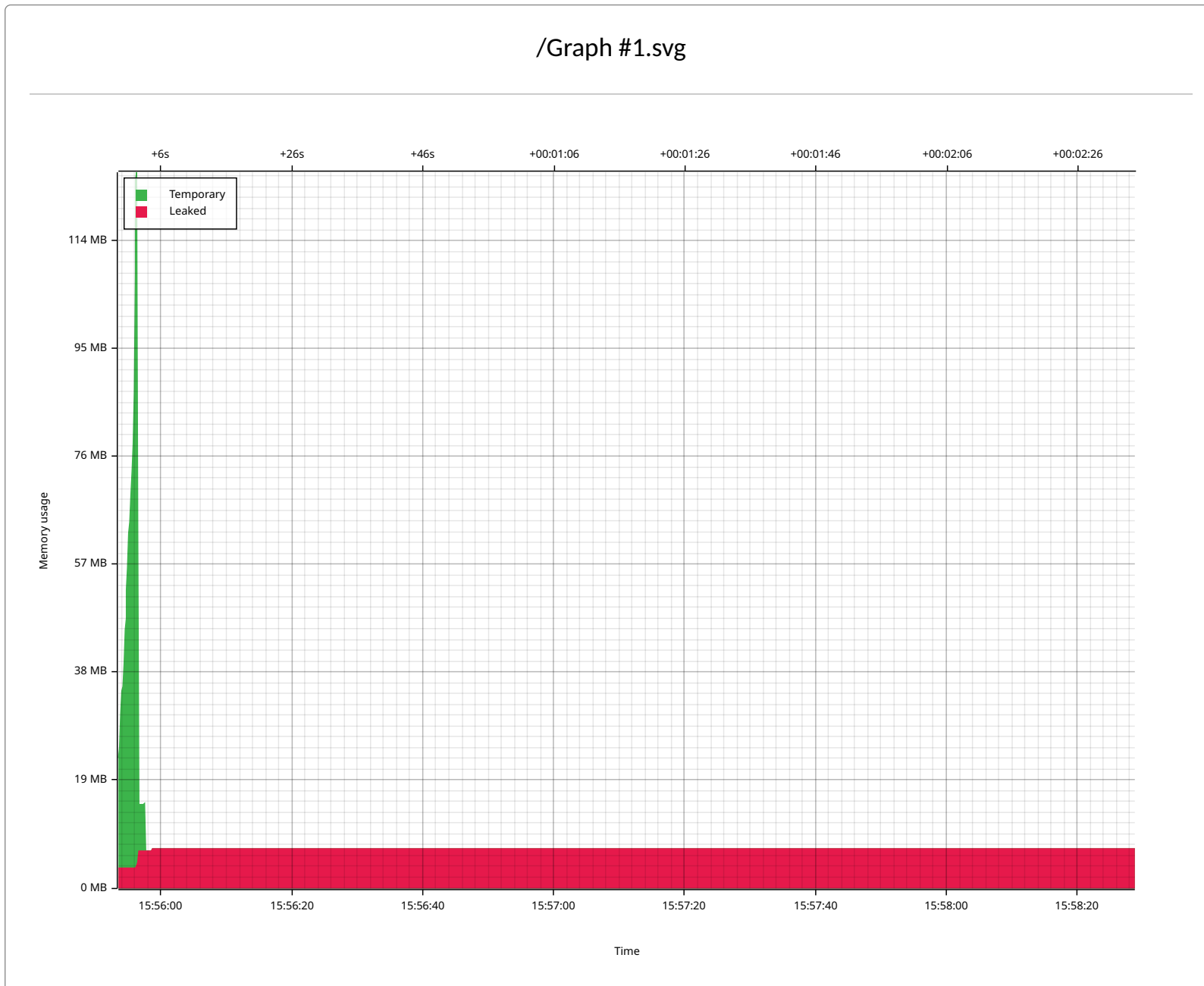


```
1 println("Temporary vs leaked allocations:");
2 graph()
3   .add("Leaked", allocations().only_leaked())
4   .add("Temporary", allocations())
5   .save();
6
7 println("Sort leaks by size:");
8 let groups = allocations()
9   .only_leaked()
10  .group_by_backtrace()
11  .sort_by_size();
12 graph().add(groups).save();
13
14
15 // Function to group leaks based on common backtraces
16 fn analyze_group(list) {
17   let list_all = allocations().only_matching_backtraces(list);
```

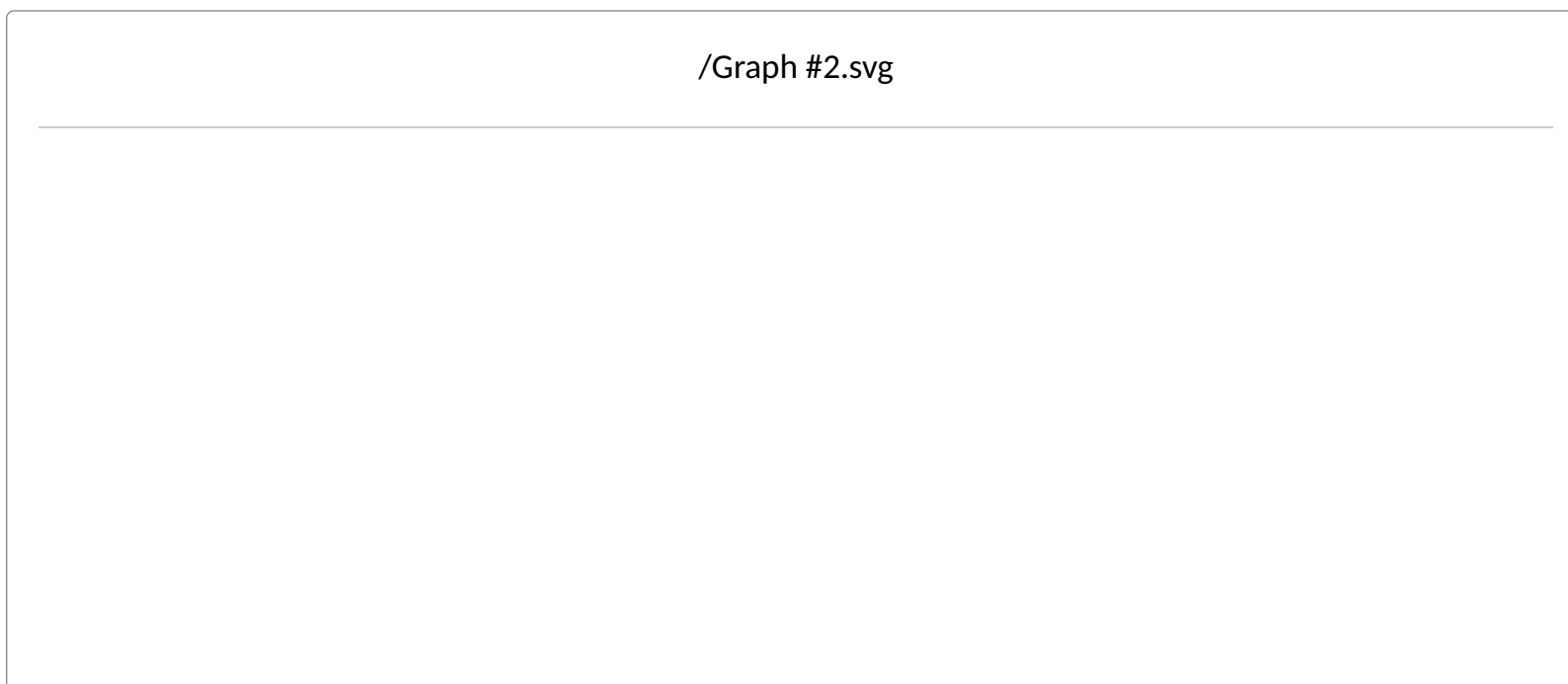
[Run](#)[Copy script to clipboard](#)

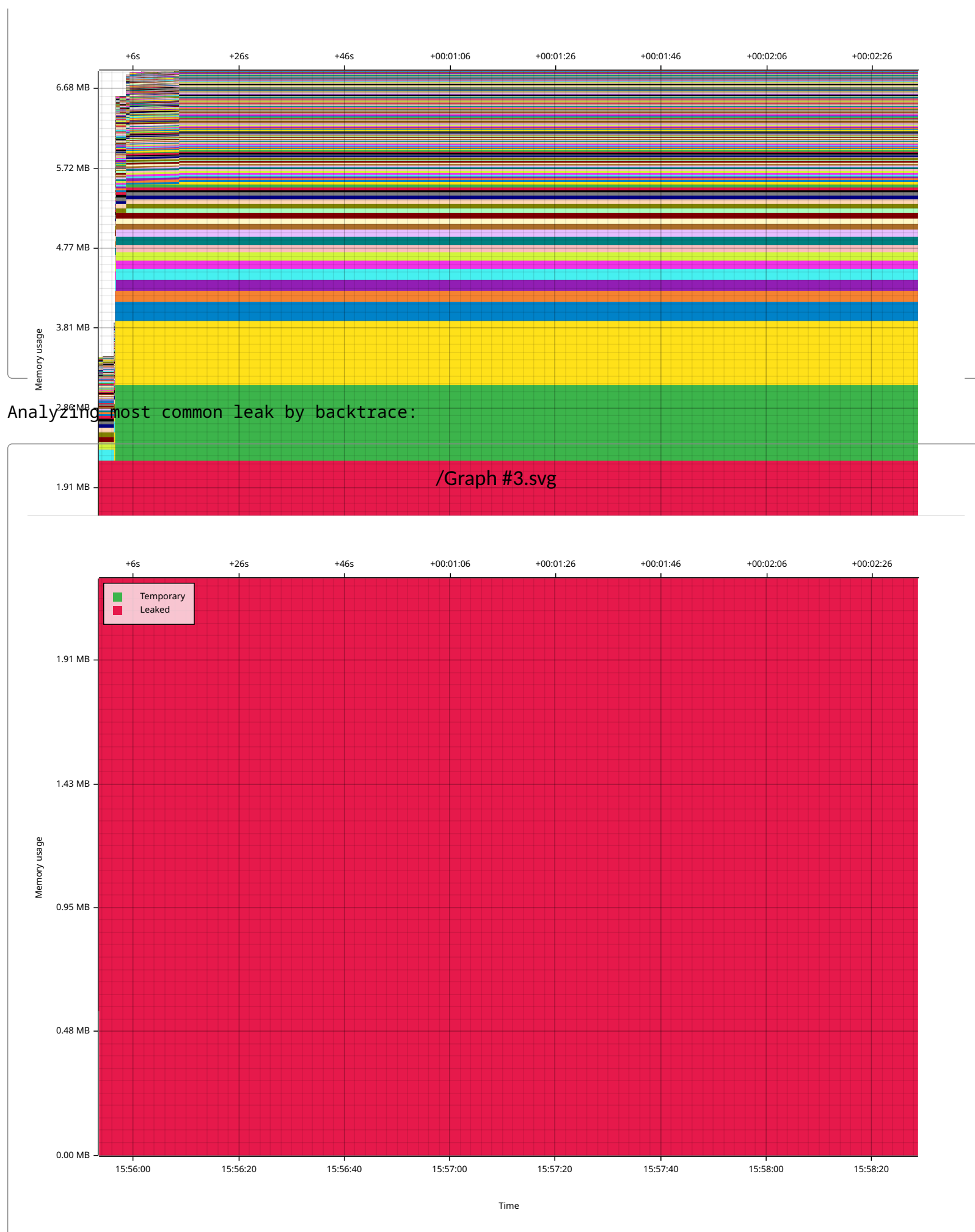
## Output

Temporary vs leaked allocations:



Sort leaks by size:





Total: 4

Leaked: 4

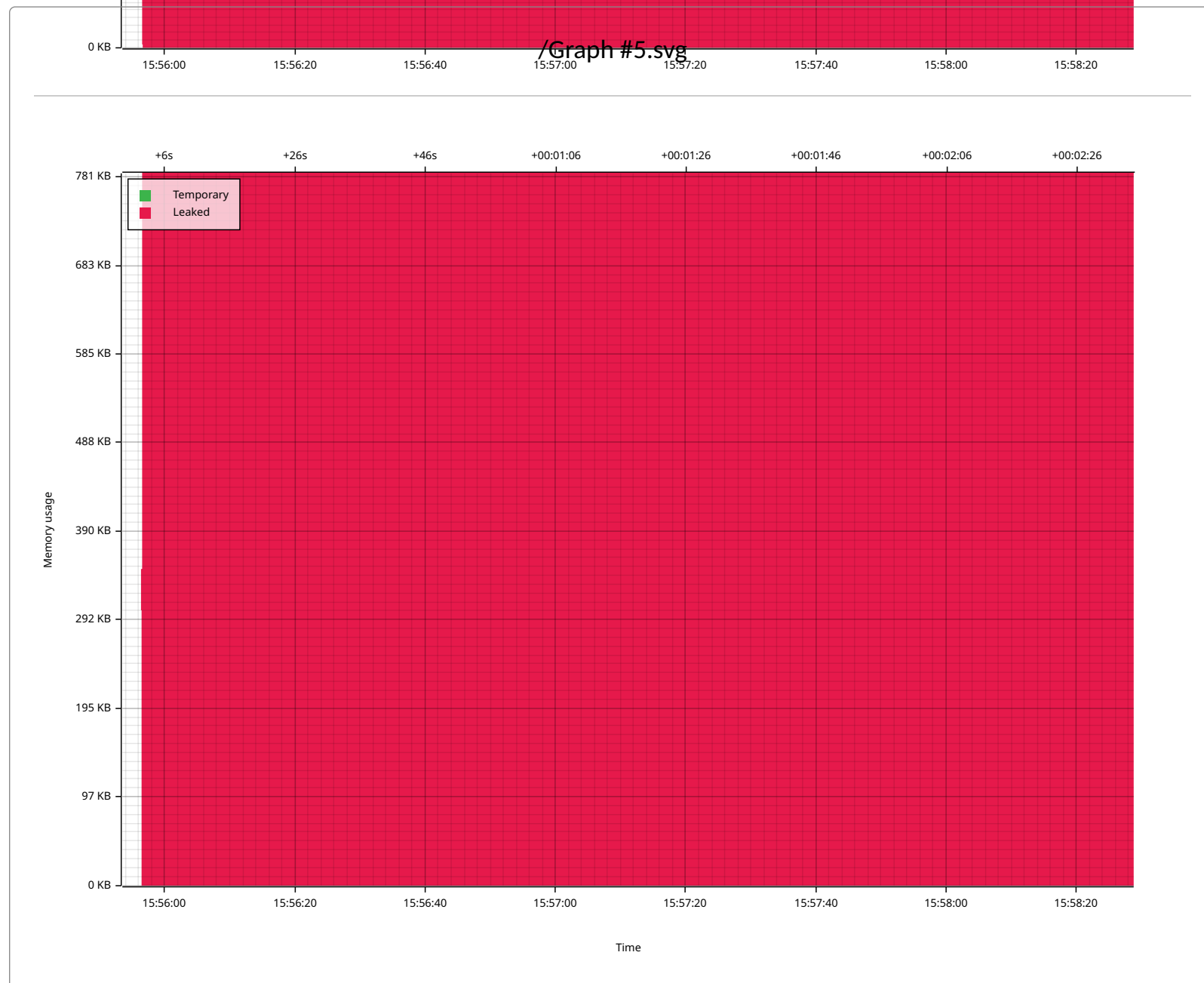
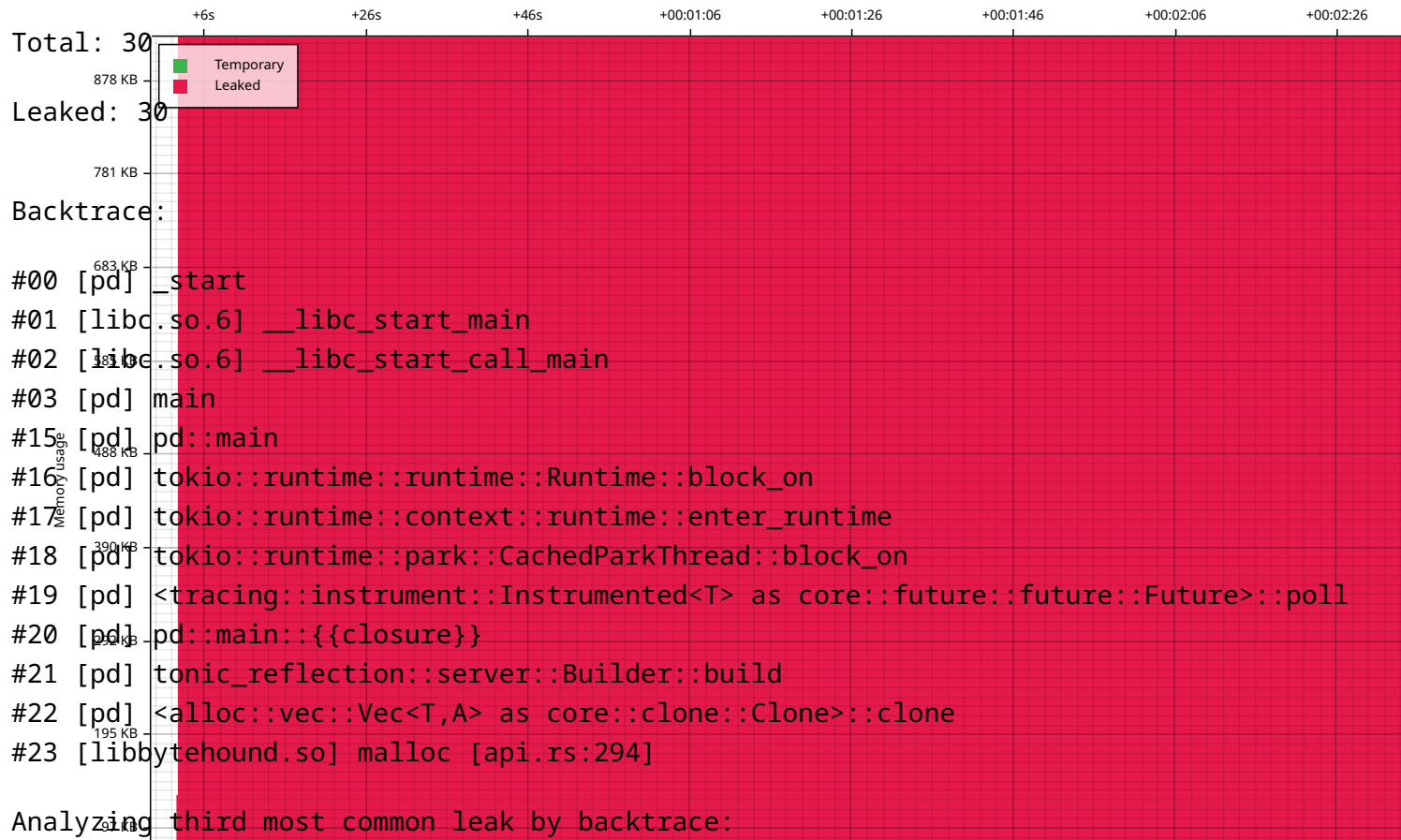
Backtrace:

```
#00 [libc.so.6] __clone3
#01 [libc.so.6] start_thread
#02 [libstdc++.so.6.0.30] 7f57e02dbc42
#03 [pd] std::_Function_handler<void (), rocksdb::VersionBuilder::Rep::LoadTableHandlers(rocksdb::InternalStats*, int, bool, bool, std::shared_ptr<rocksdb::SliceTransform const> const&, unsigned long)::lambda(#1)>::_M_invoke(std::_Any_data const&)
#04 [pd] rocksdb::TableCache::FindTable(rocksdb::ReadOptions const&, rocksdb::FileOptions const&, rocksdb::InternalKeyComparator const&, rocksdb::FileMetaData const&, rocksdb::BasicTypedCacheInterface<rocksdb::TableReader, (rocksdb::CacheEntryRole)13, rocksdb::Cache*>::TypedHandle**, std::shared_ptr<rocksdb::SliceTransform const> const&, bool, bool, rocksdb::HistogramImpl*, bool, int, bool, unsigned long, rocksdb::Temperature)
