

Hands-On Exercises for Embedded Android

v. 2024.03

WARNING:

The order of the exercises does not always follow the same order of the explanations in the slides. When carrying out the exercises, carefully follow the exercise requirements. Do **NOT** blindly type the commands or code as found in the slides. Read every exercise **in its entirety** before carrying out the instructions.



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Class Preparation Reference / Reminder

This section contains material that should have been used prior to class to prepare ahead of time. It's provided here as a reference/reminder.

Class Preparation for Cuttlefish

WARNING: The list of prerequisites for Android development changes over time

1. Install Android Studio:

<https://developer.android.com/tools/studio/index.html>

This URL should give you access to all the instructions needed to get this installed and working.

2. Install the required packages to build Android:

See the "Installing required packages" instructions for the relevant Ubuntu version here: <http://source.android.com/source/initializing.html>

3. Make sure you have the "repo" tool available:

See the "Installing Repo" here: <https://source.android.com/setup/develop>

You may need to log out and back in if the "~/bin" directory wasn't already in your path.

4. Fetch the AOSP:

We'll be using 14-gsi. Note that the new lines that start with ">" are printed by the shell. **Adding a ">" to the input you type will break the following commands.** Assuming you have a directory called "android" in your home directory:

```
$ mkdir -p ~/android/android-14-gsi
$ cd ~/android/android-14-gsi
$ repo init -u https://android.googlesource.com/platform/manifest \
> -b android14-gsi
$ repo sync
```

Note:

- Make sure the path depth is short. For reasons we do not control, the Cuttlefish emulator will refuse to start if the path length (in terms of characters) is too long. It's our understanding that Google is working on fixing this. In the mean time, make sure you keep the path relatively short in length. Generally our experience has been

that it should be less than around 100 characters.

- Fetching the sources is a fairly lengthy process.

5. Check that you got the right AOSP version:

```
$ cat .repo/manifests/default.xml | grep revision
<default revision="android14-gsi"
```

Make sure it says “android14-gsi” in this output.

6. Download the Android GKI kernel:

Note that we’re just downloading the kernel for now, we aren’t building it.

a. Create directory for working on kernel – assuming this is outside your the top-level of the AOSP:

```
$ cd ~/android/
$ mkdir android14-6.1-kernel
$ cd android14-6.1-kernel
```

b. Get the kernel itself and its tools:

```
$ repo init -u https://android.googlesource.com/kernel/manifest \
> -b common-android14-6.1
$ repo sync
```

7. Download and setup the Cuttlefish tools (Original instruction at <https://android.googlesource.com/device/google/cuttlefish/>):

Notes:

- Do NOT copy “>” symbols at the beginning of a line, they are added by the shell, you don’t type them in.
- The last instruction will reboot your computer (sudo reboot). Make sure that you can safely do that without losing any information.

```
$ cd ~/android/
$ sudo apt install -y \
> git devscripts config-package-dev debhelper-compat golang curl
$ git clone https://github.com/google/android-cuttlefish
$ cd android-cuttlefish
$ git checkout 17ccfffd06139cd69d3b4cd4f0179b43b20aa573
$ for dir in base frontend; do
  cd $dir
  debuild -i -us -uc -b -d
  cd ..
done
$ sudo dpkg -i ./cuttlefish-base_*_64.deb || sudo apt-get install -f
$ sudo dpkg -i ./cuttlefish-user_*_64.deb || sudo apt-get install -f
$ sudo usermod -aG kvm,cvdnetwork,render $USER
$ sudo reboot
```

8. Build the AOSP:

Return to the AOSP directory and build it. We use “-j32” as 2X the number of CPUs (assumed 16 here as seen by typing “nproc” on the command line). Generally on a modern AOSP, you shouldn’t need to specify “-jX”, it’ll be automatically figured out.

```
$ cd ~/android/android-14-gsi
$ . build/envsetup.sh
$ lunch aosp_cf_x86_64_phone-eng
$ make -j32
```

You **MUST** check that the build completed successfully. Generally, you’ll see this at the end of a successful build in the output (typically in green):

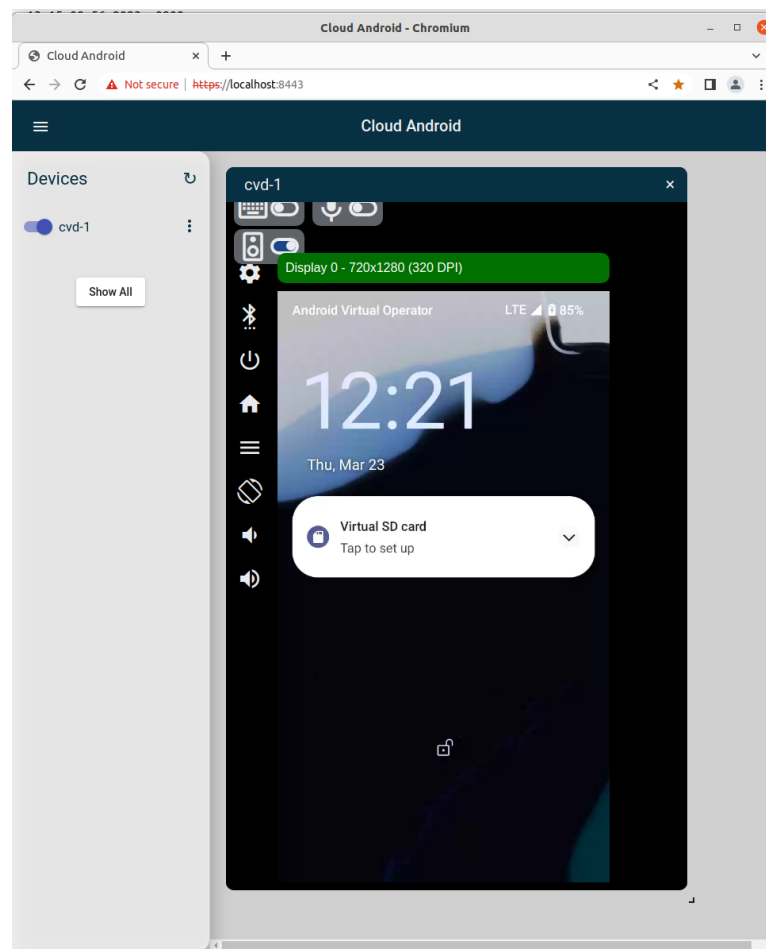
```
#### build completed successfully (...) ####
```

9. Give the AOSP a spin:

From the same directory where you build the AOSP, start the Cuttlefish target:

```
$ HOME=${PWD}/out launch_cvd
```

At this point, the Cuttlefish target will start with your custom-built Android running inside and print messages to the command line. However Cuttlefish itself won’t be visible. You’ll need to use a Chrome-based browser (Firefox will NOT work) and direct it to localhost:8443. You will likely need to accept some security exceptions to access the web page on which you’ll see a device listed since it doesn’t have a proper certificate. Once you click on the device you’ll then see the Cuttlefish device interface.



You can stop Cuttlefish on the command line as well:
`$ HOME=${PWD}/out stop_cvd`

AOSP Fix Ups

This section contains fixes that are required for future exercises. The significance, impact and necessity of these will be explained later. The reason we do these changes ahead of taking the time to explain them is that they incur a significant amount of build time. Hence, by the time we need them their addition would slow us down significantly.

In short, you are expected to conduct these changes “as is” for the moment. The reasons for these changes will be discussed later in class.

1. There is a file you need to download and put at a very specific location in your AOSP. The file to be retrieved is <http://www.opersys.com/downloads/IOpersysService.aidl> and it needs to be copied to this specific location in your AOSP: [aosp]/frameworks/base/core/java/android/os/. Once copied, make sure you use the “touch” command to update the time-stamp on the file to force the build system to take it into account:

```
$ cd ~/android/android-14-gsi/frameworks/base/core/java/android/os/
$ touch IOpersysService.aidl
```

2. Modify your [aosp]/system/core/libcutils/fs_config.cpp to add the highlighted lines:

```
...
{ 00755, AID_ROOT,      AID_ROOT,      0, "bin/*" },
{ 00640, AID_ROOT,      AID_SHELL,     0, "fstab.*" },
{ 00755, AID_ROOT,      AID_ROOT,      0, "system/glibc/lib/*" },
{ 00755, AID_ROOT,      AID_ROOT,      0, "system/glibc/bin/*" },
{ 00750, AID_ROOT,      AID_SHELL,     0, "init*" },
{ 00755, AID_ROOT,      AID_SHELL,     0, "odm/bin/*" },
...
```

WARNING: There are 2 data structures in that file that look fairly similar. You are modifying the one declared as follows:

```
static const struct fs_path_config android_files[] = {
```

3. Rebuild your AOSP from the toplevel using “make -j32” or equivalent. We will discuss the need for these changes later in class. Again, we’re doing them in advance to avoid having to wait for the builds to finish during class.

