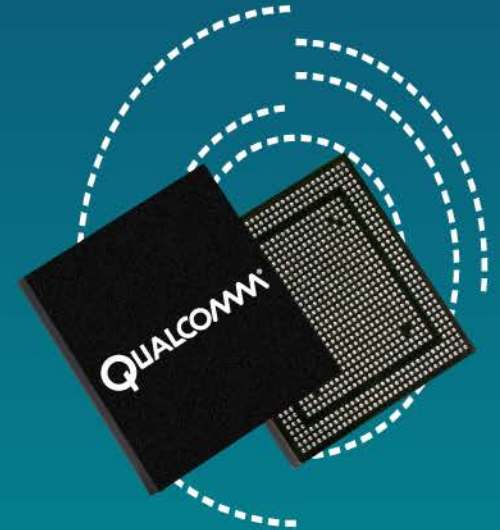


Qualcomm  
2018-04-18 01:07:09 PDT  
liang.guo@archermind.com



## Android Memory Leak Analysis Guide

80-NJ221-1 A

# Confidential and Proprietary – Qualcomm Technologies, Inc.

---

## Confidential and Proprietary – Qualcomm Technologies, Inc.

**NO PUBLIC DISCLOSURE PERMITTED:** Please report postings of this document on public servers or websites to: DocCtrlAgent@qualcomm.com.

**Restricted Distribution:** Not to be distributed to anyone who is not an employee of either Qualcomm or its subsidiaries without the express approval of Qualcomm's Configuration Management.

Not to be used, copied, reproduced, or modified in whole or in part, nor its contents revealed in any manner to others without the express written permission of Qualcomm Technologies, Inc.

Qualcomm reserves the right to make changes to the product(s) or information contained herein without notice. No liability is assumed for any damages arising directly or indirectly by their use or application. The information provided in this document is provided on an "as is" basis.

This document contains confidential and proprietary information and must be shredded when discarded.

Qualcomm is a trademark of QUALCOMM Incorporated, registered in the United States and other countries. All QUALCOMM Incorporated trademarks are used with permission. Other product and brand names may be trademarks or registered trademarks of their respective owners.

This technical data may be subject to U.S. and international export, re-export, or transfer ("export") laws. Diversion contrary to U.S. and international law is strictly prohibited.

Qualcomm Technologies, Inc.  
5775 Morehouse Drive  
San Diego, CA 92121  
U.S.A.

© 2013 Qualcomm Technologies, Inc.  
All rights reserved.

# Revision History

Revision	Date	Description
A	Jul 2013	Initial release

**Note:** There is no Rev. I, O, Q, S, X, or Z per Mil. standards.

Qualcomm  
2018-04-18 01:07:09 PDT  
liang.guo@archermind.com

# Contents

---

- Objectives
- What's Memory Leak?
- What's Memory Leak Dump?
- DDMS Memory Tool
- MAT(Memory Analyzer Tool)
- References
- Questions?

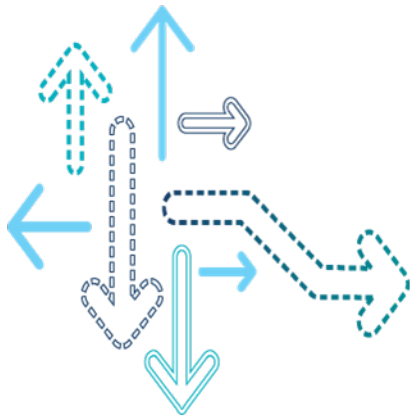
# Objectives

---

- At the end of this presentation, you will understand:
  - What memory leak is.
  - What memory leak dump is and how to get it.
    - HPROF Binary Heap Dumps
    - What Garbage Collection Roots(GC roots) is
    - How to get memory leak dump for Android
  - What DDMS memory tool is and how to use it to detect memory leak.
  - What MAT is and how to use it to analyze memory leak.

Qualcomm  
2018-04-18 01:07:09 PDT  
liang.guo@archermind.com

## What's Memory Leak



# What's Memory Leak

---

- In computer science, a memory leak occurs when a computer program incorrectly manages memory allocations.
- In object-oriented programming, a memory leak may happen when an object is stored in memory but cannot be accessed by the running code.

# What's Memory Leak for Android

---

- For Android (Java), "memory leak" in your code is when you keep a reference to an object that is no longer needed. Sometimes a single reference can prevent a large set of objects from being collected as garbage.
- The memory allocated by Android application can be retrieved by the Dalvik (Android process virtual machine) after the application exits. So even the application has memory leak, after the application exits, the leaked memory also can be retrieved.



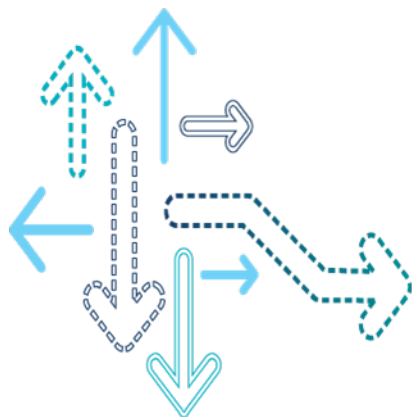
# What's Memory Leak for Android

---

- If the Android application needs to run for a long time without exiting, or the application needs to allocate large memory, the memory leak will be a problem.
- Every Android application is running in a separate thread. And every application has the memory limitation.
- If the used memory is near the limitation, out of memory will appear, the application will be killed.
- There are two most common memory leak types.
  - The first one is a static reference to a non-static inner class, which will keep a reference to the Activity and prevent it from being GC. Upon every screen orientation change, the onCreate method will be invoked and a new MainActivity instance will be created. Due to old references, the old Activities will not be collected as garbage .
  - The second case is known as a “context leak”. This case is hard to spot as the main issue lies within the application’s context passed to a static class that keeps it as a field – which of course is a hard reference.

Qualcomm  
2018-04-18 01:07:09 PDT  
liang.guo@archermind.com

## What's Memory Leak Dump



# What's Memory Leak Dump

---

- A memory dump is a snapshot of the memory of a Java process at a certain point of time.
- There are different formats for persisting this data. Depending on the format, it may contain different pieces of information. But in general the snapshot contains information about the java objects and classes in the memory at the moment the snapshot is triggered.
- As it is just a snapshot at a given moment, a memory dump does not contain information such as when and where (in which method) an object is allocated.

# HPROF Binary Heap Dumps

---

- Information about all loaded classes. For every class, the HPROF dump contains its name, its super-class, its class loader, the defined fields for the instances (name and type), the static fields of the class and their values.
- Information about all objects. For every object, one can find the class and the values of all fields – both references and primitive fields. The possibility to look at the names and the content of certain objects, e.g. the `char[ ]` within a huge `StringBuilder`, the size of a collection, etc. can be very helpful when performing memory analysis
- A list of GC roots.
- The call stacks of all threads.

# What's Garbage Collection Roots (GC roots)

---

- The Garbage Collector (GC) is responsible for removing objects that will never be accessed.
- Objects cannot be accessed if they are not reachable through any reference chain.
- The starting point of this analysis is the Garbage Collection Roots, i.e. objects that are assumed reachable by the virtual machine itself.
- Objects that are reachable from the GC roots remain in memory, objects that are not reachable are garbage collected.

# What's Garbage Collection Roots(GC roots)

---

- Common GC Roots are objects on the call stack of the current thread (e.g. method parameters and local variables), the thread itself, classes loaded by the system class loader and objects kept alive due to native code.
- GC Roots are very important when determining why an object is still kept in memory: The reference chain from an arbitrary object to the GC roots (Path to GC Roots...) tells who accidentally keeps a reference.

# How to Get Memory Dump?

---

- We can get the \*.hprof (memory dump file) with one of the ways below:
  - In DDMS, select 'Update Heap' and 'Dump HPROF file' can get the \*.hprof file.
  - Call the function 'adroid.os.Debug.dumpHprofData("/data/temp/myapp.hprof");' can save the \*.hprof file to a folder in the device.
  - Dalvik VM will dump hprof file within /data/misc folder if SIGUSR1 and/or SIGQUIT signal is received. Manually send SIGUSR1 to process: kill -10 pid. (Before Android 2.3)
  - The Android provides monkey tool (random testing tool), with --hprof option will generate hprof file within /data/misc folder.
  - The folder /data/misc shall have 777 permissions.

# How to Get Memory Dump?

File Edit Navigate Search Project Run Window Help

Quick Access Java DDMS Memory Analysis

Thre... Heap Alloc... Netw... File ... Emu...

Devices

MSM8625QRD5 Online

com.android.launcher 576

com.android.providers.calendar 1223

com.android.musicfx 12075

android.process.acore 9229

com.qualcomm.stats 1024

com.android.contacts 9171

com.android.bluetooth 1393

com.android.smspush 673

com.innopath.activecare 12030

com.android.systemui 494

com.android.calendar 1206

com.android.music 1172

android.process.media 529

com.qrd.simcontacts 12125

com.android.phone 561

com.android.settings 1143

system\_process 332

com.android.qualcomm 9267

com.android.inputmethod.latin 542

com.android.gallery3d 997

MainActivity... android13738...

