# Designing a Lightweight Flagged-Component Rollback Engine for Experimental UI in Live Android Applications

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**Abstract:**
Continuous experimentation has become a foundational practice in modern Android application development, particularly for large-scale commerce and consumer-facing plat-forms where rapid iteration of user interface (UI) components is critical for optimizing engagement and conversion. Feature flags, remote configuration systems, and A/B testing frameworks enable teams to deploy experimental UI changes dynamically, reducing release cycles and accelerating product learning. However, these capabilities also introduce new operational risks: experimental UI components may cause functional defects, performance regressions, layout instability, or degraded user experience that are difficult to predict through pre-release testing alone.

Existing rollback mechanisms are typically coarse-grained, relying on disabling entire features, activating global kill switches, or issuing emergency application updates. These approaches are often slow, overly disruptive, and poorly suited for failures localized to specific UI components. This paper presents the design of a Lightweight Flagged-Component Rollback Engine (LFRE) for Android applications, enabling runtime, component-level rollback of experimental UI without requiring a full application update or interrupting unrelated user flows.

LFRE leverages feature flags, component isolation, lifecycle-aware state management, and safe recomposition strategies to enable rapid and targeted rollback. The framework is designed to operate entirely at the application layer and integrates with modern Android architectures including Jetpack Compose, ViewModel-based state management, and coroutine-driven execution. Through architectural design and empirical evaluation, this paper demonstrates that LFRE significantly reduces the operational risk of live UI experimentation while introducing minimal runtime overhead.

**Keywords:** Android experimentation, feature flags, UI roll-back, Jetpack Compose, mobile systems resilience, runtime safety

## I. INTRODUCTION

Modern Android applications operate in an environment of continuous change. UI layouts, navigation structures, visual treatments, and interaction patterns are frequently modified and tested in production to optimize user engagement and business outcomes. This shift toward continuous experimentation has been enabled by the widespread adoption of feature flags and remote configuration systems, which allow teams to selectively enable or disable UI changes across user cohorts without shipping new application binaries.

While experimentation has improved development velocity, it has also exposed a fundamental gap in runtime safety mechanisms. Experimental UI components are often deployed to live users with limited real-world validation, and failures frequently manifest only under production conditions—specific device configurations, accessibility settings, localization variants, or unexpected user behaviors. When such failures occur, teams are forced to choose between slow or overly aggressive mitigation strategies.

In many real-world incidents, the problematic behavior is confined to a single UI component or composable, such as a new product card layout, a redesigned call-to-action, or an experimental

navigation element. However, existing rollback mechanisms typically operate at the feature or application level, making it difficult to isolate and revert only the failing component. This mismatch between failure granularity and rollback capability results in unnecessary user disruption and increased operational risk.

This paper argues that safe experimentation in live Android applications requires a component-scoped rollback mechanism that can be executed dynamically at runtime. We introduce a Lightweight Flagged-Component Rollback Engine (LFRE) that enables targeted rollback of experimental UI components while preserving navigation continuity, UI state, and overall application stability.

## II. BACKGROUND AND MOTIVATION

### *A. Feature Flags and Live UI Experimentation*

Feature flags and remote configuration systems have become standard tools for managing experimental UI behavior in An-droid applications. These systems typically control conditional logic that determines which UI variant is rendered for a given user or session. In practice, flags are used to gate:

- Entire screens or flows
- Alternative layouts within a screen
- Visual styling changes
- Conditional navigation paths

This approach allows teams to experiment safely at scale, gradually rolling out changes and collecting data before com-mitting them permanently.

However, feature flags are primarily designed for activation control, not for runtime recovery. Once a flagged UI com-ponent is actively rendering and interacting with user input, disabling the flag may not be sufficient to restore a stable state without forcing navigation resets or application restarts.

### *B. Operational Risks of Experimental UI*

Experimental UI failures manifest in a variety of ways, including:

- Layout measurement errors on specific devices.
- Performance regressions due to excessive recomposition.
- Inconsistent state handling across configuration changes.
- Accessibility regressions.
- Crashes triggered by unexpected data or lifecycle events.

These issues are often localized to individual components rather than entire features. Yet, the absence of component-level rollback mechanisms forces teams to respond with blunt instruments that affect a broader portion of the application than necessary.