REMINDER:

Every time you start a new shell terminal you need to rerun the build environment scripts in order to set up the required environment variables and build configuration:

1. Make sure you are in the root of the AOSP:
\$ cd ~/android/android-14-gsi
2. Run the scripts:
\$. build/envsetup.sh
\$ lunch aosp_cf_x86_64_phone-eng
3. Build the AOSP (if that’s what you intend to do):
\$ make -j32

System Server

In this section you will learn how to:

- Monitor system services
- Add your own system service to the core set of system services
- Check system services as part of system startup
- Communicate with a system service using “service call”
- Implement and retrieve the status of a running system service using “dumpsys”

1. There are several tools that can be used to monitor and interact with system services. We suggest you give some a try to see the sort of information you can obtain at runtime about the system services running on your system (all these assume you’ve run “adb shell” to first log into Cuttlefish):

- Listing the main system services:
service list
- Listing vendor system services (may not be built by default on Cuttlefish):
vndservice list
- Finding out what process is running the main system server process:
ps -A | grep system_server
- Dumping the internal state of all system services:
dumpsys
- Dumping the internal state of a single system service (Activity Manager in this case):
dumpsys activity
- Checking the logs for the system server process’ PID (replace [] value):
logcat --pid=[PID RETURNED BY PS COMMAND ABOVE]
- Checking the logs for output from a given system service – WindowManager for ex:
logcat | grep -i windowmanager
- Communicate with the activity manager:
am
- Communicate with the package manager:
pm
- Communicate with the window manager:
wm

2. If you want to push the investigation further, you can use the strace command to check the various commands that communicate with system services. strace relies on the ptrace() kernel system call to monitor another command and print out what it does. For example, if you use strace on the dumpsys command, you’ll notice that dumpsys uses ioctl() system calls to communicate with the binder driver (/dev/binder). We suggest giving strace a short spin if you’ve never used it before.

```
vsoc_x86_64:/ # strace -o /data/local/tmp/strace.out dumpsys  
vsoc_x86_64:/ # cat /data/local/tmp/strace.out | grep ioctl
```


3. In this exercise, we'll have you add your own system service that prints out a message to the logs when one of its functions is called. There are several steps to carry out to do so:

- a) Download and extract the following tarball, it contains samples we will use to get you started: <http://opersys.com/downloads/systemserver-samples-201019.tar.bz2>

Note regarding the suffixes to the files in tarballs we provide you – not all tarballs have all such files, but some other tarballs below may use these suffixes:

- Any file without one of the following suffixes:
You can use that file as-is
- file-ALREADY_COPIED:
This is a file that you were presumably asked to copy already. It's being provided here to you to reinforce its relevance in the present context, but we highly suggest you don't copy it again.
- file-DONOTCOPY:
This is a file that you have to inspect to understand why we're asking you not to copy it as-is. Maybe it contains just a sample, maybe it's just an example. Context and instructor explanations will guide you here.
- file-EXISTS:
This file exists in your tree, but the one we're providing you has some differences. You can use the "meld" tool to compare our version with the one in your AOSP to understand what we're adding and why we're adding it.

Make sure you "touch" any file you copy to update its timestamp, otherwise it's likely to get ignored at the next "make".

- b) You need to place the `OpersysService.java` file from the tarball at exactly the following location in your AOSP – double-check to make sure this is the proper path as the wrong path will cause your build some serious issues:

[aosp]/frameworks/base/services/core/java/com/android/server/

`OpersysService.java` contains a very basic custom system service that, at this point, doesn't really do much. You can check the code to see what it does. Primarily it prints a message to logcat when it starts and responds to calls to its `test()` call.

WARNING: When you first build this system service, the build will fail and the compiler will complain about a problem with `OpersysService.java`. The resolution of this error is part of the exercise. You need to try to understand what the issue is and try to fix the code correspondingly. The goal here is not to code anything substantial but rather to "keep the compiler happy". So look at the error and try to add just enough code to get the compiler to compile the class. You shouldn't need more than a handful of lines of code.

- c) You need to modify the main system service registration routine to start the custom `OpersysService` system service at startup. To do so, locate the `SystemService.java` file by using "godir" and open it for editing. The `SystemService.java-DONOTCOPY` file contains the sample you need to add to your own `SystemService.java` file in order for the `OpersysService` to be started and registered at startup. One easy place to add this system service is right after the registration try/catch statement for the Status Bar Manager system service. Look for a `ServiceManager.addService()` call with

Context.STATUS_BAR_SERVICE as its first parameter.

- d) You will also need to modify the selinux policies in order to allow your system service to be registered at startup. If you fail to do so then even if all your code is included at build time, the system service will fail to register at startup. To allow registration, you need to modify 2 files under the “system/sepolicy” directory:
- “private/service_contexts”
 - “prebuilts/api/34.0/private/service_contexts”

Both files have to be identical and must be modified to add this entry – follow convention by inserting it in the alphabetical order:

```
opersys                                u:object_r:serial_service:s0
```

We suggest you modify only one of the files and copy it over to the second. If there is any difference between the 2 files, including just whitespace differences, then the build will fail. You need to modify 2 files because once a version of Android is released by Google then the core security policies are supposed to be fixed in stone. Yet, here we are messing with those rules. So we need to act as if we had amended the prebuilt definitions that Google itself would have published.

Also, note that we are tagging our system service as belonging to the serial_service domain. This is a hack to simplify SELinux rule definitions. If we wanted to do this properly, we'd need to define a new domain called “opersys_service” and make modifications to several other SELinux files. As this isn't an SELinux exercise, we're using an existing definition that already works.

- e) Starting with Android 14.0 there's an automatic check for ensuring that you a security “fuzzing” test for every system service you add. If you don't modify the AOSP to inform it that it should ignore the lack of a fuzzing test for your system service, it will fail to build once you add the system service. To solve this problem, you need add the following line to the “system/sepolicy/build/soong/service_fuzzer_bindings.go” file – follow convention by inserting it in the alphabetical order:

```
"opersys":                                EXCEPTION_NO_FUZZER,
```

4. Build the AOSP and use “logcat” to check that your service is started upon system startup. Refer to the instructions from previous exercises on how to build your AOSP or using logcat to monitor system services. Make sure you start Cuttlefish with the “--noresume” option, otherwise your changes may not be taken into account.

5. Use “service call” to invoke the system service we just added from the command line and check the logcat to see that it's been properly called:

- a) Calling the test() call from the IOpersysService.aidl, thereby causing the test() call in OpersysService.java to be called – test() is the 3rd call in the AIDL (hence the “3”) and it takes an int as a parameter (hence the “i32” type for int and “412341” for the value being passed):

```
# service call opersys 3 i32 412341
Result: Parcel(00000000 '....')
```

- b) Checking logcat should yield something like this:

```
# logcat | grep -i opersys
```

```
...  
10-18 20:53:12.548    474    815 I OpersysService: test 412341
```

6. As you saw earlier, one way to investigate the behavior of system services at runtime is to use the “dumpsys” command. In order for that command to be able to retrieve the state of system service, that system service must have a method with the following signature/prototype in its implementation:

```
@Override  
public void dump(FileDescriptor fd, PrintWriter pw, String[] args) {  
    ...  
}
```

Add such a method to the OpersysService system service you added earlier to allow it to be checked by “dumpsys” at runtime. One of the goals of the present exercise is to have you look at existing system service implementations for examples of how to do things. As such, we suggest you go to the same directory where you added OpersysService.java (i.e. [aosp]/frameworks/base/services/core/java/com/android/server/) and look at other classes to see how the other system services implement the “dump()” method. A few recommendations while you’re doing that:

- The simplest thing to do in your dump() implementation is to just print something out for the purposes of the dump command output. A “Hello World!” will be sufficient.
- You’ll notice that most system services do some security checks for permissions when they receive this call. You don’t have to do that for the present exercise.
- You will add at least 2 “import” statements at the top of your OpersysService.java file in order for your class to compile once you add your dump() method. Again, look at existing implementations for guidance.

IGNORE UNLESS OTHERWISE STATED

Linux Root Filesystem

In this section you will learn how to:

- Set up a workspace to create a custom embedded Linux root filesystem
- Create a skeleton of a root filesystem
- Add a glibc library to a root filesystem
- Configure, build and install BusyBox in a glibc-based embedded Linux root filesystem

NOTE: Refer to the instructor as to whether or not this exercise is conducted during class.

1. Get and install the Opersys Embedded Linux Workspace:

For ARM:

<http://bit.ly/28Rz54O> -- the last letter here is capital "O", not zero.

or

<https://drive.google.com/file/d/0B0dp197y8Ga7ejl4ZWFIVHh0LVE>

For x86-64:

<http://bit.ly/1MPEya9>

or

<https://drive.google.com/file/d/0B0dp197y8Ga7VVZjSmEzak9aSFE>

2. Customize the workspace script in the extracted directory to match your own paths. The script should be called "devbb" or "devx86", or a similar name. An easy way to set the path automatically is to set it as follows:

```
export PRJROOT=${PWD}
```

3. Run the the environment script:

For ARM:

```
$ . devbb
```

For x86:

```
$ . devx86
```

4. Create yourself a root filesystem that includes the glibc shared libraries as in slides 199 **and** 205, **except** for the "strip" command.