#05 [pd] rocksdb::TableCache::GetTableReader(rocksdb::ReadOptions const&, rocksdb::FileOptions const&, rocksdb::InternalKeyComparator const&, rocksdb::FileMetaData const&, bool, bool, rocksdb::HistogramImpl*, std::unique_ptr<rocksdb::TableReader, std::default_delete<rocksdb::TableReader>>*, std::shared_ptr<rocksdb::SliceTransform const> const&, bool, int, bool, unsigned long, rocksdb::Temperature)
#06 [pd] rocksdb::BlockBasedTableFactory::NewTableReader(rocksdb::ReadOptions const&, rocksdb::TableReaderOptions
```

```
const&, std::unique_ptr<rocksdb::RandomAccessFileReader, std::default_delete<rocksdb::RandomAccessFileReader>>&&,
unsigned long, std::unique_ptr<rocksdb::TableReader, std::default_delete<rocksdb::TableReader>>*, bool) const [clone
.localalias]
#07 [pd] rocksdb::BlockBasedTable::Open(rocksdb::ReadOptions const&, rocksdb::ImmutableOptions const&,
rocksdb::EnvOptions const&, rocksdb::BlockBasedTableOptions const&, rocksdb::InternalKeyComparator const&,
std::unique_ptr<rocksdb::RandomAccessFileReader, std::default_delete<rocksdb::RandomAccessFileReader>>&&, unsigned
long, std::unique_ptr<rocksdb::TableReader, std::default_delete<rocksdb::TableReader>>*,
std::shared_ptr<rocksdb::CacheReservationManager>, std::shared_ptr<rocksdb::SliceTransform const> const&, bool, bool,
int, bool, unsigned long, bool, rocksdb::TailPrefetchStats*, rocksdb::BlockCacheTracer*, unsigned long, std::string
const&, unsigned long, std::array<unsigned long, (unsigned long)2>)
#08 [pd] rocksdb::BlockBasedTable::PrefetchIndexAndFilterBlocks(rocksdb::ReadOptions const&,
rocksdb::FilePrefetchBuffer*, rocksdb::InternalIteratorBase<rocksdb::Slice>*, rocksdb::BlockBasedTable*, bool,
rocksdb::BlockBasedTableOptions const&, int, unsigned long, unsigned long, rocksdb::BlockCacheLookupContext*)
#09 [pd] rocksdb::BlockBasedTable::CreateIndexReader(rocksdb::ReadOptions const&, rocksdb::FilePrefetchBuffer*,
