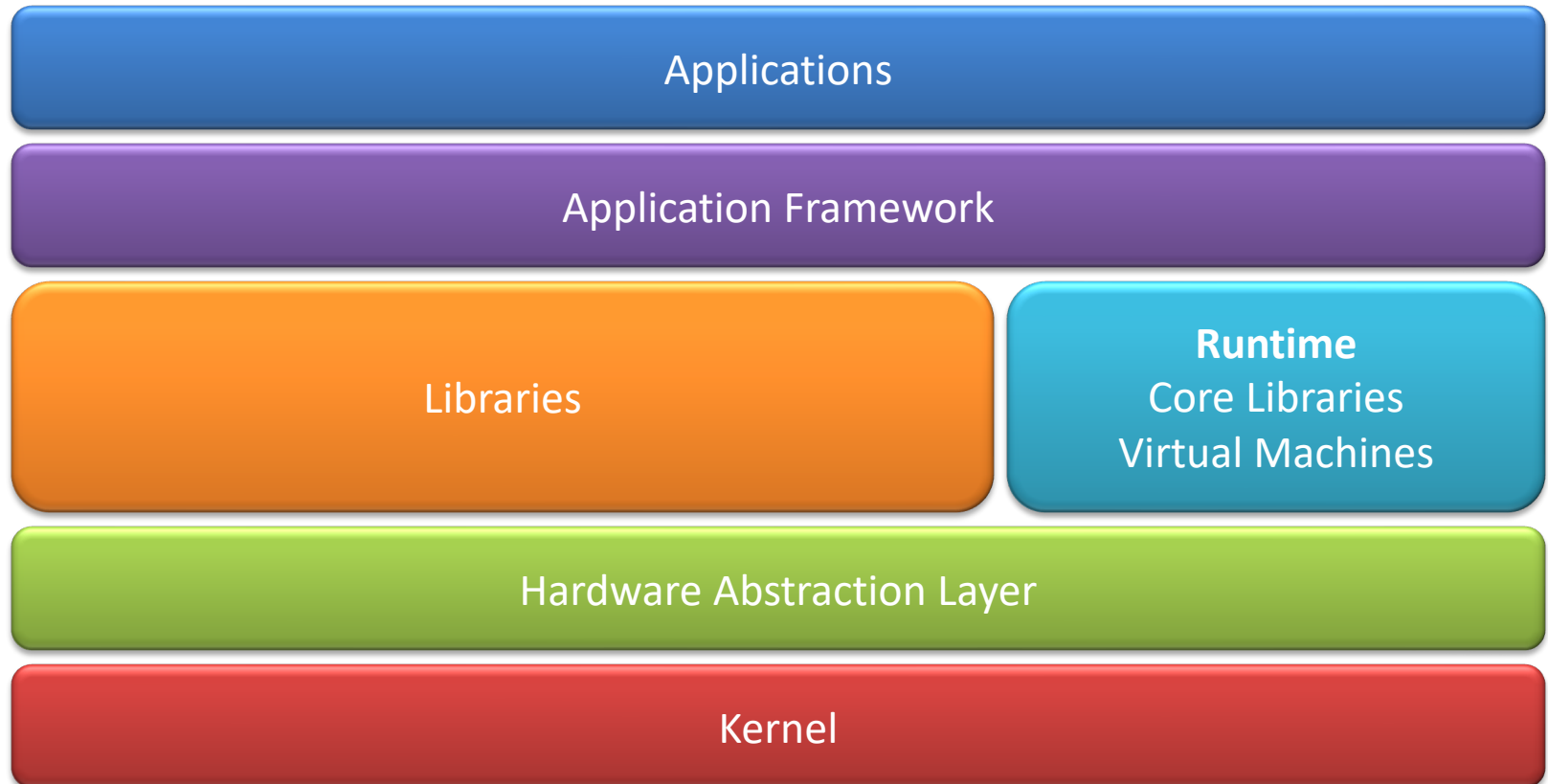


Mobile Computing

Anatomy



Architecture of a Mobile Device



Android Mobile Devices

APPLICATIONS

Home	Dialer	SMS/MMS	IM	Browser	Camera	Alarm	Calculator
Contacts	Voice Dial	Email	Calendar	Media Player	Photo Album	Clock	...

