# GRAFIČKO I INTERAKTIVNO PRIKAZIVANJE IZLAZA VALGRIND-ovog ALATA MASSIF

https://github.com/MATF-Software-Verification/2020\_05\_Massif\_Visual

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### MOTIVACIJA

- Problem
- Zadatak
- Rezultat

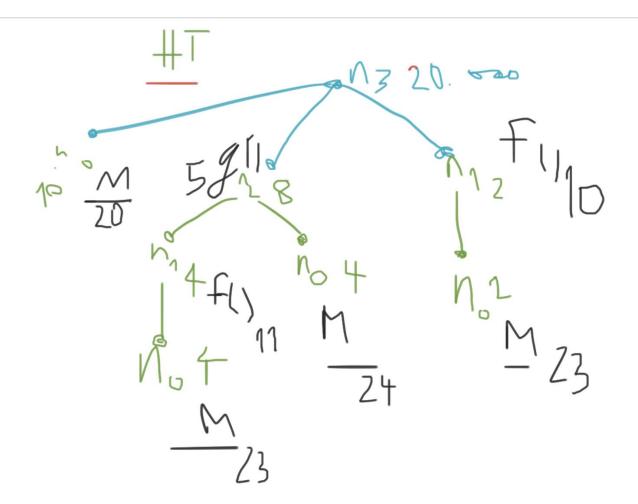


#### GRUBA PODELA APLIKACIJE NA CELINE

Parsiranje Massif izlaza

Grafičko i interaktivno prikazivanje (chart, tree widget...)

Korisničko okruženje i opcije u aplikaciji



#### **PARSER**

- Prva diskusija: ms\_print izlaz ILI massif.out izvorni fajl iz Valgrind Massif
- **Druga diskusija**: šta znače linije u massif.out fajlovima
- Treća diskusija:

   razumevanje stabla hipa
   koje se pravi

```
desc: --time-unit=B
cmd: ./a.out
time_unit: B
#_____
snapshot=0
time=0
mem_heap_B=0
mem_heap_extra_B=0
mem_stacks_B=0
heap_tree=empty
snapshot=1
time=1016
mem_heap_B=1000
mem_heap_extra_B=16
mem_stacks_B=0
heap_tree=empty
```

```
heap_tree=detailed
n1: 9000 (heap allocation functions) malloc/new/new[], --alloc-fns, etc.
n0: 9000 0x1091A4: main (massif_example.c:20)
```

```
snapshot=14
time=20184
mem heap B=20000
mem heap extra B=184
mem_stacks_B=0
heap tree=peak
n3: 20000 (heap allocation functions) malloc/new/new[], --alloc-fns, etc.
n0: 10000 0x1091A4: main (massif_example.c:20)
n2: 8000 0x109161: g (massif_example.c:5)
 n1: 4000 0x109177: f (massif_example.c:11)
  n0: 4000 0x1091C0: main (massif_example.c:23)
 n0: 4000 0x1091C5: main (massif_example.c:24)
n1: 2000 0x109172: f (massif_example.c:10)
 n0: 2000 0x1091C0: main (massif_example.c:23)
```

## Struktura koda za parsiranje

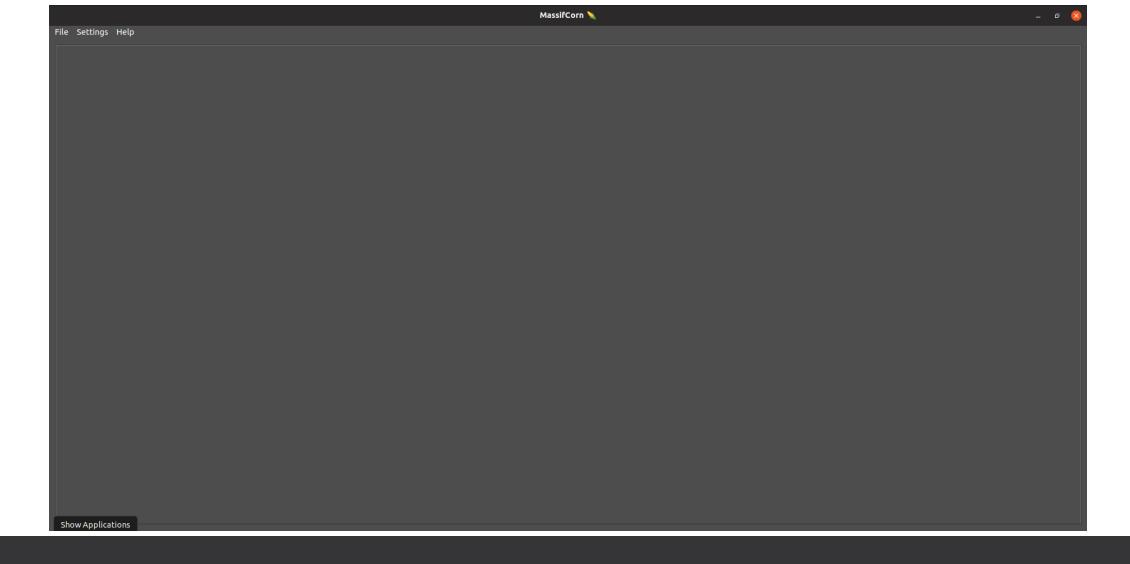
- HeapTreeItem
- SnapshotItem
- ParserMassif

```
private:
    uint _numOfDirectChildren;
    quint64 _memoryAlloc;
    std::string _memoryAddr;
    std::string _fileName;
    std::string _funcName;
    uint _lineNum;
    std::vector<HeapTreeItem*> _children;
    HeapTreeItem* _mother;
    uint _indentation;
};
```

