



QCon 全球软件开发大会
INTERNATIONAL SOFTWARE
DEVELOPMENT CONFERENCE

BEIJING 2017

iOS App内存专项实践

一个封闭系统下的大自由

SPEAKER / victorhuang

自我介绍



- 《Android移动性能实践》作者之一
- 勉强跑来说iOS
 - 急事被迫
 - 弥补遗憾

移动专项地图

与自动化、流程结合

CI、自动化测试、**自动化分析、自动提单**
众测、灰度

指标，工具，方法论

资源类性能：**内存**，CPU，磁盘，网络，电量

交互类性能：流畅度，响应时延

兼容性 / 稳定性

竞品测试，分层测试，分层研发，性能bug处理流程

底层技术能力

os& os kernel，网络 / 通讯，逆向，注入，hook

封闭系统下的工具

工具

Instruments

XCode

The screenshot shows the Instruments application window. The left sidebar displays a list of memory issues under the heading "test - 3138 4 issues". The issues are categorized as "Memory Issues - (4 leaked types)". The first category is "4 instances of NSArray leaked" with memory addresses 0x100859620, 0x10085bc30, 0x100966230, and 0x100967350. The second category, "4 instances of NSMutableBlock leaked", is highlighted with a red box and contains the address 0x100853940. The third category is "4 instances of testViewController leaked" with addresses 0x100858860, 0x100954040, 0x100962cc0, and 0x100962fd0. The fourth category is "4 instances of UINavigationController leaked" with addresses 0x10085b320, 0x10085d4c0, 0x10096bdc0, and 0x10096bed0. The right pane shows a call graph diagram with a red box around it. The diagram illustrates a cycle between a block object (represented by curly braces) and a testViewController object (represented by a green cube icon). A double-headed arrow connects them, with a circled '2' in the middle, indicating a mutual reference that forms a cycle.

通过分析，这个工具会主动告警存在的泄漏（即循环引用）

展示引用关系，上图表示两者互相引用形成了引用环

封闭系统下的工具

工具

优点

缺点

解决方案

Instruments

- 与IDE编译打通
- 直达代码，高效
- 独立运作

- 开发角色用的工具
- 自动化，CI无法结合

- 团队转型，项目做小
- 封闭系统下找自由

XCode



封闭系统下的自由

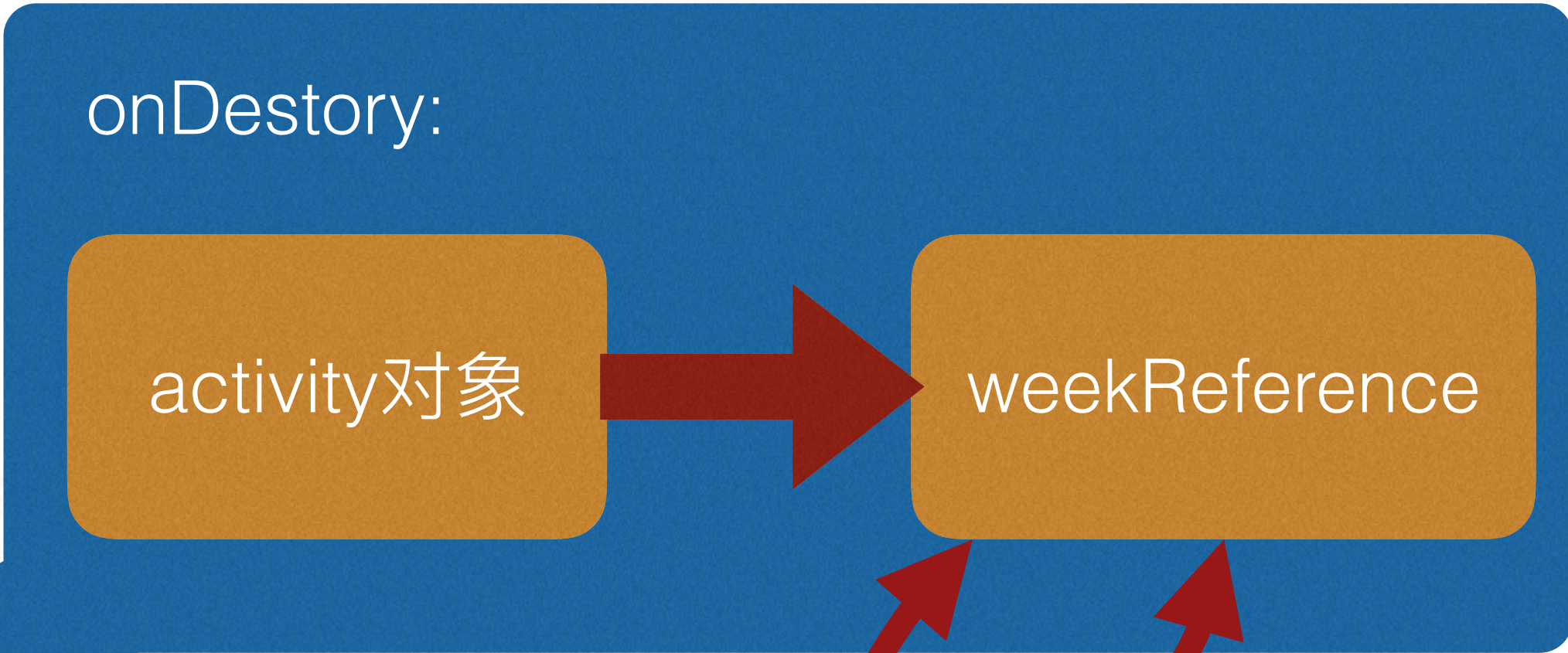
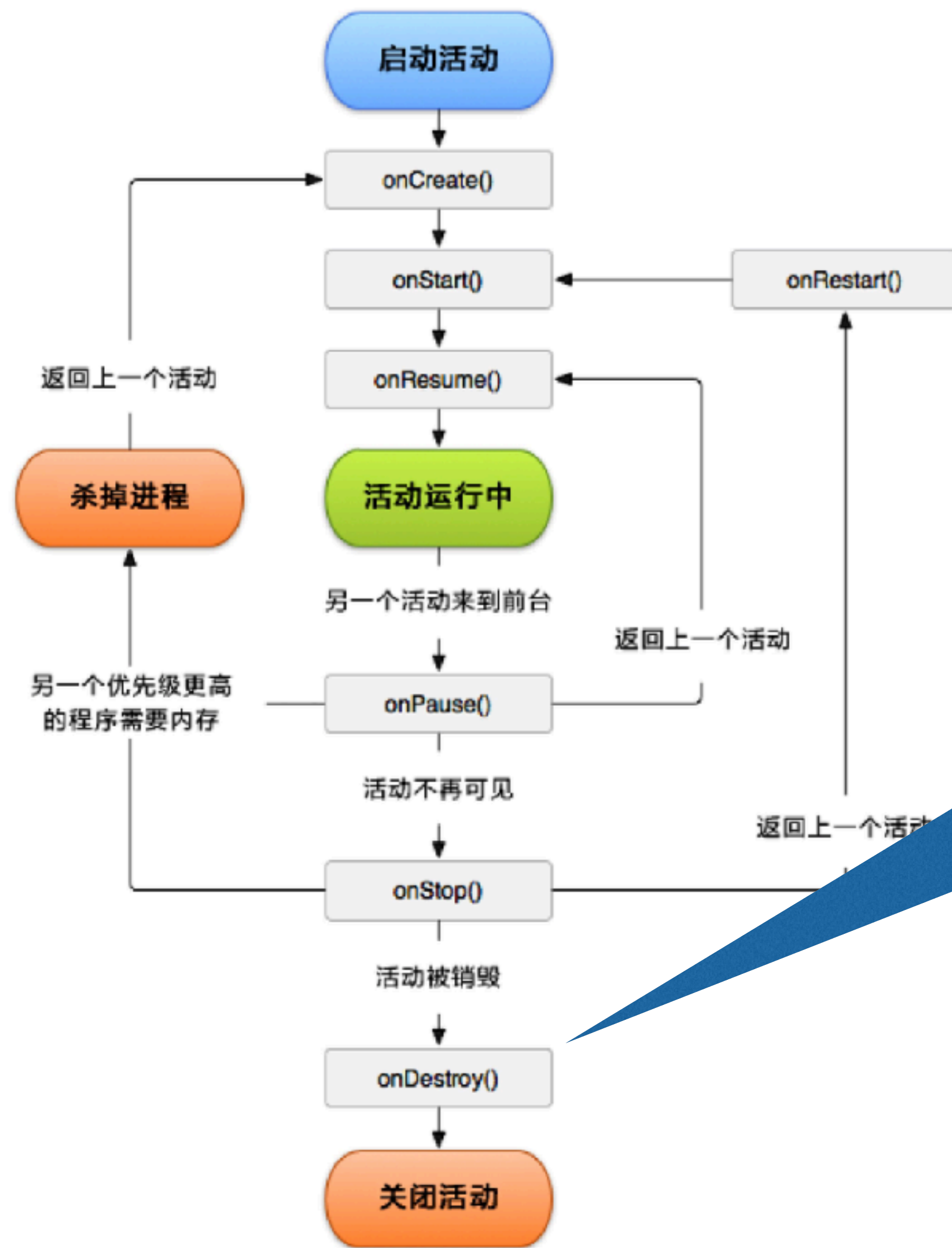


