

**NAME**

mtrace, muntrace - malloc tracing

**SYNOPSIS**

```
#include <mcheck.h>

void mtrace(void);

void muntrace(void);
```

**DESCRIPTION**

The **mtrace()** function installs hook functions for the memory-allocation functions ([malloc\(3\)](#), [realloc\(3\)](#), [memalign\(3\)](#), [free\(3\)](#)). These hook functions record tracing information about memory allocation and deallocation. The tracing information can be used to discover memory leaks and attempts to free nonallocated memory in a program.

The **muntrace()** function disables the hook functions installed by **mtrace()**, so that tracing information is no longer recorded for the memory-allocation functions. If no hook functions were successfully installed by **mtrace()**, **muntrace()** does nothing.

When **mtrace()** is called, it checks the value of the environment variable **MALLOC\_TRACE**, which should contain the pathname of a file in which the tracing information is to be recorded. If the pathname is successfully opened, it is truncated to zero length.

If **MALLOC\_TRACE** is not set, or the pathname it specifies is invalid or not writable, then no hook functions are installed, and **mtrace()** has no effect. In set-user-ID and set-group-ID programs, **MALLOC\_TRACE** is ignored, and **mtrace()** has no effect.

**CONFORMING TO**

These functions are GNU extensions.

**NOTES**

In normal usage, **mtrace()** is called once at the start of execution of a program, and **muntrace()** is never called.

The tracing output produced after a call to **mtrace()** is textual, but not designed to be human readable. The GNU C library provides a Perl script, [mtrace\(1\)](#), that interprets the trace log and produces human-readable output. For best results, the traced program should be compiled with debugging enabled, so that line-number information is recorded in the executable.

The tracing performed by **mtrace()** incurs a performance penalty (if **MALLOC\_TRACE** points to a valid, writable pathname).

**BUGS**

The line-number information produced by [mtrace\(1\)](#) is not always precise: the line number references may refer to the previous or following (nonblank) line of the source code.

**EXAMPLE**

The shell session below demonstrates the use of the **mtrace()** function and the [mtrace\(1\)](#) command in a program that has memory leaks at two different locations. The demonstration uses the following program:

```
$ cat t_mtrace.c
#include <mcheck.h>
#include <stdlib.h>
#include <stdio.h>

int
main(int argc, char *argv[])
{
    int j;

    mtrace();
```

```

for (j = 0; j < 2; j++)
    malloc(100); /* Never freed--a memory leak */

    calloc(16, 16); /* Never freed--a memory leak */
exit(EXIT_SUCCESS);
}

```

When we run the program as follows, we see that `mtrace()` diagnosed memory leaks at two different locations in the program:

```

$ cc -g t_mtrace.c -o t_mtrace
$ export MALLOC_TRACE=/tmp/t
$ ./t_mtrace
$ mtrace ./t_mtrace $MALLOC_TRACE
Memory not freed:
-----
Address Size Caller
0x084c9378 0x64 at /home/cecilia/t_mtrace.c:12
0x084c93e0 0x64 at /home/cecilia/t_mtrace.c:12
0x084c9448 0x100 at /home/cecilia/t_mtrace.c:16

```

The first two messages about unfreed memory correspond to the two `malloc(3)` calls inside the *for* loop. The final message corresponds to the call to `calloc(3)` (which in turn calls `malloc(3)`).

## SEE ALSO

[mtrace\(1\)](#), [malloc\(3\)](#), [malloc\\_hook\(3\)](#), [mcheck\(3\)](#)

## COLOPHON

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