
Subject: Reading parameter file, ROOT::delete_TFile(void*) ()

Posted by [asanchez](#) on Wed, 19 Nov 2014 15:36:37 GMT

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Dear all,

I have noticed that when running my ideal deco macro it gets to segmentation fault caused by a problem with ROOT::delete_TFile(void*) () or by PndHyp::Streamer get the following error message

here is the output,

```
[lorente@himster Alicia]$ root -l hit_hypmvd.C
root [0]
Processing hit_hypmvd.C...
FairRootManager::OpenOutFile("/data/work/kpha4/lorente/sim_panda/hypIdealreco.root ")
[INFO ] The input consists out of the following trees and files:
[INFO ] - cbmsim
[INFO ] - /data/work/kpha4/lorente/sim_panda/Sim_hypFSG41TXm_GB.root
[INFO ] Parameter and input file are available, Assure that basic info is there for the run!
[INFO ] The number of entries in chain is 2000
[INFO ] Branch: EventHeader. not found in Tree
[INFO ] Branch: EventHeader. not found in Tree
[INFO ] No event Header was found!!!
[INFO ] Branch: EventHeader. not found in Tree
[INFO ] Branch: EventHeader. not found in Tree
```

```
*****
```

```
initialisation for run id 1416404318
```

```
*****
```

```
-l- FairRunTimeDB::InitContainer() FairGeoParSet
Info in <TGeoManager::CloseGeometry>: Geometry loaded from file...
Info in <TGeoManager::SetTopVolume>: Top volume is cave. Master volume is cave
Info in <TGeoNavigator::BuildCache>: --- Maximum geometry depth set to 100
Info in <TGeoManager::Voxelize>: Voxelizing...
Info in <TGeoManager::CountLevels>: max level = 4, max placements = 24
Info in <TGeoManager::CloseGeometry>: 101 nodes/ 58 volume UID's in FAIR geometry
Info in <TGeoManager::CloseGeometry>: -----modeler ready-----
Container FairGeoParSet initialized from ROOT file.
-l- FairRunTimeDB::InitContainer() FairBaseParSet
```

```
*** Break *** segmentation violation
```

```
[3]+ Stopped          root -l hit_hypmvd.C
[lorente@himster Alicia]$
```

```
=====
There was a crash.
```

```
This is the entire stack trace of all threads:
```

```
=====
#0 0x0000003511eabf9e in waitpid () from /lib64/libc.so.6
#1 0x0000003511e3e899 in do_system () from /lib64/libc.so.6
#2 0x00002b8e59f9ebc8 in TUnixSystem::StackTrace() ()
```

```

from /cluster/gsi/fairsoft/gcc/fairsoft_apr13/lib/root/libCore.so.5.34
#3 0x00002b8e59f9e053 in TUnixSystem::DispatchSignals(ESignals) ()
  from /cluster/gsi/fairsoft/gcc/fairsoft_apr13/lib/root/libCore.so.5.34
#4 <signal handler called>
#5 0x00002b8e5e7d1cd0 in ROOT::delete_TFile(void*) ()
  from /cluster/gsi/fairsoft/gcc/fairsoft_apr13/lib/root/libRIO.so.5.34
#6 0x00002b8e59f6e4d8 in TClass::Destructor(void*, bool) ()
  from /cluster/gsi/fairsoft/gcc/fairsoft_apr13/lib/root/libCore.so.5.34
#7 0x00002b8e5e6f0f66 in TBufferFile::ReadFastArray(void**, TClass const*, int, bool,
TMemberStreamer*, TClass const*) ()
  from /cluster/gsi/fairsoft/gcc/fairsoft_apr13/lib/root/libRIO.so.5.34
#8 0x00002b8e5e7b0a17 in int TStreamerInfo::ReadBuffer<char**>(TBuffer&, char** const&,
int, int, int, int) ()
  from /cluster/gsi/fairsoft/gcc/fairsoft_apr13/lib/root/libRIO.so.5.34
#9 0x00002b8e5e72e71e in TStreamerInfoActions::GenericReadAction(TBuffer&, void*,
TStreamerInfoActions::TConfiguration const*) ()
  from /cluster/gsi/fairsoft/gcc/fairsoft_apr13/lib/root/libRIO.so.5.34
#10 0x00002b8e5e6eb3e5 in
TBufferFile::ApplySequence(TStreamerInfoActions::TActionSequence const&, void*) ()
  from /cluster/gsi/fairsoft/gcc/fairsoft_apr13/lib/root/libRIO.so.5.34
#11 0x00002b8e5e6eb89b in TBufferFile::ReadClassBuffer(TClass const*, void*, TClass
const*) ()
  from /cluster/gsi/fairsoft/gcc/fairsoft_apr13/lib/root/libRIO.so.5.34
#12 0x00002b8e624d4ca3 in PndHyp::Streamer (this=0x2558260
=====