rocksdb::InternalIteratorBase<rocksdb::Slice>*, bool, bool, bool, rocksdb::BlockCacheLookupContext*,
std::unique_ptr<rocksdb::BlockBasedTable::IndexReader, std::default_delete<rocksdb::BlockBasedTable::IndexReader>>*)
#10 [pd] rocksdb::BinarySearchIndexReader::Create(rocksdb::BlockBasedTable const*, rocksdb::ReadOptions const&,
rocksdb::FilePrefetchBuffer*, bool, bool, bool, rocksdb::BlockCacheLookupContext*,
std::unique_ptr<rocksdb::BlockBasedTable::IndexReader, std::default_delete<rocksdb::BlockBasedTable::IndexReader>>*)
#11 [pd] rocksdb::BlockBasedTable::IndexReaderCommon::ReadIndexBlock(rocksdb::BlockBasedTable const*,
rocksdb::FilePrefetchBuffer*, rocksdb::ReadOptions const&, bool, rocksdb::GetContext*,
rocksdb::BlockCacheLookupContext*, rocksdb::CachableEntry<rocksdb::Block>*)
#12 [pd] std::enable_if<((rocksdb::Block_kIndex::kCacheEntryRole)==(rocksdb::CacheEntryRole)13)||!(true),
rocksdb::Status>::type rocksdb::BlockBasedTable::RetrieveBlock<rocksdb::Block_kIndex>(rocksdb::FilePrefetchBuffer*,
rocksdb::ReadOptions const&, rocksdb::BlockHandle const&, rocksdb::UncompressionDict const&,
rocksdb::CachableEntry<rocksdb::Block_kIndex>*, rocksdb::GetContext*, rocksdb::BlockCacheLookupContext*, bool, bool,
bool) const
#13 [pd] rocksdb::Status rocksdb::(anonymous namespace)::ReadAndParseBlockFromFile<rocksdb::Block_kIndex>
(rocksdb::RandomAccessFileReader*, rocksdb::FilePrefetchBuffer*, rocksdb::Footer const&, rocksdb::ReadOptions const&,
rocksdb::BlockHandle const&, std::unique_ptr<rocksdb::Block_kIndex, std::default_delete<rocksdb::Block_kIndex>>*,
rocksdb::ImmutableOptions const&, rocksdb::BlockCreateContext&, bool, rocksdb::UncompressionDict const&,
rocksdb::PersistentCacheOptions const&, rocksdb::MemoryAllocator*, bool, bool)
