

CSE333 – Section 2

Memory Leaks/Errors and Valgrind

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Intro

Hello, I'm Cody!

- You may have seen/heard my name before...
- How are the HWs going?

Secret Stuff You Can't See

- Wow, GCC. Good job.
- I guess I like abstract machines...
- Go Gordon, Go!

Some Buggy Code

```
1 #include "stdio.h"
2 #include "stdlib.h"
3
4 // Returns an array of [n, n+1, ..., m-1, m]. If n > m, then the
5 // array returned is []. If an error occurs, NULL is returned.
6 int *RangeArray(int n, int m) {
7     int length = m-n+1;
8
9     // Heap-allocate the array needed to return.
10    int *array = (int*)malloc(sizeof(int)*length);
11
12    // Initialize the elements.
13    for (int i = 0; i <= length; ++i)
14        array[i] = i+n;
15
16    return array;
17 }
18
19 int main(int argc, char *argv[]) {
20     if (argc != 3) return EXIT_FAILURE;
21     int n = atoi(argv[1]), m = atoi(argv[2]); // Parse cmd-line args.
22     int *nums = RangeArray(n, m);
23
24     // Print the resulting array.
25     for (int i = 0; i <= (m-n+1); ++i)
26         printf("%d ", nums[i]);
27     puts("");
28
29     return EXIT_SUCCESS;
30 }
```

Valgrind

```

==22891== Command: ./warmup 1 10
==22891==
==22891== Invalid write of size 4
==22891==   at 0x400616: RangeArray (warmup.c:14)
==22891==   by 0x400683: main (warmup.c:22)
==22891== Address 0x51d2068 is 0 bytes after a block of size 40 alloc'd
==22891==   at 0x4C2A93D: malloc (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==22891==   by 0x4005EC: RangeArray (warmup.c:10)
==22891==   by 0x400683: main (warmup.c:22)
==22891==
==22891== Invalid read of size 4
==22891==   at 0x4006A5: main (warmup.c:26)
==22891== Address 0x51d2068 is 0 bytes after a block of size 40 alloc'd
==22891==   at 0x4C2A93D: malloc (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==22891==   by 0x4005EC: RangeArray (warmup.c:10)
==22891==   by 0x400683: main (warmup.c:22)
==22891==
1 2 3 4 5 6 7 8 9 10 11
==22891==
==22891== HEAP SUMMARY:
==22891==   in use at exit: 40 bytes in 1 blocks
==22891== total heap usage: 1 allocs, 0 frees, 40 bytes allocated
==22891==
==22891== 40 bytes in 1 blocks are definitely lost in loss record 1 of 1
==22891==   at 0x4C2A93D: malloc (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==22891==   by 0x4005EC: RangeArray (warmup.c:10)
==22891==   by 0x400683: main (warmup.c:22)
==22891==
==22891== LEAK SUMMARY:
==22891==   definitely lost: 40 bytes in 1 blocks
==22891==   indirectly lost: 0 bytes in 0 blocks
==22891==   possibly lost: 0 bytes in 0 blocks
==22891==   still reachable: 0 bytes in 0 blocks
==22891==   suppressed: 0 bytes in 0 blocks
==22891==
==22891== For counts of detected and suppressed errors, rerun with: -v
==22891== ERROR SUMMARY: 3 errors from 3 contexts (suppressed: 3 from 3)

```

Solution

```
#include "stdio.h"
#include "stdlib.h"

// Returns an array of [n, n+1, ..., m-1, m]
// If n > m, then the array returned is [].
// If an error occurs, NULL is returned.
int *RangeArray(int n, int m) {
    int length;
    int *array;

    // XXX We must check this explicitly.
    if (n > m)
        return (int*)malloc(0);

    // Heap-allocate the array needed to return.
    length = m-n+1;
    array = (int*)malloc(sizeof(int)*length);

    // XXX We need to check if malloc'd returned successfully.
    if (array == NULL)
        return NULL;

    // Initialize the elements.
    // XXX We had an off-by-one error here.
    for (int i = 0; i < length; ++i)
        array[i] = i+n;

    return array;
}
```

Solution (cont.)

```
int main(int argc, char *argv[]) {
    if (argc != 3) return EXIT_FAILURE;
    int n = atoi(argv[1]), m = atoi(argv[2]);
    int *nums = RangeArray(n, m);

    // XXX We must check the success of RangeArray
    if (nums == NULL)
        return EXIT_FAILURE;

    // Print the resulting array.
    // XXX We had another off-by-one error here.
    for (int i = 0; i < (m-n+1); ++i)
        printf("%d ", nums[i]);
    puts("");

    // XXX We must remember to free everything before quitting.
    free(nums);
    return EXIT_SUCCESS;
}
```

Basic Valgrind Usage

Command

```
valgrind ./a.out
```

Example Output

```

==26428== Memcheck, a memory error detector
==26428== Copyright (C) 2002-2011, and GNU GPL'd, by Julian Seward et al.
==26428== Using Valgrind-3.7.0 and LibVEX; rerun with -h for copyright info
==26428== Command: ./a.out
==26428==
..... LOTS OF ERRORS .....
==26428==
==26428== HEAP SUMMARY:
==26428==   in use at exit: 528 bytes in 22 blocks
==26428==   total heap usage: 22 allocs, 0 frees, 528 bytes allocated
==26428==
==26428== LEAK SUMMARY:
==26428==   definitely lost: 408 bytes in 11 blocks
==26428==   indirectly lost: 120 bytes in 11 blocks
==26428==   possibly lost: 0 bytes in 0 blocks
==26428==   still reachable: 0 bytes in 0 blocks
==26428==   suppressed: 0 bytes in 0 blocks
==26428== Rerun with --leak-check=full to see details of leaked memory
==26428==
==26428== For counts of detected and suppressed errors, rerun with: -v
==26428== Use --track-origins=yes to see where uninitialised values come from
==26428== ERROR SUMMARY: 65 errors from 16 contexts (suppressed: 3 from 3)

```

- Note: Compile your C code with the GCC's `-g` option for debugging information.
- Note: Valgrind accepts flags `--leak-check=full` and `--show-reachable=yes` to output more details.

