Subject: [FIXED] Memory leak in PndSttHitProducerRealFull / PndFtsHitProducerRealFull?
Posted by MartinJGaluska on Thu, 18 Dec 2014 14:27:46 GMT
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Hello all,

while looking for memory leaks in my own code, I have possibly found memory leaks in the above two classes (actually in some more):

From PndSttHitProducerRealFull.cxx (https://subversion.gsi.de/trac/fairroot/browser/pandaroot/trunk/stt/PndSttHitProducerRealFull.cxx) lines 86-87:

```
PndSttMapCreator *mapper = new PndSttMapCreator(fSttParameters);
fTubeArray = mapper->FillTubeArray();
```

I have not found any

delete mapper;

and I am wondering if this is done intentionally in that way for some reason which I don't know about or whether this is a bug.

Would that also be correct?

```
PndSttMapCreator mapper(fSttParameters);
fTubeArray = mapper.FillTubeArray();
```

Kind regards,
Martin

Subject: Re: Memory leak in PndSttHitProducerRealFull / PndFtsHitProducerRealFull?
Posted by StefanoSpataro on Thu, 18 Dec 2014 16:26:14 GMT
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Has valgrind reported about such line?

Subject: Re: Memory leak in PndSttHitProducerRealFull / PndFtsHitProducerRealFull?
Posted by Lia Lavezzi on Thu, 18 Dec 2014 17:34:32 GMT
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Hi Martin,
   I probably forgot the delete, but the mapper is created with the new in the Init() so only once per run. I will fix it tomorrow.
Ciao,

Lia.

On 19 dec: Done, changed *mapper to mapper everywhere (I hope!).

Subject: Re: Memory leak in PndSttHitProducerRealFull / PndFtsHitProducerRealFull?
Posted by MartinJGaluska on Thu, 18 Dec 2014 18:17:13 GMT
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Thank you, I was not sure if it was by intention or not.

Subject: Re: Memory leak in PndSttHitProducerRealFull / PndFtsHitProducerRealFull?
Posted by MartinJGaluska on Thu, 18 Dec 2014 18:19:55 GMT
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StefanoSpataro wrote on Thu, 18 December 2014 17:26Has valgrind reported about such line?

No, I know that I have a memory leak in my code, so I was going through my code line by line.
I found a line that looked like a bug to me and compared it to how others have implemented
similar pieces of code. That is how I found the above line. I don't yet know how to use valgrind,
but will look into how to use it.

Subject: Re: Memory leak in PndSttHitProducerRealFull / PndFtsHitProducerRealFull?
Posted by StefanoSpataro on Thu, 18 Dec 2014 20:26:19 GMT
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valgrind --leak-check=full --suppressions=/home/spataro/apr13/tools/root/etc/valgrind-root.supp
root.exe -q -l reco_complete.C

where /home/spataro/apr13/ is where you have the source code of your external packages,
and reco_complete.C is your macro. Run few events, you don't need many to see all the leaks.

Subject: Re: Memory leak in PndSttHitProducerRealFull / PndFtsHitProducerRealFull?
Posted by MartinJGaluska on Fri, 19 Dec 2014 13:52:05 GMT
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Thank you. After having removed one crash connected to TClonesArrays, I have tested with 10
events writing debugging output and 200 events without debugging info. Both tests passed
fine.