

# Valgrind Report

1) Valgrind was run using the memcheck tool for both the phases :

- networkGen
- Analyser

2) The following command was used to run the valgrind for both :

- for first phase (NetworkGen) :valgrind --leak-check=full ./run.sh -d 200 sample
- for second phase ( Analyser ) : valgrind --leak-check=full ./run.sh

3) The following output was obtained :

-for the first phase :

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==26962== Memcheck, a memory error detector
==26962== Copyright (C) 2002-2011, and GNU GPL'd, by Julian Seward
et al.
==26962== Using Valgrind-3.7.0 and LibVEX; rerun with -h for copyright
info
==26962== Command: ./run.sh -d 100 sample
==26962==
==26962==
==26962== HEAP SUMMARY:
==26962== in use at exit: 1,640 bytes in 45 blocks
==26962== total heap usage: 46 allocs, 1 frees, 1,656 bytes allocated
==26962==
==26962== LEAK SUMMARY:
==26962== definitely lost: 0 bytes in 0 blocks
==26962== indirectly lost: 0 bytes in 0 blocks
==26962== possibly lost: 0 bytes in 0 blocks
==26962== still reachable: 1,640 bytes in 45 blocks
==26962== suppressed: 0 bytes in 0 blocks
==26962== Reachable blocks (those to which a pointer was found) are not
shown.
==26962== To see them, rerun with: --leak-check=full --show-reachable=yes
==26962== ==26962== For counts of detected and suppressed errors,
rerun with: -v
==26962== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 2
from 2)

-for second phase :
==27008== Memcheck, a memory error detector
==27008== Copyright (C) 2002-2011, and GNU GPL'd, by Julian Seward
et al.
==27008== Using Valgrind-3.7.0 and LibVEX; rerun with -h for copyright
info
==27008== Command: ./run.sh
==27008== Please enter the name of the file graph.graphml Calculat-
ing..... Please don't press anything ... Anyway I won't consider anything
you type. ;-) Just so you know anything you type will not be printed on the

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screen Enter the query... Or q to quit q
==27008==
==27008== HEAP SUMMARY:
==27008== in use at exit: 1,696 bytes in 47 blocks
==27008== total heap usage: 48 allocs, 1 frees, 1,712 bytes allocated
==27008==
==27008== LEAK SUMMARY:
==27008== definitely lost: 0 bytes in 0 blocks
==27008== indirectly lost: 0 bytes in 0 blocks
==27008== possibly lost: 0 bytes in 0 blocks
==27008== still reachable: 1,696 bytes in 47 blocks
==27008== suppressed: 0 bytes in 0 blocks
==27008== Rerun with -leak-check=full to see details of leaked memory
==27008==
==27008== For counts of detected and suppressed errors, rerun with: -v
==27008== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 2
from 2)
4) Thus as can be seen from the output of the valgrind , there is no memory
leak .

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## Team

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