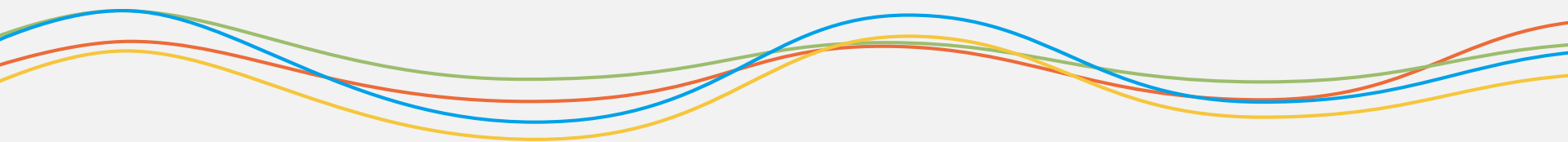


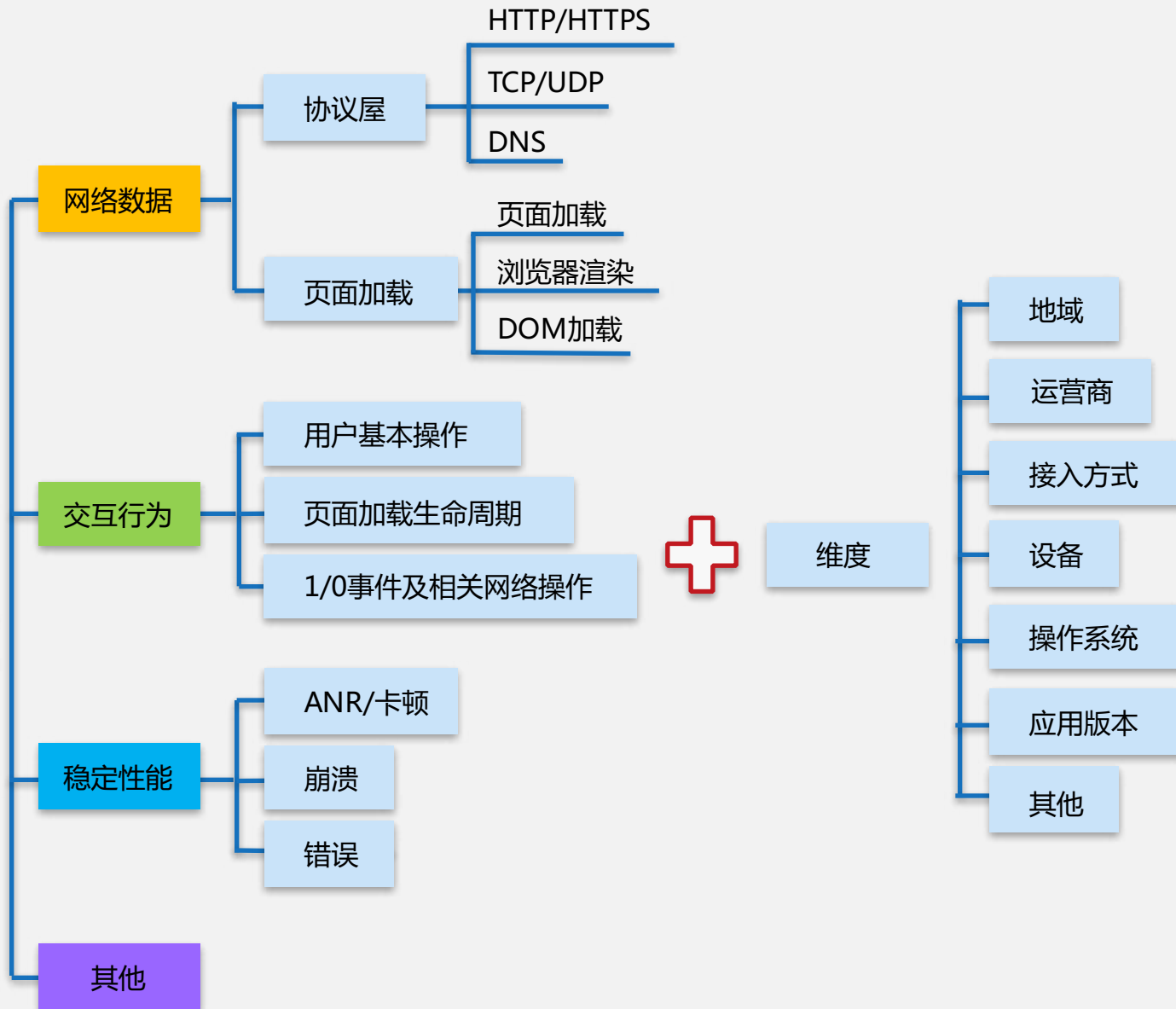
# 移动端APM产品研发技能

江赛

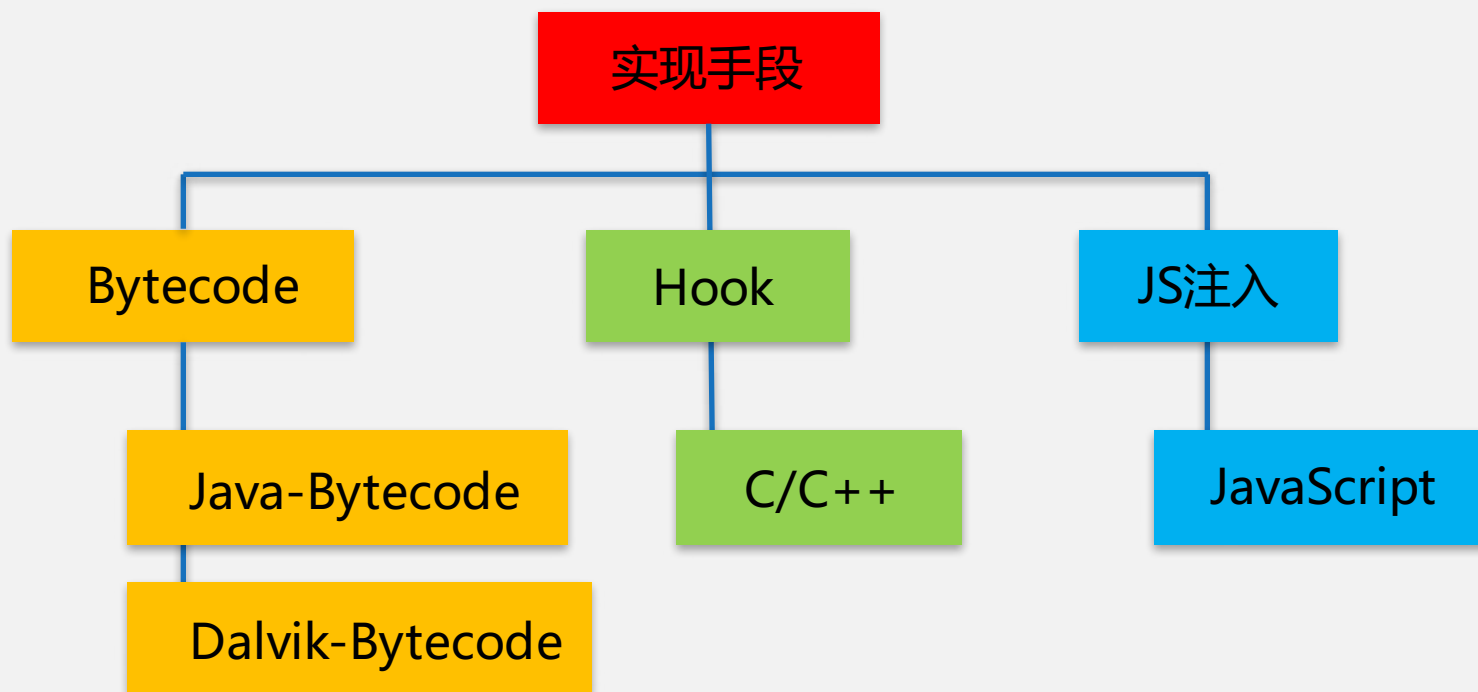




Datas



为了减少开发者的工作量，采用了自动埋点技术



## 一、从Java源代码到Dalvik Bytecode

.java -----> .class -----> .dex  
                  javac                  dx

.java <----- .class <----- .dex  
                  JD-GUI                  dex2jar

### Example Java source: Foo.java

```
class Foo {  
  
    public static void main(String[] args) {  
        System.out.println("Hello, world");  
    }  
  
    public int method(int i1, int i2) {  
        int i3 = i1 * i2;  
        return i3 * 2;  
    }  
}
```

```
$ javac Foo.java  
$ javap -v Foo
```

```
public int method(int, int);  
  flags: ACC_PUBLIC  
  Code:  
    stack=2, locals=4, args_size=3  
    0: iload_1  
    1: iload_2  
    2: imul  
    3: istore_3  
    4: iload_3  
    5: iconst_2  
    6: imul  
    7: ireturn  
  LineNumberTable:  
    line 6: 0  
    line 7: 4
```

<i>Stack</i>	
<b>Before</b>	<b>After</b>
value1	result
value2	...
...	...