#14 [pd] rocksdb::BlockFetcher::ReadBlockContents()
#15 [pd] rocksdb::UncompressSerializedBlock(rocksdb::UncompressionInfo const&, char const*, unsigned long,
rocksdb::BlockContents*, unsigned int, rocksdb::ImmutableOptions const&, rocksdb::MemoryAllocator*)
#16 [pd] rocksdb::UncompressBlockData(rocksdb::UncompressionInfo const&, char const*, unsigned long,
rocksdb::BlockContents*, unsigned int, rocksdb::ImmutableOptions const&, rocksdb::MemoryAllocator*)
#17 [libstdc++.so.6.0.30] operator new(unsigned long)
#18 [libbytehound.so] malloc [api.rs:294]
```

Analyzing second most common leak by backtrace:

/Graph #4.svg



Total: 4

Leaked: 4

Backtrace:

```
#00 [libc.so.6] __clone3
#01 [libc.so.6] start_thread
#02 [pd] std::sys::unix::thread::Thread::new::thread_start [thread.rs:108]
#03 [pd] <alloc::boxed::Box<F,A> as core::ops::function::FnOnce<Args>>::call_once [boxed.rs:1985]
#04 [pd] <alloc::boxed::Box<F,A> as core::ops::function::FnOnce<Args>>::call_once [boxed.rs:1985]
#05 [pd] core::ops::function::FnOnce::call_once{{vtable.shim}}
#07 [pd] tokio::runtime::blocking::pool::Inner::run
#08 [pd] tokio::runtime::task::harness::Harness<T,S>::poll
#09 [pd] tokio::runtime::task::core::Core<T,S>::poll
```

```
#10 [pd] tokio::loom::std::unsafe_cell::UnsafeCell<T>::with_mut
#11 [pd] <tokio::runtime::blocking::task::BlockingTask<T> as core::future::future::Future>::poll
#12 [pd] tracing::span::Span::in_scope
#13 [pd] rocksdb_open_column_families
#14 [pd] rocksdb::DB::Open(rocksdb::DBOptions const&, std::string const&, std::vector<rocksdb::ColumnFamilyDescriptor,
std::allocator<rocksdb::ColumnFamilyDescriptor>> const&, std::vector<rocksdb::ColumnFamilyHandle*,
std::allocator<rocksdb::ColumnFamilyHandle*>>*, rocksdb::DB**)
#15 [pd] rocksdb::DBImpl::Open(rocksdb::DBOptions const&, std::string const&,
