

Status:	CLOSED	Start date:	2023-06-30
Priority:	Normal	Due date:	
Assignee:	物联网测试组_TSCD 王维	% Done:	0%
Category:	CD-FW	Estimated time:	0.00 hour
Target version:		Found Version:	中控版本：3096副屏版本：20230630 DB
Need_Info:	--	Degrated:	--
Resolution:	--	Verified Version:	
Severity:	Normal	Fixed Version:	
Reproducibility:	Occasionally	Root cause:	乐播 SDK 故障
Test Type:	ST		
Description			
【环境信息】 台架			
【前提条件】 1.设备正常上电 2.中控网络正常 3.副屏和中控已连接			
【操作步骤】 1.打开中控热点 2.手机A和手机B连接热点 3.手机A搜索副屏完成投屏 4.断开手机A WiFi使用手机B连接投屏 5.断开手机B WiFi使用手机A再次连接WiFi进行投屏 6.重复步骤2-5			
【实际结果】 手机AB投屏无法搜索到目标副屏			
【期望结果】 手机AB都可以正常在目标副屏进行投屏			

History

#1 - 2023-07-06 14:05 - CD FW-廖涛

- Status changed from New to ASSIGNED

■ My analysis

从日志看，是乐播的 SDK 在创建 SurfaceView 时，native 层出现空指针异常，导致崩溃。目前该错误只出现在乐播投屏中，我们认为应该从使用的地方（乐播 SDK）中规避，但乐播相关开发认为应该由系统层来解决。

崩溃日志如下：

06-30 15:19:31.000 17531 17531 F DEBUG :*

06-30 15:19:31.000 17531 17531 F DEBUG : Build fingerprint: 'HiPhi/PassengerDisplay_CN/PassengerDisplay:12/SKQ1.220201.001/4413:user/release-keys'

06-30 15:19:31.000 17531 17531 F DEBUG : Revision: '0'

06-30 15:19:31.000 17531 17531 F DEBUG : ABI: 'arm'