```

The lines below might hint at the cause of the crash.
If they do not help you then please submit a bug report at
<http://root.cern.ch/bugs>. Please post the ENTIRE stack trace
from above as an attachment in addition to anything else
that might help us fixing this issue.

```

=====
#5 0x00002b8e5e7d1cd0 in ROOT::delete_TFile(void*) ()
  from /cluster/gsi/fairsoft/gcc/fairsoft_apr13/lib/root/libRIO.so.5.34
#6 0x00002b8e59f6e4d8 in TClass::Destructor(void*, bool) () from
/cluster/gsi/fairsoft/gcc/fairsoft_apr13/lib/root/libCore.so.5.34
#7 0x00002b8e5e6f0f66 in TBufferFile::ReadFastArray(void**, TClass const*, int, bool,
TMemberStreamer*, TClass const*) ()
  from /cluster/gsi/fairsoft/gcc/fairsoft_apr13/lib/root/libRIO.so.5.34
#8 0x00002b8e5e7b0a17 in int TStreamerInfo::ReadBuffer<char**>(TBuffer&, char** const&,
int, int, int, int) ()
  from /cluster/gsi/fairsoft/gcc/fairsoft_apr13/lib/root/libRIO.so.5.34
#9 0x00002b8e5e72e71e in TStreamerInfoActions::GenericReadAction(TBuffer&, void*,
TStreamerInfoActions::TConfiguration const*) ()
  from /cluster/gsi/fairsoft/gcc/fairsoft_apr13/lib/root/libRIO.so.5.34
#10 0x00002b8e5e6eb3e5 in
TBufferFile::ApplySequence(TStreamerInfoActions::TActionSequence const&, void*) ()
  from /cluster/gsi/fairsoft/gcc/fairsoft_apr13/lib/root/libRIO.so.5.34
#11 0x00002b8e5e6eb89b in TBufferFile::ReadClassBuffer(TClass const*, void*, TClass
const*) ()
  from /cluster/gsi/fairsoft/gcc/fairsoft_apr13/lib/root/libRIO.so.5.34

```

#12 0x00002b8e624d4ca3 in PndHyp::Streamer (this=0x2558260
=====

Does someone has an idea?
What is the meaning of the Streamer.
I know it is related with the version of the dictionary created for root.
Is there a maximum number for that?

do we still need the PndXXGeo PndXXConFact?

please to reproduce the error go to macro/hyp/Alicia

there you can find a README.txt file where the information needed to run
the simulation is given.

thank you in advance

Alicia S.

Subject: Re: Reading parameter file, ROOT::delete_TFile(void*) ()
Posted by [StefanoSpataro](#) on Wed, 19 Nov 2014 15:42:56 GMT
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In PndHyp destructor you should delete the objects you have created. In your case you are not deleting a TFile, a TTree and a TRandom. I suppose that is the reason.

Subject: Re: Reading parameter file, ROOT::delete_TFile(void*) ()
Posted by [asanchez](#) on Wed, 19 Nov 2014 16:57:56 GMT
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Hi ste,
unfortunately I'm getting the same problem.

what is the maximum number for the streaming of ClassDef?

9 ? 11?

Subject: Re: Reading parameter file, ROOT::delete_TFile(void*) ()
Posted by [StefanoSpataro](#) on Wed, 19 Nov 2014 17:01:23 GMT
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There is no maximum number of ClassDef, if this is what you are asking.

Subject: Re: Reading parameter file, ROOT::delete_TFile(void*) ()
Posted by [Klaus Götzen](#) on Wed, 19 Nov 2014 19:06:02 GMT
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Hi Alicia,

a streamer is the method of the dictionary of a ROOT class which takes care about persiting an object to file (as far as I understand). When writing the class interface you can actually mark member variables which shall not be written (e.g. temporary objects created when the class is created) with a comment like

```
int member; //!
```

I noticed that the member variable fFile (see <https://subversion.gsi.de/trac/fairroot/browser/pandaroot/trunk/hyp/PndH yp.h#L226>) and perhaps others might be automatically streamed since they are not marked to be ignored by the streamer.

In summary, you could try to put a "//!" like

```
226 TFile *fFile; //!  
227 TTree *ft; //!  
228 TClonesArray *fEvt; //!
```

and try whether this helps (just an idea, I'm not at all sure).

Best,
Klaus

PS: Here is some docu about streamers:
<http://root.cern.ch/download/doc/ROOTUsersGuideHTML/ch11s03.html>

Subject: Re: Reading parameter file, ROOT::delete_TFile(void*) ()
Posted by [asanchez](#) on Wed, 19 Nov 2014 19:56:48 GMT
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Hi again,
ok I think I have found a way by initialising the pointers to the TObjects within the class constructors, and calling the corresponding delete functions within the destructors. Hopefully, I can come back to my previous happy life again more wiser and with additional white hairs.

regards

Alicia.

Subject: Re: Reading parameter file, ROOT::delete_TFile(void*) ()
Posted by [asanchez](#) on Wed, 19 Nov 2014 19:58:20 GMT

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Hi Klaus
thank you very much
for the info !!!
that is great !

kind regards
alicia.

Subject: Re: Reading parameter file, ROOT::delete_TFile(void*) ()
Posted by [StefanoSpataro](#) on Wed, 19 Nov 2014 20:00:07 GMT

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Well,

Quote:initialising the pointers to the TObjects within the class constructors, and calling the corresponding delete functions within the destructors.

this is how C++ works... If you don't do it you produce memory problems