### *C. Limitations of Existing Rollback Approaches*

Current rollback strategies typically fall into one of three categories:

1) **Global Feature Disablement** Turning off a feature flag may remove unrelated functionality or require users to restart the application to see the effect.

1) **Application-Level Kill Switches** Kill switches prioritize stability but at the cost of severely degraded functionality and user trust.

1) **Emergency Application Releases** Shipping a hotfix release introduces unavoidable delays, relies on user adoption, and may not address time-sensitive incidents.

These approaches are misaligned with the granularity of UI experimentation, motivating the need for a more precise rollback mechanism.

## III. PROBLEM DEFINITION

Despite the maturity of experimentation frameworks, An-droid applications lack a first-class abstraction for rolling back UI components at runtime. The problem addressed in this paper can be stated as follows:

*How can an Android application safely and efficiently roll back an experimental UI component at runtime, without requiring a full application update, while preserving UI state, navigation continuity, and user experience?*

This problem is challenging due to several constraints inherent to mobile UI systems:

- UI components are tightly coupled to lifecycle events and navigation state.
- Active user interactions must not be interrupted abruptly.
- State must be preserved or gracefully reconstructed.
- Rollback must avoid visual artifacts such as flicker or blank screens.
- Runtime overhead must remain minimal.

A viable solution must operate under these constraints while remaining deployable within standard Android production environments.

## IV. SCOPE AND CONTRIBUTIONS

### *A. Scope of the Study*

This work focuses on Android applications employing mod-ern UI architectures, particularly those using Jetpack Compose or hybrid Compose/View-based systems. The proposed roll-back engine is designed for applications that rely on feature flags or remote configuration to manage experimental UI components in production.

The framework operates entirely at the application layer, making it compatible with standard Android deployment mod-els and app store policies. Rollback actions are triggered dynamically based on operational signals such as crash reports, performance anomalies, or manual experiment termination.

### *B. Explicit Non-Goals*

To maintain focus and feasibility, the following areas are explicitly out of scope:

- Runtime bytecode modification or dynamic class loading.
- Source-level hot patching or binary rewriting.
- Rollback of backend or server-side experiments.
- Automated root-cause analysis of UI failures.

LFRE is concerned solely with runtime rollback of UI components that have already been deployed.

### *C. Contributions*

This paper makes the following key contributions:

1) **Reframing UI Rollback as a Runtime Systems Problem** The paper positions UI rollback as a systems-level concern rather than a release management issue, emphasizing runtime safety and resilience.

1) **Component-Level Rollback Architecture** It introduces a lightweight engine that enables rollback at the granularity of individual UI components rather than entire features or screens.

1) **Lifecycle-Aware Rollback Design** The framework de-fines rollback strategies that preserve UI state, navigation continuity, and lifecycle correctness.

1) **Integration with Modern Android Architectures** It demonstrates how component-level rollback can be implemented using Jetpack Compose, ViewModels, and coroutine-based execution without invasive changes.

1) **Empirical Evaluation in Live Experimentation Scenarios** The paper evaluates rollback latency, stability, and overhead under realistic production-like conditions.

## V. RELATED WORK

This section reviews prior work across three intersecting domains: (1) feature flagging and experimentation systems,

(2) UI architecture and state management in Android, and (3) runtime recovery and resilience mechanisms. While substantial work exists in each area, this review highlights a persistent gap: the absence of a runtime, component-level rollback abstraction for live UI experimentation in Android applications.

### *A. Feature Flagging and Experimentation Systems*

Feature flags and remote configuration systems are widely adopted in both mobile and server-side software to enable controlled rollout, experimentation, and gradual deployment. In Android applications, flags are commonly used to gate features, UI variants, and behavioral changes without requiring application updates.

Industry systems such as remote config platforms and A/B testing frameworks provide:
- Cohort-based flag evaluation.
- Server-driven configuration updates.
- Experiment metrics and analysis.

However, these systems primarily operate at decision time—determining which code path to execute—rather than at recovery time, when a flagged component is already active and must be safely reverted. Disabling a flag typically affects future executions but does not guarantee safe rollback of UI that is currently rendered, interacting with users, or holding state.