Overview default\_report org.eclipse.mat.apisuspects

Leak Suspects

System Overview

Leaks

Overview

(a) 6.6 MB

Total: 8.4 MB

Problem Suspect 1

Heap updates will happen after every GC for this client

ID	Heap Size	Allocated	Free	% Used	# Objects
1	14.316 MB	9.034 MB	5.282 MB	63.10%	44,630

Display: Stats

Type	Count	Total Size	Smallest
free	3,582	5.277 MB	16 B
data object	27,251	838.273 KB	16 B
class object	2,706	804.430 KB	168 B
1-byte array (byte[], boolean[])	680	6.533 MB	24 B
2-byte array (short[], char[])	9,717	628.727 KB	24 B
4-byte array (object[], int[], float[])	4,252	283.461 KB	24 B
8-byte array (long[], double[])	24	6.203 KB	24 B
non-Java object	127	5.453 KB	16 B

Allocation count per size

Count

Size



# How to Get Memory Dump?

---

- If the \*.hprof can't be recognize by the MAT(Memory Analyzer Tool), we need to convert it as below:

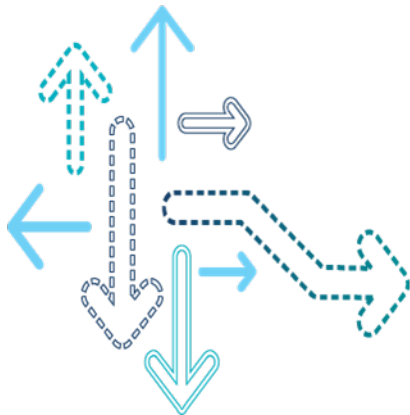
```
sdk\tools\hprof-conv a.hprof b.hprof
```

Now the 'b.hprof' can be used in the MAT.

'hprof-conv' is a tool including in Android SDK.

Qualcomm  
2018-04-18 01:07:09 PDT  
liang.guo@archermind.com

## DDMS Memory Tool



# DDMS Memory Tool

---

- Android ships with a debugging tool called the Dalvik Debug Monitor Server (DDMS), which provides port-forwarding services, screen capture on the device, thread and heap information on the device, logcat, process, and radio state information, incoming call and SMS spoofing, location data spoofing, and more.

# Viewing Heap Usage for a Process

---

- DDMS allows you to view how much heap memory a process is using. This information is useful in tracking heap usage at a certain point of time during the execution of your application.
- To view heap usage for a process:
  - 1) In the Devices tab, select the process that you want to see the heap information for.
  - 2) Click the **Update Heap** button to enable heap information for the process.
  - 3) In the Heap tab, click **Cause GC** to invoke garbage collection, which enables the collection of heap data. When the operation completes, you will see a group of object types and the memory that has been allocated for each type. You can click **Cause GC** again to refresh the data.
  - 4) Click on an object type in the list to see a bar graph that shows the number of objects allocated for a particular memory size in bytes.

# Viewing Heap Usage for a Process

File Edit Source Refactor Navigate Search Project Run Window Help

Quick Access Java DDMS Memory Analysis

Devices **Heap** Allocation Tracker Network Statistics File Explorer Emulator Control

Name

Name	Online	4.0.4, debug
MSM8625QRD5	Online	4.0.4, debug
com.android.launcher	576	8600
com.android.systemui	494	8601
android.process.media	529	8603
com.android.phone	561	8604
system_process	332	8605
android.process.acore	603	8606
com.android.inputmethod.latin	542	8607
com.android.smspush	673	8608
com.qrd.simcontacts	697	8609
com.android.contacts	771	8610
com.qualcomm.CellBCSetting	893	8614
com.android.gallery3d	997	8620
com.qualcomm.stats	1024	8621
com.android.musicfx	1098	8624
com.android.qualcomm	1112	8625
com.qualcomm.restore.airplanen	1129	8602
com.android.settings	1143	8626
com.android.voicedialer	1158	8639
com.android.music	1172	8649 / 8700
com.android.deskclock	1185	8656
com.android.calendar	1206	8665
com.android.providers.calendar	1223	8667
com.android.bluetooth	1393	8669

Main Threads **Heap** Allocation Tracker Network Statistics File Explorer Emulator Control

Heap updates will happen after every GC for this client

ID	Heap Size	Allocated	Free	% Used	# Objects	Cause GC
1	14.316 MB	8.926 MB	5.390 MB	62.35%	42,634	Cause GC

Display: Stats

Type	Count	Total Size	Smallest	Largest	Median	Average
free	3,217	5.385 MB	16 B	4.828 MB	80 B	1.714 KB
<b>data object</b>	26,000	<b>803.984 KB</b>	16 B	208 B	32 B	31 B
class object	2,620	775.150 KB	168 B	38.180 KB	168 B	302 B
1-byte array (byte[], boolean[])	675	6.533 MB	24 B	1.000 MB	416 B	9.910 KB
2-byte array (short[], char[])	9,308	601.148 KB	24 B	28.023 KB	48 B	66 B
4-byte array (object[], int[], float[])	4,015	264.758 KB	24 B	16.023 KB	40 B	67 B
8-byte array (long[], double[])	16	5.547 KB	24 B	4.000 KB	128 B	355 B
non-Java object	127	5.453 KB	16 B	464 B	32 B	43 B

Allocation count per size

Count

Size

# Viewing Heap Usage for a Process

---

- In this heap view, there is a type called 'data object', we should pay attention to the 'Total Size' of this type.
- We can make different operations in our application and check the size.
  - If there is no memory leak, the size will keep in a range.
  - If the size increases continuously, there should be memory leak.

# Tracking Memory Allocation of Objects

---

- DDMS provides a feature to track objects that are being allocated to memory and to see which classes and threads are allocating the objects. This allows you to track, in real time, where objects are being allocated when you perform certain actions in your application. This information is valuable for assessing memory usage that can affect application performance.
- To track memory allocation of objects:
  - 1) In the Devices tab, select the process that you want to enable allocation tracking for.
  - 2) In the Allocation Tracker tab, click the **Start Tracking** button to begin allocation tracking. At this point, anything you do in your application will be tracked.
  - 3) Click **Get Allocations** to see a list of objects that have been allocated since you clicked on the **Start Tracking** button. You can click on **Get Allocations** again to append to the list new objects that have been allocated.
  - 4) To stop tracking or to clear the data and start over, click the **Stop Tracking button**.
  - 5) Click on a specific row in the list to see more detailed information such as the method and line number of the code that allocated the object.

# Tracking Memory Allocation of Objects

The screenshot displays the Allocation Tracker tool within an IDE. The left pane shows a list of processes, with **com.android.music** selected. The right pane shows the Allocation Tracker interface, which includes a table of memory allocations and a detailed view of a specific allocation.

**Allocation Tracker Interface:**

- Buttons:** Stop Tracking, Get Allocations
- Filter:** (Empty text box)

**Allocation Table:**

Alloc Order	Allocation...	Allocated Class	Thread Id	Allocated in	Allocated in
490	3952	char[]	1	java.lang.AbstractStringBuilder	enlargeBuffer
491	2038	char[]	1	java.lang.AbstractStringBuilder	enlargeBuffer
495	1362	char[]	1	android.os.Parcel	readString
492	1362	char[]	1	java.lang.AbstractStringBuilder	enlargeBuffer
256	1028	char[]	1	android.text.TextUtils	obtain
424	160	int[]	1	java.lang.Throwable	nativeFillInStackTrace
423	160	int[]	1	java.lang.Throwable	nativeFillInStackTrace
412	160	int[]	1	java.lang.Throwable	nativeFillInStackTrace
411	160	int[]	1	java.lang.Throwable	nativeFillInStackTrace
326	160	int[]	1	java.lang.Throwable	nativeFillInStackTrace
477	154	char[]	1	java.lang.AbstractStringBuilder	enlargeBuffer
472	144	int[]	1	java.lang.Throwable	nativeFillInStackTrace
167	144	java.lang.Object[]	9	java.lang.ThreadLocal\$Values	initializeTable
291	132	int[]	1	android.util.SparseIntArray	<init>
290	132	int[]	1	android.util.SparseIntArray	<init>
320	124	java.lang.String[]	1	android.widget.AlphabetIndexer	<init>
505	114	char[]	1	android.os.Parcel	readString
475	108	char[]	1	java.lang.String	<init>

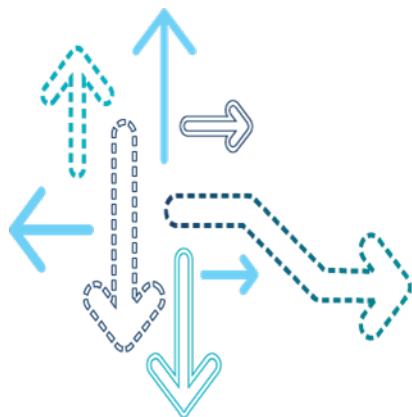
**Detailed View of Allocation (Thread 1, Order 495):**

Class	Method	File	Line	Native
android.os.Parcel	readString	Parcel.java	-2	true
android.app.ApplicationErrorReport\$C...	<init>	ApplicationErrorReport.java	372	false
android.os.StrictMode\$ViolationInfo	<init>	StrictMode.java	2062	false
android.os.StrictMode	readAndHandle...	StrictMode.java	1626	false
android.os.Parcel	readExceptionCo...	Parcel.java	1309	false
android.database.DatabaseUtils	readExceptionFr...	DatabaseUtils.java	133	false
android.content.ContentProviderProxy	query	ContentProviderNative.java	358	false
android.content.ContentResolver	query	ContentResolver.java	311	false
com.android.music.MediaPlaybackSer...	notifyChange	MediaPlaybackService.java	885	false
com.android.music.MediaPlaybackSer...	onCreate	MediaPlaybackService.java	396	false
android.app.ActivityThread	handleCreateSer...	ActivityThread.java	2261	false
android.app.ActivityThread	access\$1600	ActivityThread.java	126	false
android.app.ActivityThread\$H	handleMessage	ActivityThread.java	1209	false
android.os.Handler	dispatchMessage	Handler.java	99	false



Qualcomm  
2018-04-18 01:07:09 PDT  
liang.guo@archermind.com

## MAT (Memory Analyzer Tool)



# MAT (Memory Analyzer Tool)

---

- The Eclipse Memory Analyzer Tool is a fast and feature-rich Java heap analyzer that helps you find memory leaks and reduce memory consumption.
- Use the Memory Analyzer Tool to analyze productive heap dumps with hundreds of millions of objects, quickly calculate the retained sizes of objects, see who is preventing the Garbage Collector from collecting objects, run a report to automatically extract leak suspects.
- The Dalvik virtual machine can produce a complete dump of the contents of the virtual heap. This is very useful for debugging memory usage and looking for memory leaks.