(imul指令对栈的操作)

```
$ dx --dex --output=Foo.dex Foo.class
$ dexdump -d Foo.dex
```

## Virtual methods -

```
#0      : (in LFoo;)
name    : 'method'
type    : '(II)I'
access  : 0x0001 (PUBLIC)
code    : -
registers : 4
ins     : 3
outs    : 0
insns size : 5 16-bit code units
```

```
00018c:          |[00018c] Foo.method:(II)I
00019c: 9200 0203  |[0000: mul-int v0, v2, v3
0001a0: da00 0002  |[0002: mul-int/lit8 v0, v0, #int 2 // #02
0001a4: 0f00      |[0004: return v0
```

```
catches : (none)
positions :
  0x0000 line=6
  0x0002 line=7
locals :
  0x0000 - 0x0005 reg=1 this LFoo;
```

```
9200 0203
92: mul-int
binop vAA, vBB, vCC
00: v0 (destination register)
02: v2 (first resource register)
03: v3 (second ...)
```



## Java bytecode vs. Dalvik bytecode

```
public int method(int i1, int i2)      (stack vs. register)
{
    int i3 = i1 * i2;
    return i3 * 2;
}
```

```
.var 0 is "this"
.var 1 is argument #1
.var 2 is argument #2
```

```
method public method(II)I
  iload_1
  iload_2
  imul
  istore_3
  iload_3
  iconst_2
  imul
  ireturn
.end method
```

Java

```
this: v1 (Ltest2;)
parameter[0] : v2 (I)
parameter[1] : v3 (I)
```

```
.method public method(II)I
  mul-int v0,v2,v3
  mul-int/lit-8 v0,v0,2
  return v0
.end method
```

Dalvik

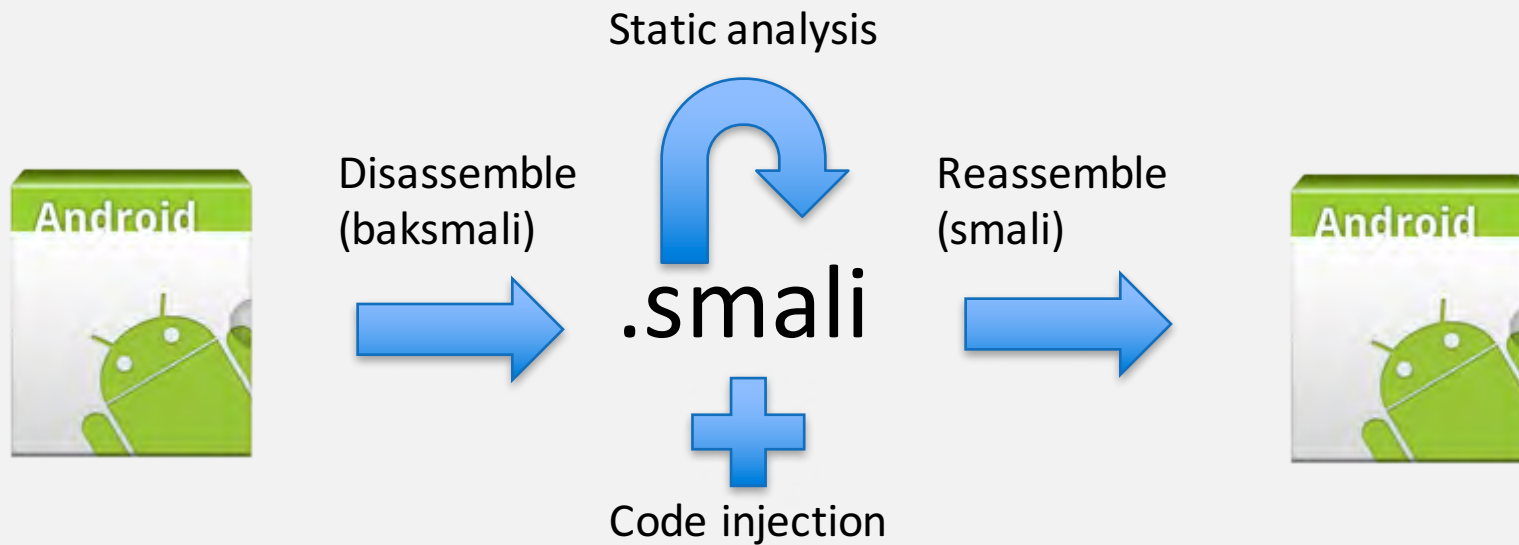
```
public void xxoo() {  
    long startTime = System.currentTimeMillis();  
  
    try {  
        doXX();  
        doOO();  
  
        long endTime = System.currentTimeMillis();  
        long callTime = endTime - startTime;  
  
        APM.reportMetric("xxoo", callTime);  
    } catch (Exception ex) {  
        APM.reportError("xxoo",  
            ex.getMessage(),  
            ex.getStackTrace());  
  
        throw ex;  
    }  
}
```