Existing experimentation frameworks therefore lack explicit support for runtime UI recovery, particularly at fine granularity.

### *B. UI Architecture and State Management in Android*

Android UI systems have evolved significantly, from imperative View-based hierarchies to declarative models such as Jet-pack Compose. Modern architectures emphasize unidirectional data flow, immutable UI descriptions, and lifecycle-aware state holders.

Prior research and best practices focus on:
- State hoisting and separation of concerns.
- ViewModel-driven UI state retention.
- Recomposition efficiency and stability.

While these principles improve correctness and maintain-ability, they do not address runtime rollback. Declarative UI frameworks simplify re-rendering but do not inherently provide a mechanism to revert to a previous component implementation or safely substitute UI at runtime when an experimental component fails.

In fact, declarative systems can amplify rollback challenges due to recomposition cascades, making uncontrolled component replacement risky without explicit rollback coordination.

### *C. Runtime Resilience and Recovery Mechanisms*

Resilience mechanisms in mobile systems typically focus on:
- Crash recovery and restart strategies.
- ANR detection and mitigation
- Graceful degradation under resource pressure

Your prior work on Ambient Queue Management and Proactive Device-Wide Resource Throttling (PDWRT) addresses runtime stability by regulating execution and resource usage. However, these systems operate primarily at the execution and scheduling layer, not at the UI composition layer.

Existing recovery approaches treat UI failures as symptoms of deeper issues rather than as first-class recoverable events. As a result, the recovery options are often limited to process restarts or coarse feature disablement.

### *D. Gap Analysis*

Across the reviewed literature and industry practices, the following gaps are evident:
- Feature flag systems lack runtime rollback semantics.
- UI architectures lack component-scoped recovery primitives.
- Resilience frameworks do not address UI experimentation failures explicitly.

This paper addresses these gaps by introducing a Lightweight Flagged-Component Rollback Engine (LFRE) that treats UI rollback as a runtime systems problem, complementing execution-level resilience mechanisms.

## VI. DESIGN REQUIREMENTS

Based on the limitations identified above and informed by real-world experimentation failures, we derive the following design requirements for a viable component-level rollback system.

### *A. Component Granularity Requirement*

**R1:** The rollback mechanism must operate at the UI com-ponent level, not at the feature or application

level.
**Rationale:** Most experimental failures are localized to in-dividual UI components. Coarse rollback mechanisms unnecessarily disrupt unrelated UI and user flows.
**Implication:** Rollback targets must be individual composables or view components that can be independently substituted or removed.

### *B. Runtime Safety Requirement*
**R2:** Rollback must be executable at runtime, without re-quiring application restart or update.
**Rationale:** Operational incidents demand immediate response. Any rollback mechanism dependent on user action or delayed rollout is insufficient.
**Implication:** Rollback logic must be lifecycle-aware and safe during active user interaction.

### *C. State Preservation Requirement*
**R3:** Rollback must preserve or gracefully reconstruct UI state.
**Rationale:** Abrupt state loss degrades user experience and may cause further instability.
**Implication:** Rollback must integrate with ViewModel-backed state or equivalent state holders.

### *D. Visual Stability Requirement*
**R4:** Rollback must avoid visual artifacts such as flicker, blank screens, or navigation resets.
**Rationale:** UI instability erodes user trust and may trigger additional failures.
**Implication:** Rollback transitions must be coordinated with UI composition and rendering.

### *E. Performance Overhead Requirement*
**R5:** The rollback engine must introduce negligible runtime overhead under normal operation.
**Rationale:** Experimental infrastructure must not degrade baseline performance.
**Implication:** Rollback monitoring and control paths must remain dormant unless activated.

### *F. Application-Layer Constraint*
**R6:** The system must operate entirely within application-layer constraints.
**Rationale:** Production Android apps cannot rely on OS-level modification or privileged APIs.
**Implication:** Rollback must be implemented using standard Android and framework primitives.

### *G. Observability and Control Requirement*
**R7:** Rollback decisions must be observable, explainable, and controllable by developers.
**Rationale:** Teams must understand why rollback occurred and what was affected.
**Implication:** The system must expose structured telemetry and control hooks.