西部世界

ANDROID的成功能否参照？

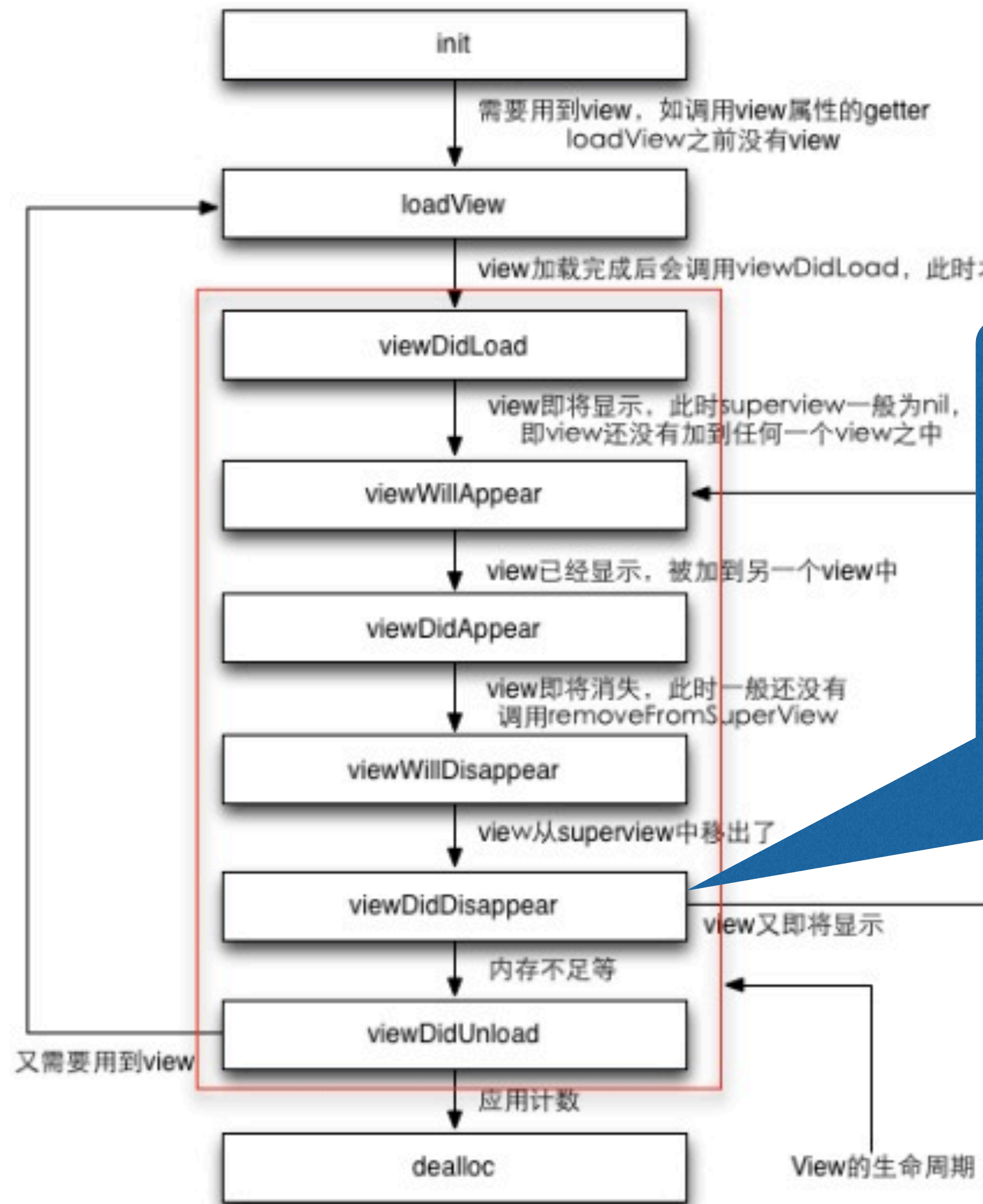


LEAKCANARY, 内存分析云

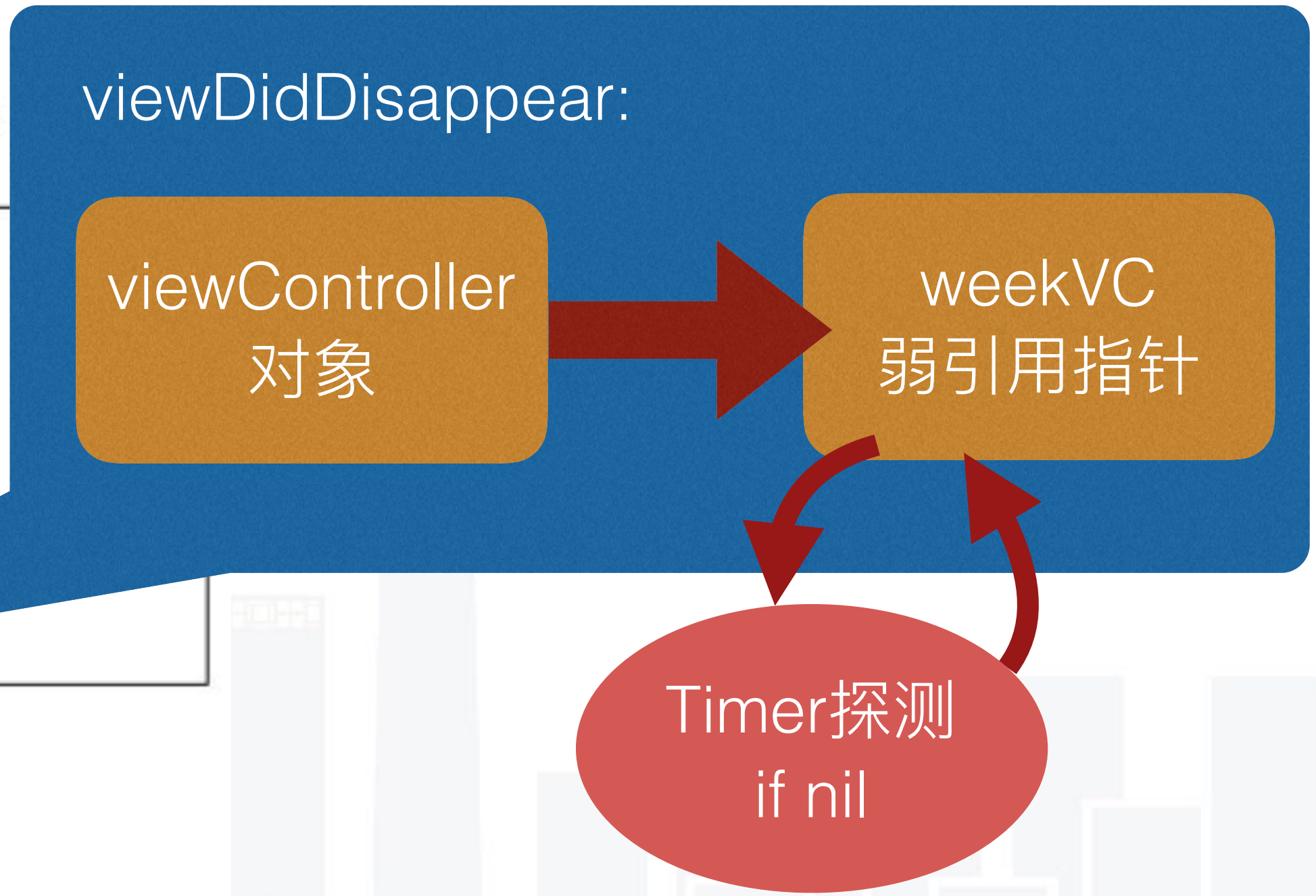


Timer探测 if null

界面生命周期：VCLEAKDETECTOR



```
@property (nonatomic, weak) UIViewController* weakVC;
```



案例

BUG [Magnifier分析云][ios_yellow_log_analysis]LEAK OF VIEW CONTROLLER <QQWebViewController>(1 time) ID: 56328633 状态:

详细信息	SVN提交 (0)	变更历史 (10)	更多 ▾
------	-----------	-----------	------

这张单是否对您有帮助？[点击链接来吐槽反馈](#) ~:

http://10.185.21.209/cloud_regression/bug_feedback/?product=%E6%89%8B%E6%9C%BAQQ%28iOS%29&bug_type=ios_yellow_log_analysis

Rainbow Log:

VC memory monitor:POSSIBLE LEAK OF VIEW CONTROLLER <<QQWebViewController: 0x109dd0800>>, version:6.7.0.26991_CheckIn_287677_01-20_11:01 , systemVersion:Version 10.2 (Build 14C92) , device type:iPhone 6 ,feedBack uin:36428816, The Opration sequence is:(

```
<QQNavigationController: 0x109876400> PopVC: <QQWebViewController: 0x109dd0800>,  
<QQNavigationController: 0x109876400> PushVC: <QQWebViewController: 0x109dd0800>,
```



进出web页面后，出现VC泄漏

```
<RNLBSTestViewController: 0x11f105550> Dismiss  
<ARMapViewController: 0x119cf5060> PresentVC:  
<QQNavigationController: 0x109876400> SetVCs:<  
<QQNavigationController: 0x109876400> SetVCs:<  
<QQNavigationController: 0x109876400> PushVC:  
<QQNavigationController: 0x109876400> PushVC:  
<ARMapWGSplashViewController: 0x109b30e00> I  
<QQRecentController: 0x10985e400> PresentVC: <
```

[**LeakCheck**] Leak addr:0x109dd0800, type:VC name:QQWebViewController, leak num:1 stack:

Alloc stack:

```
0 QQ +[NSObject(Leak) leakAlloc] (in QQ) (UIViewController+Leak.m:32)  
1 QQ -[ARMapCountView topCloudTapAction:] (in QQ) (ARMapCountView.m:523)
```



泄漏的内存分配点

```
2 UIKit 0x18eba3000 0x18f17af80  
3 UIKit 0x18eba3000 0x18f17e688
```