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06-30 15:19:31.000 17531 17531 F DEBUG : Timestamp: 2023-06-30 15:19:30.720293104+0800
06-30 15:19:31.000 17531 17531 F DEBUG : Process uptime: 0s
06-30 15:19:31.000 17531 17531 F DEBUG : Cmdline: com.hryt.lebotp
06-30 15:19:31.000 17531 17531 F DEBUG : pid: 3294, tid: 11310, name: RenderThread >>> com.hryt.lebotp <<<
06-30 15:19:31.000 17531 17531 F DEBUG : uid: 10100
06-30 15:19:31.000 17531 17531 F DEBUG : signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0x4
06-30 15:19:31.000 17531 17531 F DEBUG : Cause: null pointer dereference
06-30 15:19:31.000 17531 17531 F DEBUG : r0 00000000 r1 00000004 r2 f4fcf510 r3 00000000
06-30 15:19:31.000 17531 17531 F DEBUG : r4 f4fcf510 r5 f4f5e070 r6 f4251138 r7 c5cc0930
06-30 15:19:31.000 17531 17531 F DEBUG : r8 00000001 r9 00000001 r10 eeff7b00 r11 eca3e09e
06-30 15:19:31.000 17531 17531 F DEBUG : ip f2029320 sp c5cc0918 lr f1f96a9f pc f31df6b6
06-30 15:19:31.000 17531 17531 F DEBUG : backtrace:
06-30 15:19:31.000 17531 17531 F DEBUG : #00 pc 0000a6b6 /system/lib/libutils.so (android::RefBase::incStrong(void const) const+4) (BuildId:
09cd54a3487f009ed36a69a0b05bd664)
06-30 15:19:31.000 17531 17531 F DEBUG : #01 pc 000c9a9b /system/lib/libandroid_runtime.so (android::nativeSetFlags(JNIEnv*, _jclass*, long long, long long, int,
int)+50) (BuildId: 4ccc3fdc76fec0af666f15a60e826551)
06-30 15:19:31.000 17531 17531 F DEBUG : #02 pc 001812cf /system/framework/arm/boot-framework.oat (art_jni_trampoline+86) (BuildId:
891f28528959fc347a53f9848fc053a030e04f96)
06-30 15:19:31.000 17531 17531 F DEBUG : #03 pc 005df145 /system/framework/arm/boot-framework.oat (android.view.SurfaceControl$Transaction.hide+188)
(BuildId: 891f28528959fc347a53f9848fc053a030e04f96)
06-30 15:19:31.000 17531 17531 F DEBUG : #04 pc 000ec00c /apex/com.android.art/lib/libart.so (nterp_helper+2908) (BuildId: 74e98467e8f6c612e69dd5fa35e77e1f)
06-30 15:19:31.000 17531 17531 F DEBUG : #05 pc 0032009e /system/framework/framework.jar
(android.view.SurfaceView$SurfaceViewPositionUpdateListener.positionLost+162)
06-30 15:19:31.000 17531 17531 F DEBUG : #06 pc 0031e18d /system/framework/arm/boot-framework.oat
(android.graphics.RenderNode$CompositePositionUpdateListener.positionLost+100) (BuildId: 891f28528959fc347a53f9848fc053a030e04f96)
06-30 15:19:31.000 17531 17531 F DEBUG : #07 pc 000f03d5 /apex/com.android.art/lib/libart.so (art_quick_invoke_stub_internal+68) (BuildId:
74e98467e8f6c612e69dd5fa35e77e1f)
06-30 15:19:31.000 17531 17531 F DEBUG : #08 pc 00509fd3 /apex/com.android.art/lib/libart.so (art_quick_invoke_stub+282) (BuildId:
74e98467e8f6c612e69dd5fa35e77e1f)
06-30 15:19:31.000 17531 17531 F DEBUG : #09 pc 00143c35 /apex/com.android.art/lib/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int,
art::JValue*, char const*)+140) (BuildId: 74e98467e8f6c612e69dd5fa35e77e1f)
06-30 15:19:31.000 17531 17531 F DEBUG : #10 pc 00407a7b /apex/com.android.art/lib/libart.so (art::JValue
art::InvokeVirtualOrInterfaceWithVarArgs<art::ArtMethod*>(art::ScopedObjectAccessAlreadyRunnable const&, _jobject*, art::ArtMethod*, std::_va_list)+366) (BuildId:
74e98467e8f6c612e69dd5fa35e77e1f)
06-30 15:19:31.000 17531 17531 F DEBUG : #11 pc 00407b87 /apex/com.android.art/lib/libart.so (art::JValue
art::InvokeVirtualOrInterfaceWithVarArgs<_jmethodID*>(art::ScopedObjectAccessAlreadyRunnable const&, _jobject*, _jmethodID*, std::_va_list)+42) (BuildId:
74e98467e8f6c612e69dd5fa35e77e1f)
06-30 15:19:31.000 17531 17531 F DEBUG : #12 pc 002bb7c9 /apex/com.android.art/lib/libart.so (art::JNI<false>::CallVoidMethodV(JNIEnv*, _jobject*,
_jmethodID*, std::_va_list)+496) (BuildId: 74e98467e8f6c612e69dd5fa35e77e1f)
06-30 15:19:31.000 17531 17531 F DEBUG : #13 pc 002cde8d /system/lib/libhwui.so (JNIEnv::CallVoidMethod(_jobject*, _jmethodID*, ...)+28) (BuildId:
09c46d7acb756f314c71d0cba7bc3f74)
06-30 15:19:31.000 17531 17531 F DEBUG : #14 pc 002d22c1 /system/lib/libhwui.so
(_ZZN7androidL46android_view_RenderNode_requestPositionUpdatesEP7_JNIEnvP8_jobjectxS3_EN26PositionListenerTrampoline14onPositionLostERNS_10uirende
rer10RenderNodeEPKNS5_8TreeInfoE$0e8e5be7d6b9d462d36dec99da9de1de+136) (BuildId: 09c46d7acb756f314c71d0cba7bc3f74)
06-30 15:19:31.000 17531 17531 F DEBUG : #15 pc 00163fd3 /system/lib/libhwui.so
(android::uirenderer::RenderNode::deleteDisplayList(android::uirenderer::TreeObserver&, android::uirenderer::TreeInfo*)+202) (BuildId:
09c46d7acb756f314c71d0cba7bc3f74)
06-30 15:19:31.000 17531 17531 F DEBUG : #16 pc 0026e359 /system/lib/libhwui.so
(android::uirenderer::RenderNode::destroyHardwareResources(android::uirenderer::TreeInfo*)+60) (BuildId: 09c46d7acb756f314c71d0cba7bc3f74)
06-30 15:19:31.000 17531 17531 F DEBUG : #17 pc 000af3b5 /system/lib/libhwui.so (_ZNSt3
_110__function6__funcIN7android10uirenderer10RenderNode17deleteDisplayListERNS3_12TreeObserverEPNS3_8TreeInfoEE$3_3NS_9allocatorIS9_EEFvPS4_EEcl
EOSC_$907f77e9b59bd29450c46d69c21b9e58+32) (BuildId: 09c46d7acb756f314c71d0cba7bc3f74)
06-30 15:19:31.000 17531 17531 F DEBUG : #18 pc 00163fd3 /system/lib/libhwui.so