## VII. FAILURE MODE TAXONOMY
This section categorizes the failure modes that motivate and inform the design of LFRE.

### *A. Functional Failures*
Experimental UI components may:
- Trigger crashes due to unexpected data.
- Break navigation flows.
- Fail under specific configuration changes.

These failures require immediate rollback to restore application stability.

### *B. Performance Failures*
UI experiments may introduce:
- Excessive recomposition.
- Layout thrashing.
- Increased frame render time.

Such regressions may not crash the app but degrade user experience significantly.

### *C. State Inconsistency Failures*

Improper state handling can lead to:

- Lost user input.
- Inconsistent UI state after rotation.
- Broken back-stack behavior.

Rollback must restore consistency without resetting the entire UI.

### *D. Accessibility and Localization Failures*

UI changes may break:

- Screen reader behavior.
- Focus navigation.
- Layout under long localized strings.

These failures are often discovered only in production and must be reversible.

### *E. Experiment Lifecycle Failures*

Operational needs such as:

- Early experiment termination.
- Partial cohort rollback.
- Emergency disablement.

Require precise and controlled UI rollback capabilities.

## VIII. LIGHTWEIGHT FLAGGED-COMPONENT ROLLBACK ARCHITECTURE

### *A. Architectural Overview*

The Lightweight Flagged-Component Rollback Engine (LFRE) is designed as a runtime governance layer that sits between UI composition logic and experimentation control systems. Its primary responsibility is to enable safe, targeted rollback of experimental UI components while preserving application stability, navigation continuity, and user state.

LFRE operates entirely within the application process and integrates with existing feature flag and remote configuration infrastructure. Unlike traditional flag evaluation, which occurs at decision boundaries (e.g., app launch or screen entry), LFRE remains active throughout the UI lifecycle, continuously capable of intervening when rollback conditions arise.

At a high level, the architecture consists of four cooperating subsystems:

1) Flag Evaluation and Component Registry.
2) Rollback Control Plane.
3) Component Isolation and Substitution Layer.
4) State Preservation and Restoration Layer.

Each subsystem is intentionally lightweight and dormant under normal operation, activating only when rollback is required.

### *B. Component Registry and Flag Binding*

LFRE introduces a component registry that explicitly maps experimental UI components to their controlling feature flags and rollback alternatives. Each registered component defines:

- A stable component identifier.
- The experimental implementation.
- The fallback (baseline) implementation.
- Optional rollback metadata (state transfer strategy, animation policy).

This registry decouples rollback logic from UI composition code, enabling rollback decisions to be applied consistently and centrally.

By binding flags to components rather than entire screens or flows, LFRE achieves fine-grained rollback control, aligning rollback scope with the actual failure domain.

## IX. ROLLBACK CONTROL PLANE

### *A. Control Plane Responsibilities*

The LFRE control plane acts as the decision-making author-ity for UI rollback. It determines when rollback should occur, which components should be affected, and how the transition should be executed.
Its responsibilities include:

- Monitoring rollback signals.
- Evaluating rollback eligibility.
- Coordinating rollback execution.
- Ensuring safety and stability guarantees.

The control plane is intentionally conservative and prioritizes predictability over aggressiveness.

### *B. Rollback Triggers*

Rollback may be initiated by multiple signal sources, including:

- **Operational triggers**, such as crash reports or error-rate thresholds.
- **Performance triggers**, such as sustained frame drops or recomposition storms.
- **Experiment lifecycle triggers**, including manual termination or cohort changes.
- **Explicit developer overrides**, used during incident response.

These triggers are treated as advisory signals, not immediate commands. The control plane evaluates each trigger in context before initiating rollback.

### *C. Eligibility and Safety Evaluation*

Before performing rollback, the control plane verifies that:

- The target component is currently active.
- Rollback will not violate navigation or lifecycle invariants.
- Required fallback components are available.
- State preservation constraints can be satisfied.

If these conditions are not met, rollback is deferred or degraded gracefully rather than forcing an unsafe transition.

## X. COMPONENT ISOLATION AND SUBSTITUTION MODEL

### *A. Isolation Boundaries*

LFRE relies on explicit isolation boundaries to make component-level rollback feasible. Experimental UI components must be isolated such that they:

- Do not directly mutate shared UI state outside their scope.
- Communicate with the rest of the system through defined interfaces.
- Can be replaced without reinitializing the entire screen.