1. 获取方法开始时间

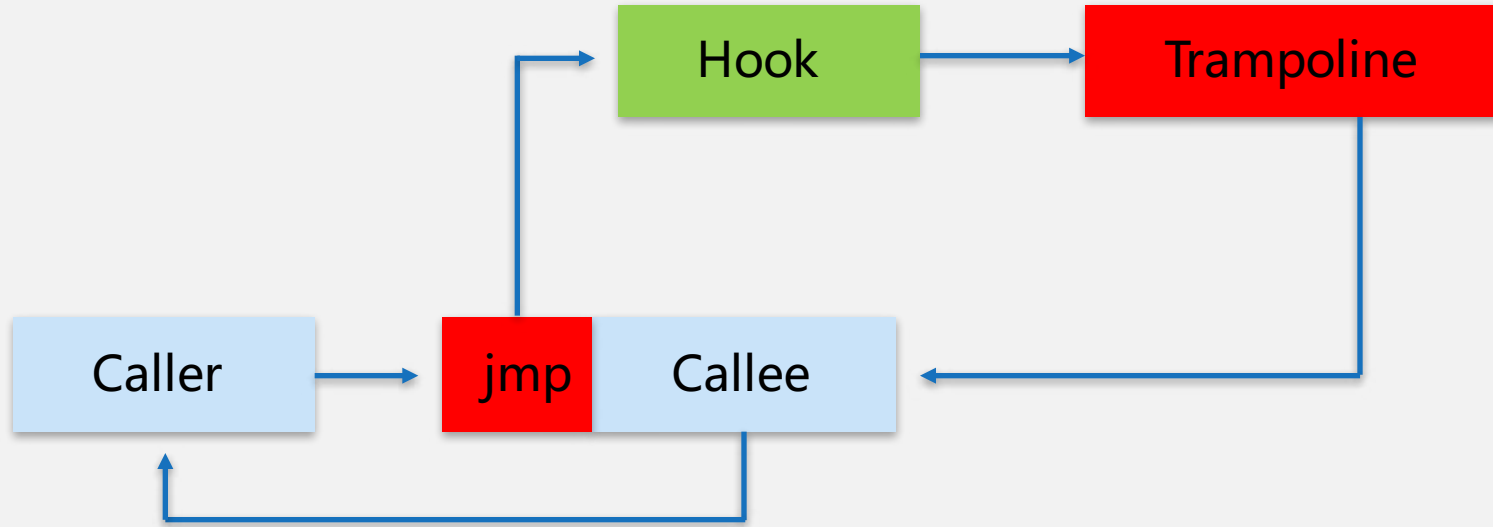
2. 获取方法完成时间，并计算执行时间

3. 上报指标名及性能

4. 上报异常



## 二、native inline hook



Hook function is called, which in turn calls original function

## ARM Instruction Layout Summary

	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
<b>Multiply</b>	cond	0	0	0	0	0	0	0	A	S	Rd				Rn				Rs				1	0	0	1	Rm					
<b>Data Processing</b>	cond	0	0	1	op-code				S	Rn				Rd				#rot				8-bit immediate										
"	cond	0	0	0	op-code				S	Rn				Rd				#shift				Sh	0	Rm								
"	cond	0	0	0	op-code				S	Rn				Rd				Rs				0	Sh	1	Rm							
<b>Store/Load</b>	cond	0	1	0	P	U	B	W	L	Rn				Rd				12-bit immediate														
"	cond	0	1	1	P	U	B	W	L	Rn				Rd				#shift				Sh	0	Rm								
<b>Branch</b>	cond	1	0	1	L	24-bit signed offset																										