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(android::uirenderer::RenderNode::deleteDisplayList(android::uirenderer::TreeObserver&, android::uirenderer::TreeInfo*)+202) (BuildId: 09c46d7acb756f314c71d0cba7bc3f74)

06-30 15:19:31.000 17531 17531 F DEBUG : #19 pc 0026e359 /system/lib/libhwui.so

(android::uirenderer::RenderNode::destroyHardwareResources(android::uirenderer::TreeInfo*)+60) (BuildId: 09c46d7acb756f314c71d0cba7bc3f74)

06-30 15:19:31.000 17531 17531 F DEBUG : #20 pc 000af3b5 /system/lib/libhwui.so (ZNSt3__110__function6__funcIN7android10uirenderer10RenderNode17deleteDisplayListERNS3_12TreeObserverEPNS3_8TreeInfoEE3\$_3NS_9allocatorIS9_EEFvPS4_EEclEOSC_\$907f77e9b59bd29450c46d69c21b9e58+32) (BuildId: 09c46d7acb756f314c71d0cba7bc3f74)

06-30 15:19:31.000 17531 17531 F DEBUG : #21 pc 00163fd3 /system/lib/libhwui.so

(android::uirenderer::RenderNode::deleteDisplayList(android::uirenderer::TreeObserver&, android::uirenderer::TreeInfo*)+202) (BuildId: 09c46d7acb756f314c71d0cba7bc3f74)

06-30 15:19:31.000 17531 17531 F DEBUG : #22 pc 0026e359 /system/lib/libhwui.so

(android::uirenderer::RenderNode::destroyHardwareResources(android::uirenderer::TreeInfo*)+60) (BuildId: 09c46d7acb756f314c71d0cba7bc3f74)

06-30 15:19:31.000 17531 17531 F DEBUG : #23 pc 001f89b7 /system/lib/libhwui.so

(android::uirenderer::MarkAndSweepRemoved::~MarkAndSweepRemoved()+98) (BuildId: 09c46d7acb756f314c71d0cba7bc3f74)

06-30 15:19:31.000 17531 17531 F DEBUG : #24 pc 001f88e5 /system/lib/libhwui.so

(android::uirenderer::RenderNode::prepareTree(android::uirenderer::TreeInfo&)+108) (BuildId: 09c46d7acb756f314c71d0cba7bc3f74)

06-30 15:19:31.000 17531 17531 F DEBUG : #25 pc 002ffa35 /system/lib/libhwui.so

(android::uirenderer::RootRenderNode::prepareTree(android::uirenderer::TreeInfo&)+112) (BuildId: 09c46d7acb756f314c71d0cba7bc3f74)

