

QGIS Application - Bug report #14792

Memory leak with big Shapefile

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

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Data Provider	
<b>Affected QGIS version:</b>	2.14.2	<b>Regression?:</b> No
<b>Operating System:</b>		<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b>	No	<b>Copied to github as #:</b> 22749
<b>Description</b>		
<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"><li>- open the project in QGIS 2.14 ( I have not tested with older versions)</li><li>- 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'</li><li>- 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)</li><li>- 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.</li></ul> <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] <a href="https://framadrop.org/r/7VsZtvzdU#eJHHPPOldVcgj/AUp8V91T9m6gmO7/XCh6uOhzP7ro=">https://framadrop.org/r/7VsZtvzdU#eJHHPPOldVcgj/AUp8V91T9m6gmO7/XCh6uOhzP7ro=</a></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