Ruby - Bug #18154

String#initialize leaks memory for STR_NOFREE strings

09/07/2021 06:43 PM - peterzhu2118 (Peter Zhu)

Status:	Closed		
Priority:	Normal		
Assignee:			
Target version:			
ruby -v:		Backport:	2.6: REQUIRED, 2.7: DONE, 3.0: DONE

Description

GitHub PR: https://github.com/rubv/rubv/pull/4814

There is a memory leak in calling the constructor on a string that is marked STR_NOFREE (e.g. a string created from a C string literal). The script below reproduces the memory leak. This is reproducible on all maintained Rubies (2.6.8, 2.7.4, 3.0.2, master) on Ubuntu 20.04.

We create a string marked STR_NOFREE with 0.to_s. to_s for Fixnum has a <u>special optimization</u> for the value 0 (it directly converts it to a C string literal). When we call String#initialize with a capacity it creates a buffer using malloc but does not unset the STR_NOFREE flag. This causes the buffer to be permanently leaked.

```
100.times do
     1000.times do
     # 0.to_s is a special case that creates a string from a C string literal.
     # https://github.com/ruby/ruby/blob/26153667f91f0c883f6af6b61fac2c0df5312b45/numeric.c#L3393
     # C string literals are always marked STR_NOFREE.
     str = 0.to_s
     # Call String#initialize again to create a buffer with a capacity of 10000
     # characters.
     str.send(:initialize, capacity: 10000)
end

# Output the Resident Set Size (memory usage, in KB) of the current Ruby process.
     puts `ps -o rss= -p #{$$}`
end
```

We can see the leak through the following graph of the Resident Set Size (RSS) comparing the branch vs. master (at commit 26153667f91f0c883f6af6b61fac2c0df5312b45).

132392215-9686259e-8c76-4fc9-9b63-427b89f8df2c.png

Associated revisions

Revision 5d815542815fe8b939239750bba7f8f0b79c97d6 - 09/08/2021 02:20 PM - peterzhu2118 (Peter Zhu)

[Bug #18154] Fix memory leak in String#initialize

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Revision 5d815542 - 09/08/2021 02:20 PM - peterzhu2118 (Peter Zhu)

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Revision 650af7d29d98de6a3c2631e31edc6fbe435ece89 - 09/11/2021 05:00 AM - nagachika (Tomoyuki Chikanaga)

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---
string.c | 2 +-
test/ruby/test_string.rb | 10 ++++++++
2 files changed, 11 insertions(+), 1 deletion(-)
```

Revision 650af7d29d98de6a3c2631e31edc6fbe435ece89 - 09/11/2021 05:00 AM - nagachika (Tomoyuki Chikanaga)

merge revision(s) 5d815542815fe8b939239750bba7f8f0b79c97d6: [Backport #18154]

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```

Revision 650af7d2 - 09/11/2021 05:00 AM - nagachika (Tomoyuki Chikanaga)

merge revision(s) 5d815542815fe8b939239750bba7f8f0b79c97d6: [Backport #18154]

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Revision d55426f800546cbc3b333ae7ab98c1893f710612 - 11/24/2021 10:31 AM - U.Nakamura

merge revision(s) 5d815542815fe8b939239750bba7f8f0b79c97d6: [Backport #18154]

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Revision d55426f8 - 11/24/2021 10:31 AM - U.Nakamura

merge revision(s) 5d815542815fe8b939239750bba7f8f0b79c97d6: [Backport #18154]

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#1 - 09/07/2021 06:43 PM - peterzhu2118 (Peter Zhu)

- Backport changed from 2.6: UNKNOWN, 2.7: UNKNOWN, 3.0: UNKNOWN to 2.6: REQUIRED, 2.7: REQUIRED, 3.0: REQUIRED

#2 - 09/07/2021 08:23 PM - Eregon (Benoit Daloze)

Should it be allowed to even call #initialize on a already-initialized String? I would think not, for any class.

Doesn't change this is worth fixing though.

#3 - 09/07/2021 08:43 PM - peterzhu2118 (Peter Zhu)

Indeed, nobody should ever call #initialize on any object more than once. However, making it illegal for calling #initialize multiple times will likely be a breaking change as it's probably a feature used out in the wild.

#4 - 09/08/2021 02:21 PM - peterzhu2118 (Peter Zhu)

- Status changed from Open to Closed

Applied in changeset ait|5d815542815fe8b939239750bba7f8f0b79c97d6

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#5 - 09/11/2021 05:19 AM - nagachika (Tomoyuki Chikanaga)

- Backport changed from 2.6: REQUIRED, 2.7: REQUIRED, 3.0: REQUIRED to 2.6: REQUIRED, 2.7: REQUIRED, 3.0: DONE

ruby_3_0 650af7d29d98de6a3c2631e31edc6fbe435ece89 merged revision(s) 5d815542815fe8b939239750bba7f8f0b79c97d6.

#6 - 11/24/2021 10:31 AM - usa (Usaku NAKAMURA)

- Backport changed from 2.6: REQUIRED, 2.7: REQUIRED, 3.0: DONE to 2.6: REQUIRED, 2.7: DONE, 3.0: DONE

ruby_2_7 d55426f800546cbc3b333ae7ab98c1893f710612 merged revision(s) 5d815542815fe8b939239750bba7f8f0b79c97d6.

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