06-30 15:19:31.001 17531 17531 F DEBUG : #26 pc 0022b32b /system/lib/libhwui.so

(android::uirenderer::renderthread::CanvasContext::prepareTree(android::uirenderer::TreeInfo&, long long*, long long, android::uirenderer::RenderNode*)+254) (BuildId: 09c46d7acb756f314c71d0cba7bc3f74)

06-30 15:19:31.001 17531 17531 F DEBUG : #27 pc 0022aaf7 /system/lib/libhwui.so (ZNSt3__110__function6__funcIN7android10uirenderer12renderthread13DrawFrameTask11postAndWaitEvE3\$_0NS_9allocatorIS6_EEFvEEclEv\$c1671e787f244890c877724752face20+430) (BuildId: 09c46d7acb756f314c71d0cba7bc3f74)

06-30 15:19:31.001 17531 17531 F DEBUG : #28 pc 00235265 /system/lib/libhwui.so (android::uirenderer::WorkQueue::process()+112) (BuildId: 09c46d7acb756f314c71d0cba7bc3f74)

06-30 15:19:31.001 17531 17531 F DEBUG : #29 pc 002350e5 /system/lib/libhwui.so (android::uirenderer::renderthread::RenderThread::threadLoop()+52) (BuildId: 09c46d7acb756f314c71d0cba7bc3f74)

06-30 15:19:31.001 17531 17531 F DEBUG : #30 pc 0000d2f9 /system/lib/libutils.so (android::Thread::_threadLoop(void*)+168) (BuildId: 09cd54a3487f009ed36a69a0b05bd664)

06-30 15:19:31.001 17531 17531 F DEBUG : #31 pc 0000ce33 /system/lib/libutils.so (thread_data_t::trampoline(thread_data_t const*)+262) (BuildId: 09cd54a3487f009ed36a69a0b05bd664)

06-30 15:19:31.001 17531 17531 F DEBUG : #32 pc 00080db7 /apex/com.android.runtime/lib/bionic/libc.so (_pthread_start(void*)+40) (BuildId: cc194ef76ee932851b23cc2e4f46d55f)

06-30 15:19:31.001 17531 17531 F DEBUG : #33 pc 00039d93 /apex/com.android.runtime/lib/bionic/libc.so (_start_thread+30) (BuildId: cc194ef76ee932851b23cc2e4f46d55f)

■ Next action

进一步分析，给出结论。

#2 - 2023-08-02 15:00 - CD FW-廖涛

- Status changed from ASSIGNED to NEED_INFO
- Assignee changed from CD FW-廖涛 to 物联网测试组_TSCD 王维
- Root cause set to 乐播SDK 故障

■ Current conclusion

1. 该问题应该是乐播 SDK 对 SurfaceView 使用时的处理不当导致的崩溃，且目前除乐播外暂未发现其他相同问题；（但是乐播开发觉得是系统问题。。。）
2. 该问题的复现手順时，使用两台 iPhone，重复执行以下操作多次出现（一般在 3 次操作后出现）；
 - 2.1 A 手机进行镜像投屏；
 - 2.2 关闭 A 手机 WIFI 开关；

- 2.3 B 手机进行镜像投屏；
- 2.4 关闭 B 手机 WIFI 开关；
- 2.5 打开 A 手机 WIFI，然后从 2.1 开始重新执行；
- 3. 目前客户暂未反馈相同问题；

综上所述，该问题申请不解；

■ Next action

麻烦测试确认。

#3 - 2023-08-23 15:56 - 物联网测试组_TSCD 王维
- Status changed from NEED_INFO to RESOLVED

#4 - 2023-08-23 15:56 - 物联网测试组_TSCD 王维
- Status changed from RESOLVED to VERIFIED

#5 - 2023-08-23 15:56 - 物联网测试组_TSCD 王维
- Status changed from VERIFIED to CLOSED

Files

8.txt	8.29 MB	2023-06-30	物联网测试组_TSCD 王维
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