

QGIS Application - Bug report #14792

Memory leak with big Shapefile

2016-05-09 05:28 AM - Michael Douchin

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Data Provider	
Affected QGIS version:	2.14.2	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:	No	Resolution:
Crashes QGIS or corrupts data:	No	Copied to github as #: 22749
Description		
<p>I have just found a memory leak in QGIS Desktop (and server) with the project available in [1] (a 20Mo tar.bz2)</p> <p>This is a very simple project with only one buildings Shapefile (SHP 68Mo). This layer has been exported from PostGIS from a query wich aimed to simplify the building for fast rendering.</p> <p>The geometries have been simplified (I used SnapToGrid, then (St_Dump(St_Union(a.geom))) to remove as many nodes as possible)</p> <p>The layers has ~ 700 000 features.</p> <p>steps to reproduce the bug, and the precautions to take :</p> <ul style="list-style-type: none">- open the project in QGIS 2.14 (I have not tested with older versions)- open a terminal and use this kind of command to monitor QGIS memory consumption : htop, or ps with watch -n1 'ps -aux --sort -pmem head -5'- Navigate through the project by zooming in and out, pan, etc. I think you emphasize the memory leak by displaying the layer at small scale (with many buildings displayed)- Be aware that this will increase the memory, so keep an eye on the memory consumption so that your system has enough free memory to work properly. <p>I have no memory leak when using the same dataset in PostGIS (tested by importing the Shapefile in PostGIS with shape2pgsql)</p> <p>[1] https://framadrop.org/r/7VsZtvzdU#eJHHPPOldVcgj/AUp8V91T9m6gmO7/XCh6uOhzP7ro=</p>		

History

#1 - 2016-05-23 11:34 AM - Giovanni Manghi

- Status changed from Open to Feedback

fixed in master, correct?

#2 - 2016-05-26 05:40 AM - Michael Douchin

- Priority changed from High to Normal

- Status changed from Feedback to Closed

It has indeed been fixed in master and backported to release 2.14