
Subject: Memory Leaks

Posted by [David](#) on Tue, 24 Aug 1999 07:00:00 GMT

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Hi All,

I'm new to IDL and have just started going through the IDL Programming Techniques book (David W. Fanning).

In unix you are able to use bcheck to check for memory leaks. I was wondering is there a program that has similar abilities as bcheck but for windows, that can check for memory leaks in IDL.

I am using Win98 and IDL5.2

Thanks in advance.

David

Subject: Re: Memory Leaks

Posted by [davidf](#) on Tue, 24 Aug 1999 07:00:00 GMT

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Tom Kluegel (kluegel@lanl.gov) writes:

- > The closest thing I know is:
- > IDL> HEAP_GC, /VERBOSE
- >
- > It might be good enough for your purposes, but it insists on actually
- > deallocating the leaked heap memory, not just telling you about them.

Well, HELP, /HEAP will tell you about what you have on the heap (but not which heap variables have no current reference). This is often enough to figure out where you are leaking.

HEAP_GC, of course, should only be used when your office door is closed and no one is looking over your shoulder. Real programmers don't need it or use it. :-)

Cheers,

David

P.S. In practice, leakage tests work like this:

1. Type `Heap_GC` to clean all leaking heap variables.
2. Type `Help, /Heap` to see if anything is left (usually not).
3. Run your program and exit.
4. Type `Help, /Heap` to see if there is anything left now.

If there is, you are leaking. Usually it is just a matter of adding the appropriate `Ptr_Free` or `Obj_Destroy` command to the Cleanup routine.

--

David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: davidf@dfanning.com

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Memory Leaks

Posted by [bluegel](#) on Tue, 24 Aug 1999 07:00:00 GMT

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In article <37C22D54.12C9EDC1@ihug.com.au>,

David <pharoh@ihug.com.au> wrote:

> In unix you are able to use `bcheck` to check for memory leaks. I was
> wondering is there a program that has similar abilities as `bcheck` but
> for windows, that can check for memory leaks in IDL.

Its important to realize that the type of memory leaks that can happen in IDL (barring internal IDL bugs), are chunks of IDL heap memory that are lost to an IDL program, but they are not actually lost to the IDL interpreter. Its the IDL interpreter that manages the IDL heap, and gives pieces or takes back pieces upon request by the IDL program. The pointer you receive from `PTR_NEW`, or give via `PTR_FREE` is really just a logical reference to a piece of the IDL heap, not a direct pointer into the computer's memory. Only the IDL interpreter understands it. An MS Windows-level utility doesn't have any way of knowing about those kind of memory leaks. Only an IDL-level utility can accomplish the needed functionality. If there's a utility to help you in this manner, its either written in IDL or is a provided functionality as a part of IDL. So it would most likely be available on all IDL platforms.

The closest thing I know is:

IDL> `HEAP_GC, /VERBOSE`

It might be good enough for your purposes, but it insists on actually deallocating the leaked heap memory, not just telling you about them.

Hope this helps.
-- Tom

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Subject: Re: Memory Leaks
Posted by [steinhh](#) on Thu, 26 Aug 1999 07:00:00 GMT
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In article <7q35bb\$ekf\$1@jura.cc.ic.ac.uk> "Justin Ashmall"
<Justin_Ashmall@hotmail.com> writes:

> I should point out that we had some trouble with what appeared
> to be an internal IDL memory leak. We were using IDL 5.1 (under
> NT 4) as control and data aquisition software on processes that
> ran for several days. We were finding that as time progressed the
> memory available to the PC was slowly dropping until the machine
> crashed (taking ~ 18hrs to eat up 100+Mb of memory). Although
> some of this memory leak may have been due to programmatical
> errors, a significant amount of the memory was not released when
> IDL was closed. The only way to recover the memory was to
> reboot. I suppose it is possible that this was due to an error
> in Windows, however NT 4.0 has a fairly good reputation in these
> matters (I'm sure many MS bashers would disagree there though).

Hmmyeah. I cannot see how one could blame a dead program for hogging memory :-). If the only way to recover was to reboot, I'd definitely blame it on the operating system.

Of course, the problem may be exacerbated by some internal bad practice of IDL, but an operating system that doesn't reclaim all the memory from a dying process is.. well, not a good operating system.

Another matter is that IDL may be causing other processes to hog memory - I think this sometimes occurred with the X servers on Unix systems. A reboot wasn't necessary, though, only a restart of the X server, which can be done e.g. on console logout.

Regards,

Stein Vidar

Subject: Re: Memory Leaks

Posted by [Justin Ashmall](#) on Thu, 26 Aug 1999 07:00:00 GMT

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> in IDL (barring internal IDL bugs) ...

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Justin

Subject: Re: Memory Leaks

Posted by [m218003](#) on Fri, 27 Aug 1999 07:00:00 GMT

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In article <7q35bb\$ekf\$1@jura.cc.ic.ac.uk>,
"Justin Ashmall" <Justin_Ashmall@hotmail.com> writes:

>

>

> I should point out that we had some trouble with what appeared to be an
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> finding that as time progressed the memory available to the PC was slowly
> dropping until the machine crashed (taking ~ 18hrs to eat up 100+Mb of
> memory).

how do you get your data into IDL? If you are using CALL_EXTERNAL or the likes: are you 100% sure, the leak is not stemming from your linked program rather than IDL itself? One way to test would be to replace the external program with some dummy IDL routine to provide you with dummy data. If the leak still occurs, well, then it's probably IDL (if not Windows).

Martin

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