

Standard Memory Debugging Tools

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6.8k

In many cases I'll be talking to folks with a memory management problem and I'll say "You should investigate this with the **standard memory debugging tools**." They then turn around and ask me "What *are* those tools?" Well, this is what I mean:

- Zombies** — This lets you quickly detect when an object is used after it has been deallocated. You can learn more about it in the [Finding zombies](#) section of the *Instruments Help*. There was also an *excellent* WWDC video about this, namely, WWDC 2010 Session 311 *Advanced Memory Analysis with Instruments*. Unfortunately this is no long available in the [video archive](#), but if you can find a copy it's well worth a watch.
- Address Sanitizer** — This is a lower-level tool that finds a variety of common memory management issues, including use after free and buffer overruns. You can learn more about this in the [Address Sanitizer](#) article. There's also a good discussion of this tool, and other Xcode runtime diagnostic tools, in WWDC 2017 Session 406 [Finding Bugs Using Xcode Runtime Tools](#).
- Older tools** — There's a variety of older tools that might be useful in some specific circumstances. See the [Enabling the Malloc Debugging Features](#) section of the *Memory Usage Performance Guidelines* for more information about these. Of specific interest is [libgmalloc](#), which is documented in a [UNIX man page](#).

For some practical examples of how to identity a memory management crash report and then investigate that crash with these tools, take a look at WWDC 2018 Session 414 [Understanding Crashes and Crash Logs](#).

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Updates:

- 16 Nov 2017 — First posted.
- 2 Nov 2018 — Updated to include a reference to WWDC 2018 Session 414 [Understanding Crashes and Crash Logs](#).
- 22 Jan 2019 — Fixed the link to [libgmalloc](#).
- 30 Oct 2019 — Removed the link to WWDC 2010 Session 311 *Advanced Memory Analysis with Instruments* because it's not long available in the archive. Refreshed all the other links.
- 23 Oct 2020 — Fixed some formatting errors.

Debugging

Asked 3 years ago by eskimo

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