案例

全局强引用，自动+1

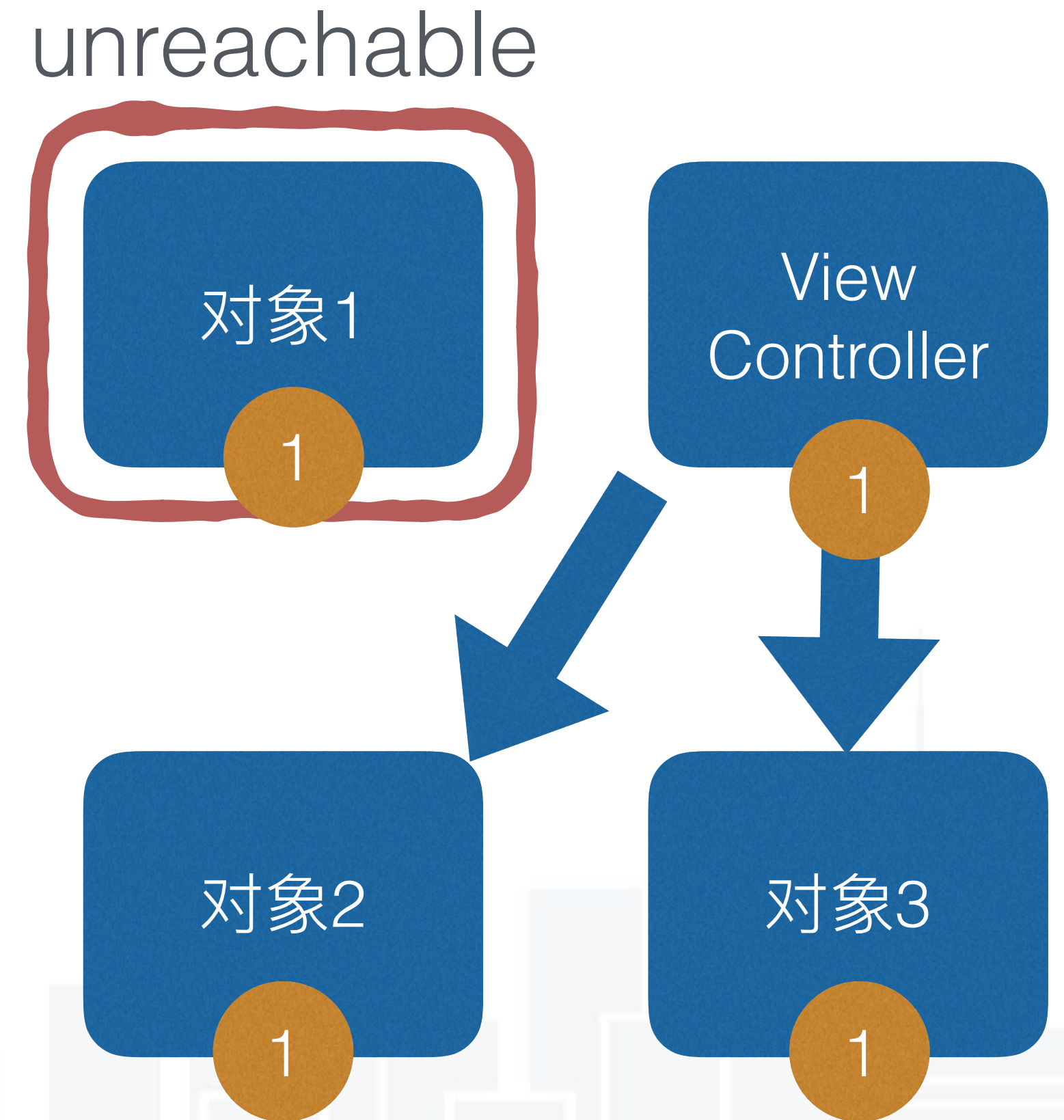
```
_webView = [[[alloc] initWith:realURL forStyle:QQWebViewStyle_TopBar];  
_webView.isGamePlaying = NO;  
_webView.stackStyle = QQViewControllerStackStyle_Push;  
_webView.isPushViewController = YES;  
_webView.title = nil;  
UINavigationController *nav = (UINavigationController *)[app00TabBarController selectedViewController];  
[nav pushViewControllerAnimated:_webView];
```

缺点

- android 80%的内存Bug都是演变成Activity泄漏
- 可惜iOS并不是？最简单的leak就不行



Android



iOS

unreachable: 没有指针变量关联的内存地址



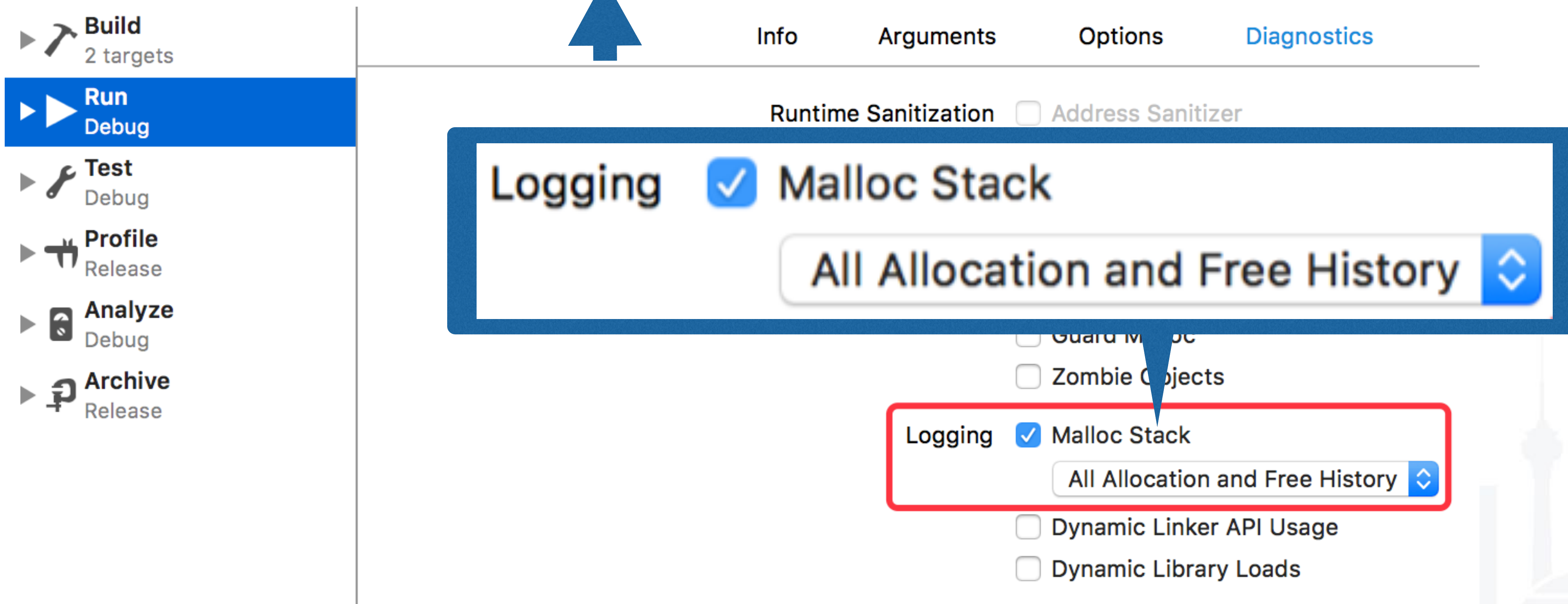
获取新建对象申请的内存地址与堆栈

- Hook
 - OC: 利用method_exchangeImplementations接管alloc, dealloc
 - 那C++的怎么办?
 - 借用开发工具的权限