# Install MAT

- We can get the MAT from below URL:

<http://www.eclipse.org/mat/>

Get the correct version and install it from eclipse.

### About This Project

#### Memory Analyzer >>

- 👉 Screenshots
- 👉 Getting Started
- 👉 Documentation
- 👉 FAQ (Wiki)
- 👉 Forum
- 👉 Blog
- 👉 Unresolved bugs and enhancements
- 👉 Report Bug

#### Downloads >>

- 👉 Releases
- 👉 Nightly Builds

#### Contributors >>

- 👉 Contributor Reference
- 👉 Mailing Lists
- 👉 View SVN
- 👉 Project Plan

The **stand-alone** Memory Analyzer is based on Eclipse RCP. It is useful if you do not want to install a full-fledged IDE on the system you are running the heap analysis.

To install the Memory Analyzer **into an Eclipse IDE** use the Update Manager and the update site URL provided below. The *Memory Analyzer (Chart)* feature is optional. The chart feature requires the **BIRT Chart Engine** (Version 2.3.0 or greater, available via Update Manager).

The minimum Java version required to run Memory Analyzer is 1.5

## Memory Analyzer 1.3.0 Release

- **Version:** 1.3.0.20130517 | **Date:** 26 June 2013 | **Type:** Released
  - **Update Site:** <http://download.eclipse.org/mat/1.3/update-site/>
  - **Archived Update Site:** [MemoryAnalyzer-1.3.0.201305170842.zip](#) (12 MB)
  - **Stand-alone Eclipse RCP Applications**
    - 📁 Windows (x86) (46 MB)
    - 📁 Windows (x86\_64) (46 MB)
    - 📁 Mac OSX (Mac/Carbon) (45 MB)
    - 📁 Mac OSX (Mac/Cocoa x86) (45 MB)
    - 📁 Mac OSX (Mac/Cocoa x86\_64) (45 MB)
    - 📁 Linux (x86/GTK 2) (46 MB)
    - 📁 Linux (x86\_64/GTK 2) (46 MB)
    - 📁 Linux (PPC64/GTK 2) (43 MB)
    - 📁 Solaris 8 (x86/GTK 2) (45 MB)

### Contributors

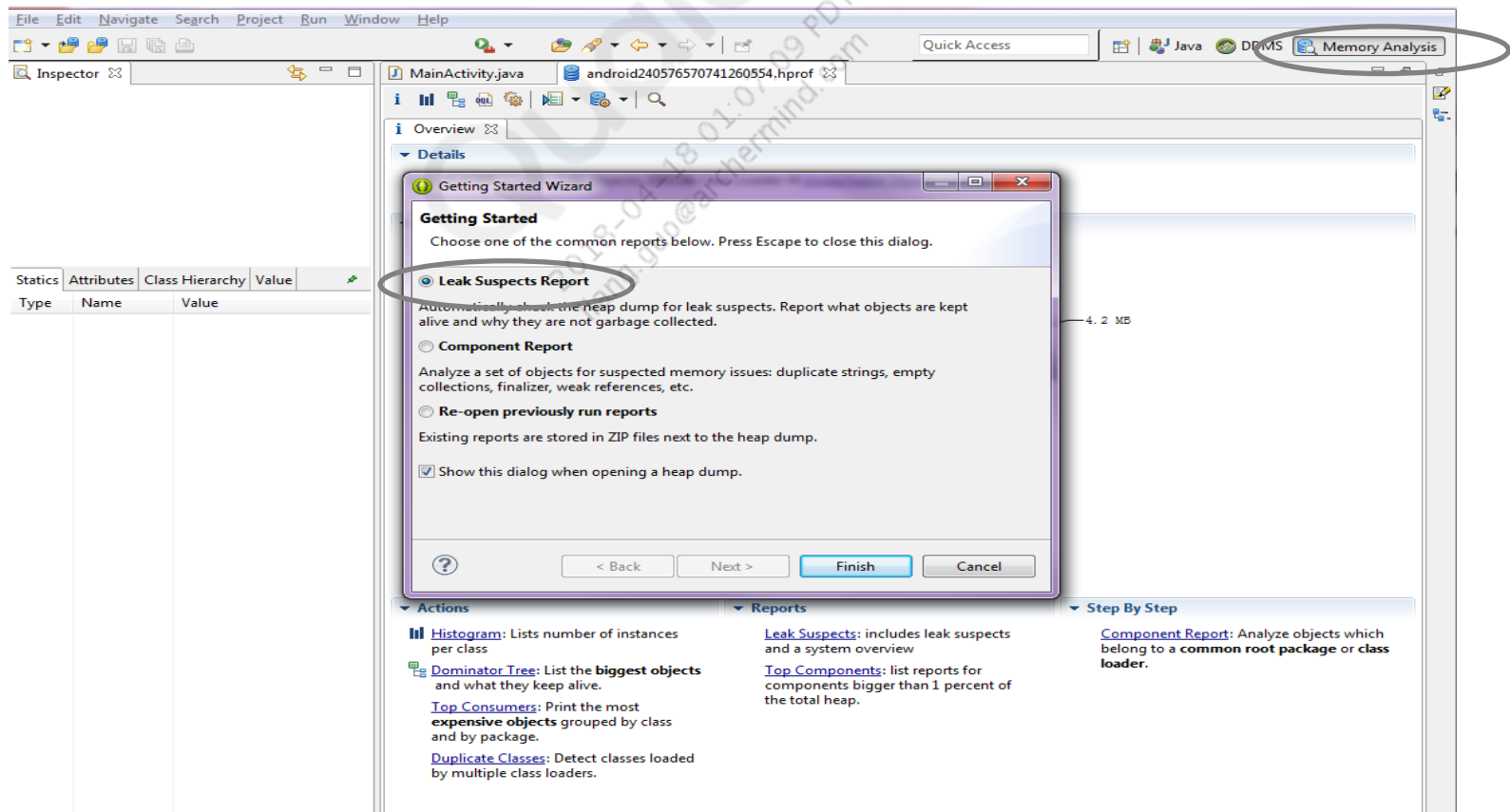
- SAP
- IBM

### Previous Talks

- **Eclipse Summit Europe**  
Ludwigsburg, 4 November, '10
- **The ServerSide Java Symposium**  
- Europe, Prague, October '09
- **JavaOne**, San Francisco, June '09
- **Eclipse Summit Europe**  
Ludwigsburg, 20 November, '08
- **Java Forum Stuttgart**, July '08
- **JavaOne**, San Francisco, May '08
- **Andrena Entwicklertag**, May '08
- **JAX**, April '08
- **EclipseCon**, March '08 (Slides)
- **JavaOne**, San Francisco, May '07

# Load Dump File

- In eclipse, select 'Memory Analysis' tool, select the dump file by click the menu 'File > Open Heap Dump', select the 'Leak Suspects Report' in the 'Wizard' dialog as below and click 'Finish', after a delay, the Leak Suspects report will appear.

