

WHAT IS

ANDROID

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GOALS

- ▶ What is Android ?
- ▶ Android Architecture Layers
- ▶ Runtime Walkthrough

LINUX KERNEL

- ▶ Memory and process management
- ▶ Permission-based security model
- ▶ Driver model
- ▶ Open-source



```
$ whoami
u0_a267
$ █
```

```
[11/05/17 12.25] $ whoami
u0_a266
```

Window 1 ▾



```
angler:/ $ whoami
u0_a153
angler:/ $ █
```

```
stachu@angler:~
```

✖
^
∨
📄

Messenger
Chrome
Play Store
alias ping1



LINUX KERNEL

- ▶ Memory and process management
- ▶ Permission-based security model
- ▶ Driver model
- ▶ Open-source



Git repositories on android

Name	Description
accessories/manifest	
api_council_filter	Parent for API additions that requires Android API Council approval. BUG: b/32916152
assets/android-studio-ux-assets	Bug: 32992167
brillo/manifest	
cts_drno_filter	Parent project for CTS projects that requires Dr.No +2's.
device/aaeon/upboard	
device/asus/deb	
device/asus/flo	
device/asus/flo-kernel	
device/asus/fugu	
device/asus/fugu-kernel	
device/asus/grouper	Files specific to Nexus 7
device/asus/tilapia	
device/casio/koi-uboot	
device/common	

LINUX KERNEL

Display Driver

Camera Driver

Bluetooth Driver

Shared Memory
Driver

Binder (IPC) Driver

USB Driver

Keypad Driver

WiFi Driver

Audio
Drivers

Power
Management

PROCESS A

PROCESS B

App A

Context

Binder Driver

Service B

get service

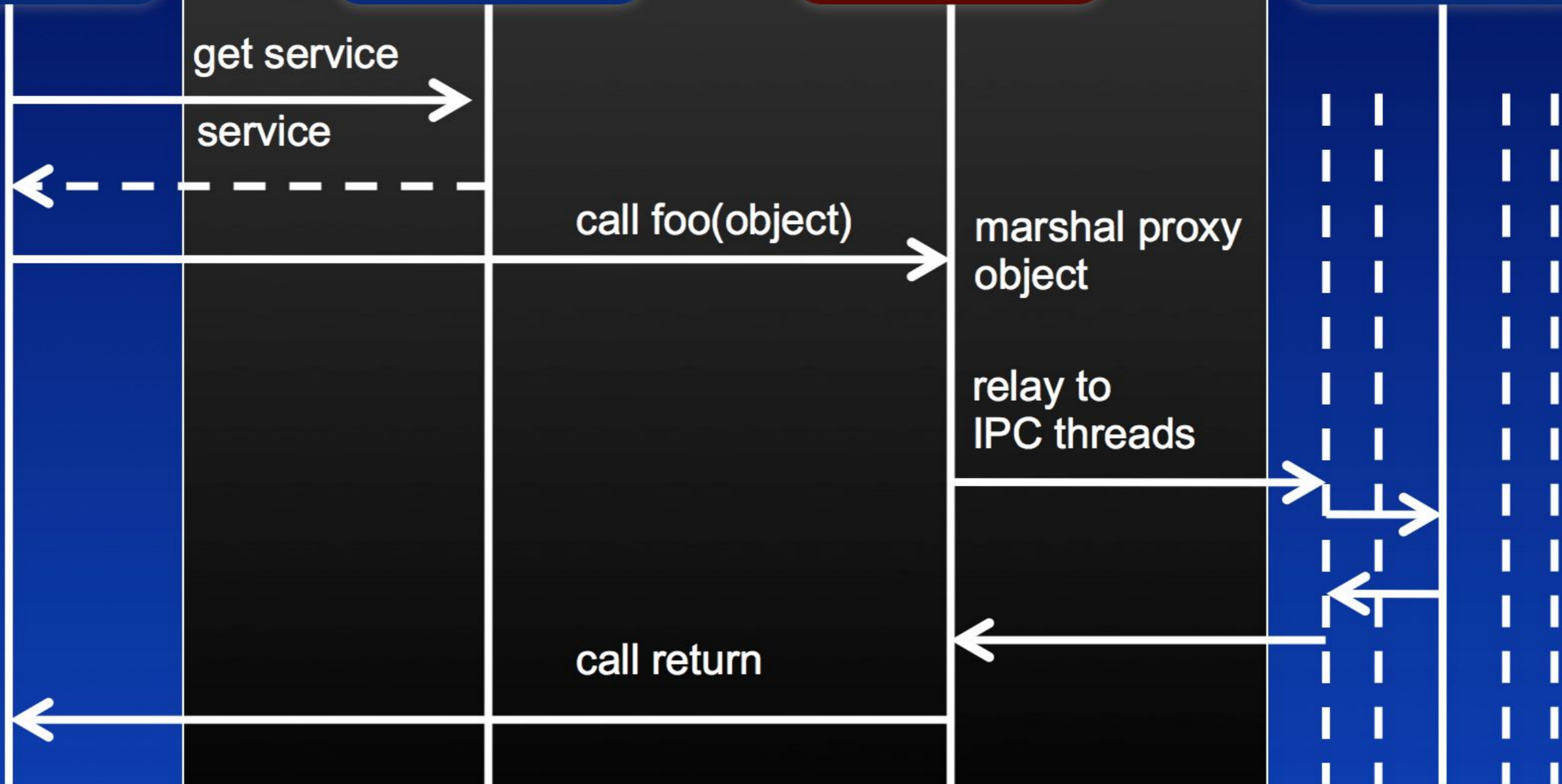
service

call foo(object)

marshal proxy object

relay to IPC threads

call return



LIBRARIES

Surface Manager

Media Framework

SQLite

OpenGL|ES

FreeType

WebKit

SGL

SSL

Libc

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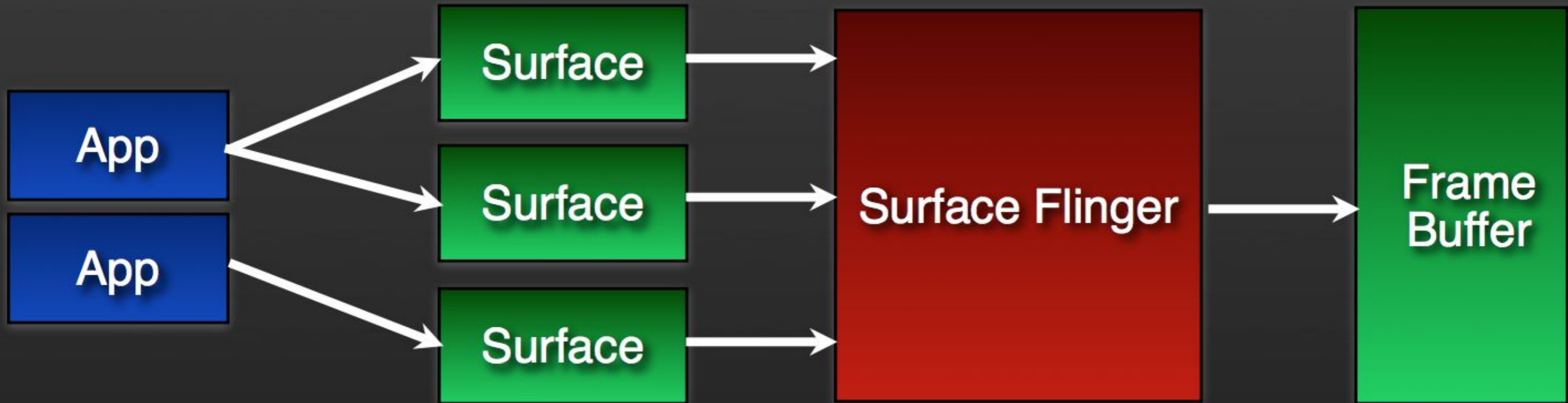
Keypad Driver