开发工具XCODE的能力

追索到环境变量：MallocStackLogging



开发工具XCODE的能力

<https://opensource.apple.com/source/Libc/Libc-594.1.4/gen/malloc.c>

```
flag = getenv("MallocStackLogging");
if (!flag) {
    flag = getenv("MallocStackLoggingNoCompact");
    stack_logging_dontcompact = 1;
}
// For debugging, the MallocStackLogging or MallocStackLoggingNoComp.
// values of "memory", "disk", or "both" to control which stack logg
// in the flag variable, and the strtoul() call below will return 0,
// value of flag. The default stack logging now is disk stack loggi:
if (flag) {
    unsigned long val = strtoul(flag, NULL, 0);
    if (val == 1) val = 0;
    if (val == -1) val = 0;
    if (val) {
        malloc_logger = (void *)val;
        _malloc_printf(ASL_LEVEL_INFO, "recording stacks using recor
    } else if (strcmp(flag, "memory") == 0) {
        malloc_logger = (malloc_logger_t *)stack_logging_log_stack;
        _malloc_printf(ASL_LEVEL_INFO, "recording malloc stacks in m
    } else if (strcmp(flag, "both") == 0) {
        malloc_logger = stack_logging_log_stack_debug;
        _malloc_printf(ASL_LEVEL_INFO, "recording malloc stacks to b
    } else { // the default is to log to disk
        malloc_logger = __disk_stack_logging_log_stack;
        _malloc_printf(ASL_LEVEL_INFO, "recording malloc stacks to d
```

```
#define stack_logging_type_free 0
#define stack_logging_type_generic 1
#define stack_logging_type_alloc 2
#define stack_logging_type_dealloc 4
#define stack_logging_flag_zone 8
#define stack_logging_flag_calloc 16
#define stack_logging_flag_object 32
#define stack_logging_flag_cleared 64
#define stack_logging_flag_handle 128
#define stack_logging_flag_set_handle_size 256

#define MALLOC_LOG_TYPE_ALLOCATE stack_logging_type_alloc
#define MALLOC_LOG_TYPE_DEALLOCATE stack_logging_type_dealloc
#define MALLOC_LOG_TYPE_HAS_ZONE stack_logging_flag_zone
#define MALLOC_LOG_TYPE_CLEARED stack_logging_flag_cleared
```

```
static void OFMallocLogger(unsigned type, uintptr_t arg1, uintptr_t arg2,
uintptr_t num_hot_frames_to_skip)
{
    if(type & stack_logging_flag_zone) {
        type &= ~stack_logging_flag_zone;
        switch (type) {
            case stack_logging_type_alloc:
                _malloc_printf("[malloc zone=%p size=%d ptr=%p]\n", arg1, arg2, arg3);
                break;
            case stack_logging_type_alloc | stack_logging_flag_cleared:
                _malloc_printf("[calloc zone=%p size=%d ptr=%p]\n", arg1, arg2, arg3);
                break;
            case stack_logging_type_alloc | stack_logging_type_dealloc:
                _malloc_printf("[realloc zone=%p oldPtr=%p size=%d ptr=%p]\n", arg1, arg2, arg3, arg4);
                break;
            case stack_logging_type_dealloc:
                _malloc_printf("[free zone=%p ptr=%p]\n", arg1, arg2);
                break;
            default:
                _malloc_printf("[???? type=%d arg1=%p arg2=%p arg3=%p result=%d]\n", type, arg1, arg2, arg3, result);
                break;
        }
    }
}
```


获取新建对象申请的内存地址与堆栈

- Hook
 - OC: 利用method_exchangeImplementations接管alloc, dealloc
 - C++ 内网版本: 借用开发工具的权限, malloc_logger简单直接
 - C++ 外网版本: fishhook hook: malloc, calloc, free