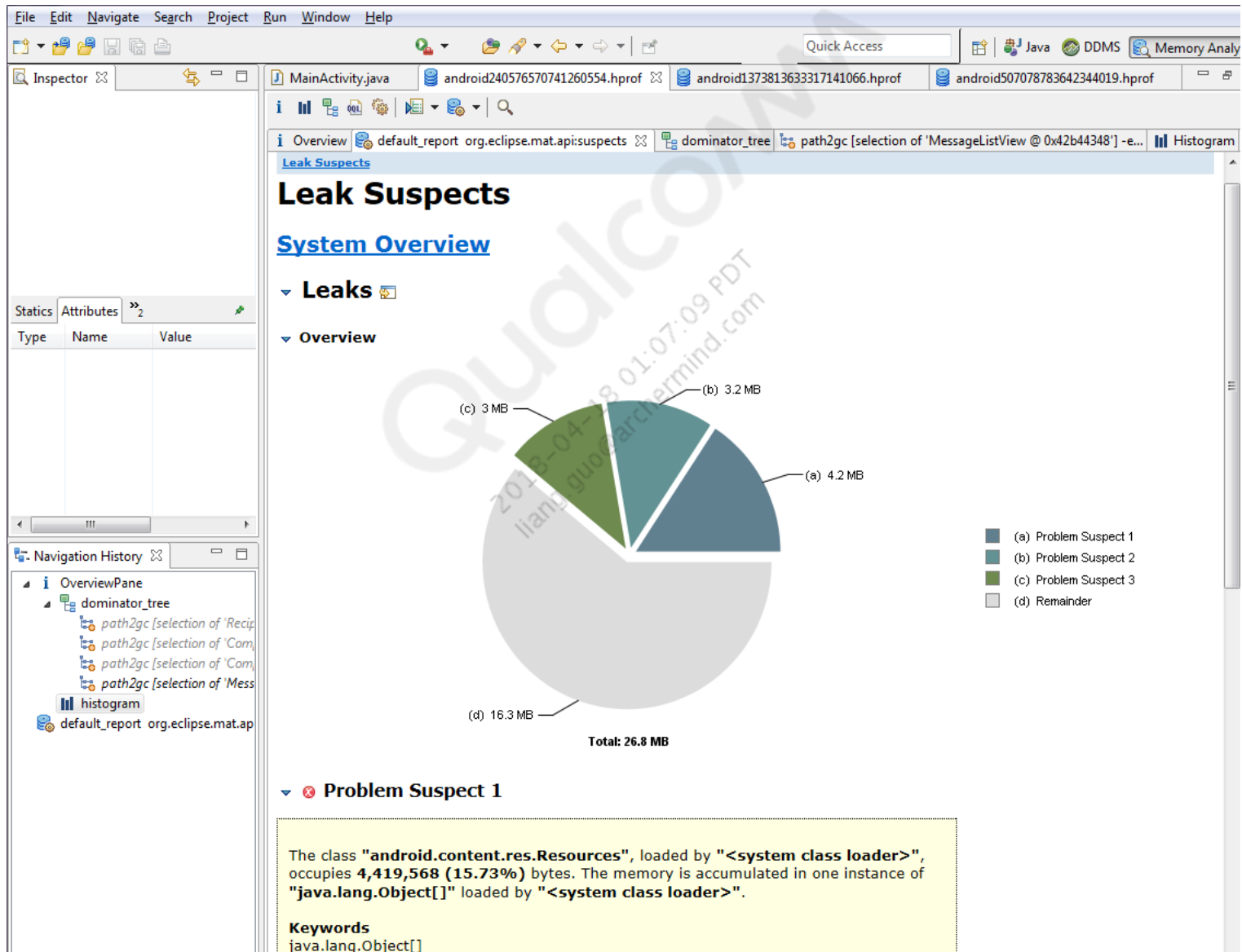


# The Leak Suspects Report

---

- The report will generate a graph indicating things it thinks may be memory leaks.
- Leak Suspects include leak suspects and a system overview.
- Not everything it thinks may be a leak actually is.
- What you really need to suspect is things that have multiple instances allocated or things which are using huge amounts of memory.

# The Leak Suspects Report



# The Leak Suspects Report

---

- Clicked on the Details link. This causes three more reports to appear: *'Shortest Paths To the Accumulation Point'*, *'Accumulated Objects'*, *'Accumulated Objects by Class'*.
- Shallow size of an object is the amount of memory allocated to store the object itself, not taking into account the referenced objects. Shallow size of a regular (non-array) object depends on the number and types of its fields. Shallow size of an array depends on the array length and the type of its elements (objects, primitive types). Shallow size of a set of objects represents the sum of shallow sizes of all objects in the set.
- Retained size of an object is its shallow size plus the shallow sizes of the objects that are accessible, directly or indirectly, only from this object. In other words, the retained size represents the amount of memory that will be freed by the garbage collector when this object is collected.

# The Leak Suspects Report

The screenshot shows the Eclipse IDE with the Memory Analyzer (MAT) tool open. The main window displays a 'Leak Suspects' report for the class 'android.content.res.Resources'. The report lists various objects and their memory usage. The 'Shallow Heap' and 'Retained Heap' columns are circled. Below the main table, there is a section titled 'Accumulated Objects by Class' which also has circled columns for 'Number of Objects', 'Used Heap Size', and 'Retained Heap Size'.

Class Name	Shallow Heap	Retained Heap	Percentage
class android.content.res.Resources @ 0x410c9b70	48	4,419,568	15.73%
android.util.LongSparseArray @ 0x410e5178	24	4,415,976	15.72%
java.lang.Object[510] @ 0x418214a0	2,056	4,411,856	15.70%
android.graphics.Bitmap @ 0x41295a98	48	155,200	0.55%
android.graphics.Bitmap @ 0x41296f00	48	155,200	0.55%
android.graphics.Bitmap @ 0x41298230	48	155,200	0.55%
android.graphics.Bitmap @ 0x41298cc0	48	155,200	0.55%
android.graphics.Bitmap @ 0x412a6a98	48	155,200	0.55%
android.graphics.Bitmap @ 0x412b1b78	48	155,200	0.55%
android.graphics.Bitmap @ 0x412b20e8	48	155,200	0.55%
android.graphics.Bitmap @ 0x412b2328	48	155,200	0.55%
android.graphics.Bitmap @ 0x412a0190	48	92,480	0.33%
android.graphics.Bitmap @ 0x412a0880	48	92,480	0.33%
android.graphics.drawable.NinePatchDrawable\$NinePatchState @ 0x41875bc8	32	86,280	0.31%
android.graphics.drawable.NinePatchDrawable\$NinePatchState @ 0x41296228	32	86,264	0.31%
android.graphics.drawable.NinePatchDrawable\$NinePatchState @ 0x418601d0	32	86,264	0.31%
android.graphics.drawable.NinePatchDrawable\$NinePatchState @ 0x4188ad58	32	86,264	0.31%
android.graphics.drawable.NinePatchDrawable\$NinePatchState @ 0x4124b0b0	32	61,768	0.22%
android.graphics.drawable.NinePatchDrawable\$NinePatchState @ 0x412a9be0	32	61,768	0.22%
android.graphics.drawable.BitmapDrawable\$BitmapState @ 0x412850b0	40	43,720	0.16%
android.graphics.drawable.BitmapDrawable\$BitmapState @ 0x41288990	40	43,720	0.16%
android.graphics.drawable.NinePatchDrawable\$NinePatchState @ 0x412a02b8	32	37,904	0.13%
android.graphics.Bitmap @ 0x412a0420	48	36,928	0.13%
<b>Total: 20 entries</b>	<b>832</b>	<b>2,057,440</b>	<b>0.073</b>

Label	Number of Objects	Used Heap Size	Retained Heap Size
android.graphics.Bitmap First 10 of 64 objects	64	3,072	2,229,792
android.graphics.drawable.NinePatchDrawable\$NinePatchState	...	...	...

