/framework.jar (offset 90c000) (android.media.MediaCodec.configure+328)
runtime.cc:654] native: #16 pc 0000000000068e9f4 /apex/com.android.art/lib64/libart.so (MterpInvokeDirectRange+832)
runtime.cc:654] native: #17 pc 000000000012dc14 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_direct_range+20)
runtime.cc:654] native: #18 pc 00000000002536ac /system/framework/framework.jar (offset 90c000) (android.media.MediaCodec.configure+12)
runtime.cc:654] native: #19 pc 00000000000688fd0 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512)
runtime.cc:654] native: #20 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20)
```

```
2020-06-22 17:42:49.627 14472-15751/ui evolution. library. audio. sample. debug A/ io. sample. debu: runtime. cc: 654] native: #21 pc 00000000001823ee [anon: dalvik-
runtime. cc: 654] native: #22 pc 000000000068b67c /apex/ com. android. art/ lib64/ libart. so (MterpInvokeDirect+1232)
runtime. cc: 654] native: #23 pc 000000000012d914 /apex/ com. android. art/ lib64/ libart. so (mterp_op_invoke_direct+20)
runtime. cc: 654] native: #24 pc 00000000001836a8 [anon: dalvik- classes. dex extracted in memory from /data/ app/ ^~719vugEgQ_ THde6ww0I1lw==/ ui evolution. lib
runtime. cc: 654] native: #25 pc 000000000068aa0c /apex/ com. android. art/ lib64/ libart. so (MterpInvokeInterface+1796)
runtime. cc: 654] native: #26 pc 000000000012da14 /apex/ com. android. art/ lib64/ libart. so (mterp_op_invoke_interface+20)
runtime. cc: 654] native: #27 pc 000000000017dc72 [anon: dalvik- classes. dex extracted in memory from /data/ app/ ^~719vugEgQ_ THde6ww0I1lw==/ ui evolution. lib
runtime. cc: 654] native: #28 pc 000000000068aa0c /apex/ com. android. art/ lib64/ libart. so (MterpInvokeInterface+1796)
runtime. cc: 654] native: #29 pc 000000000012da14 /apex/ com. android. art/ lib64/ libart. so (mterp_op_invoke_interface+20)
runtime. cc: 654] native: #30 pc 0000000000183190 [anon: dalvik- classes. dex extracted in memory from /data/ app/ ^~719vugEgQ_ THde6ww0I1lw==/ ui evolution. lib
runtime. cc: 654] native: #31 pc 0000000000688fd0 /apex/ com. android. art/ lib64/ libart. so (MterpInvokeVirtual+1512)
runtime. cc: 654] native: #32 pc 000000000012d814 /apex/ com. android. art/ lib64/ libart. so (mterp_op_invoke_virtual+20)
runtime. cc: 654] native: #33 pc 0000000000182242 [anon: dalvik- classes. dex extracted in memory from /data/ app/ ^~719vugEgQ_ THde6ww0I1lw==/ ui evolution. lib
runtime. cc: 654] native: #34 pc 000000000068aa0c /apex/ com. android. art/ lib64/ libart. so (MterpInvokeInterface+1796)
runtime. cc: 654] native: #35 pc 000000000012da14 /apex/ com. android. art/ lib64/ libart. so (mterp_op_invoke_interface+20)
runtime. cc: 654] native: #36 pc 00000000000eb7c4 /apex/ com. android. art/ javalib/ core- oj. jar (java. lang. Thread. run+8)
runtime. cc: 654] native: #37 pc 000000000030b6d4 /apex/ com. android. art/ lib64/ libart. so (art:: interpreter:: Execute(art:: Thread*, art:: CodeItemDataAccess
runtime. cc: 654] native: #38 pc 0000000000677768 /apex/ com. android. art/ lib64/ libart. so (artQuickToInterpreterBridge+748)
runtime. cc: 654] native: #39 pc 000000000013cff8 /apex/ com. android. art/ lib64/ libart. so (art_quick_to_interpreter_bridge+88)
runtime. cc: 654] native: #40 pc 0000000000133564 /apex/ com. android. art/ lib64/ libart. so (art_quick_invoke_stub+548)