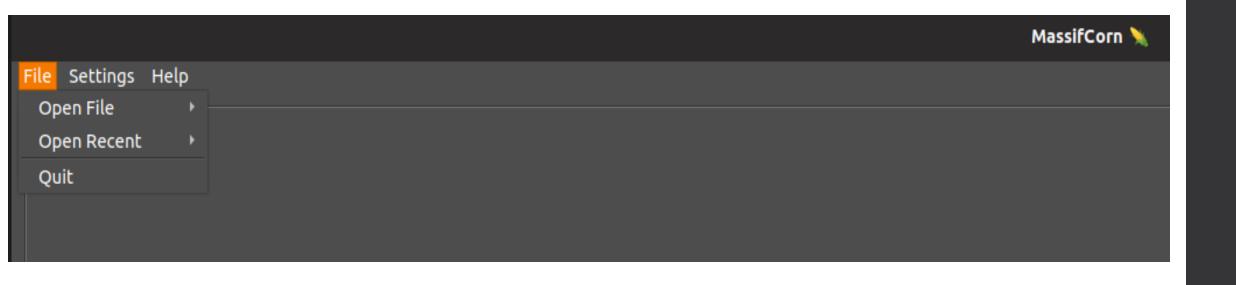
```
private:
    uint _snapshotNum;
    quint64 _time;
    //quint64 = unsigned long long int
    quint64 _memHeapB;
    quint64 _memHeapExtraB;
    quint64 _memStacksB;

HeapTreeType _treeType;
    HeapTreeItem* _heapTreeItem;
```

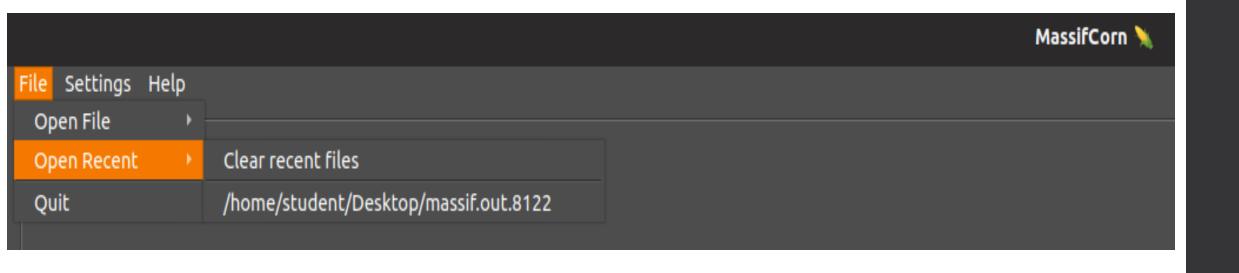
```
private:
    std::string _inputFileName;
    std::map<std::string, std::string> _descArgs;
    std::string _exeFile;
    std::string _timeUnit;
    std::vector<SnapshotItem*> _snapshotItems;
    SnapshotItem* _peakSnapshot = nullptr;
```

