

## RhodeCode CE/EE - Bug #5337

### Possible memory leak after few Git Pull Requests

15.06.2017 15:17 - Alexis Jeandet

<b>Status:</b>	Resolved	<b>Start date:</b>	15.06.2017
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	v4.10	<b>Spent time:</b>	0.00 hour
<b>Sorting:</b>		<b>Affected Version:</b>	
<b>Commit Number:</b>			
<b>Description</b>			
<p>On our instance of Rhodecode (server 24 thread 32GB Ram) we saw at least since Rhodecode 4.6+ a weird behaviour:</p> <p>After few PR( something like 10) the server start to produce errors randomly on pages browsing, sometimes refreshing works.</p> <p>If I restart both VCS and Rhodecode EE instance the problem disappear. (Not sure which one solves the problem, to be checked next time).</p> <p>When I start Rhodecode the used memory rise at ~20GB when the bug appear 24GB is used.</p> <p>We can also say that without PR the server run for months without problem.</p> <p>We mainly use PR with Git now.</p> <p>We use Rhodecode 4.7.2.</p>			

#### History

##### #1 - 15.06.2017 15:19 - Alexis Jeandet

Here is one repo where we get the error:

[https://hephaistos.lpp.polytechnique.fr/rhodecode/GIT\\_REPOSITORIES/LPP/Users/mperrinel/SCIQLOP-Initialisation](https://hephaistos.lpp.polytechnique.fr/rhodecode/GIT_REPOSITORIES/LPP/Users/mperrinel/SCIQLOP-Initialisation)

##### #2 - 15.06.2017 18:19 - Marcin Kuzminski [staff]

- Target version set to v4.8

##### #3 - 20.06.2017 15:28 - Marcin Kuzminski [staff]

- Status changed from New to In Progress

##### #4 - 28.06.2017 10:56 - Marcin Kuzminski [staff]

At least we can confirm that the problem is inside the rich diff parser, also part of the problem is really big files in your repos like some .tmp 30 000 lines text files.

We'll investigate further...

##### #5 - 28.06.2017 16:59 - Marcin Kuzminski [staff]

- Target version changed from v4.8 to v4.10

We added some fixes that will be in 4.8 release. It doesn't fully fix the problem but it reduces memory footprint by around 30%.

We still have work to do there

##### #6 - 08.08.2017 13:08 - Marcin Kuzminski [staff]

- Status changed from In Progress to Resolved