

CoCoA-5 - Bug #1385

valgrind: reports 456byte leak

07 Jan 2020 20:49 - John Abbott

Status:	Closed	Start date:	07 Jan 2020
Priority:	Normal	Due date:	
Assignee:	John Abbott	% Done:	100%
Category:	Cleaning	Estimated time:	0.66 hour
Target version:	CoCoA-5.3.0	Spent time:	0.65 hour
Description			
I ran valgrind on CoCoAInterpreter taking input from /dev/null (<i>i.e.</i> empty input).			
The resulting report said 456 bytes were definitely lost; the culprit apparently being SignalWatcher ctor.			
Not serious, but we should fix it soon.			
Related issues:			
Related to CoCoALib - Feature #1388: GlobalManager: create SignalWatcher inte...		New	09 Jan 2020

History

#1 - 07 Jan 2020 20:51 - John Abbott

Here is the output from valgrind:

```
==6128==
==6128== HEAP SUMMARY:
==6128==    in use at exit: 464 bytes in 4 blocks
==6128== total heap usage: 289,318 allocs, 289,314 frees, 19,319,673 bytes allocated
==6128==
==6128== 152 bytes in 1 blocks are definitely lost in loss record 2 of 4
==6128==    at 0x4C304B6: operator new(unsigned long) (vg_replace_malloc.c:344)
==6128==    by 0x2D450E: CoCoA::SignalWatcher::SignalWatcher(int, void (*)(int)) (in /home/jabbott/Work/CoCoALib-0.99/src/CoCoA-5/CoCoAInterpreter)
==6128==    by 0x1A2D0A: main (Main.C:162)
==6128==
==6128== 152 bytes in 1 blocks are definitely lost in loss record 3 of 4
==6128==    at 0x4C304B6: operator new(unsigned long) (vg_replace_malloc.c:344)
==6128==    by 0x2D450E: CoCoA::SignalWatcher::SignalWatcher(int, void (*)(int)) (in /home/jabbott/Work/CoCoALib-0.99/src/CoCoA-5/CoCoAInterpreter)
==6128==    by 0x1A2D27: main (Main.C:163)
==6128==
==6128== 152 bytes in 1 blocks are definitely lost in loss record 4 of 4
==6128==    at 0x4C304B6: operator new(unsigned long) (vg_replace_malloc.c:344)
==6128==    by 0x2D450E: CoCoA::SignalWatcher::SignalWatcher(int, void (*)(int)) (in /home/jabbott/Work/CoCoALib-0.99/src/CoCoA-5/CoCoAInterpreter)
==6128==    by 0x1A2D44: main (Main.C:164)
==6128==
==6128== LEAK SUMMARY:
==6128==    definitely lost: 456 bytes in 3 blocks
==6128==    indirectly lost: 0 bytes in 0 blocks
==6128==    possibly lost: 0 bytes in 0 blocks
==6128==    still reachable: 8 bytes in 1 blocks
==6128==    suppressed: 0 bytes in 0 blocks
```

#2 - 09 Jan 2020 13:52 - John Abbott

- Related to Feature #1388: GlobalManager: create SignalWatcher internally? added

#3 - 09 Jan 2020 14:19 - John Abbott

- Status changed from New to Feedback

- Assignee set to John Abbott

- % Done changed from 0 to 90

- Estimated time set to 0.66 h

My fault: I have forgotten to delete some memory obtained via operator new.
I have corrected the impl of SignalWatcher, and will check in shortly.

#4 - 13 Feb 2020 16:09 - John Abbott

- Status changed from Feedback to Closed

- % Done changed from 90 to 100