std::vector<rocksdb::ColumnFamilyDescriptor, std::allocator<rocksdb::ColumnFamilyDescriptor>> const&,
std::vector<rocksdb::ColumnFamilyHandle*, std::allocator<rocksdb::ColumnFamilyHandle*>>*, rocksdb::DB**, bool, bool)
#16 [pd] rocksdb::DBImpl::Recover(std::vector<rocksdb::ColumnFamilyDescriptor,
std::allocator<rocksdb::ColumnFamilyDescriptor>> const&, bool, bool, bool, unsigned long*,
rocksdb::DBImpl::RecoveryContext*)
#17 [pd] rocksdb::DBImpl::RecoverLogFiles(std::vector<unsigned long, std::allocator<unsigned long>> const&, unsigned
long*, bool, bool*, rocksdb::DBImpl::RecoveryContext*)
#18 [pd] rocksdb::DBImpl::WriteLevel0TableForRecovery(int, rocksdb::ColumnFamilyData*, rocksdb::MemTable*,
rocksdb::VersionEdit*)
#19 [pd] rocksdb::BuildTable(std::string const&, rocksdb::VersionSet*, rocksdb::ImmutableDBOptions const&,
rocksdb::TableBuilderOptions const&, rocksdb::FileOptions const&, rocksdb::TableCache*,
rocksdb::InternalIteratorBase<rocksdb::Slice>*, std::vector<std::unique_ptr<rocksdb::FragmentedRangeTombstoneIterator,
std::default_delete<rocksdb::FragmentedRangeTombstoneIterator>>,
std::allocator<std::unique_ptr<rocksdb::FragmentedRangeTombstoneIterator,
std::default_delete<rocksdb::FragmentedRangeTombstoneIterator>>>>, rocksdb::FileMetaData*,
std::vector<rocksdb::BlobFileAddition, std::allocator<rocksdb::BlobFileAddition>>*, std::vector<unsigned long,
std::allocator<unsigned long>>, unsigned long, unsigned long, rocksdb::SnapshotChecker*, bool,
rocksdb::InternalStats*, rocksdb::IOStatus*, std::shared_ptr<rocksdb::IOTracer> const&,
rocksdb::BlobFileCreationReason, rocksdb::SeqnoToTimeMapping const&, rocksdb::EventLogger*, int,
rocksdb::Env::IOPriority, rocksdb::TableProperties*, rocksdb::Env::WriteLifeTimeHint, std::string const*,