Reading Uninitialized Memory

Code

```
1 #include "stdlib.h"
2 int main(int argc, char *argv[]) {
3     int *x;
4     *x = 4; // XXX Using x before initialized.
5     return EXIT_SUCCESS;
6 }
```

Valgrind Output

```
==2205== Use of uninitialised value of size 8
==2205==    at 0x4004AB: main (error.c:4)
```

Illegal Reads/Writes

Code

```
1 #include "stdlib.h"
2 #include "stdio.h"
3 int main(int argc, char *argv[]) {
4     int *x = (int*)malloc(sizeof(int));
5     x += 2; // x now points to invalid memory (some random location).
6     printf("%d\n", *x); // XXX Reading to an invalid location of memory.
7     *x = 4; // XXX Writing to an invalid location of memory.
8     free(x-2);
9     printf("%d\n", *((int*)3838338)); // XXX And even worse read.
10    return EXIT_SUCCESS;
11 }
```

```
==3023== Invalid read of size 4
==3023==    at 0x400592: main (error.c:6)
==3023== Address 0x51d2048 is 4 bytes after a block of size 4 alloc'd
==3023==    at 0x4C2A93D: malloc (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==3023==    by 0x400584: main (error.c:4)
==3023==
==3023== Invalid write of size 4
==3023==    at 0x4005A9: main (error.c:7)
==3023== Address 0x51d2048 is 4 bytes after a block of size 4 alloc'd
==3023==    at 0x4C2A93D: malloc (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==3023==    by 0x400584: main (error.c:4)
==3023==
==3023== Invalid read of size 4
==3023==    at 0x4005C4: main (error.c:9)
==3023== Address 0x3a9182 is not stack'd, malloc'd or (recently) free'd
```

Illegal Frees

Code

```
1 #include "stdlib.h"
2 int main(int argc, char *argv[]) {
3     free((void*) 0xdeadbeef); // XXX free some random address free'd.
4
5     int *x = (int*)malloc(sizeof(int));
6     free(x+4);                // XXX free outside malloc'd block.
7     free(x);
8
9     return EXIT_SUCCESS;
10 }
```

Valgrind Output

```
==2978== Invalid free() / delete / delete[] / realloc()
==2978==   at 0x4C29A9E: free (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==2978==   by 0x400544: main (error.c:3)
==2978== Address 0xdeadbeef is not stack'd, malloc'd or (recently) free'd
==2978==
==2978== Invalid free() / delete / delete[] / realloc()
==2978==   at 0x4C29A9E: free (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==2978==   by 0x400562: main (error.c:6)
==2978== Address 0x51d2050 is 12 bytes after a block of size 4 alloc'd
==2978==   at 0x4C2A93D: malloc (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==2978==   by 0x40054E: main (error.c:5)
```

Memory Leaks

Code

```
1 #include "stdlib.h"
2 #include "stdio.h"
3 int main(int argc, char *argv[]) {
4     int *x = (int*)malloc(sizeof(int));
5     *x = 4;
6     printf("%d\n", *x);
7     return EXIT_SUCCESS; // XXX Oh no! We didn't free x.
8 }
```

Valgrind Output

```
==3093== HEAP SUMMARY:
==3093==      in use at exit: 4 bytes in 1 blocks
==3093==    total heap usage: 1 allocs, 0 frees, 4 bytes allocated
==3093==
==3093== 4 bytes in 1 blocks are definitely lost in loss record 1 of 1
==3093==    at 0x4C2A93D: malloc (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==3093==    by 0x400544: main (error.c:3)
==3093==
==3093== LEAK SUMMARY:
==3093==    definitely lost: 4 bytes in 1 blocks
==3093==    indirectly lost: 0 bytes in 0 blocks
==3093==    possibly lost: 0 bytes in 0 blocks
==3093==    still reachable: 0 bytes in 0 blocks
==3093==    suppressed: 0 bytes in 0 blocks
```

The Task

- Find a partner to work with!
- Find all of the bugs in the given expandable vector implementation.
- Try this first by hand.
- Then try to use Valgrind on the same code.
 - The code is located at: <http://www.cs.washington.edu/education/courses/cse333/12sp/sections/sec2/imsobuggy.c>
 - Pretty version: <http://www.cs.washington.edu/education/courses/cse333/12sp/sections/sec2/imsobuggy.c.html>
- Turnin the handout with:
 - your name along with your partners name,
 - annotations for each bug you found, and
 - a code fix for each bug you found.

The Solution

- <http://www.cs.washington.edu/education/courses/cse333/12sp/sections/sec2/imsobuggy-soln.c>
- <http://www.cs.washington.edu/education/courses/cse333/12sp/sections/sec2/imsobuggy-soln.c.html>