Porting LTTng to Android for Kernelspace and User-space tracing

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Why?

- Unified tracing within
 - Kernel
 - Native
 - Java
- Consuming traces through network instead of storing locally on device



What is different on Android

- Build system
 - Android.mk
- Shared memory
 - Android have ashmem (Anonymous SH MEMory)
- Pthread
 - Included within Bionic (Android's Libc)
 - Not full implementation



Build system

- Android.mk works within
 - Android NDK (Native Development Kit)
 - Android source tree
- But setting up manually environment to build with autotools
 - Can use Androgenizer to generate Android.mk afterward
- NDK doesn't expose as much as complete source tree
- Building LLTng within AOSP



Missing pthread functions

- pthread_cancel
 - Used to kill consumer thread if it failed to initialize
 - Otherwise thread will be stopped with pipe
 - Now using pthread_kill
 - Bad idea ? Not too bad
 - No cleanup methods anyway
- pthread_cond_timedwait
 - Every pthread_condattr_setclock uses MONOTONIC
 - Use pthread_cond_timedwait_monotonic_np



Shared memory

- LTTng unlinks shm path
- Shares most memory regions by passing file descriptor through UNIX socket
- Makes using Android's ashmem instead of SYSV's shm a simple substitution



Shared memory: Futex

- Daemon notification
 - Application can be started before daemon
 - Unix socket or pipes
 - Ashmem not suited as anonymous
 - Sharing Futex through file instead of shared memory
 - shm_open → open



Missing definitions

HOST_NAME_MAX

<limits.h>

- 64
- NAME_MAX

- 255
- PATH_MAX

- 4096
- SPLICE_*

- <fcntl.h>
- Even if __NR_splice exists
- in_port_t

<netinet/in.h>

uint16_t



Missing functions with equivalents

- posix_fadvise
 - __NR_arm_fadvise64_64()
- splice
 - __NR_splice()
- bswap_{16,32,64}
 - __bswap_{16,32,64}

Missing functions w/o equivalents

- pthread_cancel
 - pthread_kill (with SIGKILL)
- shm_open
 - ashmem_create ftruncate
- pthread_cond_timedwait
 - pthread_cond_timedwait_monotonic_np
- getpwuid_r
 - Set home to /sdcard
- sigwaitinfo
 - sigtimedwait (arbitrary 10000 seconds timeout)



Includes

signal.h→ sys/signal.h

wait.h→ sys/wait.h



What's next

- Make patches upstreamable and submit
- Add JAVA tracing capabilities
- Integrate in AOSP source tree



Questions?