5. Make sure you have libncurses5-dev installed:

```
$ sudo apt-get install libncurses5-dev
```

6. For BusyBox:

- For ARM:

- Download BusyBox 1.20.2 from busybox.net/downloads/ into sysapps
- For x86:
 - Download BusyBox 1.26.2 from busybox.net/downloads/ into sysapps
- Extract BusyBox using the “tar” command
- Configure BusyBox per the slides:
 - “Busybox Settings”->“Cross Compiler prefix” (notice the trailing dash):
 - **`${TARGET}-`**
 - “Busybox Settings”->“BusyBox installation prefix”:
 - **`${PRJROOT}/rootfs`**
- Build BusyBox per the slides:
 - **`$ make -j8`**
- Install BusyBox per the slides
 - **`$ make install`**

Native Android User-Space

In this section you will learn how to:

- Modify the AOSP build system to take into account independently-generated content
- Work with some of the AOSP's filesystem packaging/generation mechanisms
- Merge a glibc-based root filesystem into AOSP-generated filesystems
- Incorporate 3rd party sources into the AOSP and have them build against Bionic
- Make programs built against different C libraries communicate through the Linux kernel

In addition to the present exercises, several exercises in subsequent sections will also require you to modify and integrate with native Android user-space components.

1. Modify the AOSP build system to copy the content of a glibc rootfs to its default system image. You will need to:

- Create [aosp]/rootfs-glibc
- Create a stub file under the rootfs-glibc directory.

```
$ cd ~/android/android-14-gsi/  
$ mkdir rootfs-glibc
```

```
$ touch rootfs-glibc/stub
```

This stub file will act as the build system dependency. Every time you “touch” that file, it'll force a rebuild of this subdirectory. This is useful because we are going to put arbitrary content underneath this location which the build system will not be aware of otherwise.

- Put a prebuilt glibc-based root filesystem under the rootfs-glibc/rootfs directory in your AOSP. In the context of this class there are 2 ways to get such a root filesystem – refer to instructor directives to select which of the two to use:
 - **LIKELIER:** By downloading a prebuilt tarball and extracting it under rootfs-glibc

```
$ cd rootfs-glibc/  
$ wget http://www.opersys.com/downloads/rootfs-200727.tar.bz2  
$ tar xvjf rootfs-200727.tar.bz2  
$ croot
```

- **UNLIKELY:** By copying the one generated in the previous “Linux Root Filesystem” section exercises:

```
$ cp -a ${PRJROOT}/rootfs rootfs-glibc/
```

The content of [aosp]rootfs-glibc/rootfs is what will be merged into the images generated by the AOSP.

- You will need a specific build file to instruct the build system to copy the content of [aosp]rootfs-glibc/rootfs into the images it generates. Such a file is provided to you at <http://www.opersys.com/downloads/glibcroot-Android-sys.mk> and must be put into rootfs-glibc and renamed to Android.mk:

```
$ cd rootfs-glibc  
$ wget http://www.opersys.com/downloads/glibcroot-Android-sys.mk  
$ mv glibcroot-Android-sys.mk Android.mk  
$ croot
```

The semantics and working of this file will be discussed in class.

- In order for the build system to choose to build this new “build module” that we just added, the name of this module must be added to the list of modules the build system is instructed to build. If you look in the `Android.mk` we just added, you’ll see that the name of the module is “rootfs-glibc”. Hence, we need to find a proper entry to extend the `PRODUCT_PACKAGES` variable (which lists the packages to be built for the target). In this specific case, one of the easiest ways to do so for the type of artifacts we are adding is to modify the `PRODUCT_PACKAGES` in `[aosp]/build/target/product/base_system.mk` to add the following entry:

```
PRODUCT_PACKAGES += rootfs-glibc
```

It would have of course been preferable to modify an `.mk` file under `device/...` but the build system won’t allow an `.mk` file under the `device/` directory to add something the `/system` partition. If you try that you’ll get an error similar to this:

```
FAILED:
build/make/core/artifact_path_requirements.mk:26:                warning:
device/google/cuttlefish/vsoc_x86_64/phone/aosp_cf.mk produces files inside
build/make/target
t/product/generic_system.mk's artifact path requirement.
Offending entries:
system/glibc/rootfs-glibc
In file included from build/make/core/main.mk:1342:
build/make/core/artifact_path_requirements.mk:26: error: Build failed.
09:01:09 ckti failed with: exit status 1
```

```
#### failed to build some targets (42 seconds) ####
```

- If you look at the `Android.mk` we added you’ll see that it copies the content of the glibc-based rootfs to the `/system/glibc` directory on the final filesystem layout on the target. That entry is not by default taken into account by the build system of Android and provisioned with the proper Unix execution permissions. To fix this you need to modify the `[aosp]/system/core/libcutils/fs_config.cpp` file. We did this, however, earlier in the “AOSP Fix-Ups” exercise section. Hence, it’s not needed here.
- Much like many other aspects of Android, you need to add SELinux rules in order for the newly-merged content to operate properly. In this specific case, here is a snippet that you need to add at the tail end of your `[aosp]/device/google/cuttlefish/shared/sepolicy/vendor/file_contexts` file:

```
# For rootfs-glibc
/lib64(/.*)?                u:object_r:rootfs:s0
```

This file controls the device-specific SELinux access rights. This rule states that “/lib64” entries belong to the “rootfs” domain and will be accessible subject to the rules set for any process that has access to that domain.

- Once you made all the changes above, you need to rebuild your AOSP and restart Cuttlefish. Don’t forget the “--noresume” option when starting Cuttlefish.
- To test your additions, shell into the restarted Cuttlefish and run one of the commands from the glibc-linked BusyBox:

```
$ adb shell
generic_x86_64:/ # /system/glibc/bin/busybox
BusyBox v1.26.2 (2020-07-27 21:12:36 EDT) multi-call binary.
BusyBox is copyrighted by many authors between 1998-2015.
```

```
...
generic_x86_64:/ # /system/glibc/bin/ls
...
generic_x86_64:/ # /system/glibc/bin/ps
...
```

2. For this exercise, you will be testing a configuration where you have a client process built against glibc communicate over TCP/IP with a server process linked against Bionic. Sample code for a client and a server are available from http://www.linuxhowtos.org/C_C++/socket.htm.

To have the C server build against Bionic:

- Add a new subdirectory: [aosp]/vendor/server
- Add the server.c file to the just-created subdirectory
- In recent versions of Android (including 14), you need to add “#include <strings.h>” to the C file for it to build. Note that there already is a “string.h” (singular) that’s present. That’s not sufficient nor does it need to be removed or replaced. You really need to add “strings.h” (plural).
- Make sure “server” is added to a “PRODUCT_PACKAGES” list in [aosp]/device/google/cuttlefish/shared/phone/device_vendor.mk.
- Make sure you have an appropriate Android.bp within [aosp]/vendor/server to get your app to build. Here’s a sample:

```
cc_binary {
    name: "server",

    srcs: ["server.c"],

    shared_libs: [
        "libcutils",
    ],

    proprietary: true,
}
```

UNLIKELY: If you are using the prebuilt rootfs tarball downloaded from opersys.com then the glibc-linked client is already compiled for you. If you need to manually build the client against glibc then:

- Place the C client into the [aosp]/rootfs-glibc/rootfs/bin/
- Use the toolchain that’s part of the glibc-based rootfs we had earlier:

```
○ For ARM:
${PRJROOT}/tools/arm-unknown-linux-gnueabi/bin/arm-unknown-linux-gnueabi-gcc -o client client.c
○ For x86
${PRJROOT}/tools/x86_64-unknown-linux-gnu/bin/x86_64-unknown-linux-gnu-gcc -o client client.c
```

As before, you need to rebuild your AOSP and restart Cuttlefish to test these changes.

To start the server (from the device’s command line):

```
# server 4444 &
```

To connect to the server from the client:

```
# /system/glibc/bin/client localhost 4444
```


The client will prompt you for a message to send to the server and the server will ack reception.

Kernel Basics

In this section you will learn how to:

- Check what kernel version you are using
- Fetch, build and use a set of kernel sources “the Android way”
- Replace a default AOSP-provided kernel with a custom one

1. Check kernel version on the device (Shell into the device and type “cat /proc/version”). Your output should look something like this:

```
vsoc_x86_64:/ # cat /proc/version
Linux version 6.1.43-android14-11-gd3787b952ac4-ab11150339 (build-user@build-
host) (Android (10087095, +pgo, +bolt, +lto, -mlgo, based on r487747c) clang
version 17.0.2 (https://android.googlesource.com/toolchain/llvm-project
d9f89f4d16663d5012e5c09495f3b30ece3d2362), LLD 17.0.2) #1 SMP PREEMPT Tue Nov
28 14:34:24 UTC 2023
```

This information is useful to know what version of the kernel you are relying on.