WiFi Driver

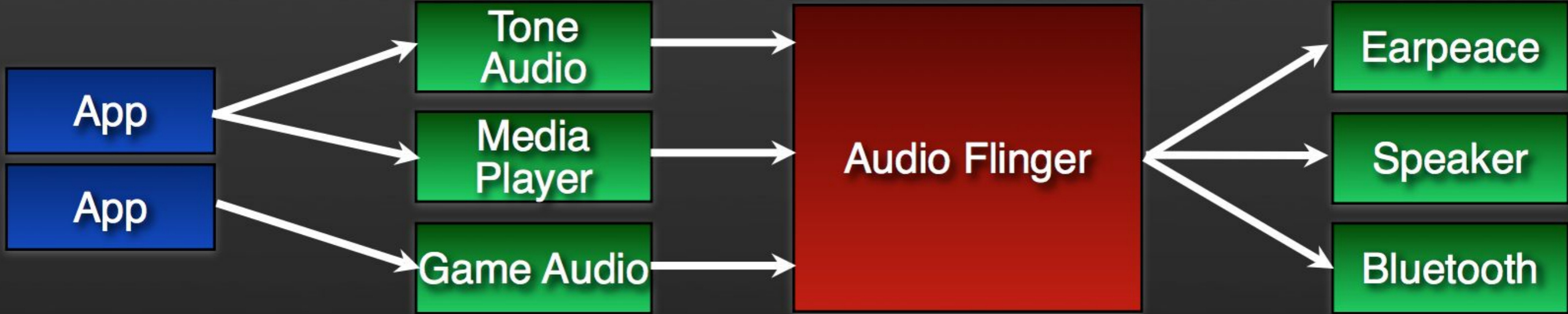
Audio
Drivers

Power
Management

SURFACE MANAGER



AUDIO MANAGER



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ANDROID RUNTIME

Core Libraries

Dalvik Virtual Machine

LINUX KERNEL

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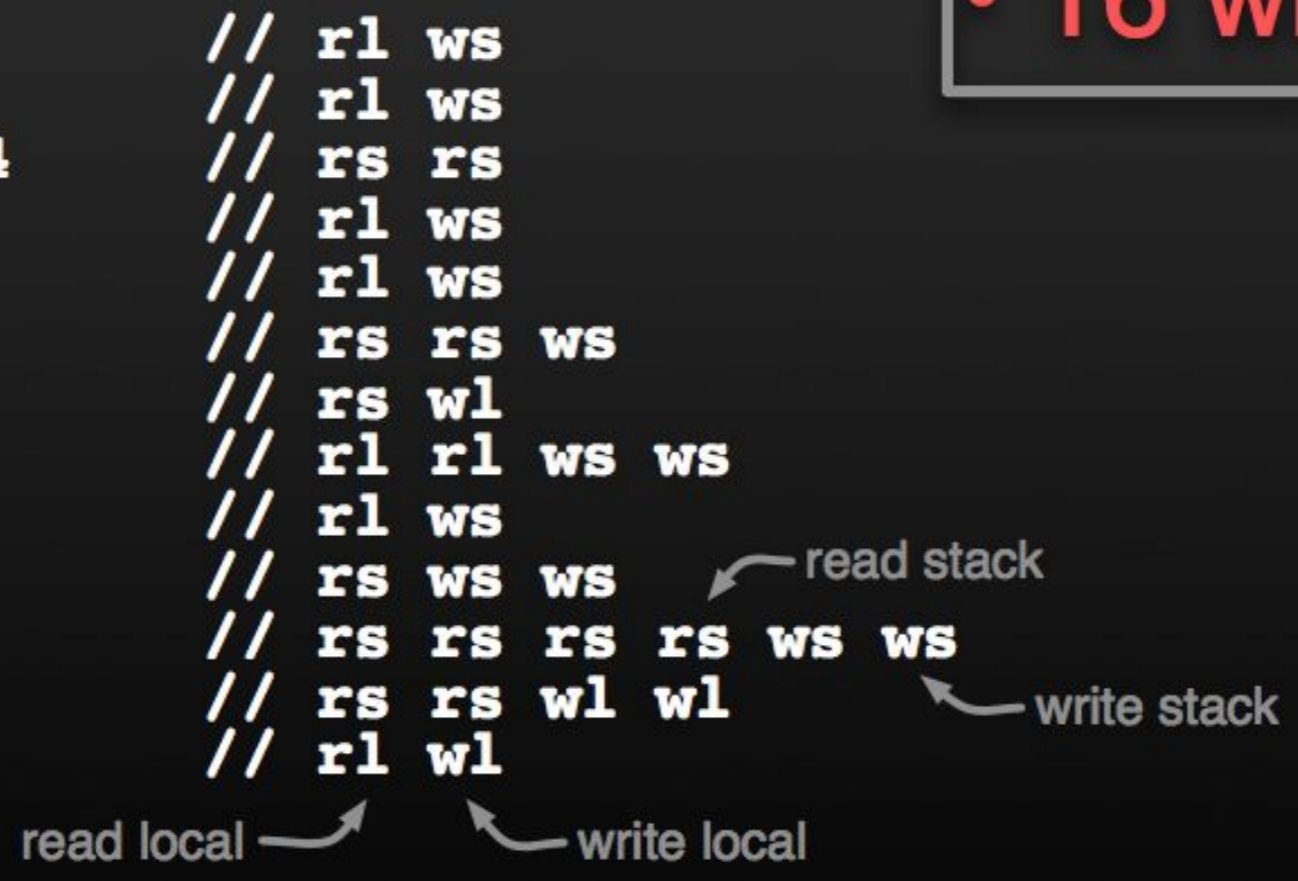




```
public static long sumArray(int[] arr) {
    long sum = 0;
    for (int i : arr) {
        sum += i;
    }
    return sum;
}
```

- 25 bytes
- 14 dispatches
- 45 reads
- 16 writes

```
0000: lconst_0
0001: lstore_1
0002: aload_0
0003: astore_3
0004: aload_3
0005: arraylength
0006: istore 04
0008: iconst_0
0009: istore 05
000b: iload 05
000d: iload 04
000f: if_icmpge 0024
0012: aload_3
0013: iload_05
0015: iaload
0016: istore 06
0018: lload_1
0019: iload_06
001b: i2l
001c: ladd
001d: lstore 1
001e: inc 05, #+01
0021: goto 000b
0024: lload_1
0025: lreturn
```




```

public static long sumArray(int[] arr) {
    long sum = 0;
    for (int i : arr) {
        sum += i;
    }
    return sum;
}

```

```

0000: const-wide/16 v0, #long 0
0002: array-length v2, v8
0003: const/4 v3, #int 0
0004: move v7, v3
0005: move-wide v3, v0
0006: move v0, v7
0007: if-ge v0, v2, 0010 // r r
0009: aget v1, v8, v0 // r r w
000b: int-to-long v5, v1 // r w w
000c: add-long/2addr v3, v5 // r r r r w w
000d: add-int/lit8 v0, v0, #int 1 // r w
000f: goto 0007
0010: return-wide v3

```

- 18 bytes
- 6 dispatches
- 19 reads
- 6 writes

APPLICATION FRAMEWORK

Activity Manager

Window Manager

Content Providers

View System

Notification Manager

Package Manager

Telephony Manager

Resource Manager

Location Manager

...

LIBRARIES

Surface Manager

Media Framework

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OpenGL|ES

FreeType

WebKit

SGL

SSL

Libc

ANDROID RUNTIME

Core Libraries

Dalvik Virtual Machine

LINUX KERNEL

Display Driver

Camera Driver

Bluetooth Driver

Shared Memory Driver

Binder (IPC) Driver

USB Driver

Keypad Driver

WiFi Driver

Audio Drivers

Power Management

APPLICATIONS

Home

Dialer

SMS/MMS

IM

Browser

Camera

Alarm

Calculator

Contacts

Voice Dial

Email

Calendar

Media Player

Albums

Clock

...

APPLICATION FRAMEWORK

Activity Manager

Window
Manager

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...