获取指针变量

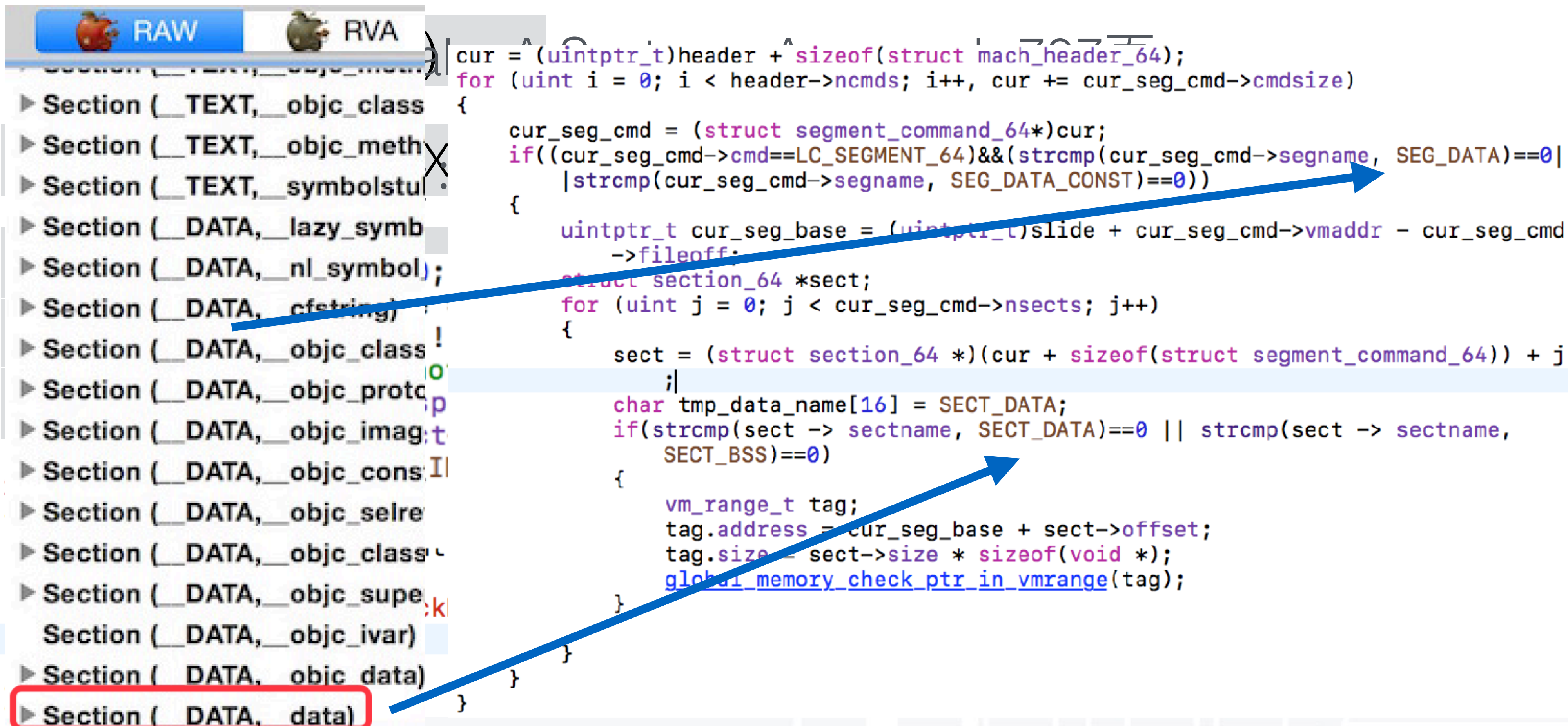
获取新建对象申请
内存地址与堆栈

获取指针变量

堆区

全局区

栈区



The image shows a debugger window with two panes. The left pane displays a list of memory sections, and the right pane shows a C code snippet. Two blue arrows point from the code to the sections list.

RAW | **RVA**

- Section (__TEXT, __objc_class)
- ▶ Section (__TEXT, __objc_method)
- ▶ Section (__TEXT, __symbolstool)
- ▶ Section (__DATA, __lazy_symbol)
- ▶ Section (__DATA, __nl_symbol)
- ▶ Section (__DATA, __cfstring)
- ▶ Section (__DATA, __objc_class)
- ▶ Section (__DATA, __objc_protocols)
- ▶ Section (__DATA, __objc_imagestring)
- ▶ Section (__DATA, __objc_const)
- ▶ Section (__DATA, __objc_selrel)
- ▶ Section (__DATA, __objc_class_names)
- ▶ Section (__DATA, __objc_super)
- ▶ Section (__DATA, __objc_ivar)
- ▶ Section (__DATA, __objc_data)
- ▶ Section (__DATA, data)

```
cur = (uintptr_t)header + sizeof(struct mach_header_64);
for (uint i = 0; i < header->ncmds; i++, cur += cur_seg_cmd->cmdsize)
{
    cur_seg_cmd = (struct segment_command_64*)cur;
    if((cur_seg_cmd->cmd==LC_SEGMENT_64)&&(strcmp(cur_seg_cmd->segname, SEG_DATA)==0 |
    |strcmp(cur_seg_cmd->segname, SEG_DATA_CONST)==0))
    {
        uintptr_t cur_seg_base = (uintptr_t)slide + cur_seg_cmd->vmaddr - cur_seg_cmd
        ->fileoff;
        struct section_64 *sect;
        for (uint j = 0; j < cur_seg_cmd->nsects; j++)
        {
            sect = (struct section_64 *) (cur + sizeof(struct segment_command_64)) + j
            |
            char tmp_data_name[16] = SECT_DATA;
            if(strcmp(sect -> sectname, SECT_DATA)==0 || strcmp(sect -> sectname,
            SECT_BSS)==0)
            {
                vm_range_t tag;
                tag.address = cur_seg_base + sect->offset;
                tag.size = sect->size * sizeof(void *);
                global_memory_check_ptr_in_vmrange(tag);
            }
        }
    }
}
```