runtime. cc: 654] native: #41 pc 00000000001aa92c /apex/ com. android. art/ lib64/ libart. so (art:: ArtMethod:: Invoke(art:: Thread*, unsigned int*, unsigned in
runtime. cc: 654] native: #42 pc 00000000005604d4 /apex/ com. android. art/ lib64/ libart. so (art:: JValue art:: InvokeVirtualOrInterfaceWithJValues<art:: ArtMe
runtime. cc: 654] native: #43 pc 00000000005afe0 /apex/ com. android. art/ lib64/ libart. so (art:: Thread:: CreateCallback( void*)+1316)
2020-06-22 17:42:49.627 14472-15751/ ui evolution. library. audio. sample. debug A/ io. sample. debu: runtime. cc: 654] native: #44 pc 00000000000b06dc /apex/ com. and
runtime. cc: 654] native: #45 pc 0000000000050070 /apex/ com. android. runtime/ lib64/ bionic/ libc. so ( __start_thread+64)
runtime. cc: 654] at android. media. MediaCodec. native_ configure( Native method)
runtime. cc: 654] at android. media. MediaCodec. configure( MediaCodec. java: 2127)
runtime. cc: 654] at android. media. MediaCodec. configure( MediaCodec. java: 2043)
runtime. cc: 654] at ui evolution. library. audio. InternalPlayer. AbstractMediaCodecPlayer$ RunCore. <init>( AbstractMediaCodecPlayer. java: 225)
runtime. cc: 654] at ui evolution. library. audio. InternalPlayer. AbstractMediaCodecPlayer. start( AbstractMediaCodecPlayer. java: 606)
runtime. cc: 654] - locked <0x0c154524> (a ui evolution. library. audio. InternalPlayer. MediaFileMediaCodecPlayer)
runtime. cc: 654] at ui evolution. library. audio. AudioPlayer. AbstractPlayer. onPrepared( AbstractPlayer. java: 131)
runtime. cc: 654] - locked <0x0df7988d> (a ui evolution. library. audio. AudioPlayer. MediaFilePlayer)
runtime. cc: 654] at ui evolution. library. audio. InternalPlayer. AbstractMediaCodecPlayer. onPrepared( AbstractMediaCodecPlayer. java: 104)
runtime. cc: 654] at ui evolution. library. audio. InternalPlayer. AbstractMediaCodecPlayer$1. run( AbstractMediaCodecPlayer. java: 477)
runtime. cc: 654] at java. lang. Thread. run( Thread. java: 923)
runtime. cc: 654]

----- beginning of crash
2020-06-22 17:42:49.627 14472-15751/ ui evolution. library. audio. sample. debug A/ libc: Fatal signal 6 (SIGABRT), code -1 (SI_QUEUE) in tid 15751 (Thread-278), pi
2020-06-22 17:42:49.707 14472-15749/ ui evolution. library. audio. sample. debug I/ [AL] [9117] AudioLibraryImpl: notifyStateChange st=110, stopReason=0
2020-06-22 17:42:49.707 14472-15747/ ui evolution. library. audio. sample. debug I/ [AL] [9116] AudioLibraryImpl: notifyStateChange st=300, stopReason=101
```

 **deleted**  
0 B 

## COMMENTS

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

*Assigned to am...@google.com.*

Thank you for the report.  
The issue is reported on RPB1.200504.018. Please check it on new release RPB1.200504.020 and share the bugreport if the issue occurs.

Also, let us know if the issue happens with any media player application or mention the package name of the app which you tested it with.

Note: Please upload the bug report to google drive and share the folder to [android-bugreport@google.com](mailto:android-bugreport@google.com), then share the link here.

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

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

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

*Status: Won't Fix (Infeasible)*

We'll be closing this issue due to not having the report from beta 1.5. If you continue to have this issue, please open a new issue and add the relevant information along with a reference link