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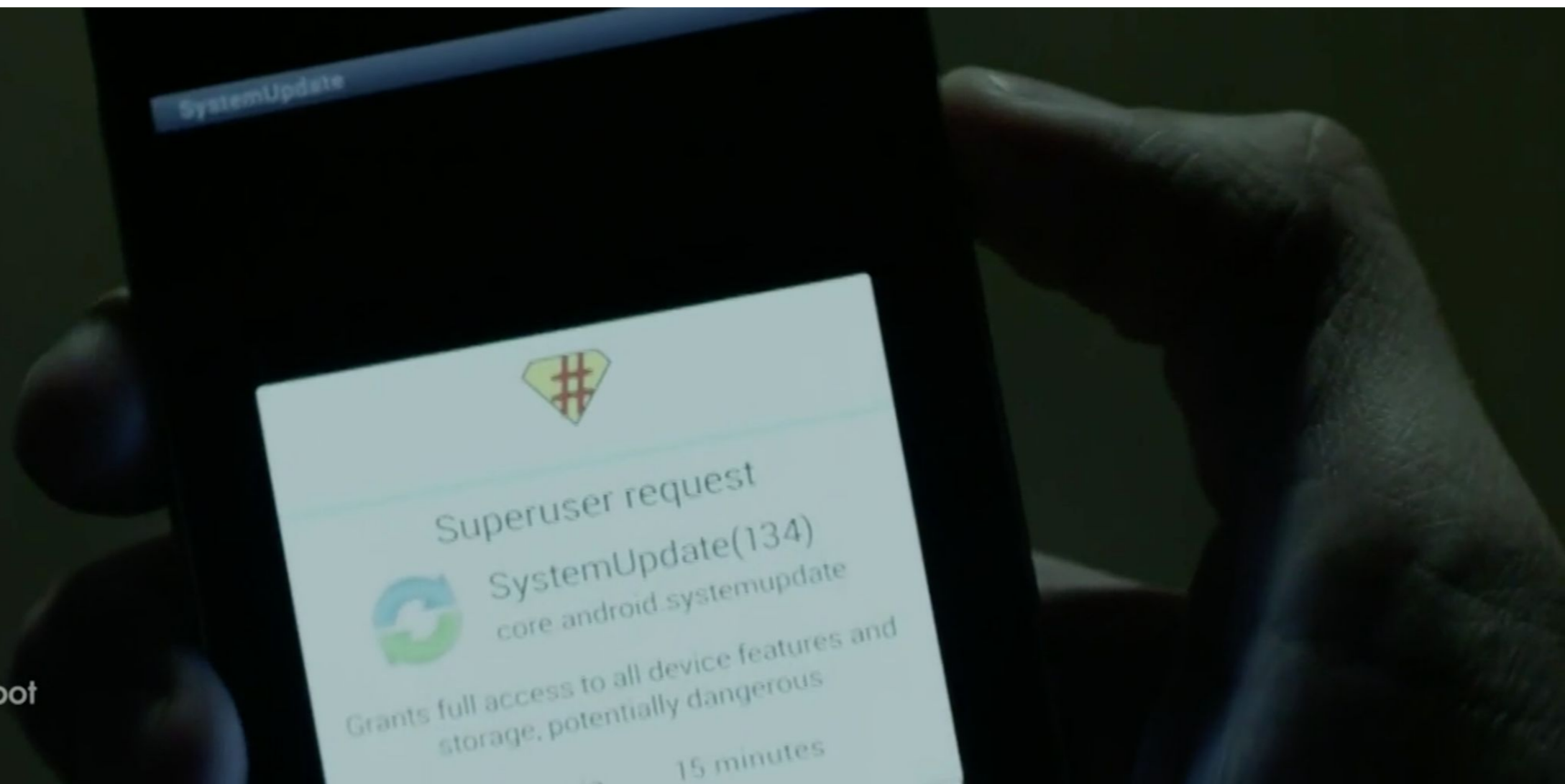
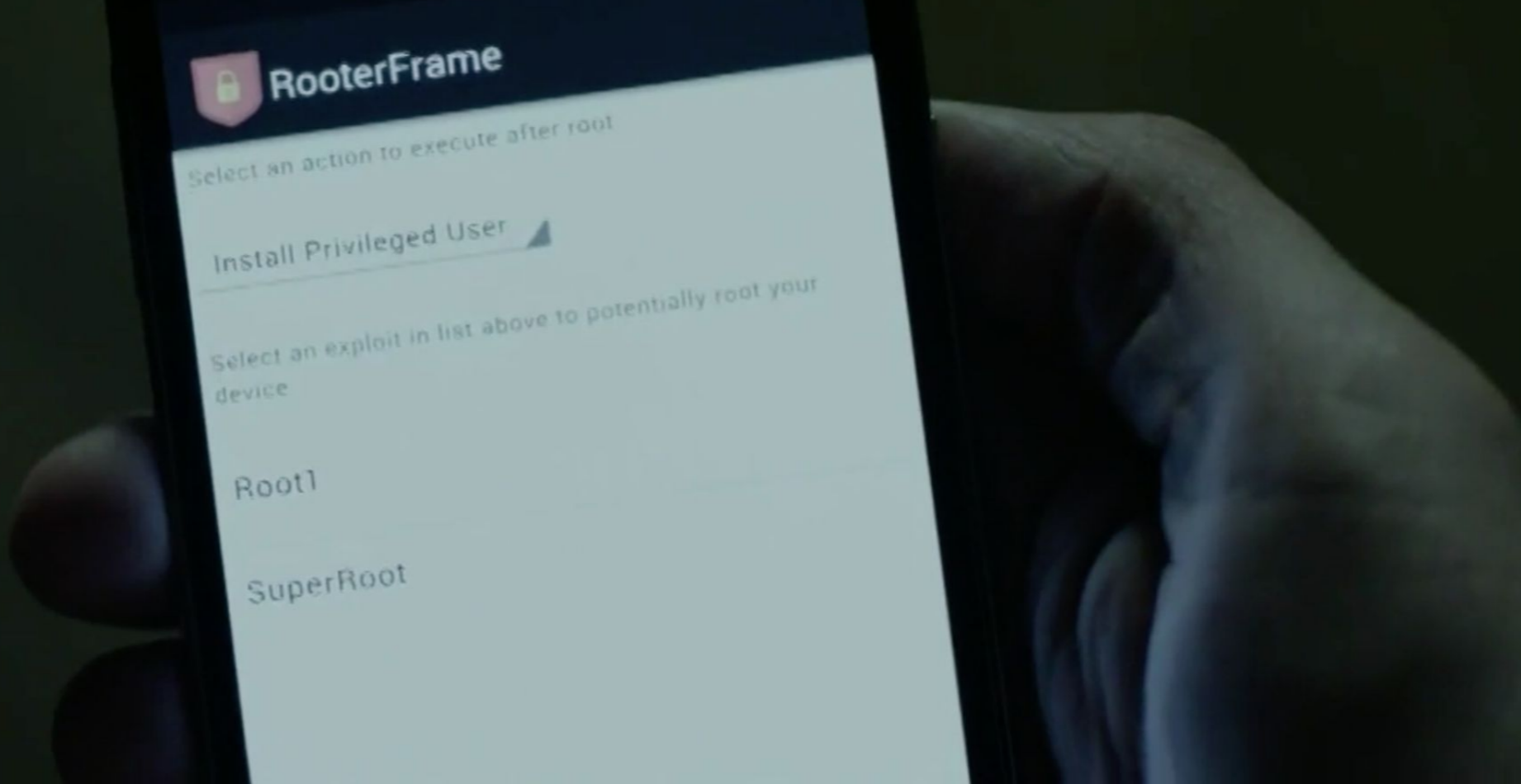
USB Driver

