

QGIS Application - Bug report #17058

Bad_alloc error opening and geotiff saved as Float32

2017-08-24 03:23 PM - Tres Panes

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Rasters	
Affected QGIS version:	2.18.11	Regression?: No
Operating System:	Ubuntu 16.04	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: not reproducible
Crashes QGIS or corrupts data:	No	Copied to github as #: 24957
Description		
<p>I use gdal warp to rescale raster images (http://www.gdal.org/gdalwarp.html). If I save any image with datatype Float32 i get an error when importing the file to qgis. If I save in Float64 it works without a problem. Other programs are however capable of reading and processing the Float32 images as well.</p>		

History

#1 - 2017-08-24 07:31 PM - Giovanni Manghi

- Status changed from Open to Feedback

On the same platform and same QGIS version I cannot replicate.

What version of GDAL your QGIS copy is compiled against?

Please attach a sample input raster and the gdalwarp command you are using to transform it to float32.

#2 - 2017-08-25 10:54 AM - Tres Panes

Giovanni Manghi wrote:

On the same platform and same QGIS version I cannot replicate.

What version of GDAL your QGIS copy is compiled against?

Please attach a sample input raster and the gdalwarp command you are using to transform it to float32.

GDAL 2.2.1 (installed from source). The input file is too large to attach...so I reduced extent and resolution...and voila it works without a problem.

I played a little bit around and it turns out that I had this problem only with very large files (>1GB). Since other processes were running as well it might be a memory problem or even a storage problem. The thing is that "Bad_alloc" doesn't really tell you anything what is actually the problem. Is it worth looking into the logs next time?

#3 - 2017-08-27 04:53 PM - Giovanni Manghi

Tres Panes wrote:

Giovanni Manghi wrote:

2025-04-27

1/2

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GDAL 2.2.1 (installed from source). The input file is too large to attach...so I reduced extent and resolution...and voila it works without a problem.

I played a little bit around and it turns out that I had this problem only with very large files (>1GB). Since other processes were running as well it might be a memory problem or even a storage problem. The thing is that "Bad_alloc" doesn't really tell you anything what is actually the problem. Is it worth looking into the logs next time?

so, this happens with any float32 (and/or other types?) geotiff larger than 1gb regardless how it was created (gdalwarp or not)?

#4 - 2017-08-30 10:51 AM - Even Rouault

You could try starting QGIS under gdb

`gdb qgis`

`run`

and when it crashes, type "bt" and paste the backtrace you get

Also posting the output of "gdalinfo your.tif" might help others replicating

#5 - 2017-08-30 03:05 PM - Tres Panes

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`run`

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I'm sorry, I can't replicate the issue. After cleaning the memory and increasing storage the problem does not persist anymore. I think it was most probably related to one of those too. If it happens again I will definitely try to make it better reproducible. But to this end I would close the topic.

#6 - 2017-08-30 03:10 PM - Giovanni Manghi

- Resolution set to not reproducible

- Status changed from Feedback to Closed