APPLICATION FRAMEWORK

Activity Manager	Windows Manager	Content Provider	View System	Notification Manager
Package Manager	Telephony Manager	Resource Manager	Location Manager	...

LIBRARIES

Surface Manager	Media Framework	SQLite	Webkit	Libc
OpenGL/ES	Audio Manager	Free Type	SSL

ANDROID RUNTIME

Core Library

Dalvik VM

HARDWARE ABSTRACTION LAYER

Graphics	Audio	Camera	Bluetooth	GPS	Radio (RIL)	Wi-Fi	...
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LINUX KERNEL

Display Driver	Camera Drivers	Bluetooth Drivers	Shared Memory Drivers	Binder (IPC) Driver
USB Driver	Keypad Driver	Wi-Fi Driver	Audio Driver	Power Management

Linux Kernel in Android

- Uses Linux 2.6 kernel
 - No native windowing system
 - No glibc library support
- Provides basic system functionalities
 - Process management
 - Memory management
 - Device management
 - Camera
 - Keypad
 - Display etc.
- The kernel handles
 - Networking
 - Vast array of device drivers

Hardware Abstraction Layer

- Hardware abstraction layer has the characteristics:
 - The user space C/C++ base layer.
 - Defines an interface between hardware drivers and android library.
 - Separation of Android platform and hardware interface logic.
- Why do you need a user space in Android HAL?
 - Not all components with standard kernel driver interface
 - Kernel driver is the GPL, which will be exposed to all intellectual property rights
 - Android has specific requirements for the hardware driver.

Libraries

- The local library includes:
 - Bionic Libc
 - Custom libc implementation, optimized for embedded.
 - Function Libraries
 - Native Servers
 - Hardware Abstraction Libraries
- Bionic libc:
 - The BSD license
 - The code path is small and fast
 - Very fast and small custom pthread implementation
 - Built in support for a specific Android service important system properties
 - Does not support some POSIX features.
 - GNU Libc (glibc) is not compatible.
 - The Native code must rely on the bionic to compile.

Libraries

- Function Libraries

- WebKit

- Based on the open source WebKit browser:
 - In full view rendering
 - Fully support CSS, Javascript, DOM, AJAX
 - Support single and adaptive rendering

- Media Framework

- OpenCORE platform on PacketVideo
 - Support the standard video, audio, still-frame format
 - Support hardware / software encoder plug-in

- SQLite

- A lightweight transaction data storage
 - The back-end data store of most platform

Libraries

- Native Servers

- Surface Flinger

- Provides system wide appearance "combiner", all the appearance of rendering into the frame in buffer equipment.
 - Can be combined with 2D and 3D appearance and multiple application appearance.
 - Can use the OpenGL ES and the 2D hardware accelerator
 - Double buffer system using page-flip.

- Audio Flinger

- The output of the audio equipment management
 - Processing of multiple audio flows to the PCM audio output path.
 - Audio routing to each output.

Core Library & VMs

- The core library(Core Libraries)
 - Java Core APIs provides a powerful, but simple and familiar development platform.
Data structure
 - Tool and Utilities
 - File Access
 - Network Access
 - Graphics
- Dalvik VM
 - A special Java virtual machine (VM) designed to run with limited system resource
 - Memory efficient
 - Register machine vs. Stack machine (modern JVM)
 - fewer instructions, faster execution
 - Running multiple VMs more efficiently
 - DEX: Dalvik Executables
 - Java class files are converted into “.dex” files that Dalvik executes
 - Java byte-code is converted into Dalvik byte-code during this process

Application Framework

- Application Services
 - Activity Manager
 - Manages the lifecycle of applications.
 - Package Manager
 - Maintains information on the available applications on the device.
 - Window Manager
 - Performs window management.
 - Resource Manager
 - Manages the storing of strings and layout files and bitmaps.
 - Content Provider
 - Allows one application to make its data available to another
 - View System
 - Contains the building blocks of the user interface – buttons, text boxes etc.
 - Notification Manager
 - Alerts the user about events: Status bar updates, flashing lights, vibrations etc.
- Hardware Services
 - Telephony Service
 - API's needed to build the phone application and SMS.
 - Location Service
 - Uses GPS and Android Network provider which uses cell tower and wi-fi signals.
 - Bluetooth Service
 - Access Bluetooth
 - WIFI Service
 - Access Wi-Fi
 - USB Service
 - Access USB for various tasks
 - Sensor Service
 - Access sensors