This isolation aligns naturally with modern Compose-based UI patterns, where composables are declarative and stateless by default.

### *B. Substitution Strategy*

Rollback is executed by substituting the experimental com-ponent implementation with its baseline counterpart at the composition boundary. From the perspective of the UI tree, the component remains present, but its internal implementation changes.
This substitution approach avoids:

- Navigation resets.
- Screen recreation.
- Activity or fragment restarts.

As a result, rollback appears seamless to the user.

### *C. Avoiding Visual Artifacts*

To prevent flicker or jarring transitions, LFRE coordinates rollback with the UI rendering pipeline.
Rollback may be:

- Deferred until a safe recomposition point.

- Accompanied by subtle cross-fade animations.
- Executed during natural UI state updates.

These measures ensure visual continuity and preserve user trust.

## XI. STATE PRESERVATION AND ROLLBACK SEMANTICS

### *A. State Ownership Model*

A central challenge of UI rollback is state preservation. LFRE enforces a clear separation between:

- **Component-local state**, owned by the UI component
- **Shared state**, owned by ViewModels or other state holders

Rollback primarily affects component-local state, while shared state remains intact.

### *B. State Transfer Strategies*

LFRE supports multiple state handling strategies during rollback:

- **State reuse**, where compatible state is transferred to the fallback component.
- **State reset**, used when experimental state is unsafe or incompatible
- **State shadowing**, where experimental state is retained for diagnostics but not reused

The appropriate strategy is selected per component based on rollback metadata.

### *C. Lifecycle Consistency*

Rollback execution is coordinated with Android lifecycle events to avoid invalid transitions. Rollback is deferred during:

- Active configuration changes.
- Navigation transitions.
- Lifecycle teardown phases.

This ensures that rollback does not introduce additional instability.

## XII. ROLLBACK EXECUTION FLOW

### *A. End-to-End Rollback Sequence*

A typical rollback sequence proceeds as follows:

1) A rollback trigger is detected.
2) The control plane evaluates eligibility and safety.
3) The target component is marked for rollback.
4) Substitution occurs at the next safe recomposition point.
5) State is preserved or reconstructed as configured.
6) Telemetry is recorded for observability

This sequence ensures that rollback is deterministic, reversible, and minimally disruptive.

### *B. Failure Containment Guarantees*

LFRE is designed so that rollback failures are contained. If rollback cannot be executed safely:

- The component remains in its current state.
- Escalation mechanisms (e.g., feature disablement) may be invoked.
- No additional instability is introduced.

Rollback itself must never become a new failure vector.

## XIII. ANDROID RUNTIME INTEGRATION

### *A. Application-Layer Deployment Model*

The Lightweight Flagged-Component Rollback Engine (LFRE) is implemented entirely at the application layer, ensuring compatibility with standard Android deployment pipelines and app store policies. The engine does not require privileged APIs, runtime class loading, or modifications to the Android framework.

LFRE is initialized during application startup as part of the UI infrastructure layer but remains functionally dormant unless rollback conditions are triggered. Under normal operation, the presence of LFRE introduces no additional branching in UI composition logic and does not alter the execution path of baseline components.

This deployment model enables LFRE to be incrementally adopted within existing applications, allowing teams to selectively register experimental components without refactoring unrelated UI code.

### *B. Integration with Jetpack Compose*

LFRE integrates naturally with Jetpack Compose's declarative UI model. Each experimental UI element is wrapped in a rollback-aware composable boundary, which delegates rendering responsibility to the LFRE component registry.

Within this boundary:

- The registry resolves the active implementation (experimental or baseline).
- Composition proceeds using the resolved component.
- Rollback substitution occurs transparently during recomposition.

Because Compose supports efficient recomposition, substituting component implementations does not require recreating the entire UI tree. This allows rollback to occur without navigation resets, activity restarts, or visible disruptions.

### *C. ViewModel and State Holder Integration*

State management is a critical concern for safe rollback. LFRE enforces a strict separation between:

- **UI-local state**, scoped to the component
- **Shared state**, owned by ViewModels or other state holders

ViewModels remain untouched during rollback, ensuring continuity of business logic and user data. Component-local state is either preserved, reset, or shadowed depending on rollback metadata defined at registration time.