Keypad Driver

WiFi Driver

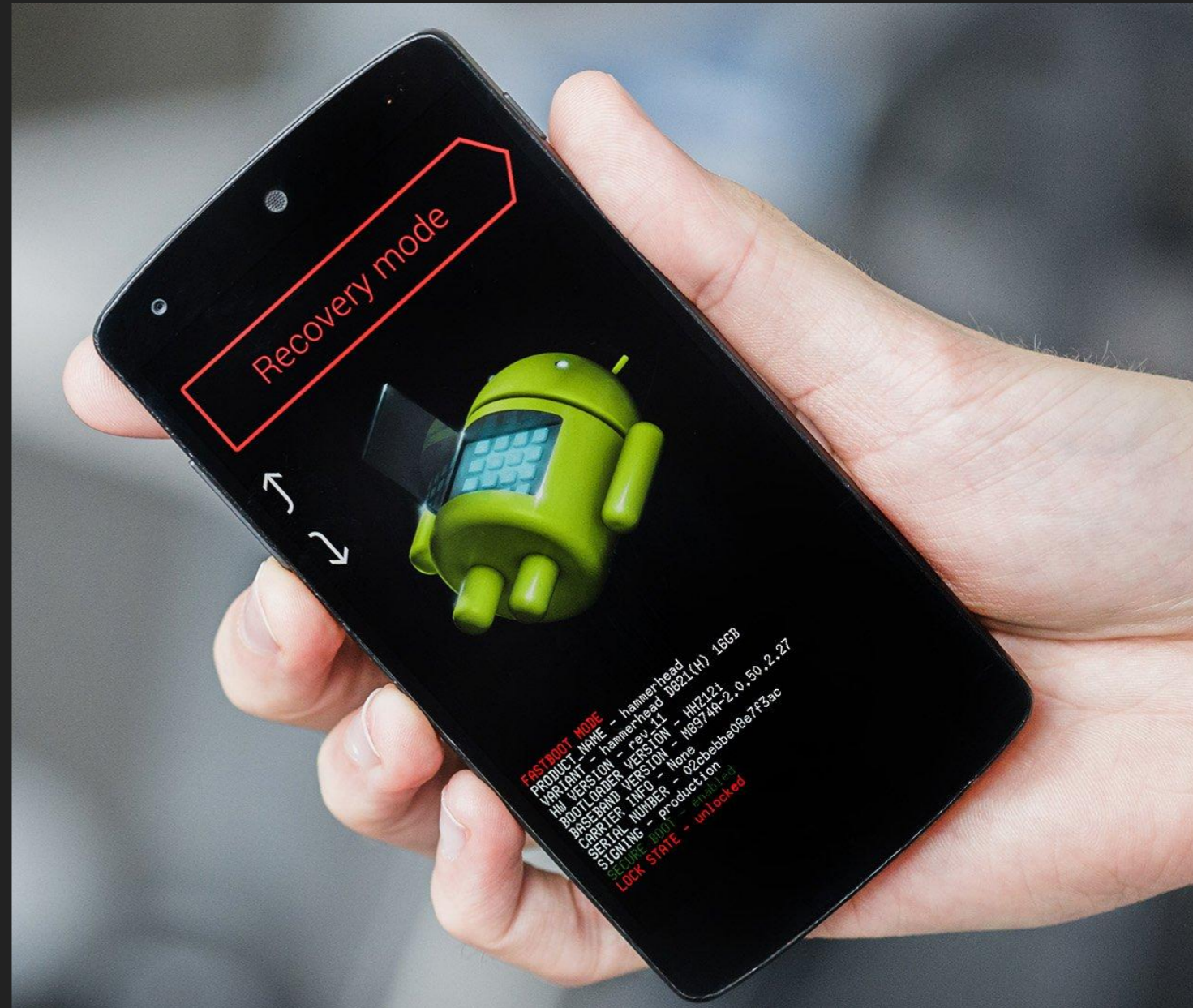
Audio
Drivers

Power
Management



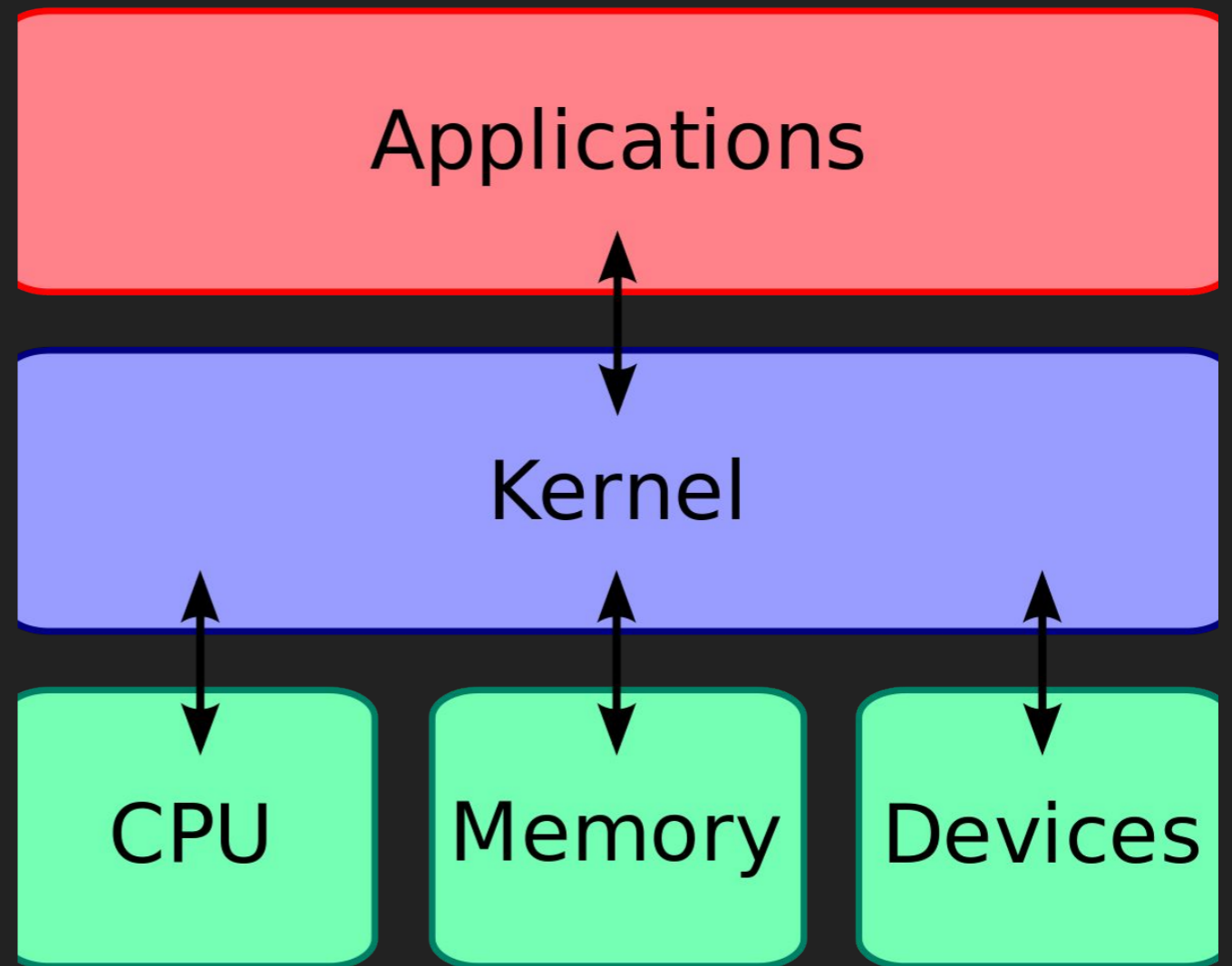
RUNTIME WALKTHROUGH

- ▶ Bootloader



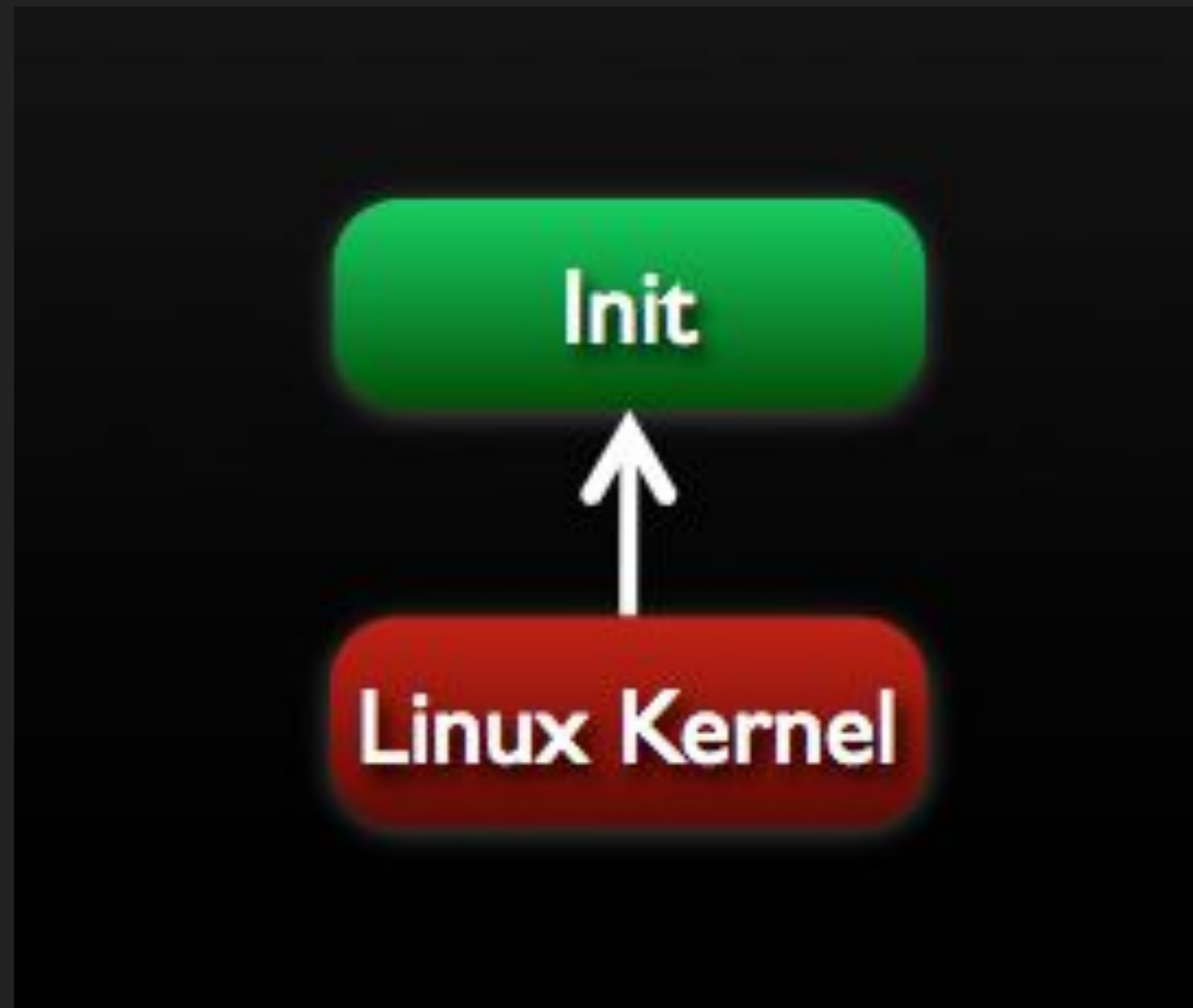
RUNTIME WALKTHROUGH

- ▶ Bootloader
- ▶ Linux Kernel



RUNTIME WALKTHROUGH

- ▶ Bootloader
- ▶ Linux Kernel
- ▶ init



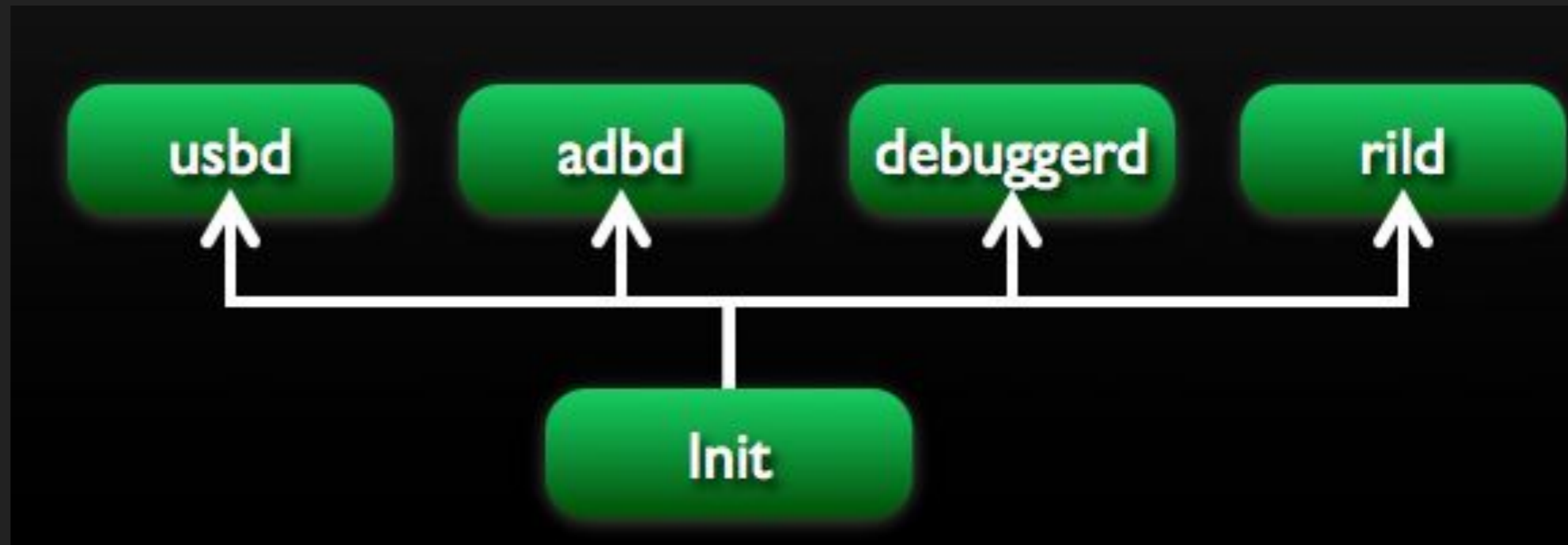
flo:/ \$ su

flo:/ # ps

USER	PID	PPID	VSIZE	RSS	WCHAN	PC	NAME
root	1	0	8132	1316	sys_epoll_	000ac39c	S /init
root	2	0	0	0	kthreadd	00000000	S kthreadd
root	3	2	0	0	smpboot_th	00000000	S ksoftirqd
/0							
root	6	2	0	0	smpboot_th	00000000	S migration
/0							
root	7	2	0	0	smpboot_th	00000000	S migration
/1							
root	8	2	0	0	smpboot_th	00000000	S ksoftirqd
/1							
root	10	2	0	0	__kthread_	00000000	R migration
/2							
root	11	2	0	0	__kthread_	00000000	R ksoftirqd

RUNTIME WALKTHROUGH

- ▶ Bootloader
- ▶ Linux Kernel
- ▶ init
- ▶ daemons




```
376 service vold /system/bin/vold
377     class core
378     socket vold stream 0660 root mount
379     ioprio be 2
380
381 service netd /system/bin/netd
382     class main
383     socket netd stream 0660 root system
384     socket dnsproxyd stream 0660 root inet
385     socket mdns stream 0660 root system
386
387 service debuggerd /system/bin/debuggerd
388     class main
389
390 service ril-daemon /system/bin/rild
391     class main
392     socket rild stream 660 root radio
393     socket rild-debug stream 660 radio system
394     user root
395     group radio cache inet misc audio sdcard_r sdcard_rw log
```


INIT.RC

```
357 # addb is controlled via property triggers in init.<platform>.usb.rc
358 service addb /sbin/addb
359     class core
360     disabled
361
435 service bluetoothd /system/bin/bluetoothd -n
436     class main
437     socket bluetooth stream 660 bluetooth bluetooth
438     socket dbus_bluetooth stream 660 bluetooth bluetooth
439     # init.rc does not yet support applying capabilities, so run as root and
440     # let bluetoothd drop uid to bluetooth with the right linux capabilities
441     group bluetooth net_bt_admin misc
442     disabled
```