2. Download the kernel and associated toolchain (Presumably this was already done as part of class preparation):

a. Create directory for working on kernel – assuming this is outside your the top-level of the AOSP:

```
$ cd ~/android/
$ mkdir android14-6.1-kernel
$ cd android14-6.1-kernel
```

b. Get the kernel itself and its tools:

```
$ repo init -u https://android.googlesource.com/kernel/manifest \
> -b common-android14-6.1
$ repo sync
```

The final command will take a bit of time to download everything that you need. Once it's done, you'll then have a set of kernel sources and the tools to build them. More information about using this technique of fetching the kernel and the following instructions on building the kernel can be found here: <https://source.android.com/setup/build/building-kernels>

3. Make sure you have libncurses5-dev and libssl-dev installed:

```
$ sudo apt-get install libncurses5-dev libssl-dev
```

These packages are required for building the kernel. If you omit them then you will typically get errors at kernel build time.

4. Build the kernel and then the kernel modules required to boot Cuttlefish. To do so, issue these commands at the toplevel of the kernel repository you downloaded earlier:

```
$ cd ~/android/android14-6.11-kernel
$ tools/bazel build //common:kernel_x86_64_dist
$ tools/bazel build //common-modules/virtual-device:virtual_device_x86_64_dist
```

What you are using here is the Kleaf kernel build system based on the Bazel build tools. Prior to this, GKI kernels were built using the “build.sh” script which took parameters in the form of

environment variables set prior to its execution. The script was really a bad fit for building the kernel. One of the issues is that the use of its options was not always clear and you sometimes needed to inspect the actual code to understand what's going on.

5. Once the build is over, you can “install” the kernel and artifacts into “out/virtual_device_x86_64/dist/” by running the following command (notice the “run” instead of “build” as in the previous commands):

```
$ tools/bazel run //common:kernel_x86_64_dist
$ tools/bazel run //common-modules/virtual-device:virtual_device_x86_64_dist
```

Once the build is over, you can check the “out/virtual_device_x86_64/dist/” directory for the output. It should contain a “bzImage” file, which is the kernel image, as well as many “*.ko” files, which are the kernel modules required for this kernel.

6. Prepare the “kernel/prebuilts/” directory to copy your custom-built-kernel – this directory contains the default kernels and modules for Cuttlefish (mind the different uses of “-” (dash) vs. “_” (underscore), it's very confusing ... sorry, not our fault ;)):

```
$ cd ~/android/android-14-gsi
$ cd kernel/prebuilts/6.1/
$ mv x86_64 x86_64-orig
$ mkdir x86_64
$ git init x86_64/
$ cd ../common-modules/virtual-device/6.1
$ mv x86-64 x86-64-orig
$ mkdir x86-64
$ git init x86-64/
$ croot
```

For real devices, the AOSP generally stores kernel modules under a “device/VENDOR/DEVICE-kernel” directory. BSPs you get from silicon vendors might operate in a completely different way. Note the “useless” “git init”. If you don't do that then the next time you run “repo” it'll complain about the missing git repositories that have been moved around. Creating an empty git repository keeps “repo” happy.

7. Copy the kernel and modules you just built for Cuttlefish to your AOSP and rebuild it:

```
$ cd ~/android
$ cp android14-6.1-kernel/out/virtual_device_x86_64/dist/* \
> android-14-gsi/kernel/prebuilts/6.1/x86_64/
$ cp android14-6.1-kernel/out/virtual_device_x86_64/dist/bzImage \
> android-14-gsi/kernel/prebuilts/6.1/x86_64/kernel-6.1
$ cp android14-6.1-kernel/out/virtual_device_x86_64/dist/*.ko \
> android-14-gsi/kernel/prebuilts/common-modules/virtual-device/6.1/x86-64/
$ cp android13-6.1-kernel/out/virtual_device_x86_64/dist/initramfs.img \
> android-14-gsi/kernel/prebuilts/common-modules/virtual-device/6.1/x86-64/
$ cd android-14-gsi
$ make -j32
```

8. Restart Cuttlefish and check the new kernel's version (“cat /proc/version”):

```
$ HOME=${PWD}/out launch_cvd --noresume &
$ adb shell cat /proc/version
```

```
Linux version 6.1.68-android14-11-maybe-dirty (build-user@build-host)
(Android (10087095, +pgo, +bolt, +lto, -mlgo, based on r487747c) clang
version 17.0.2 (https://android.googlesource.com/toolchain/llvm-project
d9f89f4d16663d5012e5c09495f3b30ece3d2362), LLD 17.0.2) #1 SMP PREEMPT Thu Jan
1 00:00:00 UTC 1970
```

The “--noresume” option of Cuttlefish is important because it’ll avoid using a cached previous Cuttlefish run. Notice that the version information printed out is different from the one you last checked it.

Linux Device Driver

In this section you will learn how to:

- Integrate a vendor driver to the Google Kernel repository
- Compile a vendor driver using Google's kernel build tools
- Modify the AOSP to take into account a new device in the native filesystem
- Integrate a driver with native Android user-space components for proper operation
- Check if a driver has been properly-loaded at boot time

NOTES:

- The exercises in this section assume that you have a kernel that was downloaded and built according to the “Kernel Basics” exercise section.
- The tarball we'll use for our exercise is here:
<http://www.opersys.com/downloads/vendor-circular-driver-240310.tar.bz2>
- The driver we use in these exercises implements a circular buffer over the read/write file-operations. When read, if there is not data available, it returns 0 bytes.
- The driver is, however, simplistic. It doesn't implement blocking/waking semantics nor does it use proper locking primitives. It's ok for an exercise, but wouldn't be something you would ship to anyone.
- Also, the driver relies on `misc_register()` instead of `register_chrdev()` and will therefore register your char dev and fire off a hotplug event.
- For more information on device driver writing in Linux, have a look at the Linux Device Drivers book (dated as it may be): <http://lwn.net/Kernel/LDD3/>
- For reference, there's another driver sample here:
<http://tldp.org/LDP/lkmpg/2.6/html/x569.html>

1. Download and extract the sample driver within the toplevel directory of the previously-downloaded kernel repository:

```
$ cd ~/android/android14-6.1-kernel
$ wget http://www.opersys.com/downloads/vendor-circular-driver-240310.tar.bz2
$ tar xvjf vendor-circular-driver-240310.tar.bz2
```

Have a look at the content of the “vendor/” directory to see what's inside for building the driver. Google has been refining their concept of Driver Development Kit (DDK) over the past few years. At present, the method used to build this “vendor” module alongside a GKI kernel seems to be the most up-to-date. Expect this recipe to evolve as Google continues to refine its DDK.

2. Build the driver using Google's build script and copy it to the proper location in

```
$ tools/bazel build //vendor:vendor_x86_64_dist
$ tools/bazel run //vendor:vendor_x86_64_dist
$ cp out/virtual_device_x86_64/dist/circular-char.ko \
> ~/android/android-14-gsi/kernel/prebuilts/common-modules/virtual-device/6.1/x86-64/
```

The build process will generate a “circular-char.ko” under `out/virtual_device_x86_64/dist/`. This is the driver module. We need to copy it to the proper location under “prebuilts” in the

AOSP in order for it to be: a) taken into account by the AOSP build system, and b) automatically loaded at start from vendor-image.

3. To have ueventd create the proper entry in /dev at runtime, you'll need to modify a ueventd.rc to have a proper entry for the module. You can modify the device/google/cuttlefish/shared/config/ueventd.rc file to add:

```
/dev/circchar 0666 system system
```

Without this line, the driver will be owned by the “root” user and will be inaccessible to a system service running as the “system” user.

4. To allow the device driver to be accessible by the system server, you'll need to modify the selinux policies to have a rule for the /dev entry. To do so, add “/dev/circchar” to the list of files allowed by the system server in the following file:

“device/google/cuttlefish/shared/sepolicy/vendor/file_contexts”:

```
/dev/circchar u:object_r:tty_device:s0
```

As before, this file contains the SELinux access rules for files in the filesystem. The rule we just added states that “/dev/circchar” belongs to the “tty_device” domain and will be accessible subject to the rules set for any process that has access to that domain.

5. Recompile your AOSP and restart Cuttlefish (again, don't forget “--noresume”). You should then shell into your device and see the module loaded and the device under /dev:

```
$ adb shell
vsoc_x86_64:/ # lsmod
Module                Size  Used by
zram                  28672  0
...
circular_char         16384  0
...
vsoc_x86_64:/ # ls -al /dev/circchar
crw-rw-rw- 1 system system 10, 123 2021-11-17 14:31 /dev/circchar
```

Notice how the entry under /dev/ belongs to the “system” user and group.

