QGIS Application - Bug report #9229
Layer editing saving for a long time (memory leak?)

2013-12-18 04:23 AM - Giedrius Vaivilavičius

Status:	Closed		
Priority:	Normal		
Assignee:			
Category:	Digitising		
Affected QGIS version:	2.0.1	**Regression?:**	No
Operating System:	Debian Wheezy	**Easy fix?:**	No
Pull Request or Patch supplied:	No	**Resolution:**	up/downstream
Crashes QGIS or corrupts data:	No	**Copied to github as #:**	17850

Description

8-9 clicks "save layer edits, work begins to slow down. 12-14 clicks slow down completely.
Hover:

http://i.imgur.com/rruXfpA.png

terminal htop parameters when the procedure is:

http://i.imgur.com/RJmc092.png

on ubuntu (version12.04) the same problem
on windows 7 works well

History

#1 - 2013-12-24 02:50 AM - Matthias Kuhn

Hi Giedrius

Can you please provide more information about the problems you are experiencing.

- What type of data are you working with?
- Do you actually change data (geometries, attributes...)?
- How big is your dataset?
- Are you able to provide a test dataset or a screencapture of such an edit session?

Thank you very much

#2 - 2013-12-24 02:50 AM - Matthias Kuhn

- Status changed from Open to Feedback

#3 - 2013-12-25 11:35 PM - Giovanni Manghi

- Category set to Digitising

- Target version set to Future Release - High Priority

Matthias Kuhn wrote:

> *Hi Giedrius*

> *Can you please provide more information about the problems you are experiencing.*
>
> - *What type of data are you working with?*
> - *Do you actually change data (geometries, attributes...)?*
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>
> *Thank you very much*

Hi Matthias, this issue has also been reported recently on the dev mailing list

http://lists.osgeo.org/pipermail/qgis-developer/2013-November/029325.html

#4 - 2013-12-26 06:52 AM - Giedrius Vaivilavičius

- File mem_leak.zip added

Matthias Kuhn wrote:

> *Hi Giedrius*
>
> *Can you please provide more information about the problems you are experiencing.*
>
> - *What type of data are you working with?*
> - *Do you actually change data (geometries, attributes...)?*
> - *How big is your dataset?*
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>
> *Thank you very much*

Just create a new point layer with one or more fields (Spatialite, shapefile, there is no difference):

1. In edit mode I put the point. enter data into the opened form and clicked "OK"

2. I click "save layer edits"

1. and 2. repeat steps 9-11 times and the program starts to brake.

It happens on 2.0.1 version. I noticed that on 2.1 (master) version of this happens only 40-50 times. The problem persists, but has to work.

#5 - 2013-12-26 01:17 PM - Gerhard Spieles

Hello,

can confirm this behavior also on windows machine.

Intensive digitizing makes work more and more slower, especially when create new geometries and save changes.

Then, best is to close QGIS and start it again.

Maybe, the "undo/redo" function handling in the memory could be a reason?

Gerhard

#6 - 2014-01-04 08:01 AM - Matthias Kuhn

About 45 edit sessions resulting in a total of 93 points starting from the attached shapefile (mem_leak) don't change the responsiveness or memory consumption of a recent master build here...

Can you try the following:
 - Start QGIS from the console
 - Reproduce the problem
 - While QGIS is hanging / unresponsive, force QGIS to crash and print a stacktrace (E.g. by pressing Ctrl + \\ on the console)
 - Paste the result here (Maybe some QGIS debug libraries will need to be installed to produce a useful output, I am not sure about debian/ubuntu (maybe a qgis-dbg package?))

#7 - 2014-01-04 09:03 AM - Richard Duivenvoorde

- File editcrash.zip added

I can reproduce this here on a self compiled 2.0 branch build on Debian.
Took me some clicks and edits, but at a certain point, clicking the save-edits button started to take some seconds.
After that every new save takes longer, used ctrl-\\ to stop and output attached.

Hope this is helpfull

#8 - 2014-01-04 09:15 AM - Richard Duivenvoorde

- File editcrash.zip added

also reproduced on a master build here (31 dec).

Again the crash output, but I took some more info from the debug output.

Will also try without plugins....

#9 - 2014-01-04 09:17 AM - Giedrius Vaivilavičius

- File console_mem added

Matthias Kuhn wrote:

> About 45 edit sessions resulting in a total of 93 points starting from the attached shapefile (mem_leak) don't change the responsiveness or memory
> consumption of a recent master build here...
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> Can you try the following:
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> (maybe a qgis-dbg package?))

#10 - 2014-01-04 09:37 AM - Giedrius Vaivilavičius

- File crash_ubuntu added

#11 - 2014-01-04 10:30 AM - Salvatore Larosa

Confirmed here although executing QGIS with --noplugins does disappear the issue (same OS).

Please test with --noplugins parameter and let us know if the issue still happens for you!

#12 - 2014-01-04 10:36 AM - Salvatore Larosa

For me it was enough to disable the Multipart Split plugin!