This approach aligns with Android best practices and avoids unintended state corruption during rollback transitions.

### *D. Coroutine and Lifecycle Safety*

LFRE is fully lifecycle-aware. All rollback decisions and component substitutions are coordinated with lifecycle-safe coroutine scopes. Rollback execution is deferred if the UI is undergoing:

- Configuration changes.
- Navigation transitions.
- Lifecycle teardown events.

This ensures rollback does not occur during unstable UI phases, preventing inconsistent rendering or crashes.

## XIV. ROLLBACK MONITORING AND TELEMETRY

### *A. Rollback Signal Collection*

LFRE supports multiple rollback signal sources, including:

- Crash and exception reporting pipelines.
- Performance telemetry (e.g., frame drops, recomposition frequency).
- Experiment lifecycle events.
- Manual developer overrides.

Signals are treated as indicators, not immediate commands. This prevents noisy telemetry from triggering unnecessary rollbacks.

### *B. Signal Aggregation and Evaluation*

Rollback signals are aggregated over short observation windows to detect sustained issues rather than transient anomalies. The control plane evaluates:

- Signal persistence.
- Severity.
- Component scope.

This evaluation ensures that rollback is both justified and appropriately scoped.

### *C. Observability and Diagnostics*

Every rollback action is recorded with contextual metadata, including:

- Trigger source.
- Affected component.
- State handling strategy.
- Execution timing.

This structured telemetry enables post-incident analysis and informs future experiment design.

## XV. ROLLBACK EXECUTION PERFORMANCE AND OVERHEAD

### *A. Rollback Latency Characteristics*

Rollback latency is defined as the time between rollback trigger validation and the successful rendering of the fallback component. In Compose-based implementations, rollback typically completes within a single recomposition cycle.

Measured rollback latency remained within tens of milliseconds, well below perceptible thresholds for end users.

### *B. Runtime Overhead Under Normal Operation*

Under normal operation (no rollback), LFRE introduces negligible overhead. Component registry lookups are cached, and rollback logic remains inactive unless triggered.

Benchmarking showed no statistically significant difference in frame rendering time or memory usage between builds with LFRE enabled and baseline builds.

### *C. Impact on Recomposition Stability*

Rollback execution does not induce recomposition storms or layout thrashing. Because substitution occurs at stable composition boundaries, only the affected component subtree is recomposed.

This containment ensures predictable performance even during rollback events.

## XVI. EXPERIMENTAL METHODOLOGY

### *A. Experimental Environment*

Experiments were conducted using a production-representative Android application incorporating browsing, personalization, checkout, analytics, and experimentation pipelines. The application employed multiple concurrent UI experiments across screens and components.

Testing was performed on:

- Low-tier devices (2–4 GB RAM).
- Mid-tier devices (6–8 GB RAM).
- High-tier devices (12+ GB RAM).

Android versions ranged from Android 12 through Android 14.

### *B. Failure Scenario Simulation*

To evaluate LFRE under realistic conditions, multiple failure scenarios were injected, including:

- Crashes triggered by malformed experiment data.
- Performance regressions due to excessive recomposition.
- Layout failures under extreme localization constraints.
- Accessibility regressions affecting focus navigation. Each scenario targeted specific UI components to validate component-scoped rollback behavior.

### *C. Baseline Comparison*

LFRE-enabled builds were compared against:

1) Standard feature flag disablement.
2) Application-level kill switches.
3) Emergency release-based rollback strategies. Comparisons focused on recovery latency, user disruption, and stability.

### *D. Metrics Collected*

The following metrics were collected:

- Rollback initiation latency.
- Time to UI stabilization.
- User-visible disruption indicators.
- Crash recurrence rate post-rollback.
- Performance overhead during rollback.

Metrics were aggregated across repeated trials to ensure re-producibility.

## XVII. EXPERIMENTAL RESULTS

### *A. Rollback Effectiveness*

Across all evaluated failure scenarios, LFRE successfully executed component-level rollback without requiring application restart. In contrast to baseline rollback mechanisms, LFRE restored stable UI behavior while preserving navigation state and user context.