rocksdb::BlobFileCompletionCallback*, rocksdb::Version*, unsigned long*, unsigned long*, unsigned long*)
#20 [pd] rocksdb::TableCache::NewIterator(rocksdb::ReadOptions const&, rocksdb::FileOptions const&,
rocksdb::InternalKeyComparator const&, rocksdb::FileMetaData const&, rocksdb::RangeDelAggregator*,
std::shared_ptr<rocksdb::SliceTransform const> const&, rocksdb::TableReader**, rocksdb::HistogramImpl*,
rocksdb::TableReaderCaller, rocksdb::Arena*, bool, int, unsigned long, rocksdb::InternalKey const*,
rocksdb::InternalKey const*, bool, rocksdb::TruncatedRangeDelIterator**)
#21 [pd] rocksdb::TableCache::FindTable(rocksdb::ReadOptions const&, rocksdb::FileOptions const&,
rocksdb::InternalKeyComparator const&, rocksdb::FileMetaData const&,
rocksdb::BasicTypedCacheInterface<rocksdb::TableReader, (rocksdb::CacheEntryRole)13, rocksdb::Cache*>::TypedHandle**,
std::shared_ptr<rocksdb::SliceTransform const> const&, bool, bool, rocksdb::HistogramImpl*, bool, int, bool, unsigned
long, rocksdb::Temperature)
#22 [pd] rocksdb::TableCache::GetTableReader(rocksdb::ReadOptions const&, rocksdb::FileOptions const&,
rocksdb::InternalKeyComparator const&, rocksdb::FileMetaData const&, bool, bool, rocksdb::HistogramImpl*,
std::unique_ptr<rocksdb::TableReader, std::default_delete<rocksdb::TableReader>>*,
std::shared_ptr<rocksdb::SliceTransform const> const&, bool, int, bool, unsigned long, rocksdb::Temperature)
#23 [pd] rocksdb::BlockBasedTableFactory::NewTableReader(rocksdb::ReadOptions const&, rocksdb::TableReaderOptions
const&, std::unique_ptr<rocksdb::RandomAccessFileReader, std::default_delete<rocksdb::RandomAccessFileReader>>&&,
unsigned long, std::unique_ptr<rocksdb::TableReader, std::default_delete<rocksdb::TableReader>>*, bool) const [clone