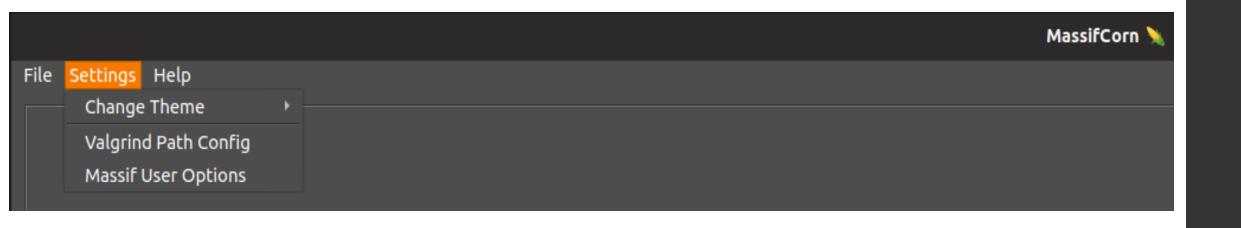


## VIZUALIZACIJA

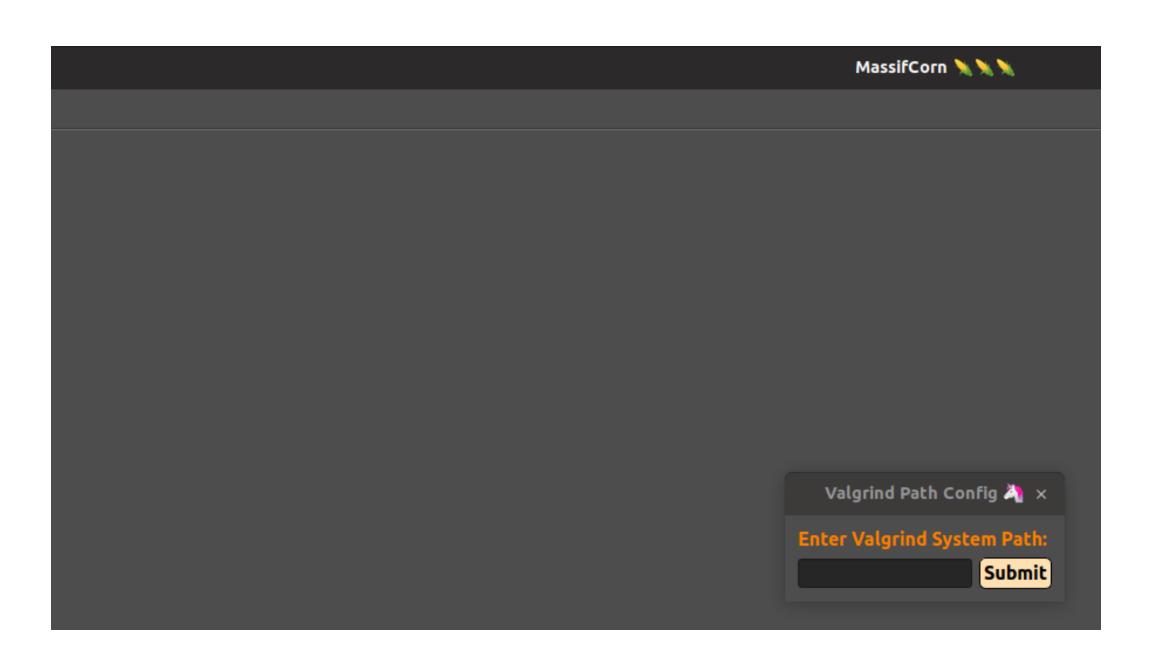


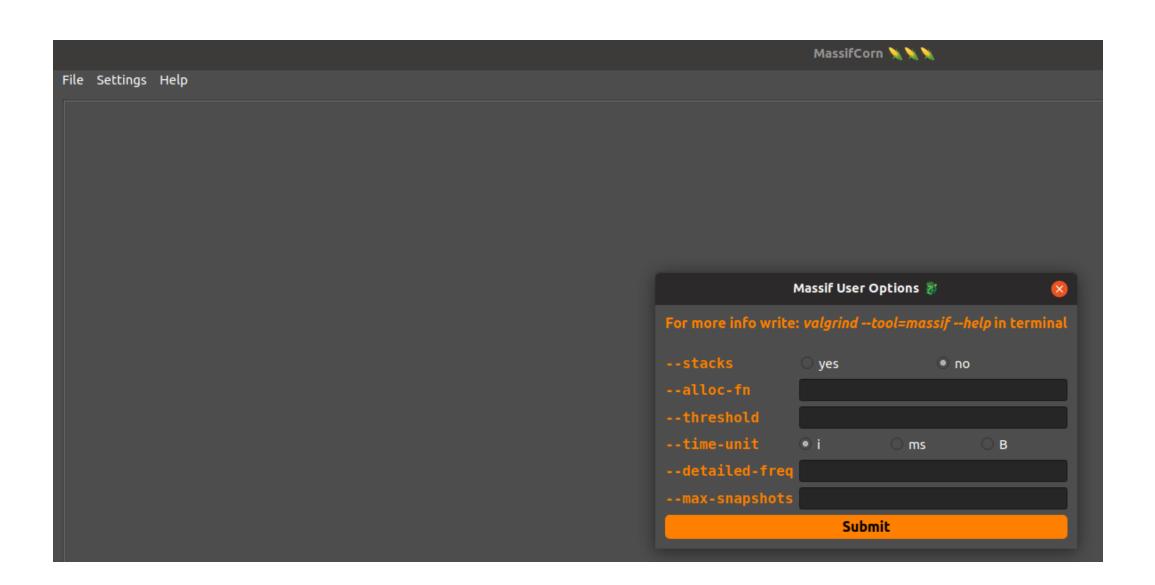