6. You can now use “cat” and “echo” commands to read and write to your device:

```
vsoc_x86_64:/ # echo foobar > /dev/circchar
vsoc_x86_64:/ # cat /dev/circchar
foobar
vsoc_x86_64:/ # cat /dev/circchar
vsoc_x86_64:/ #
```

Notice how the 2nd “cat” command returns nothing. This is important because it means that the bytes have been “consumed”. The driver is also fairly verbose in the kernel logs. In a typical driver this would be wrong to do, but the exercise is meant to be academic:

```
vsoc_x86_64:/ # dmesg
...
[ 95.172494] circchar: circchar_open called
[ 95.172779] circchar: circchar_write called
[ 95.172942] circchar: Wrote f
[ 95.173099] circchar: Wrote o
```

```
[ 95.173251] circchar: Wrote o
[ 95.173403] circchar: Wrote b
[ 95.173684] circchar: Wrote a
[ 95.173878] circchar: Wrote r
[ 95.174030] circchar: Wrote

[ 95.174269] circchar: circchar_release called
[ 97.935331] circchar: circchar_open called
[ 97.935611] circchar: circchar_read called
[ 97.935760] circchar: Read f
[ 97.935916] circchar: Read o
[ 97.936080] circchar: Read o
[ 97.936271] circchar: Read b
[ 97.936446] circchar: Read a
[ 97.936621] circchar: Read r
[ 97.936812] circchar: Read

[ 97.937085] circchar: circchar_read called
[ 97.937290] circchar: circchar_release called
...
```

HAL Preparation Homework

This section contains a few preparatory steps for avoiding long build times. What's being done here will be explained later.

1. Replace your IOpersysService.aidl file (use `godir` to find it if you don't remember the path) with the following file (you'll want to strip the suffix):

<https://www.opersys.com/downloads/IOpersysService.aidl-FULL>

2. Add the stubs in the following file to your IOpersysService.java file right after the read and write calls: <https://www.opersys.com/downloads/IOpersysService.java-STUBS>

3. Rebuild your AOSP.

Hardware Abstraction Layer / HIDL

In this section you will learn how to:

- Connect a system service to a device driver through the HAL
- Add native code to a system service
- Introduce a new HAL using HIDL files into the HAL
- Add a legacy header HAL definition to the HAL
- Connect a HAL module to a device driver
- Add the relevant extensions/changes to the AOSP for all of the above

For this exercise, we will use a tarball that is structured with the same directory hierarchy as your AOSP. Despite the hierarchy similarity, do NOT extract this archive into or onto your AOSP. Instead, extract it separately and proceed on to copy the content bit by bit, as needed, into your AOSP. As before, the following file suffixes apply:

- Any file without one of the following suffixes:
You can use that file as-is
- file-ALREADY_COPIED:
This is a file that you were presumably asked to copy already. It's being provided here to you to reinforce its relevance in the present context, but we highly suggest you don't copy it again.
- file-DONOTCOPY:
This is a file that you have to inspect to understand why we're asking you not to copy it as-is. Maybe it contains just a sample, maybe it's just an example. Context and instructor explanations will guide you here.
- file-EXISTS:
This file exists in your tree, but the one we're providing you has some differences. You can use the "meld" tool to compare our version with the one in your AOSP to understand what we're adding and why we're adding it.
- file-EXAMPLE:
This is a sample that you may want to either use as-is or take portions of for your own use.

Note: it's important to "touch" any files you copy to update timestamps, otherwise they'll likely get ignored at the next "make".

Tarball for this section of exercises:

<http://operlys.com/downloads/halex-opsys-cuttlefish-14-gsi-240310.tar.bz2>

1. Download and extract the exercise tarball:

```
$ cd ~/android
$ wget http://operlys.com/downloads/halex-opsys-cuttlefish-14-gsi-240310.tar.bz2
$ tar xvjf halex-opsys-cuttlefish-14-gsi-240310.tar.bz2
```

2. Add the System Server portions of the tarball to your AOSP. These are the relevant bits (note the suffixes):

```
frameworks/
├── base
│   ├── core
│   │   ├── java
│   │   │   └── android
│   │   │       └── os
│   │   │           └── IOpersysService.aidl-ALREADY-COPIED
│   └── services
│       ├── core
│       │   ├── java
│       │   │   ├── com
│       │   │   │   └── android
│       │   │   │       └── server
│       │   │   │           └── OpersysService.java-EXAMPLE
│       │   └── jni
│       │       ├── Android.bp-EXISTS
│       │       ├── com_android_server_OpersysService.cpp
│       │       └── onload.cpp-EXISTS
│       └── java
│           ├── com
│           │   └── android
│           │       └── server
│           │           └── SystemServer.java-EXISTS
```

Regarding the various parts of this tree:

- You've already added the `IOpersysService.aidl` file and it's provided here for completeness. Avoid touching this file as it will trigger a rebuild of the framework.
- You already have an `OpersysService.java` but it doesn't contain the necessary code to interact with its JNI counter-side. The version here does provide the JNI hooks and actual implementations of `read()` and `write()`, but it doesn't have a `dump()` function such as the one you implemented earlier. If you want to preserve your `dump()` function then merge it with this file and use the result as your new `OpersysService.java`. Otherwise, you can use this file as-is.
- Everything under "jni" is more or less new. `com_android_server_OpersysService.cpp` is the JNI side of the system service. You can take this file as-is without modification. It works "out of the box". The corresponding `Android.bp` and `onload.cpp` already exist in your tree and you need to take the relevant parts of the versions we're giving you and copy only the parts relevant to the present system service. You can use "meld" to compare your version to ours.
- You already likely amended `SystemServer.java` in the previous system service exercise. It's provided here also for completeness.

3. Add the hardware/HAL portions of the tarball to your AOSP. These are the relevant bits (note the suffixes, or lack thereof in this case):

```
hardware/
├── interfaces
│   └── compatibility_matrices
```

```

├── compatibility_matrix.8.xml-EXISTS
├── opersys
│   └── 2.0
│       ├── Android.bp
│       ├── default
│       │   ├── Android.bp
│       │   ├── android.hardware.opersys@2.0.xml
│       │   ├── Opersys.cpp
│       │   ├── Opersys.h
│       │   ├── IOpersys.hal
│       │   └── types.hal
│       └── libhardware
│           ├── include
│           └── hardware

```

Regarding the various parts of this tree:

- You can copy all this content as-is in the proper location of your tree without any changes. It works “out of the box”
- All Android.bp files here were originally auto-generated either using the “hidl-gen” tool or by running the “hardware/interfaces/update-makefiles.sh” script. Some of them had to be tweaked after having been generated. For the moment there is nothing for you to change here.
- The .hal files are the HIDL definitions of the “Opersys” hardware type.
- The files under “hardware/interfaces/opersys/2.0/default/” are the default HIDL implementation for the Opersys hardware type that connects the HIDL definition the legacy header-based HAL definition.
- opersyshw.h is the legacy HAL definition (pre-Treble) for the Opersys hardware type.
- android.hardware.opersys@2.0.xml contains the VINTF fragment required for this Opersys default HIDL implementation to operate properly (i.e. as a passthrough implementation).
- The compatibility matrix additions are required for the AOSP to build since we’re adding a new HAL. This was new starting with Android 12.

4. Fix the API definitions to allow the new hardware type to be permitted as a same-process/passthrough implementation. These are the relevant bits (note the suffixes):

```

build/
├── make
│   └── target
│       ├── product
│       └── gsi
│           └── 34.txt-EXISTS

```

Regarding the various parts of this tree:

- 34.txt contains the Google-published reference for what APIs/definitions are available in the AOSP release that matches API level 34 (i.e. Android 14). Same-process/passthrough implementations are only available for HALs that Google explicitly grants. If we don’t modify this file, therefore, we won’t be able to use the HAL parts that we added since we are using the passthrough implementation for our new hardware type. Note that in general this isn’t something that you’d want to be doing in

a shipping AOSP. One of the purposes in the present exercises is to understand some of the core mechanisms in the AOSP.

5. Fix the SELinux policies to allow the new additions. These are the relevant bits (note the suffixes):

```
system/
└─ sepolicy
   └─ private
      ├── hwservice_contexts-EXISTS
      └─ service_contexts-EXISTS
```

Regarding the various parts of this tree:

- You already amended `service_contexts` earlier to permit the registration of your system service. It's provided here for completeness.
- You need to modify the `hwservice_contexts` file to allow the new hardware type to have HIDL implementations registered for it. Much like earlier for the `service_contexts`, we are reusing an existing domain definition to tag our hardware type. This isn't how it should be done, but it simplifies the exercise with regards to SELinux rule modifications.
- Remember that you'll need to also fix the `hwservice_contexts` file under "`system/sepolicy/prebuilts/api/34.0/private/`", much in the same way you have fixed the file under the same directory when modifying the `service_contexts` file in an earlier exercise.

