ToiletPaper #121



Happily Tweeting Leaks

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Problem

Nobody likes memory leaks. They are usually difficult to reproduce, even harder to identify and, in worst case, after long usage they only become noticeable with an OutOfMemoryException.

Solution

Fortunately, there are several ways to detect leaks in Android. One possibility is an internal offer by Android Studio: with the help of the profiler, the Java heap can be displayed and then analyzed. Since Android Studio 3.6 it can also be filtered specifically for no longer existing but still referenced Activities/Fragments (Activity/Fragment Leaks). Besides the existing instances, the references to them are also displayed, so that conclusions about leaks can be drawn. The screenshot below shows an example application, in which the reference within a singleton is held to one activity, so that the garbage collector cannot clean it up afterwards.

← MEMORY ▼ 🗑 🕘 Allocation Tracking Sampled ▼										
					Instance View X					
MainActivity				Instance	Depth	Native Size	Shallow Size	Retaine 🔻		
MEMORY Total: 37.5 MB Java: 8.2 MB Native: 17.5 MB Graphics: 0 MB Stack: 0.1 MB Code: 10 M	/B _l	others: 1.7	MB All	ocated: N/A	LeakActivityToSingletonActivity@358479760 (0x155df790)	2	0	288	82,428	
- 64 MB 200000					IsomeSingletonManager = {SomeSingletonManager}	1	0	12	82,440	
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01:15.000 01:25.000 01:30.000 0	01:35.000		01:40	.000	ImainThread = {ActivityThread}	0	0	199	8,228	
Heap Dump app heap	References									
Activity/Fragment leaks may include false positives. Please see the documentation for details.					Reference	Depth 🔺	Native Size	Shallow Size	Retained Si	
Class Name Allo	ocations N	Native Size	Shallow Size	Retain 🔻	EeakActivityToSingletonActivity@358479760 (0x155df790)	2	0	288	82,428	
Em app heap	2	0	412	82,552	f context in SomeSingletonManager@358534984 (0x155ecf48)	1	0	12	82,440	
Category Content Co	1	0	288	82,428	Implement for the state of t	3	0	16	16	
© ReportFragment (androidx.lifecycle)	1	0	124	124	⑥ mAppCompatCallback, mContext, mHost in AppCompatDelegateImpl@	3	0	147	805	

A much more comfortable solution is offered by the library **LeakCanary**. A WeakReference to different instances is created in debug builds (for example, to Activities in the onActivityDestroyed method). A background thread then checks whether the reference has been cleaned up (after the garbage collector has been executed). If not, the heap is saved in an .hprof file. This is analyzed in a separate process using the previous WeakReference and the chain of references is calculated which prevents the object from freeing up its memory. In LeakCanary, possible causes for the memory leak are highlighted with a red wavy line. This makes it quite easy to detect leaks at an early stage and to narrow down their origin efficiently.



Further Aspects

- Android app with LeakCanary and multiple popular Leaks: <u>https://github.com/kvn-stgl/AndroidMemoryLeakExample</u>
- LeakCanary: <u>https://square.github.io/leakcanary/</u>