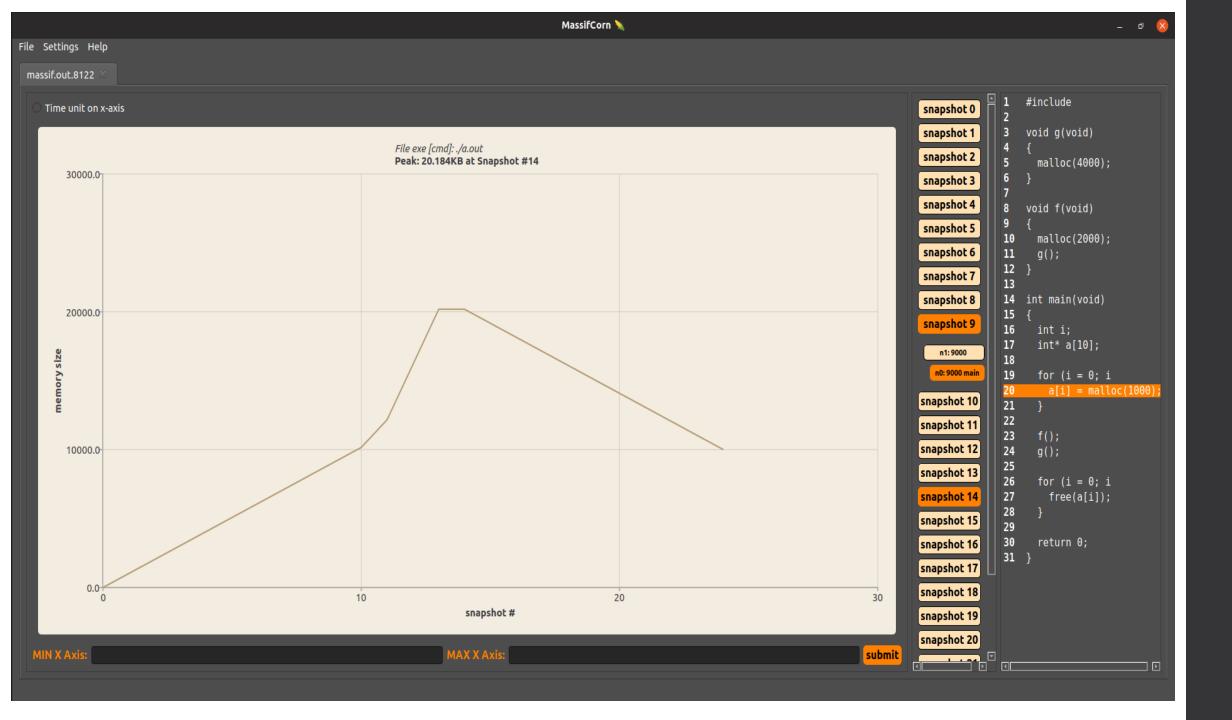




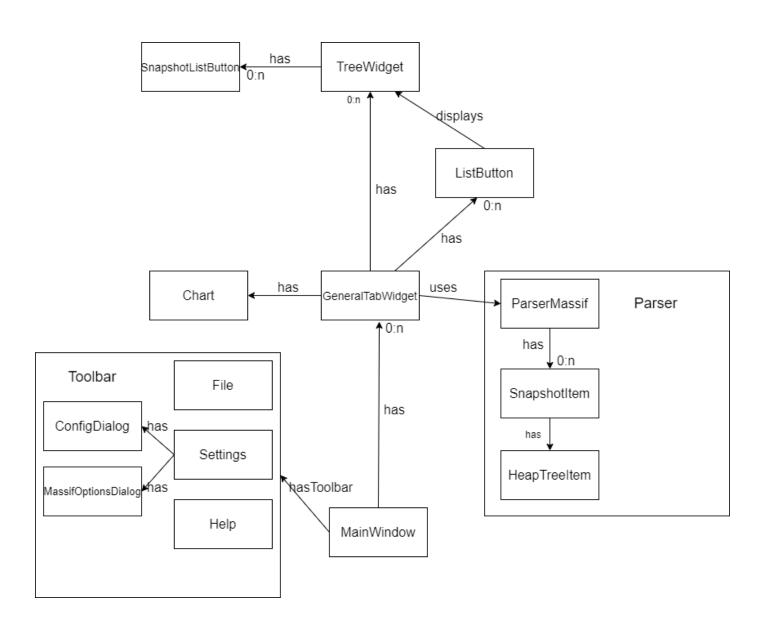












## Dijagram

