Valgrind

Current release: valgrind-3.13.0

Valgrind is an instrumentation framework for building dynamic analysis tools. There are Valgrind tools that can automatically detect many memory management and threading bugs, and profile your programs in detail. You can also use Valgrind to build new tools.

The Valgrind distribution currently includes six production-quality tools: a memory error detector, two thread error detectors, a cache and branch-prediction profiler, a call-graph generating cache and branch-prediction profiler, and a heap profiler. It also includes three experimental tools: a stack/global array overrun detector, a second heap profiler that examines how heap blocks are used, and a SimPoint basic block vector generator. It runs on the following platforms: X86/Linux, AMD64/Linux, ARM/Linux, ARM64/Linux, PPC32/Linux, PPC64/Linux, PPC64LE/Linux, S390X/Linux, MIPS32/Linux, MIPS64/Linux, X86/Solaris, AMD64/Solaris, ARM/Android (2.3.x and later), ARM64/Android, X86/Android (4.0 and later), MIPS32/Android, X86/Darwin and AMD64/Darwin (Mac OS X 10.12).

Valgrind is Open Source / Free Software, and is freely available under the GNU General Public License, version 2.

Recent News

- 14 October 2017: We will have a Debugging Tools Devroom at FOSDEM 2018. The Call for Participation has recently been announced. The Devroom is on the first of the two FOSDEM days, on Sat 3 Feb 2018. See you all at FOSDEM in Brussels!
- Valgrind source code repository migrated from Subversion to git SCM at sourceware.org.
- 14 June 2017: valgrind-3.13.0 is available. This release supports: X86/Linux, AMD64/Linux, ARM32/Linux, ARM64/Linux, PPC32/Linux, PPC64BE/Linux, PPC64LE/Linux, S390X/Linux, MIPS32/Linux, MIPS64/Linux, S390X/Linux, ARM/Android, ARM64/Android, MIPS32/Android, X86/Android, X86/Solaris, AMD64/Solaris, X86/MacOSX 10.12 and AMD64/MacOSX 10.12. For more details see the release notes.