HashMap

变量1	地址1
变量2	地址2
变量3	地址3

遍历

找没有指针变量
指向的内存地址

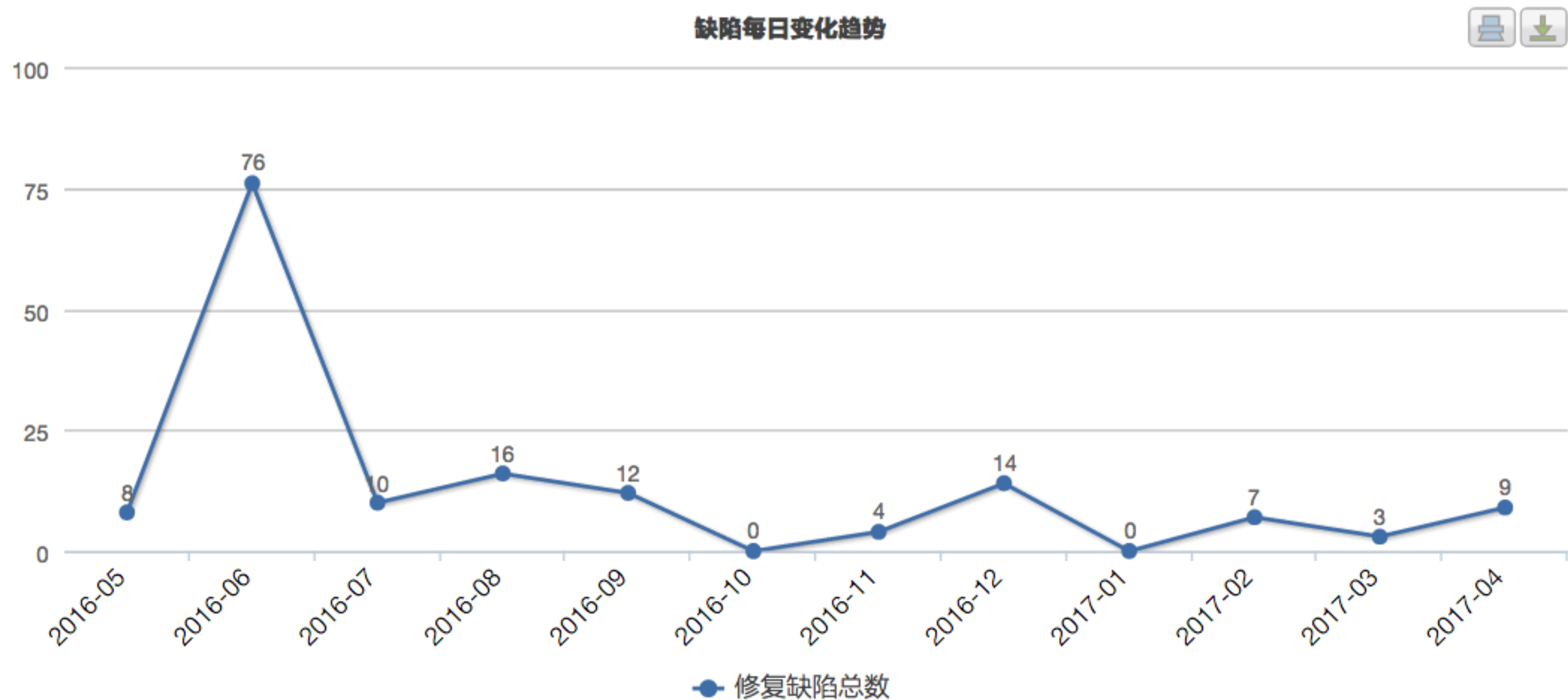
Leaks

HashMap

地址1	堆栈1
地址2	堆栈2
地址3	堆栈3
地址4	堆栈4

效果

形成工具：**QQLeak**，全自动发现并解决159个泄漏BUG



问题

- 内存泄漏的后果是什么？ 内存耗尽，闪退
- 同样造成这个后果的只有Leaks么？



JETSAM EVENT

大内存常驻和侵略性的内存使用也会导致闪退

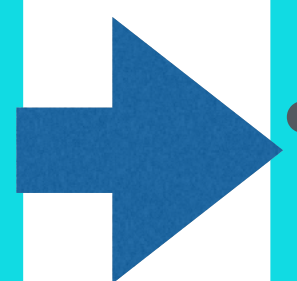
When Jetsam needs to reclaim memory, it kills **lower priority processes** first

It also kills any process that goes **over its limit**,
or ***high water mark***

<https://vimeo.com/140377195>

解决思路

- 记录申请的内存大小和堆栈
- 记录其释放
- 按照堆栈聚合数据



判断:

- 1. 单个申请的内存块大于50MB
- 2. 申请内存(未释放)的总和大于阈值

- 上报数据
- 手动分析提单

iphone机型	触顶阈值
iphone4、 iphone4s	200Mb
iphone5、 iphone5s、 iphone6、 iphone6s	300Mb
iphone se、 iphone6s、 iphone6sp、 iphone7、 iphone7p	800Mb

案例

SNGAPM

添加产品 手机QQ(iC

指标

统计

个例

配置

BUG汇总

文档

实验室

17:14:50						
2017-04-14 17:12:49		iPhone7,2	10.3			chunk_malloc
2017-04-14 16:50:13		iPhone9,2	10.3.1			chunk_malloc
2017-04-14 16:46:44		iPhone 6Plus	8.1.1			normal
2017-04-14 16:45:08		iPhone9,2	10.3.1			chunk_malloc
2017-04-14 16:45:08		iPhone9,2	10.3.1			chunk_malloc