#13 - 2014-01-04 11:41 AM - Richard Duivenvoorde

--noplugins fixed it, but I did not have the Multipart Split plugin

so hitting ctrl-c (in terminal) when 'hanging' during a normal round, showed me de pyhon debug console, showing:

Traceback (most recent call last):
  File "/home/richard/.qgis2/python/plugins/traceDigitize/traceDigitize.py", line 99, in toggle
    QObject.disconnect(layer,SIGNAL"),self.toggle)
KeyboardInterrupt

So apparently with me it was traceDigitze plugin. Disabling that one worked for me...

So apparently these plugins have something in common which screws up QGIS editing... actions calling actions or so?

#14 - 2014-01-04 12:04 PM - Giedrius Vaivilavičius

Salvatore Larosa wrote:

> *Confirmed here although executing QGIS with --noplugins does disappear the issue (same OS).*
>
> *Please test with --noplugins parameter and let us know if the issue still happens for you!*

with --noplugins parameter works great. checking the problem by turning off one plug. When you turn off the Rectangle Ovals Digitizing °ₐ┘ plugin problem disappeared. Thank you!

#15 - 2014-01-04 12:06 PM - Salvatore Larosa

Richard Duivenvoorde wrote:

> *--noplugins fixed it, but I did not have the Multipart Split plugin*
>
> *so hitting ctrl-c (in terminal) when 'hanging' during a normal round, showed me de pyhon debug console, showing:*
>
> *Traceback (most recent call last):*
> *File "/home/richard/.qgis2/python/plugins/traceDigitize/traceDigitize.py", line 99, in toggle*
> *QObject.disconnect(layer,SIGNAL"),self.toggle)*
> *KeyboardInterrupt*

> *So apparently with me it was traceDigitze plugin. Disabling that one worked for me...*
>
> *So apparently these plugins have something in common which screws up QGIS editing... actions calling actions or so?*

good catch, same problem with the same SIGNAL: layer.editingStopped.disconnect(self.toggle)

#16 - 2014-01-04 05:38 PM - Matthias Kuhn

- Status changed from Feedback to Closed

- Resolution set to up/downstream

These are bugs in the plugins and need to be fixed in each one individually.

It seems that these plugins (verified only for Multipart Split) are connecting several times to the editingStarted signal and fail to disconnect it again properly. Because for every existing connection a new connection is made, this results in an exponential growth of connections, so the number of times the code is invoked doubles with every startEditing call.

To validate, just remove the try/except statements around the connect/disconnect calls and watch the number of exceptions increase.

#17 - 2014-01-05 12:27 AM - Giedrius Vaivilavičius

Matthias Kuhn wrote:

> *These are bugs in the plugins and need to be fixed in each one individually.*
>
> *It seems that these plugins (verified only for Multipart Split) are connecting several times to the editingStarted signal and fail to disconnect it again properly. Because for every existing connection a new connection is made, this results in an exponential growth of connections, so the number of times the code is invoked doubles with every startEditing call.*
>
> *To validate, just remove the try/except statements around the connect/disconnect calls and watch the number of exceptions increase.*

Rectangle Ovals Digitizing °ₐ plugin also. ctrl-c interminal:

An error has occured while executing Python code:

Traceback (most recent call last):
  File "/home/giedrius/.qgis2/python/plugins/rectovalDigit/rectovaldigit.py", line 209, in toggle
    QObject.disconnect(layer,SIGNAL"),self.toggle)
KeyboardInterrupt

Python version:
2.7.3 (default, Jan 2 2013, 14:09:21)
[GCC 4.7.2]

QGIS version:
2.1.0-Master Master, exported

I noticed that after restarting qgis Rectangle ovals Digitizing disappears from the menu bars, but in Plugin Manager is marked as active. When reactivating it again appears in the menu bar. After this action, the problem does not recur.

#18 - 2014-01-05 02:28 AM - Matthias Kuhn

When disabling signals get disconnected, and not necessarily get reconnected when re-enabling. E.g. the Multipart Split would reconnect it on the next change of the active layer.

I would like to kindly ask you to please **report a bug for any affected plugin** you find, so these issues can be ironed out.

Multipart Split #9291

#19 - 2014-01-05 04:30 AM - Paolo Cavallini

Agreed, very important to open specific tickets for individual plugins. Please do it; ask for help if needed.

#20 - 2014-01-05 05:55 AM - Richard Duivenvoorde

Ok, done for:

traceDigitize: https://sourceforge.net/apps/trac/geoing/ticket/3
and
rectangles oval digitizing: #9293

#21 - 2014-01-06 03:49 AM - Alexandre Neto

I have made a patch for the multipart split plugin. Please confirm that it's working, and report in #9291.

I have also notice the same problem in Numerical Digitize and Numerical Vertex Edit plugins. I think they are already included in this ticket

Files

mem_leak.zip	1.44 KB	2013-12-26	Giedrius Vaivilavičius
editcrash.zip	3.6 KB	2014-01-04	Richard Duivenvoorde
editcrash.zip	4.75 KB	2014-01-04	Richard Duivenvoorde
console_mem	6.55 KB	2014-01-04	Giedrius Vaivilavičius
crash_ubuntu	766 Bytes	2014-01-04	Giedrius Vaivilavičius