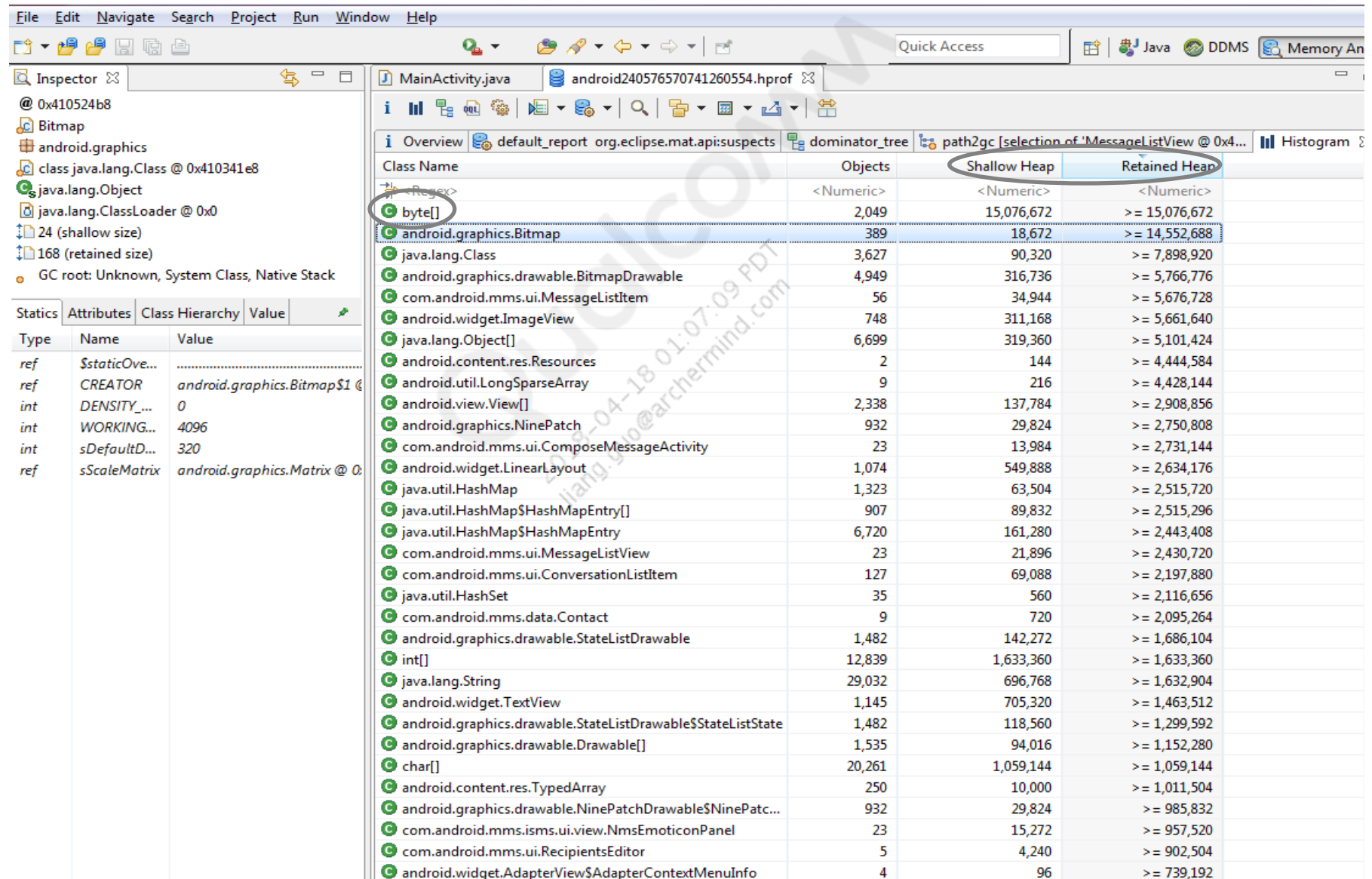


# Histogram View

---

- Analyze the results using the Histogram view.
- Histogram lists number of instances per class.
  - Identifies types of objects allocated.
  - Doesn't know whether they will eventually be freed.
  - We must compare two HPROF snapshots to identify which objects are responsible for a leak.

# Histogram View



The screenshot shows the Eclipse IDE with the Memory Analyzer plugin. The Histogram View is active, displaying a table of heap objects. The table has four columns: Class Name, Objects, Shallow Heap, and Retained Heap. The 'byte[]' class is highlighted in the list, and its corresponding row in the table is also highlighted. The table shows various Android classes and their memory usage.

Class Name	Objects	Shallow Heap	Retained Heap
<Regex>	<Numeric>	<Numeric>	<Numeric>
byte[]	2,049	15,076,672	>= 15,076,672
android.graphics.Bitmap	389	18,672	>= 14,552,688
java.lang.Class	3,627	90,320	>= 7,898,920
android.graphics.drawable.BitmapDrawable	4,949	316,736	>= 5,766,776
com.android.mms.ui.MessageListItem	56	34,944	>= 5,676,728
android.widget.ImageView	748	311,168	>= 5,661,640
java.lang.Object[]	6,699	319,360	>= 5,101,424
android.content.res.Resources	2	144	>= 4,444,584
android.util.LongSparseArray	9	216	>= 4,428,144
android.view.View[]	2,338	137,784	>= 2,908,856
android.graphics.NinePatch	932	29,824	>= 2,750,808
com.android.mms.ui.ComposeMessageActivity	23	13,984	>= 2,731,144
android.widget.LinearLayout	1,074	549,888	>= 2,634,176
java.util.HashMap	1,323	63,504	>= 2,515,720
java.util.HashMap\$HashMapEntry[]	907	89,832	>= 2,515,296
java.util.HashMap\$HashMapEntry	6,720	161,280	>= 2,443,408
com.android.mms.ui.MessageListView	23	21,896	>= 2,430,720
com.android.mms.ui.ConversationListItem	127	69,088	>= 2,197,880
java.util.HashSet	35	560	>= 2,116,656
com.android.mms.data.Contact	9	720	>= 2,095,264
android.graphics.drawable.StateListDrawable	1,482	142,272	>= 1,686,104
int[]	12,839	1,633,360	>= 1,633,360
java.lang.String	29,032	696,768	>= 1,632,904
android.widget.TextView	1,145	705,320	>= 1,463,512
android.graphics.drawable.StateListDrawable\$StateListState	1,482	118,560	>= 1,299,592
android.graphics.drawable.Drawable[]	1,535	94,016	>= 1,152,280
char[]	20,261	1,059,144	>= 1,059,144
android.content.res.TypedArray	250	10,000	>= 1,011,504
android.graphics.drawable.NinePatchDrawable\$NinePatc...	932	29,824	>= 985,832
com.android.mms.isms.ui.view.NmsEmoticonPanel	23	15,272	>= 957,520
com.android.mms.ui.RecipientsEditor	5	4,240	>= 902,504
android.widget.AdapterView\$AdapterContextMenuInfo	4	96	>= 739,192

# Histogram View

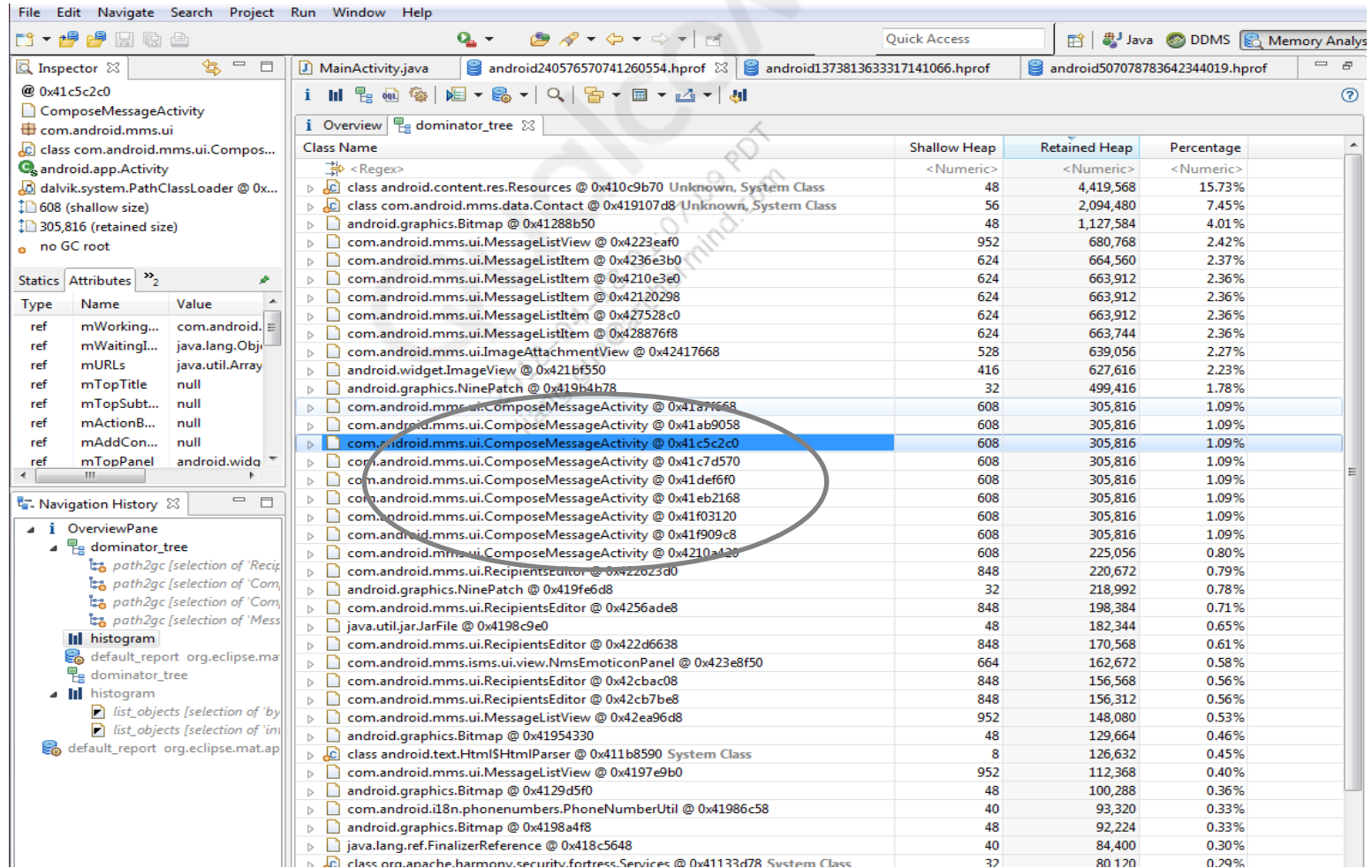
- The 'byte[ ]' costs most of the heap, so right click on it and select 'List Objects > with incoming references', from this, we can find which object the data belong to.

The screenshot shows the Android Studio Memory Analysis tool. The left pane displays the Inspector and Navigation History. The right pane shows the Histogram view, which is a table of memory objects. The 'byte[ ]' object is highlighted, and its references are listed in the right pane. The references include various Android classes like mBitmap, mBuffer, mDrawable, mImageView, mParent, mView, mCaller, mReferent, and mParent.