2017-04-14 16:42:21		iPhone9,2	10.3.1			chunk_malloc

案例

 **【OOMDetector】QQGifDecode爆内存** ID: 56690069 状态: 已关闭

详细信息

SVN提交 (0)

变更历史 (3)

更多

此堆栈累计申请
296MB的内存

Total memory occupied by the target stack:296.610000mb;

Total object that allocate by the target stack and still unfreed in memory:1240

user infos:

uin:1 occur_time:2017-03-03 13:01:53

uin:2 occur_time:2017-03-02 22:07:51

uin:3 occur_time:2017-03-02 11:59:43

uin:4 occur_time:2017-03-02 19:01:06

stack:

"0 libsystem_kernel.dylib 0x197ed8000 0x197ed9740"

"1 CoreGraphics 0x187294000 0x18729eb88"

"2 CoreGraphics 0x187294000 0x18729e9c0"

还有一种内存问题

- 内存泄漏
- 内存常驻
- 内存越界

QQLeak

OOMDetector

?

VCLeakDetector

ADDRESS SANITIZER

检测
类型

Heap buffer overflow

Stack buffer overflow

Global buffer overflow

dangling pointer

Use-after-free

Double-free

ADDRESS SANITIZER

Info Arguments Options **Diagnostics**

Runtime Sanitization **Address Sanitizer**
Requires recompilation Thread Sanitizer

Pause on issues

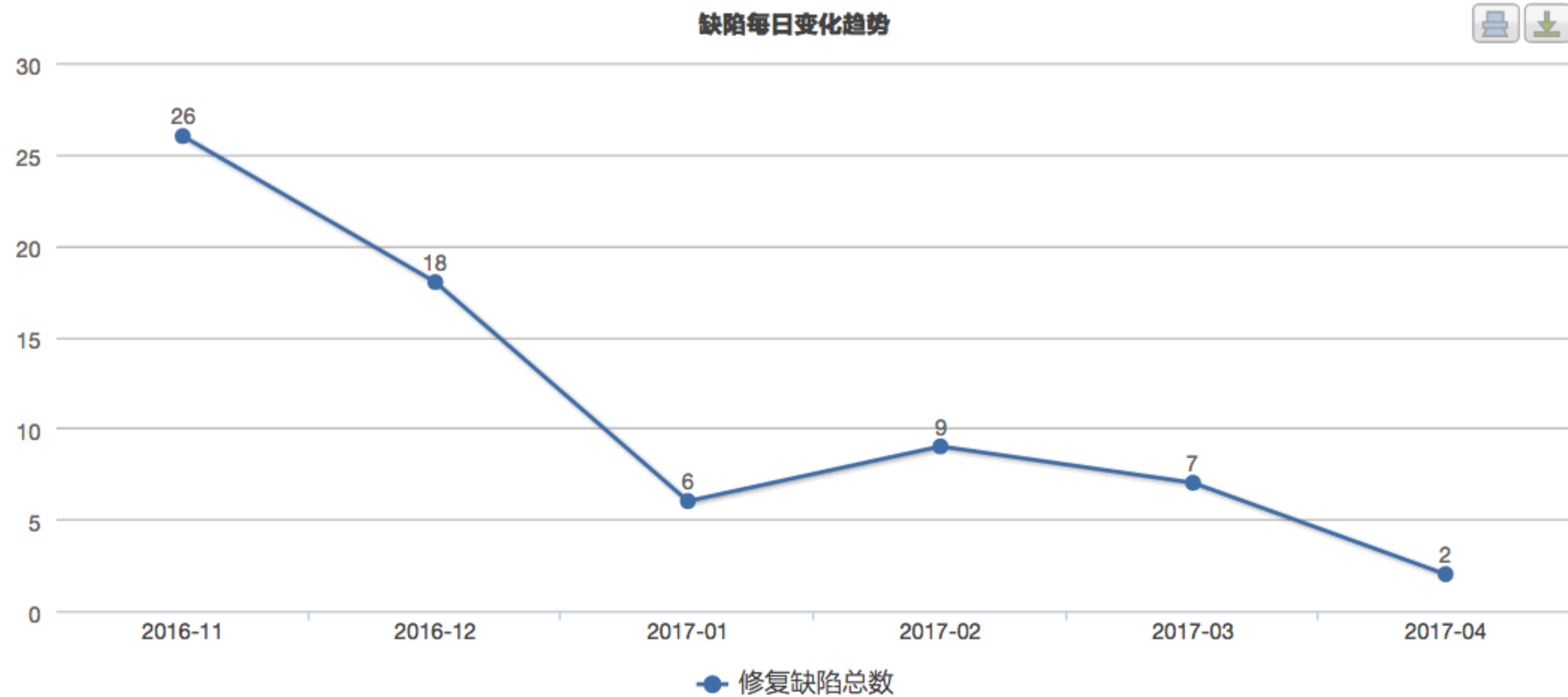
Memory Management Malloc Scribble
 Malloc Guard Edges
 Guard Malloc
 Zombie Objects