<b>SWI</b>	cond	1	1	1	1	24-bit (interpreted) immediate																										

```
if ((instruction & 0xF000000) == 0xA000000) {  
    /*is B instruction*/  
    address = PC + (SignExtend_30(signed_immed_24) << 2)  
    /*get absolutely address*/  
}
```

B指令转换为等效指令

LDR PC, [PC, #-4]

0x..... //Absolutely address

- When an inline hook is implemented it will overwrite **the first two instructions** in order to redirect code flow;

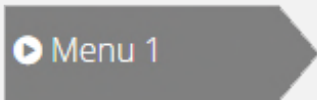
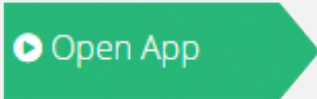
ARM instruction:

```
LDR PC, [PC, #-4]  
addr
```

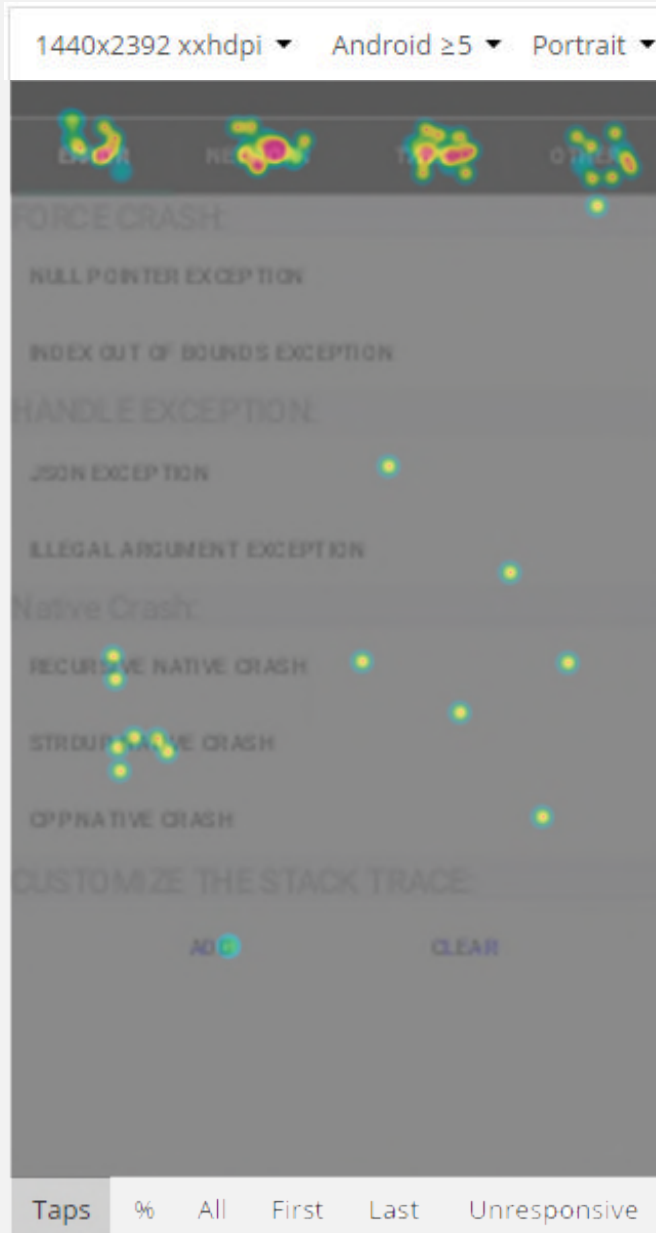
- Fix instruction which is PC-related;



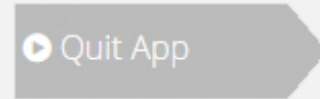
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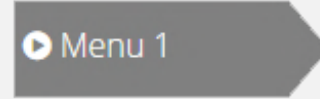
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**THANK YOU**

