

4, a) Run your test program several times. Which fields in the prinfo structure change? Which ones do not? Discuss why different fields might change with different frequency.

A:

```
w4118@w4118:~$ adb shell /data/misc/prinfo
swapper,0,0,0,1,0,0
init,1,1,0,31,2,0
ueventd,31,1,1,0,43,0
healthd,43,1,1,0,44,0
servicemanager,44,1,1,0,45,1000
vold,45,1,1,0,47,0
netd,47,1,1,0,48,0
debuggerd,48,1,1,0,49,0
rild,49,1,1,0,50,1001
surfaceflinger,50,1,1,0,51,1000
zygote,51,1,1,359,52,0
system_server,359,1,51,0,440,1000
android.systemui,440,1,51,0,546,10007
d.process.acore,546,1,51,0,575,10002
putmethod.latin,575,1,51,0,593,10029
m.android.phone,593,1,51,0,605,1001
ndroid.settings,605,1,51,0,638,1000
ndroid.exchange,638,1,51,0,687,10025
m.android.email,687,1,51,0,692,10024
m.android.music,692,1,51,0,739,10032
ndroid.launcher,739,1,51,0,757,10008
d.process.media,757,1,51,0,886,10005
droid.deskclock,886,1,51,0,922,10020
ndroid.calendar,922,1,51,0,941,10016
viders.calendar,941,1,51,0,957,10001
.android.dialer,957,1,51,0,997,10004
com.android.mms,997,1,51,0,0,10009
drmsrver,52,1,1,0,53,1019
mediaserver,53,1,1,0,54,1013
installd,54,1,1,0,55,1012
keystore,55,1,1,0,56,1017
qemu,56,1,1,0,59,0
sh,59,1,1,0,60,2000
abdb,60,1,1,1144,0,0
prinfo,1144,0,60,0,0,0
kthreadd,2,1,0,3,0,0
ksoftirqd/0,3,1,2,0,5,0
kworker/u:0,5,1,2,0,6,0
khelper,6,1,2,0,7,0
sync_supers,7,1,2,0,8,0
bdi-default,8,1,2,0,9,0
kblockd,9,1,2,0,10,0
rpciod,10,1,2,0,11,0
kworker/0:1,11,1,2,0,12,0
kswapd0,12,1,2,0,13,0
fsnotify_mark,13,1,2,0,14,0
crypto,14,1,2,0,25,0
mtdblock0,25,1,2,0,26,0
mtdblock1,26,1,2,0,27,0
mtdblock2,27,1,2,0,28,0
binder,28,1,2,0,29,0
deferwq,29,1,2,0,30,0
kworker/u:1,30,1,2,0,33,0
jbd2/mtdblock0-33,1,2,0,34,0
ext4-dio-unwrit,34,1,2,0,40,0
jbd2/mtdblock1-40,1,2,0,41,0
ext4-dio-unwrit,41,1,2,0,81,0
kworker/0:2,81,1,2,0,0,0

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drmsrver,52,1,1,0,53,1019
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keystore,55,1,1,0,56,1017
qemu,56,1,1,0,59,0
sh,59,1,1,0,60,2000
abdb,60,1,1,1149,0,0
prinfo,1149,0,60,0,0,0
kthreadd,2,1,0,3,0,0
ksoftirqd/0,3,1,2,0,5,0
kworker/u:0,5,1,2,0,6,0
khelper,6,1,2,0,7,0
sync_supers,7,1,2,0,8,0
bdi-default,8,1,2,0,9,0
kblockd,9,1,2,0,10,0
rpciod,10,1,2,0,11,0
kworker/0:1,11,1,2,0,12,0
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fsnotify_mark,13,1,2,0,14,0
crypto,14,1,2,0,25,0
mtdblock0,25,1,2,0,26,0
mtdblock1,26,1,2,0,27,0
mtdblock2,27,1,2,0,28,0
binder,28,1,2,0,29,0
deferwq,29,1,2,0,30,0
kworker/u:1,30,1,2,0,33,0
jbd2/mtdblock0-33,1,2,0,34,0
ext4-dio-unwrit,34,1,2,0,40,0
jbd2/mtdblock1-40,1,2,0,41,0
ext4-dio-unwrit,41,1,2,0,81,0
kworker/0:2,81,1,2,0,1147,0
flush-31:1,1147,1,2,0,0,0

w4118@w4118:~$ adb shell /data/misc/prinfo
swapper,0,0,0,1,0,0
init,1,1,0,31,2,0
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installd,54,1,1,0,55,1012
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qemu,56,1,1,0,59,0
sh,59,1,1,0,60,2000
abdb,60,1,1,1151,0,0
prinfo,1151,0,60,0,0,0
kthreadd,2,1,0,3,0,0
ksoftirqd/0,3,1,2,0,5,0
kworker/u:0,5,1,2,0,6,0
khelper,6,1,2,0,7,0
sync_supers,7,1,2,0,8,0
bdi-default,8,1,2,0,9,0
kblockd,9,1,2,0,10,0
rpciod,10,1,2,0,11,0
kworker/0:1,11,1,2,0,12,0
kswapd0,12,1,2,0,13,0
fsnotify_mark,13,1,2,0,14,0
crypto,14,1,2,0,25,0
mtdblock0,25,1,2,0,26,0
mtdblock1,26,1,2,0,27,0
mtdblock2,27,1,2,0,28,0
binder,28,1,2,0,29,0
deferwq,29,1,2,0,30,0
kworker/u:1,30,1,2,0,33,0
jbd2/mtdblock0-33,1,2,0,34,0
ext4-dio-unwrit,34,1,2,0,40,0
jbd2/mtdblock1-40,1,2,0,41,0
ext4-dio-unwrit,41,1,2,0,81,0
kworker/0:2,81,1,2,0,1147,0
flush-31:1,1147,1,2,0,0,0
```