Logging Malloc Stack
 All Allocation and Free History ▾
 Dynamic Linker API Usage
 Dynamic Library Loads

无法利用NEWMONKEY做自动化

- 3.4倍内存占用导致Jetsam:
 - 用7s, 内存大呀, 20分钟后CRASH
 - 用模拟器跑, 改造monkey适配模拟器
- 越界马上crash
 - 增加参数-continue-after-error
 - monkey记录跑过的路径

效果

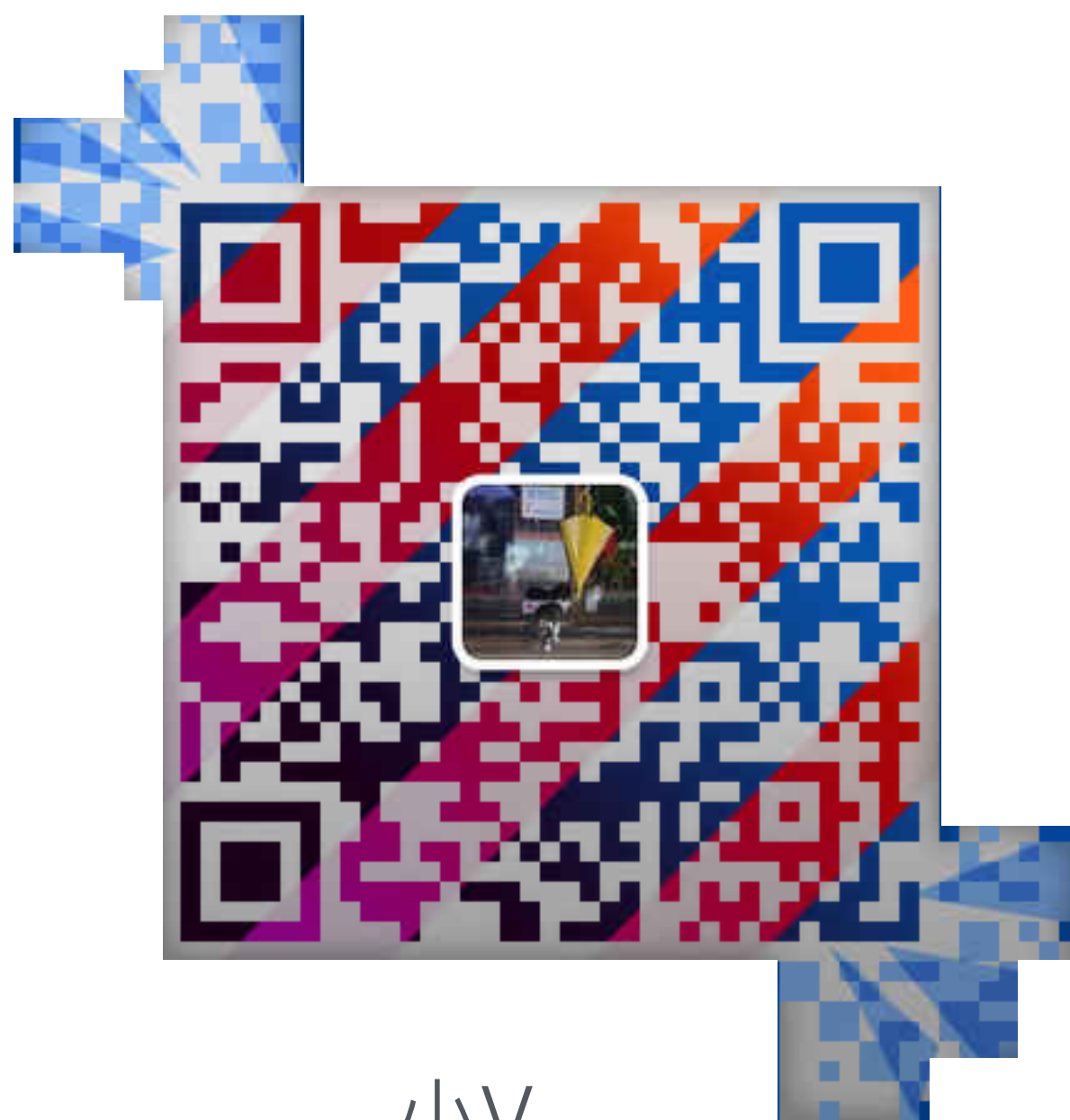


- 减少40%的无堆栈CRASH

封闭系统下的自由

西部世界

- **使用好工具：**ASAN, XCode, Instruments
- **利用系统常理：** 界面生命周期
- **借用开发工具权限：**
xcode(malloc_logger), LLDB
- **利用hook接管系统函数：**
fishhook, method_exchangeImplementations
- **利用如hook功能的源码能力：**
fishhook如何遍历SECT_DATA, 获取全局区



小V
天天爱晴天



《Android移动性能实战》
4月20日前预售

Qcon2017北京站博文视点
摊位首发

Thanks!



INTERNATIONAL SOFTWARE DEVELOPMENT CONFERENCE

主办方 **Geekbang** 极客邦科技 **InfoQ**

拓展阅读

- Flipboard/FLEX <https://github.com/Flipboard/FLEX>
- FaceBook ios内存profile工具介绍: <https://code.facebook.com/posts/583946315094347/automatic-memory-leak-detection-on-ios/>
- jetsam介绍: <https://vimeo.com/140377195> , <http://newosxbook.com/articles/MemoryPressure.html>
- malloc源码: <https://opensource.apple.com/source/Libc/Libc-166/gen.subproj/malloc.c>