6. Add the device-specific portions of the tarball to your AOSP. These are the relevant bits (note the suffixes):

```
device/
└─ google
   └─ cuttlefish
      ├── guest
      │   └─ hals
      │       └─ opersyshw
      │           ├── Android.bp
      │           └─ opersyshw.c
      └─ shared
          ├── config
          │   └─ ueventd.rc-EXISTS
          ├── phone
          │   └─ device_vendor.mk-EXISTS
          ├── sepolicy
          │   └─ vendor
          │       └─ file_contexts-EXISTS
```

Regarding the various parts of this tree:

- The "`device/google/cuttlefish/opersyshw/`" directory contains the actual HAL module implementation. This is the portion that sits under the HAL and should implement communication with the device driver you added earlier. **IMPORTANT:** Note that the `opersyshw.c` file we give you does NOT actually communicate with your driver. This is part of the exercise. You need to add the necessary code to that file to communicate

with “/dev/circchar”. We suggest you google a bit for “Unix file I/O” and look at some examples. You shouldn’t need to add more than about 5 or 6 lines of code in the entire file. Don’t overdo it and make sure you use unbuffered file I/O operations.

- You should have already modified the ueventd.rc file earlier. It’s provided here with modifications for completeness.
- The device_vendor.mk file contains additions for ensuring the HAL module above and necessary HAL libraries are built.
- The file_contexts file contains SELinux rules that make the HAL module and HAL libraries accessible as required by the relevant security contexts. Note that you already modified this file earlier and the version we are giving you here might contain things that you have already added – which doesn’t mean there aren’t new things that you don’t already have.

7. Modify the HIDL interface generation Go-lang program to allow us to continue using HIDLs instead of AIDL files. This is the relevant bit:

```
system/
├── tools
│   └── hidl
│       └── build
│           └── hidl_interface.go-EXISTS
```

If you don’t make this modification, the AOSP build system will refuse to build your added HIDL. This was new starting with Android 12.

8. Modify the fuzzer checker in SE security mechanism to instruct the system not to check for a fuzzing test for the hardware HAL. Compare the file we are providing to the one you have:

```
system/
├── sepolicy
│   └── build
│       └── soong
│           └── service_fuzzer_bindings.go-EXISTS
```

Note that you had already partly amended this file as part of an earlier exercise.

9. Once you have made your additions, rebuild your AOSP and restart Cuttlefish (don’t forget the “--noresume” parameter).

10. To test your additions, you should be able to write and read into the driver through the system service’s AIDL interface and correspondingly read and write from the driver. For example:

```
# service call opersys 2 s16 foobar
Result: Parcel(00000000 00000006  '.....')
# cat /dev/circchar
foobar
# echo test-string > /dev/circchar
# service call opersys 1 i32 40
Result: Parcel(
  0x00000000: 00000000 0000000c 00650074 00740073 '.....t.e.s.t.'
  0x00000010: 0073002d 00720074 006e0069 000a0067 '-.s.t.r.i.n.g...')
```

```
0x00000020: 00000000
```

```
'....' )
```

11. Implement or extend the `dump()` function within your system server in order to allow the `dumpsys` utility to retrieve the number of calls `read()` and `write()` having been made since system startup.

Stack Extension Exercises

In this section you will learn how to:

- Extend a vertical stack from the app level to the driver to add new functionality
- Add new definitions to an AIDL file
- Implement new AIDL definitions in a system service
- Connect Java-based system service calls to C++ using JNI
- Implement JNI functions and their entries in JNI method tables
- Generate required build artifacts for new HAL definitions
- Generate default implementations for HAL definitions
- Modify default HAL implementations to implement calls to legacy HALs
- Extend legacy HALs
- Implement new calls in a legacy HAL module
- Connect a HAL module to a driver using ioctl() calls
- Extend a character device driver to add ioctl() calls

A word of CAUTION: This is a fairly long and complex exercise set. By no means do we say this to discourage you. Quite the contrary. But. Be aware that you may not have the time to finish this within class context. As such, see #0 below on backing up your existing work to make sure you have a “known to be good” codebase that you can revert to in case you need to. Should that be the case, you could always create a new git branch to commit the unfinished changes and revert back to the older commit to have a working tree in order to continue future exercises.

We suggest you use the previous file tree descriptions as your guide to this exercise. The layers are all the same, and there are modifications required at every layer.

0. You may want to make a backup copy of your working tree before proceeding with this exercise in order to be sure that you have something to go back to if you don't have the time to complete this exercise. Here's how you can use the “repo” command to commit your AOSP changes to your local tree before proceeding:

```
$ repo forall build/make/ device/google/cuttlefish/ frameworks/base/
hardware/libhardware/ hardware/interfaces/ prebuilts/qemu-kernel/
system/core/ system/sepolicy/ system/tools/hidl/ -c git add .
$ repo forall build/make/ device/google/cuttlefish/ frameworks/base/
hardware/libhardware/ hardware/interfaces/ prebuilts/qemu-kernel/
system/core/ system/sepolicy/ system/tools/hidl/ -c git commit -m "Initial
changes for Opersys system service and HAL"
```

1. Modify the IOpersysService AIDL and the system service deriving from it to add the following class (you can grab a copy here as well – <https://www.opersys.com/downloads/IOpersysService.aidl-FULL>):

void clearBuffer(), which empties the circular buffer
boolean isThereContent(), which tells the caller whether there's content to read

```

long getLastWriteTime(), which returns the time at which the last write happens
int getReadStat(), which returns the number of read() calls made to the driver
int getWriteStat(), which returns the number of write() calls made to the driver
void setBufferToChar(char), which sets the buffer's content to a char value

```

Stub the implementations in `OpersysService.java` to “keep the compiler happy” and restart the AOSP build. We do this in the beginning because this change will cause a framework rebuild which will itself trigger the rebuild of quite a few components. Since this takes a bit of time, it’s best to start by making this disruptive change first and then proceed in parallel to the rest of the changes while the build continues.

2. Implement the `ioctl()` call of the driver to:

- a. Zero out the content of the circular buffer
- b. Poll the driver to see if there's new data in the buffer
- c. Get last write time-stamp
- d. Get the number of calls to `read()`
- e. Get the number of calls to `write()`
- f. Set the entire content of the buffer to a given character value

A few notes regarding this exercise:

- `ioctl()` calls are generally frowned upon for new drivers, `/sys (sysfs)` entries being preferable. We are using them here for simplification.
- You can use the Linux Device Drivers book linked to earlier for a reference on how to implement `ioctl()` calls.
- You'll need to implement `unlocked_ioctl()` instead of `ioctl()` in the file operations struct. Here is the signature of the function pointer you need to add an implementation for in your driver (taken from `include/linux/fs.h`):

```
long (*unlocked_ioctl) (struct file *, unsigned int, unsigned long);
```

You should define yourself a `device_ioctl` that has a similar signature:

```
long device_ioctl (struct file * filep, unsigned int cmd, unsigned long arg) {}
```

- You then need to amend the `file_operations` struct in `circular-char.c` to connect the `unlocked_ioctl` function pointer to your implementation:

```
...
.unlocked_ioctl = device_ioctl,
...
```

- The `device_ioctl()` function must do a switch-case on the “cmd” parameter. You can define your command set as something like this – this isn’t the proper way to do that, but it works for the present exercise:

```
#define CMD_BASE                0x13481432
#define CMD_ZERO_CONTENT        CMD_BASE + 0
#define CMD_IS_THERE_CONTENT    CMD_BASE + 1
...
```

- Once you have modified the driver, refer the previous device driver instructions on how to build the driver and copy it to your AOSP for inclusion at the next rebuild of the AOSP.
- A sample “rough cut” driver with the above changes is available here: https://www.opersys.com/downloads/circular-char.c-EXT_SAMPLE

3. Once the driver is modified, go to the HAL module in device/google/cuttlefish/opersyshw/ and modify opersyshw.c to add calls to invoke the new calls in the driver. You should have something like this added to your file:

```
#define CMD_BASE                0x13481432
#define CMD_ZERO_CONTENT        CMD_BASE + 0
#define CMD_IS_THERE_CONTENT    CMD_BASE + 1
...
void opersyshw__zero_content()
{
    ioctl(fd, CMD_ZERO_CONTENT, 0);
}

int opersyshw__is_there_content()
{
    return ioctl(fd, CMD_IS_THERE_CONTENT, 0);
}
```

You will also need to modify the open_opersyshw() function to register those new functions into the legacy HAL definitions that will need to also amend further in the exercises:

```
static int open_opersyshw(const struct hw_module_t* module, char const* ...
    struct hw_device_t** device)
{
    ...
    dev->zero_content = opersyshw__zero_content;
    dev->is_there_content = opersyshw__is_there_content;
    ...
}
```