Class Name	Shallow Heap	Retained He
mBitmap android.graphics.drawable.BitmapDrawable @ 0x41a552e8	64	
mBitmap android.graphics.drawable.BitmapDrawable @ 0x41a556f8	64	
mBitmap android.graphics.drawable.BitmapDrawable @ 0x41a6cca0	64	
mBitmap android.graphics.drawable.BitmapDrawable @ 0x41a6d190	64	
mBitmap android.graphics.drawable.BitmapDrawable @ 0x41a79390	64	
mBitmap android.graphics.drawable.BitmapDrawable @ 0x41a7c8d8	64	
mBitmap android.graphics.drawable.BitmapDrawable @ 0x41a7e688	64	
Total: 25 of 373 entries; 348 mo...		
byte[626520] @ 0x42d786a0	626,536	626,
mBuffer android.graphics.Bitmap @ 0x4259ef8	48	626,
mBitmap android.graphics.drawable.BitmapDrawable @ 0x422a42e8	64	626,
mDrawable android.widget.ImageView @ 0x423a8448	416	628,
mImageView com.android.mms.ui.MessageListItem @ 0x428876f8	624	663,
[0] android.view.View[12] @ 0x423385f	64	1,
mCaller android.view.InputEventConsistencyVerifier @ 0x42338728	80	
referent java.lang.ref.WeakReference @ 0x42234940	24	
referent java.lang.ref.WeakReference @ 0x422a4420	24	
Total: 5 entries		
mBitmap android.graphics.drawable.BitmapDrawable\$BitmapState @ 0x422a4330	40	
Total: 2 entries		
byte[626520] @ 0x42bb32e0	626,536	626,
mBuffer android.graphics.Bitmap @ 0x42b5da50	48	626,
mBitmap android.graphics.drawable.BitmapDrawable @ 0x42cc9398	64	626,
mDrawable android.widget.ImageView @ 0x4244a868	416	627,
mImageView com.android.mms.ui.ImageAttachmentView @ 0x42417668	528	639,
mParent android.widget.ImageView @ 0x4244a868	416	627,
mImageView com.android.mms.ui.ImageAttachmentView @ 0x42417668	528	639,
[0] android.view.View[12] @ 0x42332a68	64	10,
mCaller android.view.InputEventConsistencyVerifier @ 0x42332b40	80	
referent java.lang.ref.WeakReference @ 0x42b42fc8	24	
Total: 4 entries		
mParent android.widget.LinearLayout @ 0x423334c0	512	8,
mView com.android.mms.ui.AttachmentEditor @ 0x42331060	544	3,
[1] android.view.View[12] @ 0x42cdf0e8	64	2,
mParent android.widget.LinearLayout @ 0x42332cd0	512	1,
mCaller android.view.InputEventConsistencyVerifier @ 0x42417898	80	
mView com.android.mms.ui.MmsThumbnailPresenter @ 0x422d46d0	32	
referent java.lang.ref.WeakReference @ 0x423329d0	24	
this\$0 android.view.ViewGroup\$3 @ 0x42332a58	16	

# Dominator Tree

- Dominator Tree will list the biggest objects and what they keep alive.



The screenshot shows the Eclipse IDE with the Dominator Tree tool open. The tool displays a list of objects in the heap, sorted by their retained size. The object 'com.android.mms.ui.ComposeMessageActivity' at address 0x41c5c2c0 is highlighted, indicating it is the root of the dominator tree. The tool also shows the class hierarchy and the memory usage of various system classes.

Class Name	Shallow Heap	Retained Heap	Percentage
<Regex>	<Numeric>	<Numeric>	<Numeric>
class android.content.res.Resources @ 0x410c9b70 Unknown, System Class	48	4,419,568	15.73%
class com.android.mms.data.Contact @ 0x419107d8 Unknown, System Class	56	2,094,480	7.45%
android.graphics.Bitmap @ 0x41288b50	48	1,127,584	4.01%
com.android.mms.ui.MessageListView @ 0x4223eaf0	952	680,768	2.42%
com.android.mms.ui.MessageListItem @ 0x4236e3b0	624	664,560	2.37%
com.android.mms.ui.MessageListItem @ 0x4210e3e0	624	663,912	2.36%
com.android.mms.ui.MessageListItem @ 0x42120298	624	663,912	2.36%
com.android.mms.ui.MessageListItem @ 0x427528c0	624	663,912	2.36%
com.android.mms.ui.MessageListItem @ 0x428876f8	624	663,744	2.36%
com.android.mms.ui.ImageAttachmentView @ 0x42417668	528	639,056	2.27%
android.widget.ImageView @ 0x421bf550	416	627,616	2.23%
android.graphics.NinePatch @ 0x419b4b78	32	499,416	1.78%
com.android.mms.ui.ComposeMessageActivity @ 0x41a7f668	608	305,816	1.09%
com.android.mms.ui.ComposeMessageActivity @ 0x41ab9058	608	305,816	1.09%
com.android.mms.ui.ComposeMessageActivity @ 0x41c5c2c0	608	305,816	1.09%
com.android.mms.ui.ComposeMessageActivity @ 0x41c7d570	608	305,816	1.09%
com.android.mms.ui.ComposeMessageActivity @ 0x41eb2168	608	305,816	1.09%
com.android.mms.ui.ComposeMessageActivity @ 0x41f03120	608	305,816	1.09%
com.android.mms.ui.ComposeMessageActivity @ 0x41f909c8	608	305,816	1.09%
com.android.mms.ui.ComposeMessageActivity @ 0x4210a420	608	225,056	0.80%
com.android.mms.ui.RecipientsEditor @ 0x422623d0	848	220,672	0.79%
android.graphics.NinePatch @ 0x419fe6d8	32	218,992	0.78%
com.android.mms.ui.RecipientsEditor @ 0x4256ade8	848	198,384	0.71%
java.util.jar.JarFile @ 0x4198c9e0	48	182,344	0.65%
com.android.mms.ui.RecipientsEditor @ 0x422d6638	848	170,568	0.61%
com.android.mms.isms.ui.view.NmsEmoticonPanel @ 0x423e8f50	664	162,672	0.58%
com.android.mms.ui.RecipientsEditor @ 0x42cbac08	848	156,568	0.56%
com.android.mms.ui.RecipientsEditor @ 0x42cb7b88	848	156,312	0.56%
com.android.mms.ui.MessageListView @ 0x42ea96d8	952	148,080	0.53%
android.graphics.Bitmap @ 0x41954330	48	129,664	0.46%
class android.text.Html\$HtmlParser @ 0x411b8590 System Class	8	126,632	0.45%
com.android.mms.ui.MessageListView @ 0x4197e9b0	952	112,368	0.40%
android.graphics.Bitmap @ 0x4129d5f0	48	100,288	0.36%
com.android.i18n.phonenumbers.PhoneNumberUtil @ 0x41986c58	40	93,320	0.33%
android.graphics.Bitmap @ 0x4198a4f8	48	92,224	0.33%
java.lang.ref.FinalizerReference @ 0x418c5648	40	84,400	0.30%
class org.apache.harmony.security.fortress.Services @ 0x41133d78 System Class	32	80,120	0.29%

# Dominator Tree

---

- From this list we can find potential leaked object, so many instances of 'ComposeMessageActivity' for this case, it's abnormal.
- Right click on it and select:
  - List Objects > with incoming references: Shows objects that have an incoming reference to the selected object. If there is a class that has many unwanted instances it is good practice to find incoming references that are keeping it from being GC.
  - Path To GC Roots > exclude weak/soft references: Shows the reference path from the object to GC roots excluding weak/soft references
  - Merge Shortest Paths to GC Roots – Finds the common paths from garbage collection roots to an object or a set of objects.

# Dominator Tree

---

- Right click on it and select:
  - Show Retained Set - Calculates the retained set of an arbitrary set of objects.
  - Java Basics > Class Loader Explorer: Show the defined classes and the number of live instances. If one and the same component is loaded multiple times, the number of live instances can indicate which class loaders is more alive and which one should be garbage collected

# What to Do?

- Perhaps it's because the 'mBackgroundQueryHandler' hasn't be released before this activity is finished which cause this activity can't be released.

The screenshot displays the Eclipse IDE with the Memory Analyzer tool open. The 'list\_objects' pane is selected, showing a list of objects in memory. The 'mBackgroundQueryHandler' object is highlighted, showing its memory address and heap size. The 'Overview' pane shows the class hierarchy of the selected object.

