

QGIS Application - Bug report #6691

Heatmap has memory leak

2012-11-14 04:48 AM - Aren Cambre

Status: Closed	
Priority: High	
Assignee:	
Category: C++ Plugins	
Affected QGIS version: 1.8.0	Regression?: No
Operating System: Windows 7 x64	Easy fix?: No
Pull Request or Patch Applied: No	Resolution:
Crashes QGIS or corrupts data: Yes	Copied to github as #: 15858
Description	
<p>I have been running a heatmap for 12 hours now on a layer with just over 700,000 points. Except for specifying input layer and output, I accepted defaults when I kicked it off.</p> <p>qgis.exe's memory usage gradually rose throughout the running of this heat map, starting at around 150MB and gradually ballooning to almost 1.7 GB, which is dangerously close to the Windows 2 GB 32-bit process limit.</p> <p>The gradual increase in memory usage was a lot faster at start. Now (12 hours later) it may increase by 1K every few minutes.</p> <p>I am guessing there is a memory leak because running a GRASS v.kernel heatmap on the same dataset never consumes more than 200MB of RAM.</p> <p>Also, not sure if this matters, but my output TIFF file is currently 933 KB and hasn't been touched since 1 hour after I kicked off this job. If that's not expected behavior, that suggests that something has gone over the cliff on processing and is taking too long to continue progress.</p> <p>Currently, the heatmap feature is hammering one of my cores (this really needs multithread!).</p>	

Associated revisions

Revision b567a6d6 - 2013-03-07 01:15 AM - Nyall Dawson

Refactor to avoid creating multiple QgsDistanceArea objects and recalculation of static or unused variables. Results in massive speed increase and fixes #6756, #6691 and #6692.

Revision 9a81fa76 - 2013-03-17 09:03 AM - Nathan Woodrow

Merge pull request #461 from nyalldawson/heatmap_fixes

Massive speedup to heatmap plugin (fix #6756, fix #6691 and fix #6692)

History

#1 - 2012-11-14 05:31 AM - Aren Cambre

qgis finally conked out and crashed at about 12.5 hours.

#2 - 2012-11-24 07:28 PM - Aren Cambre

- *Crashes QGIS or corrupts data changed from No to Yes*

#3 - 2012-11-24 07:29 PM - Aren Cambre

- *Category set to C++ Plugins*

#4 - 2012-12-30 09:46 AM - Giovanni Manghi

- *Priority changed from Normal to High*

#5 - 2013-03-17 01:04 AM - Nathan Woodrow

- *Status changed from Open to Closed*

Fixed in changeset commit:"9a81fa760993ef8cc5c5f0829f635cbaf2c4e63b".