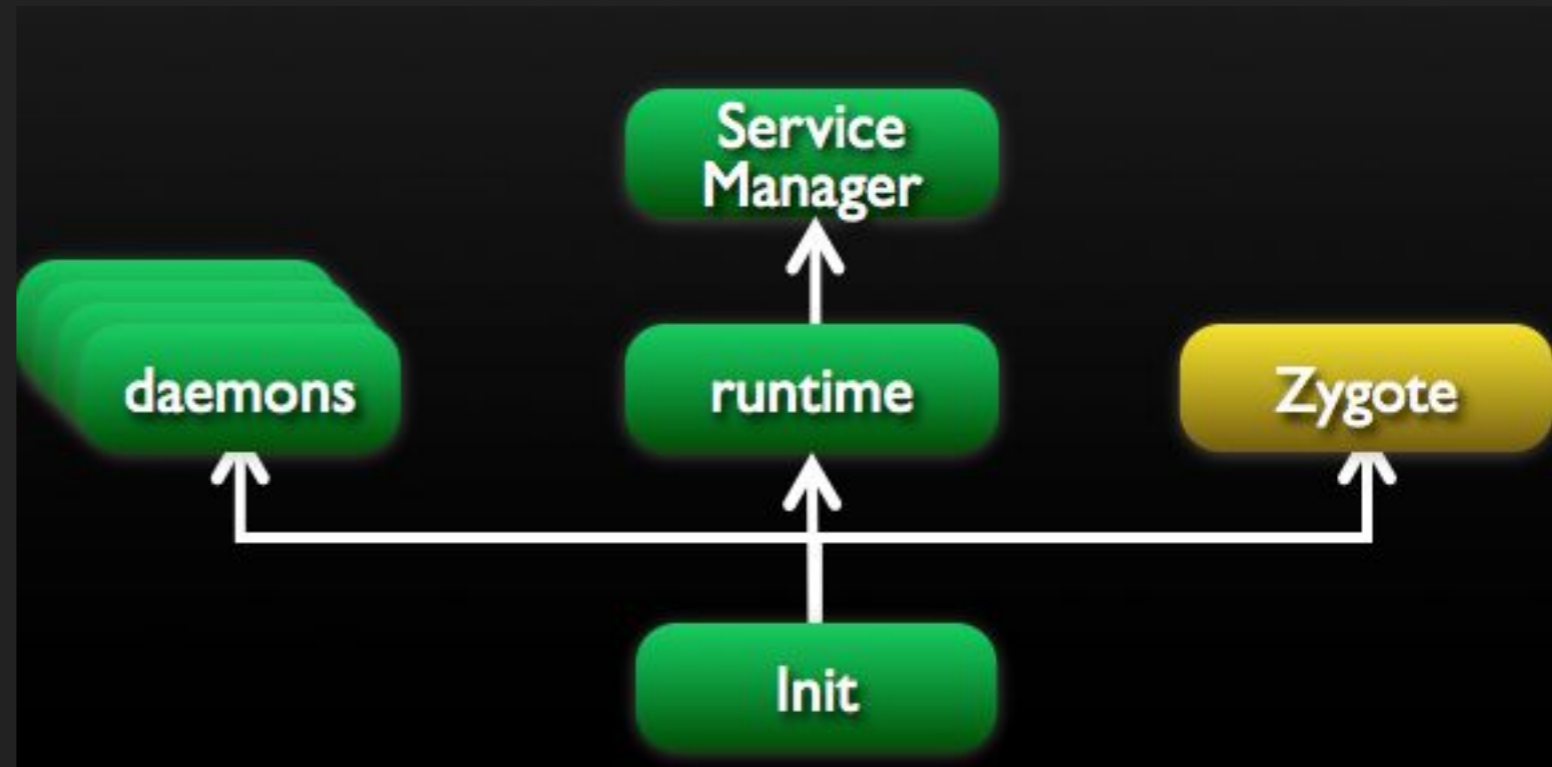
RUNTIME WALKTHROUGH

- ▶ Bootloader
- ▶ Linux Kernel
- ▶ init
- ▶ daemons
- ▶ Zygote



RUNTIME WALKTHROUGH

- ▶ Bootloader
- ▶ Linux Kernel
- ▶ init
- ▶ daemons
- ▶ Zygote
- ▶ Runtime (Service Managers)





```
422 service bootanim /system/bin/bootanimation
423     class main
424     user graphics
425     group graphics
426     disabled
427     oneshot
```



Window 3 ▾



```
flo:/$ bootanimation
```




Window 3 ▾



```
flo:/ $ bootanimation
/system/bin/sh: bootanimation: not found
127|flo:/ $ █
```

Window 2 ▾

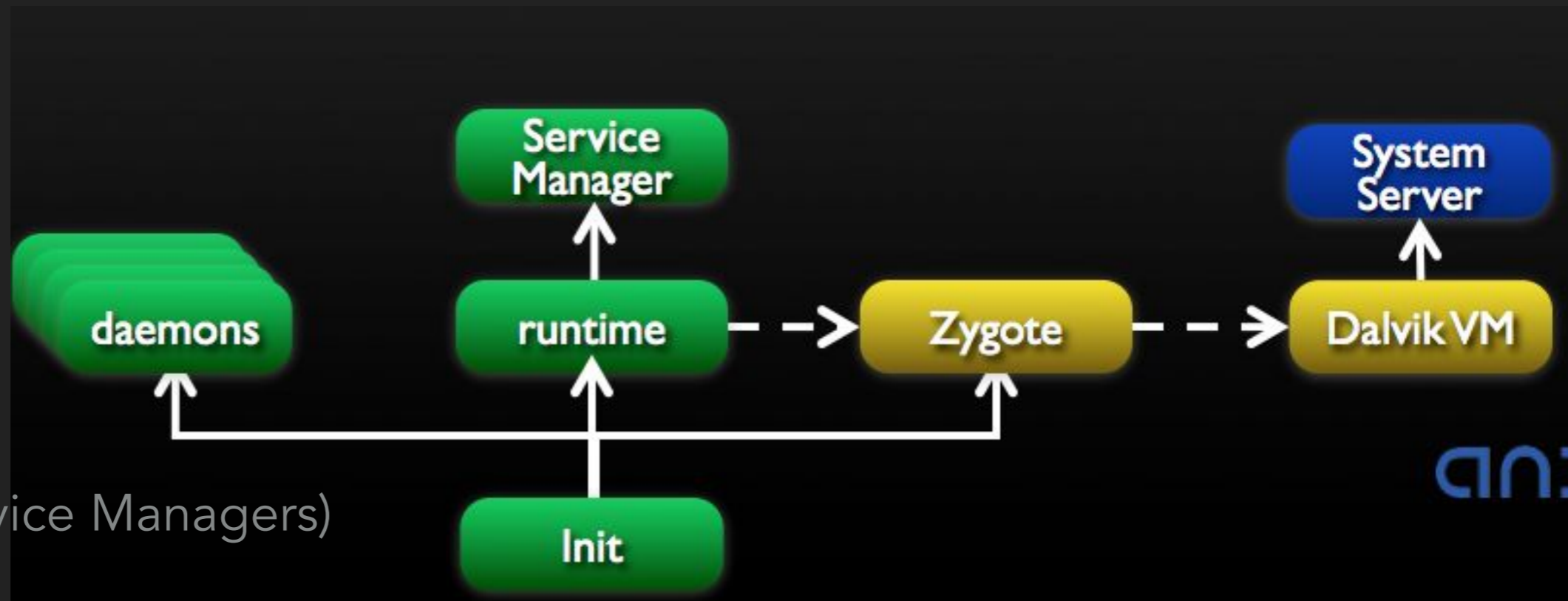


```
f1o:/ $ su  
f1o:/ # bootanimation
```


andiro

RUNTIME WALKTHROUGH

- ▶ Bootloader
- ▶ Linux Kernel
- ▶ init
- ▶ daemons
- ▶ Zygote
- ▶ Runtime (Service Managers)
- ▶ Dalvik VM
- ▶ System Server



```
403 service zygote /system/bin/app_process -Xzygote /system/bin --zygote --start-system-server
404     class main
405     socket zygote stream 660 root system
406     onrestart write /sys/android_power/request_state wake
407     onrestart write /sys/power/state on
408     onrestart restart media
409     onrestart restart netd
410
```