4. Extend the legacy HAL struct in opersyshw.h under hardware/libhardware/include/hardware to add the new calls.

5. Rework the HIDL definitions to add the new calls. This is a bit of a tricky step. You need to:

1. Keep a backup of the hardware/interfaces/opersys/ directory we gave you
2. Go into hardware/interfaces/opersys/ and delete everything except the .hal and .xml files
3. Amend the .hal files to add your new calls
4. Use the hidl-gen script as described here (<https://source.android.com/devices/architecture/hidl-cpp#creating-the-hal-server>) to regenerate a default HIDL implementation:

```
$ croot
$ PACKAGE=android.hardware.opersys@2.0
$ LOC=hardware/interfaces/opersys/2.0/default/
$ hidl-gen -o $LOC -Lc++-impl -randroid.hardware:hardware/interfaces \
    -randroid.hidl:system/libhidl/transport $PACKAGE
$ hidl-gen -o $LOC -Landroidbp-impl -randroid.hardware:hardware/interfaces \
    -randroid.hidl:system/libhidl/transport $PACKAGE
```

5. Use hidl-gen to create the Android.bp used to build the .hal files (also from root dir):

```
$ hidl-gen -Landroidbp -randroid.hardware:hardware/interfaces $PACKAGE
```

You may need to do this as well to get the AOSP to ignore the changes that we've

made:

```
$ cp out/soong/vndk/vndk.libraries.txt build/make/target/product/gsi/34.txt
```

6. Compare **all** the files generated to those of the backup you did at the beginning of the exercise and merge back what we had given you.
 7. Add the implementation for the functions under `hardware/interfaces/opersys/2.0/default/Opersys.cpp` that we hadn't given you an implementation.
6. Rework the `com_android_server_OpersysService.cpp` file to add:
1. JNI calls to receive from the Java side
 2. Calls to the newly extended HIDL interface
7. Go back to `OpersysService.java` and extend it to now call on the new JNI calls added to `com_android_server_OpersysService.cpp`.
8. You should now be able to rebuild your AOSP and test your extended calls by using the “service” command line tool with the extend AIDL.

Extra:

These exercise will have you extend your system service to make it act like a real system service that reacts to hardware events by sending an Intent that might be receive by or activate an application.

9. Add a “`void enableIntentOnContent()`” and “`void disableIntentOnContent()`” to the `OpersysService` that makes it so that the service periodically polls the driver to see if it's got new content and broadcasts a new Intent when new content is found. Use the driver's ability to give you the time of the last write to avoid sending an Intent twice for the same addition to the buffer.
10. Use the “service call” command to call on “`enableIntentOnContent()`” and catch the Intent with a `BroadcastReceiver` inside an app.
11. Build your AOSP and test your additions.

AOSP sources and symbolic debugging

In this section you will learn how to:

- Import the AOSP as a project into Android Studio
- Use Studio to explore the AOSP
- Debug the AOSP's java code using Studio
- Use lldb to debug C/C++ code
- Step from a Java system service all the way down to a HAL module with Studio and lldb

1. Generate and run the idegen script:

```
$ cd ~/android/android-14-gsi
$ . build/envsetup.sh
$ lunch aosp_cf_x86_64_phone-eng
$ make idegen && development/tools/idegen/idegen.sh
```

This should result in your having a “android.ipr” file at the top level of your AOSP. Note that the build may complain about permission issues with some “root” directories. You can ignore this.

2. Add the Android's sources as a Java project by opening the “android.ipr” file as existing project in Android Studio. A few gotchas:

- Accept converting the android.ipr to a new format if prompted.
- Do NOT accept migrating the project to Gradle if prompted.
- Watch out for memory limit messages. You may need to increase the size of the heap attributed to Android Studio. Click on the warning message to be taken to the proper menu; go to Help->”Change Memory Settings” as an alternative. Set memory to 8192 in size. You'll need to restart Android Studio for changes to take effect
- Watch out for filesystem watch limit. You may need to increase the watch limits by following the steps outlined in the link in the error message. Check here for details: <https://youtrack.jetbrains.com/articles/IDEA-A-2/Inotify-Watches-Limit>. Use double the number on that page (i.e. 2*524288). You'll need to restart Android Studio for changes to take effect.
- You must make sure you have the SDK support for API 34. Check Tools->”SDK Manager”.
- Ignore messaging regarding git indexing
- Once indexing is done, you'll need to check that File->”Project Structure” has SDK 34 selected.

3. Explore Android Studio's Java sources browsing capabilities (i.e. try out the shortcuts suggested a developer.android.com).

4. With the system_server process (i.e. “system_process” as shown in the list) selected in the Android Device Monitor, set a breakpoint in

frameworks/base/services/core/java/com/android/server/statusbar/StatusBarManagerService.java:expandNotificationsPanel(). Use “service call statusbar 1” to expand the status bar. Eclipse should now break into the debug view at the breakpoint you selected. Now, you can step in the Status Bar Manager’s code for expanding the notifications panel.

5. Do the same as the previous exercise but with OpersysService.java. Use “service call opersys 2 s16 foobar” to send the “foobar” string to the Opersys system service. User “service call opersys 1 i32 45” to read 45 bytes from the Opersys system service.

6. Use the “lldbclient.py” on the host to step from the JNI side of the system service all the way down the driver call. In other words, add a breakpoint to read_native() and write_native() and follow the calls all the way to the corresponding open(), read() and write() occurring in the opersyshw HAL.

```
$ lldbclient.py -n system_server
```

A few quick lldb commands, which resemble those of gdb by the way – you’ll easily find many tutorials on the internet with a lot more details:

- cont: Continue running the program – you’ll need to do this after setting breakpoints
- b: Set a breakpoint, ex.: b com_android_server_OpersysService.cpp:75
 - This command supports TAB-completion for filenames
 - “:75” is the line number
- n: Step over next line
- s: Step into function
- p: Print variable
 - p var: prints “var”
 - p &var: prints dereferenced “var” -- useful is, say, “var” is a pointer.

7. Full system service debugging:

- With the system_server process attached to using Android Studio, set breakpoints in the Opersys system service added earlier, namely in read() and write()
- Use lldb to set breakpoints in the system service’s JNI code: read_native() and write_native()
- Have the system service invoked using “service call opersys ...”
- Step through the code starting from the system service’s java code all the way down to the HAL module’s writing to the device driver.

Tracing with ftrace

In this section you will learn how to work with ftrace and Android's integration of it to get detailed information about the system's operation.

NOTE: It's assumed that by this point you have enough experience to figure out the minutia of the various commands required to accomplish each task. If you are stuck, have a look at some of the exercises we did up to here. Ultimately, do not hesitate to ask for assistance if you need any.

1. Use ftrace to monitor the following:

- Scheduling change events
- CPU frequency scaling events
- All events occurring while the "system_server" process is scheduled

2. Modify the circular character driver to add a static tracepoint to monitor each read() and write() operation to it. Use trace_printk() to achieve that, remember that you'll have to use MODULE_LICENSE("GPL") in order to have access to this symbol. Rebuild your driver and reload it on the device. Start ftrace tracing and make sure you can see the output in the ftrace output at runtime when you do a "cat" or "echo" as above.

3. Instrument the native parts of the Opersys system service to log to ftrace's "trace_marker" file. Namely use the ATRACE_* macros to instrument (use "godir" to find the files):

- opersyshw.c
- Opersys.cpp
- com_android_server_OpersysService.cpp

For "Opersys.cpp", you'll need to edit the Android.bp in the same directory and ensure that it has the following libraries as dependencies: libcutils and libutils.

4. Update your target and rerun it with ftrace enabled and check that the instrumentation added in the previous exercise is reflected in the traces generated. Make sure you review the slides on how to enable tracing for the AOSP parts.

5. Instrument the Java side of the system service, namely OpersysService.java, to log to ftrace's trace_marker file.

6. Update your system and check that you can use ftrace to follow all the tracepoints from the java layer, to the native layer, and into the driver.

Tracing with eBPF/BCC – Not functional since 13.x :(

In this section, you'll learn how to use Google's AndroDeb to get a chroot-hosted Debian distribution running inside Android in order to use to get access to the full range of eBPF/BCC tracing functionality.