Class Name	Shallow Heap	Retained Heap
com.android.mms.ui.MessageListView @ 0x4223eaf0	952	680,76
this\$0 android.view.ViewGroup\$3 @ 0x42336290	16	1
referent java.lang.ref.WeakReference @ 0x4233e508	24	2
referent java.lang.ref.WeakReference @ 0x4236fbb0	24	2
[0] android.view.View[12] @ 0x423cb5b8	64	6
host android.view.View\$ScrollabilityCache @ 0x4245b8e8	72	36
mCaller android.view.InputEventConsistencyVerifier @ 0x4248f700	80	16
mMsgListView com.android.mms.ui.ComposeMessageActivity @ 0x42591018	608	3,86
mContext android.widget.ScrollView @ 0x41925998	568	2,15
this\$0 com.android.mms.ui.ComposeMessageActivity\$45 @ 0x41af9d70	16	1
this\$0 com.android.mms.ui.ComposeMessageActivity\$BackgroundQueryHandler @ 0x41fbb320	48	10
this\$0 android.content.AsyncQueryHandler\$WorkerHandler @ 0x421a6a78	32	3
mBackgroundQueryHandler com.android.mms.ui.ComposeMessageActivity @ 0x42591018	608	3,86
mContext android.widget.ScrollView @ 0x41925998	568	2,15
this\$0 com.android.mms.ui.ComposeMessageActivity\$45 @ 0x41af9d70	16	1
this\$0 com.android.mms.ui.ComposeMessageActivity\$BackgroundQueryHandler @ 0x41fbb320	48	10
this\$0 com.android.mms.ui.ComposeMessageActivity\$2 @ 0x4200caa0	16	1
this\$0 com.android.mms.ui.ComposeMessageActivity\$3 @ 0x42194960	16	1
mCallback, mContext com.android.internal.policy.impl.PhoneWindow @ 0x421ef2d8	232	8,24
mContext android.widget.TextView @ 0x422180e0	616	1,08
this\$0 com.android.mms.ui.ComposeMessageActivity\$46 @ 0x42218af0	16	1
mContext android.widget.ImageButton @ 0x42218b20	416	2,80
this\$0 com.android.mms.ui.ComposeMessageActivity\$23 @ 0x4221ff68	24	2
mContext com.android.internal.widget.ActionBarContextView @ 0x42229f08	536	1,01
this\$0 com.android.mms.ui.ComposeMessageActivity\$4 @ 0x42235170	16	1
mContext android.view.ViewStub @ 0x42237550	352	52
mContext android.widget.Button @ 0x42237e38	616	94
mContext android.view.View @ 0x42239278	336	76
mContext com.android.mms.ui.MessageListView @ 0x4223eaf0	952	680,76
mContext android.widget.RadioButton @ 0x42240510	640	1,44
mContext android.widget.LinearLayout @ 0x4224e398	512	1,69
mContext android.view.ViewStub @ 0x4224f8f8	352	52
mContext, mContext com.android.mms.ui.MessageListAdapter @ 0x422514f0	88	52
mContext android.widget.FrameLayout @ 0x42251a50	496	1,24
mContext com.android.mms.isms.ui.view.NmsEmoticonPreview @ 0x42253270	40	1,63
mContext com.android.internal.view.menu.ActionMenuView @ 0x42257ac0	544	1,12
mContext android.widget.ImageView @ 0x4225df80	416	90



# What to Do?

- Use the Regex filter to find 'ComposeMessageActivity' objects inside the Histogram view. There are 23 instances of 'ComposeMessageActivity'.

The screenshot shows the Android Studio Memory Analysis tool. The 'Histogram' view is selected, and a regex filter '.\*ComposeMessageActivity.\*' is applied. The table below shows the results of the filter, with 23 instances of 'ComposeMessageActivity' highlighted. The 'Objects' column shows 23 instances, the 'Shallow Heap' column shows 13,984 bytes, and the 'Retained Heap' column shows 2,731,144 bytes.

Class Name	Objects	Shallow Heap	Retained Heap
com.android.mms.ui.ComposeMessageActivity	23	13,984	>= 2,731,144
com.android.mms.ui.ComposeMessageActivity\$BackgroundQueryHandler	23	1,104	>= 2,392
com.android.mms.ui.ComposeMessageActivity\$11	23	736	>= 736
com.android.mms.ui.ComposeMessageActivity\$8	23	736	>= 736
com.android.mms.ui.ComposeMessageActivity\$1	23	736	>= 736
com.android.mms.ui.ComposeMessageActivity\$23	24	576	>= 576
com.android.mms.ui.ComposeMessageActivity\$19	23	552	>= 552
com.android.mms.ui.ComposeMessageActivity\$45	23	368	>= 368
com.android.mms.ui.ComposeMessageActivity\$4	23	368	>= 368
com.android.mms.ui.ComposeMessageActivity\$28	23	368	>= 368
com.android.mms.ui.ComposeMessageActivity\$48	23	368	>= 368
com.android.mms.ui.ComposeMessageActivity\$14	23	368	>= 368
com.android.mms.ui.ComposeMessageActivity\$46	23	368	>= 368
com.android.mms.ui.ComposeMessageActivity\$54	23	368	>= 368
com.android.mms.ui.ComposeMessageActivity\$3	23	368	>= 368
com.android.mms.ui.ComposeMessageActivity\$2	23	368	>= 368
com.android.mms.ui.ComposeMessageActivity\$44	23	368	>= 368
com.android.mms.ui.ComposeMessageActivity\$13	23	368	>= 368
com.android.mms.ui.ComposeMessageActivity\$43	23	368	>= 368
com.android.mms.ui.ComposeMessageActivity\$15	23	368	>= 368
com.android.mms.ui.ComposeMessageActivity\$12	23	368	>= 368
com.android.mms.ui.ComposeMessageActivity\$36	23	368	>= 368
com.android.mms.ui.ComposeMessageActivity\$20	5	80	>= 80
com.android.mms.ui.ComposeMessageActivity\$21	5	80	>= 80
com.android.mms.ui.ComposeMessageActivity\$22	0	0	>= 0
com.android.mms.ui.ComposeMessageActivity\$MsgListMenuClickListener	0	0	>= 0
com.android.mms.ui.ComposeMessageActivity\$29	0	0	>= 0
com.android.mms.ui.ComposeMessageActivity\$DeleteMessageListener	0	0	>= 0
com.android.mms.ui.ComposeMessageActivity\$16	0	0	>= 0
com.android.mms.ui.ComposeMessageActivity\$17	0	0	>= 0
com.android.mms.ui.ComposeMessageActivity\$27	0	0	>= 0
com.android.mms.ui.ComposeMessageActivity\$24	0	0	>= 0
com.android.mms.ui.ComposeMessageActivity\$DeleteMessageListener\$1	0	0	>= 0
com.android.mms.ui.ComposeMessageActivity\$47	0	0	>= 0
com.android.mms.ui.ComposeMessageActivity\$BackgroundQueryHandler\$1	0	0	>= 0
com.android.mms.ui.ComposeMessageActivity\$51	0	0	>= 0

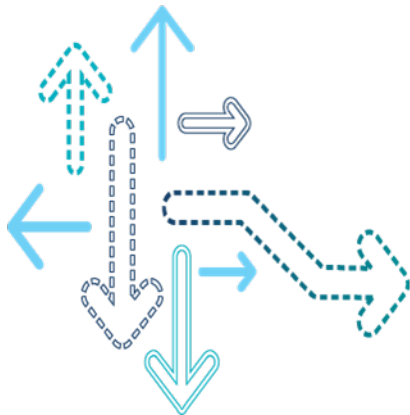


# What to Do?

---

- What we can do now is just check the related code to see if there are any bugs.
- Refer to [R5] for Android Memory Leaks and the solutions.
- To avoid context-related memory leaks, remember the followings:
  - Do not keep long-lived references to a context-activity (a reference to an activity should have the same life cycle as the activity itself)
  - Try using the context-application instead of a context-activity
  - Avoid non-static inner classes in an activity if you don't control their life cycle, use a static inner class and make a weak reference to the activity inside.
  - A garbage collector is not an insurance against memory leaks.

## Detecting a Memory Leak



# Check the logcat Output Message

- Your application crashes with an 'Out of memory' error after running for a long time.
- You can see frequent GC\_ lines in logcat before the crash.

D/dalvikvm( 1325): GC\_CONCURRENT freed 1971K,  
18% free 12382K/14983K, paused 3ms+7ms

Reason for garbage  
collection:

GC\_CONCURRENT  
GC\_FOR\_MALLOC  
GC\_EXTERNAL\_ALLOC  
GC\_HPROF\_DUMP\_HEAP  
GC\_EXPLICIT

Heap statistics

# Check the logcat Output Message

---

- Out of memory message from the logcat output:

I/dalvikvm-heap( 3088): Clamp target GC heap from 103.616MB to 96.000MB  
D/dalvikvm( 3088): GC\_CONCURRENT freed 165K, 1% free 97769K/98148K, paused 7ms+80ms, total 483ms  
D/dalvikvm( 3088): WAIT\_FOR\_CONCURRENT\_GC blocked 147ms  
I/dalvikvm-heap( 3088): Forcing collection of SoftReferences for 376296-byte allocation  
I/dalvikvm-heap( 3088): Clamp target GC heap from 103.600MB to 96.000MB  
D/dalvikvm( 3088): GC\_BEFORE\_OOM freed 16K, 1% free 97753K/98148K, paused 392ms, total 392ms  
E/dalvikvm-heap( 3088): Out of memory on a 376296-byte allocation

# Check the logcat Output Message

D/dalvikvm( 3088): GC\_CONCURRENT freed 165K, 1% free  
97769K/98148K, paused 7ms+80ms, total 483ms

The first part of message indicates the type of GC (reason of GC). There are four different types:

GC_CONCURRENT	Invoked when the heap gets too large to prevent overflow.
GC_FOR_MALLOC	Invoked when GC_CONCURRENT was not run on time and the application had to allocate more memory.
GC_EXTERNAL_ALLOC	Used before Honeycomb for freeing external allocated memory. In Honeycomb and higher there is no external allocation.
GC_EXPLICIT	Invoked when System.gc is called.

# Check the logcat Output Message

---

D/dalvikvm( 3088): GC\_CONCURRENT freed 165K, 1% free 97769K/98148K, paused 7ms+80ms, total 483ms

- “freed 165K” – indicates how much memory is freed.
- “1% free 97769K/98148K” – indicates the percentage of free memory left, the size of live objects and the total heap size.
- “paused 7ms+80ms” – indicates how much time it takes the GC to finish collection.