[frameworks/base/cmds/app_process/app_main.cpp::main](#)

```
if (strcmp(arg, "--zygote") == 0) {
    zygote = true;
    niceName = ZYGOTE_NICE_NAME;
    startSystemServer = true;
}
...
if (zygote) {
    runtime.start("com.android.internal.os.ZygoteInit", args, zygote);
```

[frameworks/base/core/jni/AndroidRuntime.cpp::start](#)

```
void AndroidRuntime::start(const char* className, const Vector<String8>& options){
...
    char* slashClassName = toSlashClassName(className);
    jclass startClass = env->FindClass(slashClassName);
    jmethodID startMeth = env->GetStaticMethodID(startClass, "main", "([Ljava/lang/String;)V");
    env->CallStaticVoidMethod(startClass, startMeth, strArray);
...
}
```


[frameworks/base/core/java/com/android/internal/os/ZygoteInit.java#main](#)

```
preload();  
if (argv[1].equals("start-system-server")) {  
    startSystemServer();  
runSelectLoop(abiList);
```



[frameworks/base/core/java/com/android/internal/os/ZygoteInit.java#startSystemServer](#)

```
String args[] = {  
    "--setuid=1000",  
    "--setgid=1000",  
    "--setgroups=1001,1002,1003,1004,1005,1006,1007,1008,1009,1010,3001,3002,3003",  
    "--capabilities=130104352,130104352",  
    "--runtime-init",  
    "--nice-name=system_server",  
    "com.android.server.SystemServer",  
};  
...  
try {  
    parsedArgs = new ZygoteConnection.Arguments(args);  
    ...  
    /* Request to fork the system server process */  
    pid = Zygote.forkSystemServer(  
        parsedArgs.uid, parsedArgs.gid,  
        parsedArgs.gids, debugFlags, null,  
        parsedArgs.permittedCapabilities,  
        parsedArgs.effectiveCapabilities);  
...  
public static int forkSystemServer(int uid, int gid, int[] gids, int debugFlags,  
    int[][] rlimits, long permittedCapabilities, long effectiveCapabilities) {  
    VM_HOOKS.preFork();  
    int pid = nativeForkSystemServer(  
        uid, gid, gids, debugFlags, rlimits, permittedCapabilities, effectiveCapabilities);  
    // Enable tracing as soon as we enter the system_server.  
    if (pid == 0) {  
        Trace.setTracingEnabled(true);  
    }  
    VM_HOOKS.postForkCommon();  
    return pid;  
}
```



```
public static void main(String[] args) {  
    // The system server has to run all of the time, so it needs to be  
    // as efficient as possible with its memory usage.  
    VMRuntime.getRuntime().setTargetHeapUtilization(0.8f);
```

```
    System.loadLibrary("android_servers");
```

```
    init1(args);
```

```
}
```

[frameworks/base/services/jni/com/android/server/SystemServer.cpp](#)

```
static void android_server_SystemServer_init1(JNIEnv* env, jobject clazz){
```

```
    system_init();
```

```
}
```

[frameworks/base/cmds/system_server/library/system_init.cpp](#)

```
extern "C" status_t system_init(){
```

```
    SurfaceFlinger::instantiate();
```

```
    SensorService::instantiate();
```

```
    jclass clazz = env->FindClass("com/android/server/SystemServer");
```

```
    if (clazz == NULL) {
```

```
        return UNKNOWN_ERROR;
```

```
    }
```

```
    jmethodID methodId = env->GetStaticMethodID(clazz, "init2", "()V");
```

```
    if (methodId == NULL) {
```

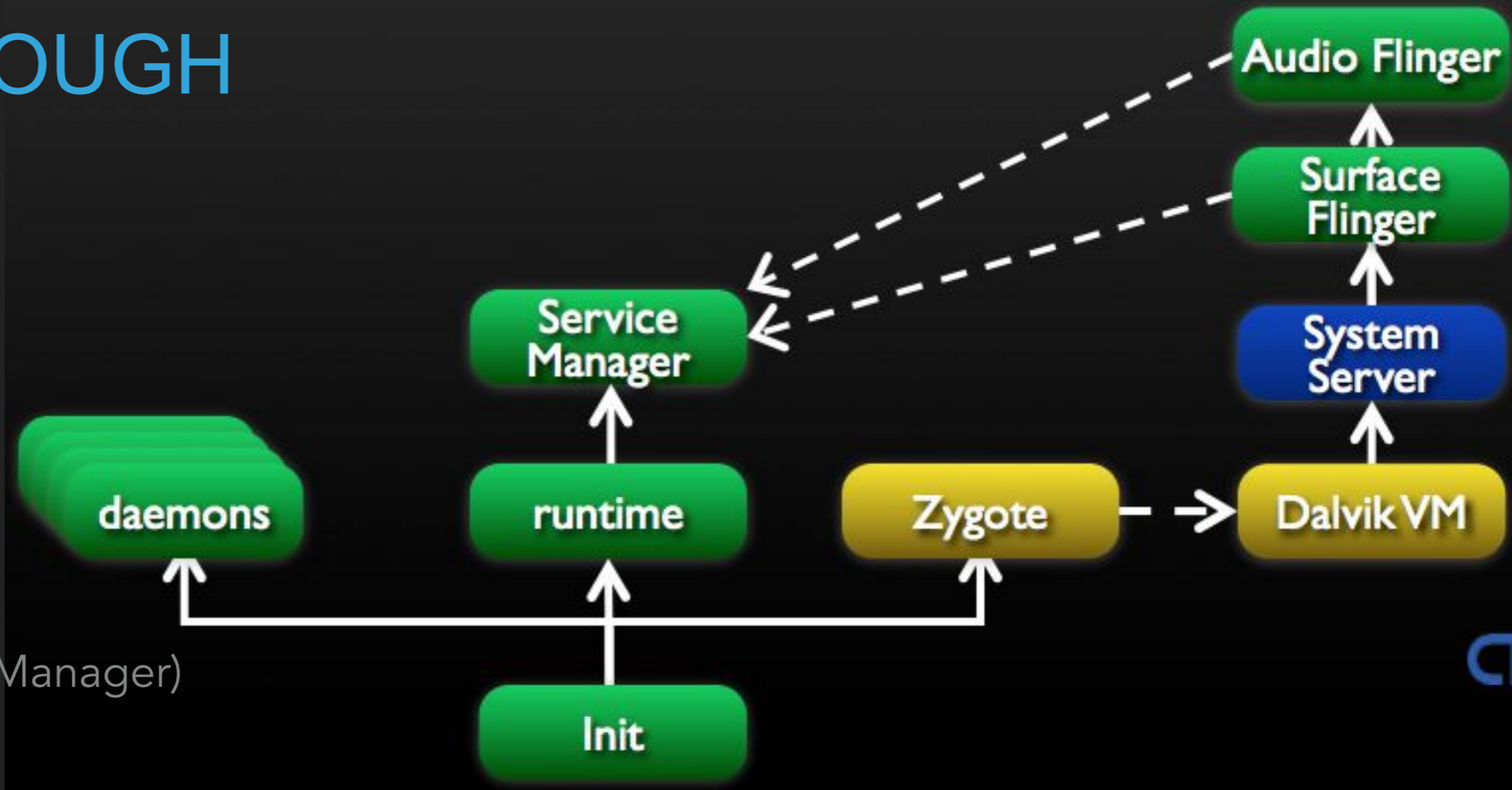
```
        return UNKNOWN_ERROR;
```

```
    }
```

```
    env->CallStaticVoidMethod(clazz, methodId);
```