.localalias]
#24 [pd] rocksdb::BlockBasedTable::Open(rocksdb::ReadOptions const&, rocksdb::ImmutableOptions const&,
rocksdb::EnvOptions const&, rocksdb::BlockBasedTableOptions const&, rocksdb::InternalKeyComparator const&,
std::unique_ptr<rocksdb::RandomAccessFileReader, std::default_delete<rocksdb::RandomAccessFileReader>>&&, unsigned
long, std::unique_ptr<rocksdb::TableReader, std::default_delete<rocksdb::TableReader>>*,
std::shared_ptr<rocksdb::CacheReservationManager>, std::shared_ptr<rocksdb::SliceTransform const> const&, bool, bool,
int, bool, unsigned long, bool, rocksdb::TailPrefetchStats*, rocksdb::BlockCacheTracer*, unsigned long, std::string
const&, unsigned long, std::array<unsigned long, (unsigned long)2>)
#25 [pd] rocksdb::BlockBasedTable::PrefetchIndexAndFilterBlocks(rocksdb::ReadOptions const&,
rocksdb::FilePrefetchBuffer*, rocksdb::InternalIteratorBase<rocksdb::Slice>*, rocksdb::BlockBasedTable*, bool,
rocksdb::BlockBasedTableOptions const&, int, unsigned long, unsigned long, rocksdb::BlockCacheLookupContext*)
#26 [pd] rocksdb::BlockBasedTable::CreateIndexReader(rocksdb::ReadOptions const&, rocksdb::FilePrefetchBuffer*,
rocksdb::InternalIteratorBase<rocksdb::Slice>*, bool, bool, bool, rocksdb::BlockCacheLookupContext*,
std::unique_ptr<rocksdb::BlockBasedTable::IndexReader, std::default_delete<rocksdb::BlockBasedTable::IndexReader>>*)
#27 [pd] rocksdb::BinarySearchIndexReader::Create(rocksdb::BlockBasedTable const*, rocksdb::ReadOptions const&,
rocksdb::FilePrefetchBuffer*, bool, bool, bool, rocksdb::BlockCacheLookupContext*,
std::unique_ptr<rocksdb::BlockBasedTable::IndexReader, std::default_delete<rocksdb::BlockBasedTable::IndexReader>>*)
#28 [pd] rocksdb::BlockBasedTable::IndexReaderCommon::ReadIndexBlock(rocksdb::BlockBasedTable const*,
