

Possible bug in sockets

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework/2005-05/msg00532.html>

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I've seen a few people that seem to be seeing the same problem I have, but no resolution so far. If this is a dotnet bug, it is VERY serious. If any MS or people with MS contacts can forward this along that would be good =)

At this link I have two c# projects, one is a client, the other is a server. Just point the ip address of the client at the server

<http://www.slip-angle.com/host?ed/bug/>

The server does little more than the examples in the c# documentation for how to set up an asynchronous server. It just accepts connections, reads data into a buffer continuously, doing nothing with it.

The client connects 200 sockets, sends some data with each continuously, and occasionally disconnects a socket and reconnects a new one.

Things of note:

1. in this scenario memory increases forever. Not just the private bytes but the gen2 heap increases forever, even after a forced gen2 garbage collection
2. memory profilers indicate no left behind object references
3. the memory profiler indicates "holes" in the gen2 heap, which can be caused by "pinned objects". I think perhaps that the data in the receive buffers is being held onto indefinitely, despite all sockets being closed on the server.
4. If you change the client to not send any data, the memory will not

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increase. If you change the client to not disconnect and reconnect any sockets, memory will not increase.

If someone can verify if this is a .net bug, or point out my idiocy I would greatly appreciate it.

From: Jack Mott

Posted by a user from .NET 247 (<http://www.dotnet247.com/>)

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