The pid “prinfo” change each run. Because every time we use adb shell to create new instance of prinfo, the new pid will be re-assigned to prinfo. And the prinfo is actually the child process of abdb. So both child pid of abdb and pid of prinfo itself change.

And it is expected

4, b) Start the mobile web browser in the emulator, and re-run your test program. How many processes are started? What is/are the parent process(es) of the new process(es)? Close the browser (press the "Home" button). How many processes were destroyed? Discuss your findings.

A: When we start the web browser, the android.browser process is created. It's child process of zygote. When close the browser(I mean go to app manage of Android to stop the browser), the android.browser will be destroyed. If we tap the Home button instead, the android.browser still exists. It may go to background mode, and later might be killed by android if resources are limited.

4, c) Notice that on the Android platform there is a process named zygote. Investigate this process and any children processes:

i) What is the purpose of this process?

Zygote is a daemon whose goal is to launch Apps, do the function similar to fork(). Zygote is the parent of all App processes in android.

ii) Where is the zygote binary? If you can't find it, how might you explain its presence in your list of processes?

There's no independent zygote binary but zygote is started by `/system/bin/app_process -Xzygote`.

After kernel is loaded, `init.rc` is parsed and native services are started. With this, the `/system/bin/app_process` is run.

We can find some comments in `app_process` source (`frameworks/base/cmds/app_process/app_main.cpp`):

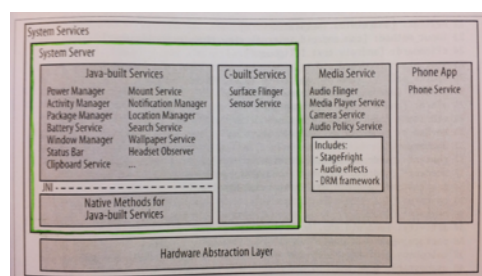
```
// --zygote : Start in zygote mode
// --start-system-server : Start the system server.
// --application : Start in application (stand alone, non zygote) mode.
// --nice-name : The nice name for this process.
//
// For non zygote starts, these arguments will be followed by
// the main class name. All remaining arguments are passed to
// the main method of this class.
//
// For zygote starts, all remaining arguments are passed to the zygote.
// main function.
```

This eventually calls `AndroidRuntime.start()` function, passing it the parameters `com.android.internal.os.ZygoteInit` and `start-system-server`. `ZygoteInit.main()` first registers the zygote socket (the zygote process listens to a socket for incoming commands, and on receiving new command, spawns a new process as requested). It initializes a lot of classes system-wide resources like drawables, xmls, etc. Then it calls `startSystemServer()` which forks a new process for `com.android.server.SystemServer`. Forking of system server is a special case, because in all other cases, zygote process opens a socket `/dev/socket/zygote` to listen for requests for starting applications.

iii) Discuss some reasons why an embedded system might choose to use a process like the zygote.

A:

1, To save time start other applications. Once Zygote starts, it preloads all necessary Java classes and resources, starts System Server, initialize all the different System Services and the Activity Manager.



For System Service, we refer to the picture above. They are shared resources for other Apps. So when launch app, there's no need to start services again.

2, For the design pattern of android, zygote is to start Dalvik VM each time App launches. This is different from the way linux do. So it's necessary to take zygote the responsibility to manage all App processes.

3, Save memory. As we know, Android runs on Linux. The Linux Kernel implements a strategy call Copy On Write (COW). In the case of Android those libraries are not writable. This means that all process forked from Zygote are using the exact same copy of the system classes and resources. No matter how many applications are started the increase in memory usage will be a lot smaller.