rocksdb::FilePrefetchBuffer*, rocksdb::ReadOptions const&, bool, rocksdb::GetContext*,
rocksdb::BlockCacheLookupContext*, rocksdb::CachableEntry<rocksdb::Block>*)
#29 [pd] std::enable_if<((rocksdb::Block_kIndex::kCacheEntryRole)==(rocksdb::CacheEntryRole)13)|| (true),
rocksdb::Status>::type rocksdb::BlockBasedTable::RetrieveBlock<rocksdb::Block_kIndex>(rocksdb::FilePrefetchBuffer*,
rocksdb::ReadOptions const&, rocksdb::BlockHandle const&, rocksdb::UncompressionDict const&,
rocksdb::CachableEntry<rocksdb::Block_kIndex>*, rocksdb::GetContext*, rocksdb::BlockCacheLookupContext*, bool, bool,
bool) const
```

```
#30 [pd] rocksdb::Status rocksdb::(anonymous namespace)::ReadAndParseBlockFromFile<rocksdb::Block_kIndex>
(rocksdb::RandomAccessFileReader*, rocksdb::FilePrefetchBuffer*, rocksdb::Footer const&, rocksdb::ReadOptions const&,
rocksdb::BlockHandle const&, std::unique_ptr<rocksdb::Block_kIndex, std::default_delete<rocksdb::Block_kIndex>>*,
rocksdb::ImmutableOptions const&, rocksdb::BlockCreateContext&, bool, rocksdb::UncompressionDict const&,
rocksdb::PersistentCacheOptions const&, rocksdb::MemoryAllocator*, bool, bool)
#31 [pd] rocksdb::BlockFetcher::ReadBlockContents()
#32 [pd] rocksdb::UncompressSerializedBlock(rocksdb::UncompressionInfo const&, char const*, unsigned long,
rocksdb::BlockContents*, unsigned int, rocksdb::ImmutableOptions const&, rocksdb::MemoryAllocator*)
#33 [pd] rocksdb::UncompressBlockData(rocksdb::UncompressionInfo const&, char const*, unsigned long,
rocksdb::BlockContents*, unsigned int, rocksdb::ImmutableOptions const&, rocksdb::MemoryAllocator*)
#34 [libstdc++.so.6.0.30] operator new(unsigned long)
#35 [libbytehound.so] malloc [api.rs:294]
```

Script finished in 0.308144902s