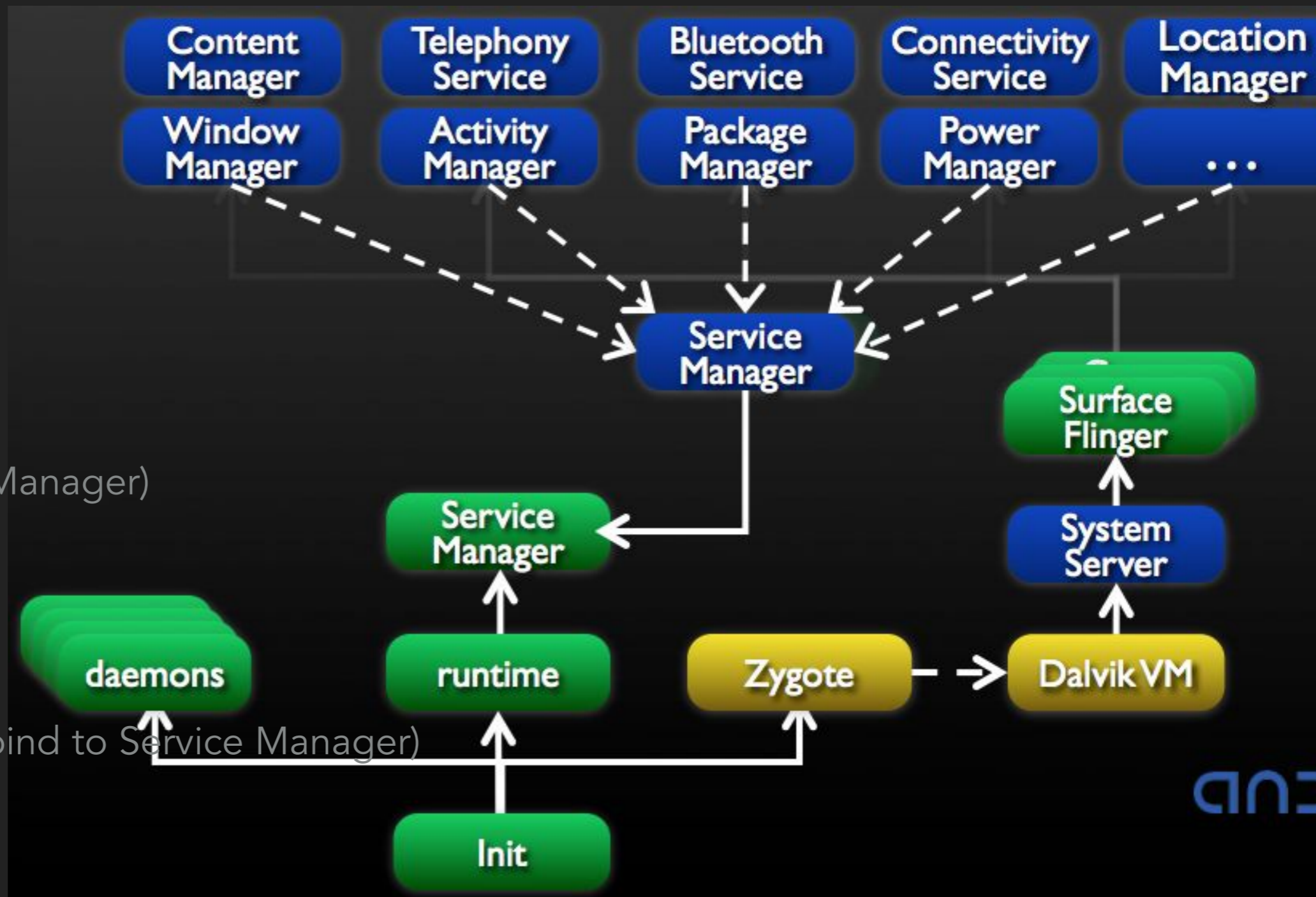

RUNTIME WALKTHROUGH

- ▶ Bootloader
- ▶ Linux Kernel
- ▶ init
- ▶ daemons
- ▶ Zygote
- ▶ Runtime (Service Manager)
- ▶ Dalvik VM
- ▶ System Server
- ▶ System Services (bind to Service Manager)



RUNTIME WALKTHROUGH

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- ▶ System Services (bind to Service Manager)



```
public static final void init2() {
    Slog.i(TAG, "Entered the Android system server!");
    Thread thr = new ServerThread();
    thr.setName("android.server.ServerThread");
    thr.start();
}
```

```
@Override
public void run() {
    EventLog.writeEvent(EventLogTags.BOOT_PROGRESS_SYSTEM_RUN,
        SystemClock.uptimeMillis());
}
```

```
Looper.prepare();
LightsService lights = null;
PowerManagerService power = null;
BatteryService battery = null;
AlarmManagerService alarm = null;
NetworkManagementService networkManagement = null;
NetworkStatsService networkStats = null;
NetworkPolicyManagerService networkPolicy = null;
ConnectivityService connectivity = null;
WifiP2pService wifiP2p = null;
WifiService wifi = null;
IPackageManager pm = null;
Context context = null;
WindowManagerService wm = null;
BluetoothService bluetooth = null;
BluetoothA2dpService bluetoothA2dp = null;
DockObserver dock = null;
UsbService usb = null;
UiModeManagerService uiMode = null;
RecognitionManagerService recognition = null;
ThrottleService throttle = null;
NetworkTimeUpdateService networkTimeUpdater = null;

// Critical services...
try {
    Slog.i(TAG, "Entropy Service");
    ServiceManager.addService("entropy", new EntropyService());

    Slog.i(TAG, "Power Manager");
    power = new PowerManagerService();
    ServiceManager.addService(Context.POWER_SERVICE, power);

    Slog.i(TAG, "Activity Manager");
    context = ActivityManagerService.main(factoryTest);

    Slog.i(TAG, "Telephony Registry");
    ServiceManager.addService("telephony.registry", new TelephonyRegistry(context));
}
```


INIT

Init

DAEMON PROCESSES

daemons

RUNTIME

runtime

ZYGOTE

Zygote

SYSTEM SERVER

Activity
Manager

Package
Manager

Window
Manager

...

Dalvik VM

Surface
Flinger

Audio
Flinger

```

private static void runSelectLoopMode() throws MethodAndArgsCaller {
    ArrayList<FileDescriptor> fds = new ArrayList();
    ArrayList<ZygoteConnection> peers = new ArrayList();
    FileDescriptor[] fdArray = new FileDescriptor[4];

    fds.add(sServerSocket.getFileDescriptor());
    peers.add(null);

    int loopCount = GC_LOOP_COUNT;
    while (true) {
        int index;

        /*
         * Call gc() before we block in select().
         * It's work that has to be done anyway, and it's better
         * to avoid making every child do it. It will also
         * advise() any free memory as a side-effect.
         *
         * Don't call it every time, because walking the entire
         * heap is a lot of overhead to free a few hundred bytes.
         */
        if (loopCount <= 0) {
            gc();
            loopCount = GC_LOOP_COUNT;
        } else {
            loopCount--;
        }

        try {
            fdArray = fds.toArray(fdArray);
            index = selectReadable(fdArray);
        } catch (IOException ex) {
            throw new RuntimeException("Error in select()", ex);
        }

        if (index < 0) {
            throw new RuntimeException("Error in select()");
        } else if (index == 0) {
            ZygoteConnection newPeer = acceptCommandPeer();
            peers.add(newPeer);
            fds.add(newPeer.getFileDescriptor());
        } else {
            boolean done;
            done = peers.get(index).runOnce();

            if (done) {
                peers.remove(index);
                fds.remove(index);
            }
        }
    }
}

```

```
boolean runOnce() throws ZygoteInit.MethodAndArgsCaller {
```

```
String args[];
```

```
Arguments parsedArgs = null;
```

```
FileDescriptor[] descriptors;
```

```
try {
```

```
    args = readArgumentList();
```

```
    descriptors = mSocket.getAncillaryFileDescriptors();
```

```
} catch (IOException ex) {
```

```
    Log.w(TAG, "IOException on command socket " + ex.getMessage());
```

```
    pid = Zygote.forkAndSpecialize(parsedArgs.uid, parsedArgs.gid,  
        parsedArgs.gids, parsedArgs.debugFlags, rlimits);
```

```
} catch (IOException ex) {
```

```
    logAndPrintError(newStderr, "message: \"Exception creating pipe\", ex);
```

```
} catch (ErrnoException ex) {
```

```
    logAndPrintError(newStderr, "message: \"Exception creating pipe\", ex);
```




AND WE ARE READY