With this information, it is possible to tell after a few collections if the GC successfully frees the memory. If the allocated memory does not go down after some period of time (and keeps growing), it is clear that there is a memory leak.

# Check the logcat Output Message

---

E/dalvikvm-heap( 3088): **Out of memory on a 376296-byte allocation**

When the available resources are exhausted, an `OutOfMemoryError` exception is thrown. It may indicate that there is a memory leak. This method is not the best way to know if there is a leak as the exception may occur when the developer tries to allocate a large amount of memory (ex. bitmap) and the total heap size will exceed the platform limit. It surely indicates that the developer should rethink his memory management method.

# Comparing Heap Dumps with MAT

---

- When debugging memory leaks, sometimes it's useful to compare the heap state at two different points in time. To do this, you'll need to:
  - Create two separate HPROF files (don't forget to convert them using hprof-conv).
  - Open the first HPROF file (using File > Open Heap Dump).
  - Open the Histogram view.
  - In the Navigation History view (use Window > Navigation History if it's not visible), right click on histogram and select Add to Compare Basket.
  - Open the second HPROF file and repeat steps 2 and 3.
  - Switch to the Compare Basket view, and click Compare the Results (the red "!" icon in the top right corner of the view).



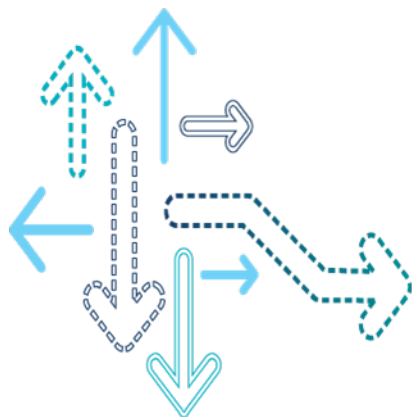
# Comparing Heap Dumps with MAT

---

- Compare the number of instances and sizes of each type of object between the two snapshots.
- An unexplained increase in the number of objects may indicate a leak!

Qualcomm  
2018-04-18 01:07:09 PDT  
liang.guo@archermind.com

## Useful Information



# ServiceConnection Leak

- Usually ServiceConnection leak is caused by client try to bind to service but the service still not ready. For example, the service hasn't been started or the service can't be started successfully.

```
06-13 10:23:15.672 W/ActivityManager( 654): Unable to start service Intent { act=com.zte.zgesture.IGestureService }: not found
06-13 10:23:15.762 E/ActivityThread( 1009): Activity com.android.phone.InCallScreen has leaked ServiceConnection android.view.ViewRootGestureDispatcher$1@41e2e730
that was originally bound here
06-13 10:23:15.762 E/ActivityThread( 1009): android.app.ServiceConnectionLeaked: Activity com.android.phone.InCallScreen has leaked ServiceConnection
android.view.ViewRootGestureDispatcher$1@41e2e730 that was originally bound here
06-13 10:23:15.762 E/ActivityThread( 1009):         at android.app.LoadedApk$ServiceDispatcher.<init>(LoadedApk.java:969)
06-13 10:23:15.762 E/ActivityThread( 1009):         at android.app.LoadedApk.getServiceDispatcher(LoadedApk.java:863)
06-13 10:23:15.762 E/ActivityThread( 1009):         at android.app.ContextImpl.bindService(ContextImpl.java:1263)
06-13 10:23:15.762 E/ActivityThread( 1009):         at android.app.ContextImpl.bindService(ContextImpl.java:1255)
06-13 10:23:15.762 E/ActivityThread( 1009):         at android.content.ContextWrapper.bindService(ContextWrapper.java:394)
06-13 10:23:15.762 E/ActivityThread( 1009):         at android.view.ViewRootGestureDispatcher.<init>(ViewRootGestureDispatcher.java:32)
06-13 10:23:15.762 E/ActivityThread( 1009):         at android.view.ViewRootImpl.<init>(ViewRootImpl.java:415)
06-13 10:23:15.762 E/ActivityThread( 1009):         at android.view.WindowManagerImpl.addView(WindowManagerImpl.java:300)
06-13 10:23:15.762 E/ActivityThread( 1009):         at android.view.WindowManagerImpl.addView(WindowManagerImpl.java:232)
06-13 10:23:15.762 E/ActivityThread( 1009):         at android.view.WindowManagerImpl$CompatModeWrapper.addView(WindowManagerImpl.java:149)
06-13 10:23:15.762 E/ActivityThread( 1009):         at android.view.Window$LocalWindowManager.addView(Window.java:547)
06-13 10:23:15.762 E/ActivityThread( 1009):         at android.app.ActivityThread.handleResumeActivity(ActivityThread.java:2641)
06-13 10:23:15.762 E/ActivityThread( 1009):         at android.app.ActivityThread.handleLaunchActivity(ActivityThread.java:2092)
06-13 10:23:15.762 E/ActivityThread( 1009):         at android.app.ActivityThread.access$600(ActivityThread.java:133)
06-13 10:23:15.762 E/ActivityThread( 1009):         at android.app.ActivityThread$H.handleMessage(ActivityThread.java:1198)
06-13 10:23:15.762 E/ActivityThread( 1009):         at android.os.Handler.dispatchMessage(Handler.java:99)
06-13 10:23:15.762 E/ActivityThread( 1009):         at android.os.Looper.loop(Looper.java:137)
06-13 10:23:15.762 E/ActivityThread( 1009):         at android.app.ActivityThread.main(ActivityThread.java:4777)
06-13 10:23:15.762 E/ActivityThread( 1009):         at java.lang.reflect.Method.invokeNative(Native Method)
06-13 10:23:15.762 E/ActivityThread( 1009):         at java.lang.reflect.Method.invoke(Method.java:511)
06-13 10:23:15.762 E/ActivityThread( 1009):         at com.android.internal.os.ZygoteInit$MethodAndArgsCaller.run(ZygoteInit.java:789)
06-13 10:23:15.762 E/ActivityThread( 1009):         at com.android.internal.os.ZygoteInit.main(ZygoteInit.java:556)
06-13 10:23:15.762 E/ActivityThread( 1009):         at dalvik.system.NativeStart.main(Native Method)
06-13 10:23:15.762 W/ActivityManager( 654): Unbind failed: could not find connection for android.os.BinderProxy@42127e18
```

# StrictMode

---

- Enable 'StrictMode' also can find some object leak.
- Please refer to [R10] for more information about 'StrictMode'

Qualcomm  
2018-04-18 01:07:09 PDT  
liang.guo@archermind.com

# References

Ref.	Document	
Qualcomm Technologies		
Q1	Application Note: Software Glossary for Customers	CL93-V3077-1
Resources		
R1	<a href="http://memoryanalyzer.blogspot.com/">http://memoryanalyzer.blogspot.com/</a>	Memory Analyzer Blog
R2	<a href="http://developer.android.com/tools/debugging/ddms.html">http://developer.android.com/tools/debugging/ddms.html</a>	Using DDMS
R3	<a href="http://www.eclipse.org/mat/">http://www.eclipse.org/mat/</a>	Memory Analyzer Tool (MAT)
R4	<a href="http://milk.com/kodebase/dalvik-docs-mirror/docs/heap-profiling.html">http://milk.com/kodebase/dalvik-docs-mirror/docs/heap-profiling.html</a>	Dalvik Heap Profiling
R5	<a href="http://blog.evendanan.net/2013/02/Android-Memory-Leaks-OR-Different-Ways-to-Leak">http://blog.evendanan.net/2013/02/Android-Memory-Leaks-OR-Different-Ways-to-Leak</a>	Android Memory Leak
R6	<a href="http://www.youtube.com/watch?v=CruQY55HOk">http://www.youtube.com/watch?v=CruQY55HOk</a>	Google I/O 2011: Memory management for Android Apps
R7	<a href="http://www.yourkit.com/docs/90/help/sizes.jsp">http://www.yourkit.com/docs/90/help/sizes.jsp</a>	Shallow and retained sizes
R8	<a href="http://kohlerm.blogspot.com/2009/07/eclipse-memory-analyzer-10-useful.html">http://kohlerm.blogspot.com/2009/07/eclipse-memory-analyzer-10-useful.html</a>	Eclipse Memory Analyzer, 10 useful tips/articles
R9	<a href="http://developer.samsung.com/android/technical-docs/Memory-Profiler-Identifying-Potential-Problems">http://developer.samsung.com/android/technical-docs/Memory-Profiler-Identifying-Potential-Problems</a>	Memory Profiler - Identifying Potential Problems
R10	<a href="http://developer.android.com/reference/android/os/StrictMode.html">http://developer.android.com/reference/android/os/StrictMode.html</a>	Strict Mode

# References

---

Ref.	Document	
<b>Resources</b>		
R11	<a href="http://help.eclipse.org/indigo/index.jsp?topic=%2Forg.eclipse.mat.ui.help%2Fconcepts%2Fheapdump.html">http://help.eclipse.org/indigo/index.jsp?topic=%2Forg.eclipse.mat.ui.help%2Fconcepts%2Fheapdump.html</a>	Memory Analyzer Online Help

Qualcomm  
2018-04-18 01:07:09 PDT  
liang.guo@archermind.com

## Questions?

<https://support.cdmatech.com>

