LArSoft - Bug #6642

Memory leaks in FLAME algorithm

07/18/2014 11:28 AM - Gianluca Petrillo

Status:	Closed		**Start date:**	07/18/2014
Priority:	Normal		**Due date:**	
Assignee:	Gianluca Petrillo		**% Done:**	100%
Category:	Reconstruction		**Estimated time:**	0.00 hour
Target version:	v02_05_01		**Spent time:**	0.00 hour
Occurs In:	v02_03_01		**Co-Assignees:**	
Experiment:	MicroBooNE			

Description
The new FLAME algorithm in fuzzyCluster module in larreco v02_02_01 presents some memory leaks (I have not quantified the size). The code is C and allocates memory using C memory allocation functions. Restructuring the code in C++ is not hard given the existing structure, and it is recommended to avoid leaks.

History

#1 - 07/18/2014 11:47 AM - Gianluca Petrillo

- Occurs In v02_02_01 added

- Occurs In deleted (x_future_release)

#2 - 07/22/2014 10:17 AM - Lynn Garren

- Status changed from New to Assigned

- Assignee set to Ben Carls

#3 - 07/22/2014 10:42 AM - Gianluca Petrillo

Note: this is related to the issue #6452.

#4 - 08/12/2014 10:46 AM - Lynn Garren

- Assignee changed from Ben Carls to Gianluca Petrillo

Ben has committed a change, but Gianluca should check the changes.

#5 - 08/19/2014 10:52 AM - Gianluca Petrillo

- Category set to Reconstruction

- Status changed from Assigned to Resolved

- Target version set to v02_05_01

- % Done changed from 0 to 100

- Occurs In v02_03_01 added

- Occurs In deleted (v02_02_01)

- Experiment MicroBooNE added

- Experiment deleted (-)

The new C++ structure prevents leaks by construction, and I could not spot any issue with it.

#6 - 08/26/2014 10:23 AM - Gianluca Petrillo

- Status changed from Resolved to Closed