1. How to use AndroDeb:

- Start by replacing the adeb directory under external/:

```
$ cd external
$ mv adeb adeb-orig
$ git clone https://github.com/joelagnel/adeb.git
$ cd adeb
```
- Download an AMD64 image for use with adeb. The image is at the following URL <https://drive.google.com/file/d/1Dy2HKC5y11BNgZ01Z1kkM244DQWH7kfc/> and you must place it under external/adeb/. Then you can prepare it:

```
$ ./adeb prepare --archive amd64_androdeb.tar.gz
```
- Now mount the tracing directory under /sys to adeb's root filesystem – this will make the formal /sys/kernel/tracing directory from Android's root filesystem available in the Debian chroot jail:

```
$ adb shell mount --bind /sys/kernel/tracing/ \
> /data/androdeb/debian/sys/kernel/tracing
```
- Finally, you can shell into AndroDeb:

```
$ ./adeb shell
root@localhost:/#
```

2. Fix AndroDeb's BCC libraries to take into account Android 11's tracing filesystem transition from /sys/kernel/debug/tracing to /sys/kernel/tracing. Here, we're going to be using a "dirty" hack to replace the hard-coded paths in AndroDeb libraries with updated paths. WARNING: the extra "/" characters in the perl command have to be accounted for exactly to replace the number of characters in "debug". All of the following commands are done in the AndroDeb shell – the "root@localhost:/" part of the string is removed for brevity:

```
# cd /usr/lib/x86_64-linux-gnu
# cp libbcc.so.0.18.0 libbcc.so.0.18.0-orig
# perl -pe 's:kernel/debug:kernel////////:g' libbcc.so.0.18.0 > cheat.so
# cp cheat.so libbcc.so.0.18.0
# cd /usr/lib/python2.7/dist-packages/bcc
# cp __init__.py __init__.pyc-orig
# perl -pe 's:kernel/debug:kernel/:g' __init__.py > __init__.py-fix
# cp __init__.py-fix __init__.py
# cd /
```

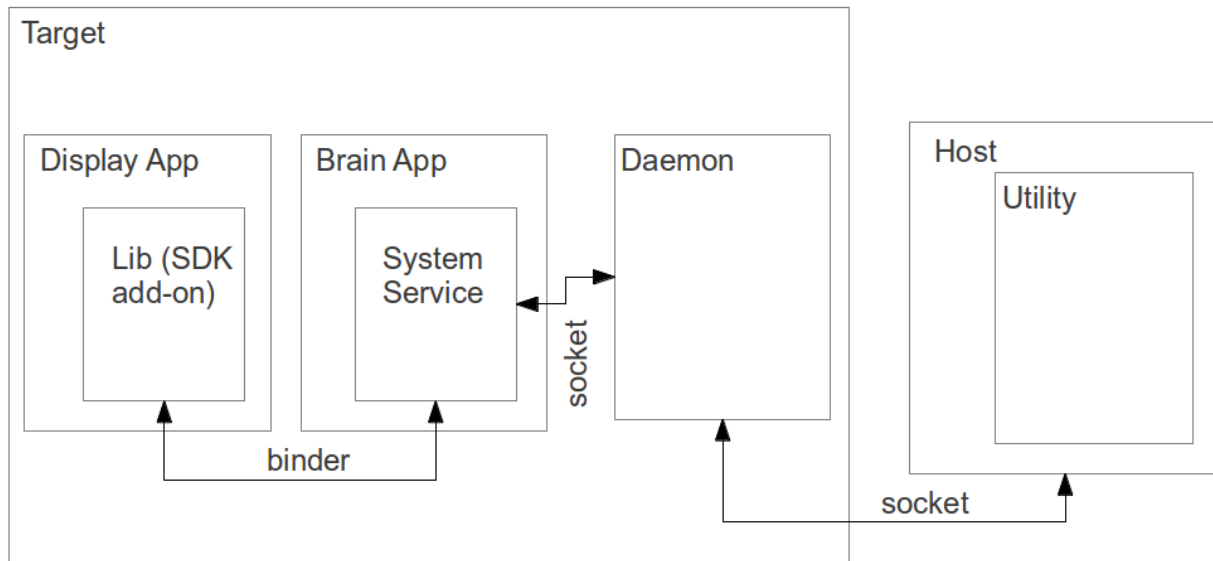
3. Try out some of the BCC tools inside AndroDeb:

- execsnoop
- filetop
- opensnoop

4. Snooping on Binder communication:

- Download “bindersnoop.py” from opersys.com/downloads/bindersnoop.py
- Push bindersnoop.py to the /tmp/ directory of AndroDeb
- Set bindersnoop.py as executable (chmod 755)
- Run bindersnoop to monitor Binder communication in Android

Platform Internals Exercises – LEGACY



1. Have the Brain App be a standalone app in packages/apps (in the case of the emulator) or device/ti/beaglebone/ (in the case of the Beaglebone.) To make sure the app is part of PRODUCT_PACKAGES, you'll need to modify build/target/product/generic_no_telephony.mk (in the case of the emulator) and device/ti/beaglebone/beaglebone.mk (in the case of the

emulator). Follow the Phone app example on how to make your app a standalone app that has a system service. You can use your existing system service as a basis for your new system service in the Brain App.

2. The system service in the brain app should maintain an internal buffer which is fed from the buffer your circular driver has; more on this below. The API of the system service in the brain app should be:

- String read(), which returns what's in its buffer

- int write(), which writes a string to the system service's internal buffer

- void clearBuffer(), which empties the circular buffer

- boolean isThereContent(), which tells the caller whether there's content to read

- long getLastWriteTime(), which returns the time at which the last write happens

- int getReadStat(), which returns the number of read() calls made to the system service

- int getWriteStat(), which returns the number of write() calls made to the system service

- void setBufferToChar(char), which sets the buffer's content to a char value

- void enableIntentOnContent(), makes it so that system service sends an intent when there's new data

- void disableIntentOnContent(), disables the intent on data

- void registerCallbackInterface(), to allow an app to register a callback remote binder interface

- void unregisterCallbackInterface(), to deregister the remote callback interface

3. Create a thread in your system service that periodically reads the driver's buffer to fill the buffer maintained by the system service. Instead of using the HAL to read from the driver, put the code that was in `opersyshw_qemu.c` (in the case of the emulator) or `opersyshw_beaglebone.c` (in the case of the BeagleBone) inside a C library that is called through JNI by your system service. You'll have to get that library loaded by your app. Have a look at the Hello JNI sample in the NDK.

4. Extend the Status Bar app to have a new overlay window such as the one displayed by `LoadAverageService.java`; copy the latter and start from there. Have your new addition connect to the system service in the Brain App and register a callback interface to allow the system service to call the service back with new data added to the buffer. When new data comes in, have your Status Bar extension display the new data as an overlay as the example in the previous page shows. Have a look at the `registerStatusBar()` call part of the `IStatusBarService.aidl` in `frameworks/base/core/java/com/android/internal/statusbar/` for an example of how a system service can allow a caller to register a callback interface.

5. Create a library that exposes the system service's API through a Java library that is exposed to regular applications using an SDK add-on. Import the SDK add-on to your SDK and create a sample application with Android Studio that can read() and write() to your system service through the add-on.

6. Create a native daemon that listens to socket connections from the system service and also receives remote connections from a host utility. The commands received from the system service should be (assuming a text based interface like the one between `installd` and the Package Manager):

- "get_host_message", to retrieve any messages buffered in the daemon from the host

utility

“new_data_in_buffer”, for sending new messages added to the system service' buffer

The system service should connect to the daemon through a Unix domain socket like the ones in /dev/socket/ while the host utility will connect to the daemon through a classic IP port; pick a port number of your choice. You'll want to extend the thread created earlier in the system service to periodically poll the daemon for host messages.

7. Create a utility for using on the host to:

- a. read new messages available from the daemon on the target
- b. push new messages to the daemon on the target

At the end of this, you should be able to push a new message from the utility on the host and have it display to the screen through the extension to the status bar.

Extra Exercises – LEGACY

1. Mark Zygote as “disabled” in init.rc and start it by hand after boot using the “start” command.
2. Modify the bootloader parameters to have the system boot remotely from the network.
 - a. Create a “uEnv.txt” file on the “boot” partition of the micro-SD card to provide appropriate values for the “net_boot” command to operate properly. You'll likely need to set “serverip” to your host's IP address. You'll likely also want to set “rootpath” to the location of your rootfs. To load environment variables from “uEnv.txt”, type:
U-Boot# mmc rescan
U-Boot# run loadbootenv
U-Boot# run importbootenv
 - b. Create a U-Boot image of the kernel built earlier
 - c. Configure your host for serving TFTP requests
 - d. Use TFTP to download image to target
 - e. Boot with image
 - f. Configure your host and your target so that the target's configuration is obtained at boot time via DHCP and the rootfs is mounted on NFS.
3. Extend the “svc” command in frameworks/base/svc to make it capable of talking to the Opersys system service, thereby allowing you to communicate with that system service straight from the command-line. “svc” already implements commands for a couple of system services (PowerManager, ConnectivityManager, TelephonyManager, and WifiManager).
4. Create app w/ EditText and Button that sends text entered in the text box all the way down to the driver.
5. Create an app that acts as the home screen. You'll to have an activity with the following set of filters:

```
<intent-filter>
    <action android:name="android.intent.action.MAIN" />
    <category android:name="android.intent.category.HOME"/>
    <category android:name="android.intent.category.DEFAULT" />
</intent-filter>
```

Have a look at development/samples/Home for an example basic home app. You're not expected to have a full app allowing the starting of other apps. Just make sure you can get a “HelloWorld” to kick in right after boot up.

6. Implement a C-built system service and a corresponding C command-line utility that use Binder to communicate. Have a look at:

frameworks/base/libs/surfaceflinger_client/ISurfaceComposer.cpp

frameworks/base/services/surfaceflinger/SurfaceFlinger.cpp

frameworks/base/core/jni/android_view_Surface.cpp