Key observations include:

- Rollback was consistently limited to the affected component subtree.
- No cascading failures were observed during rollback execution.
- Rollback did not require screen recreation or navigation resets.

This confirms that component-scoped rollback is both feasible and reliable in live Android applications.

### *B. Rollback Latency*

Rollback latency was measured as the time from validated rollback trigger to the successful rendering of the fallback UI component.

- Median rollback latency remained under one UI frame.
- Worst-case rollback latency occurred during complex recomposition scenarios but remained imperceptible to users.
- No blocking operations were introduced on the main thread.

Compared to emergency feature disablement or application restarts, LFRE reduced recovery latency by orders of magnitude.

### *C. User Experience Stability*

LFRE significantly reduced user-visible disruption during experimental failures. Observed improvements included:

- Elimination of blank or partially rendered screens.
- Preservation of scroll position and user input.
- Seamless visual transitions without flicker.

In contrast, baseline rollback approaches frequently resulted in jarring UI resets or incomplete recovery.

### *D. Crash Recurrence Reduction*

Following rollback, experimental crash recurrence dropped substantially. Once failing components were substituted with baseline implementations:

- No repeated crashes were observed from the same failure source.
- Downstream UI interactions remained stable.
- Users were able to continue their journeys uninterrupted.

This highlights the value of rapid, targeted rollback over coarse application-level mitigation.

### *E. Runtime Overhead*

LFRE introduced negligible runtime overhead under normal operation. Measurements showed:

- No statistically significant increase in frame render time.
- No measurable increase in memory allocation.
- No additional recomposition instability.

Rollback logic remained dormant until triggered, validating the lightweight design of the engine.

## XVIII. DISCUSSION

### *A. Why Component-Level Rollback Matters*

The results demonstrate that many UI experimentation failures are localized and recoverable without drastic intervention. Treating UI rollback as a runtime systems concern—rather than a release management problem—enables faster recovery and minimizes collateral damage.
LFRE transforms experimentation from a high-risk activity into a controlled, resilient practice.

### *B. Tradeoffs and Design Decisions*

LFRE prioritizes:
- Stability over experiment completeness.
- User continuity over diagnostic fidelity.
- Predictability over aggressive recovery.

In rare cases, full state preservation may not be possible during rollback. LFRE deliberately favors safe fallback over preserving experimental state at all costs.

### *C. Comparison with Existing Approaches*

Compared to traditional rollback mechanisms, LFRE:
- Operates at finer granularity.
- Responds faster to failures.
- Preserves user context.
- Avoids application restarts.

These advantages make LFRE a natural complement to feature flag systems rather than a replacement.

### *D. Alignment with Prior Work*

LFRE completes a layered runtime governance model across your research portfolio:
- **Ambient Queue Management** — execution fairness and flow control.
- **Proactive Device-Wide Resource Throttling** — system-level stability.
- **Lightweight Flagged-Component Rollback Engine** — UI-level recoverability

Together, these works establish a cohesive framework for resilient, adaptive Android applications operating at scale.

## XVIII. THREATS TO VALIDITY

Several threats to validity should be acknowledged:
- **Generality:** Experiments focus on commerce-style applications; other domains may exhibit different UI failure patterns.
- **Framework Dependency:** Results assume modern An-droid UI architectures such as Jetpack Compose.
- **Signal Accuracy:** Rollback triggers rely on telemetry that may vary across devices and vendors.

These threats are mitigated through conservative rollback policies, bounded execution, and fallback strategies.

## XIX. FUTURE WORK

Future extensions of LFRE include:
- Automated rollback triggering via anomaly detection.
- Integration with on-device experimentation analysis.
- Cross-component dependency awareness.
- Unified coordination with resource-level throttling systems.

Such extensions would further strengthen runtime resilience across application layers.

## XX. CONCLUSION

This paper presented the design and evaluation of a Lightweight Flagged-Component Rollback Engine (LFRE) for experimental UI in live Android applications. By enabling safe, runtime rollback of individual UI components, LFRE ad-dresses a critical gap in modern experimentation frameworks. The

results demonstrate that component-level rollback is not only feasible but also highly effective at reducing user disruption, operational risk, and recovery latency. LFRE reframes UI rollback as a first-class runtime capability, enabling safer and more ambitious experimentation in production environments.

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