

QGIS Application - Bug report #20789

Check Geometries causes crash on 3.4.2 and Master

2018-12-12 03:51 PM - Antonio Viscomi

Status:	Closed	
Priority:	High	
Assignee:	Alessandro Pasotti	
Category:	C++ plugins/Geometry Checker	
Affected QGIS version:	3.5(master)	Regression?: No
Operating System:	windows 7 x64	Easy fix?: No
Pull Request or Patch applied:	Yes	Resolution:
Crashes QGIS or corrupts data:	Yes	Copied to github as #: 28609
Description Hi all, I tried to check Topology but QGIS Master and 3.4. I attached data, project and screencast in a divided 7zip file Regards		
Related issues: Duplicated by QGIS Application - Bug report # 20791: On the fly geometry vali... Open 2018-12-12		

Associated revisions

Revision b0d1506b - 2018-12-12 06:51 PM - Alessandro Pasotti

Fix QgsReadWriteLocker changeMode

since mMode was never updated, the lock
was never toggled from read to write or
vice-versa.

This was leading to crashes because the
paths that were meant to be serialized
and thread safe were not.

Fixes #20789 and probably many more
random crashes where QgsFeaturePool
was used.

Revision 14e59ee6 - 2018-12-13 09:07 AM - Alessandro Pasotti

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was used.

History

#1 - 2018-12-12 05:32 PM - Alessandro Pasotti

- Assignee set to Alessandro Pasotti

Confirmed

#2 - 2018-12-12 06:03 PM - Alessandro Pasotti

I've found the bug that caused the crash (and what a big one!!) but the tool is still unusable with a big layer: it uses a feature cache (with an hardcoded size of 1000) and because the cache gets filled in a blink of an eye all the operations are slowed down by the cache trimming and insertion.

I have a 32 GB RAM and 16 CPU cores machine and this is taking a loooong time (61% after half an hour, no crashes so far).

#3 - 2018-12-12 06:55 PM - Alessandro Pasotti

- Pull Request or Patch supplied changed from No to Yes

This fixes the crash (and probably many more bugs) <https://github.com/qgis/QGIS/pull/8660>

As I mentioned, the tool is almost unusable (too slow) with large layers (but that's another issue).

#4 - 2018-12-12 06:55 PM - Alessandro Pasotti

- Status changed from Open to In Progress

#5 - 2018-12-12 09:27 PM - Antonio Viscomi

Alessandro Pasotti wrote:

I've found the bug that caused the crash (and what a big one!!) but the tool is still unusable with a big layer: it uses a feature cache (with an hardcoded size of 1000) and because the cache gets filled in a blink of an eye all the operations are slowed down by the cache trimming and insertion.

I have a 32 GB RAM and 16 CPU cores machine and this is taking a loooong time (61% after half an hour, no crashes so far).

Great! Alessandro,
Thanks a lot for your job

Cheers

#6 - 2018-12-13 08:14 AM - Alessandro Pasotti

- Status changed from In Progress to Closed

- % Done changed from 0 to 100

Applied in changeset commit:qgis|b0d1506b7205ebf29fa8348379f7fa85def49595.

#7 - 2018-12-17 10:47 AM - Jürgen Fischer

- Duplicated by Bug report #20791: On the fly geometry validation doesn't work and causes QGIS to not respond added

Files			
Topology2.7z.002	5 MB	2018-12-12	Antonio Viscomi
Topology2.7z.001	5 MB	2018-12-12	Antonio Viscomi
Topology2.7z.003	4.07 MB	2018-12-12	Antonio Viscomi