Valgrind 3.3 - Advanced Debugging And Profiling For Gnu/Linux Applications
This manual describes how to use Valgrind, an award-winning suite of tools for debugging and profiling GNU/Linux programs. Valgrind detects memory and threading bugs automatically, avoiding hours of frustrating bug-hunting and making your programs more stable. You can also perform detailed profiling, to speed up your programs and reduce their memory usage. The Valgrind distribution provides five tools for debugging and profiling: Memcheck (a memory error detector), Cachegrind (a cache profiler), Callgrind (a call-graph profiler), Massif (a heap profiler) and Helgrind (a thread error detector). These tools and their options are described in detail, with practical examples and advice. Valgrind is free software, available under the GNU General Public License. It runs on X86/Linux, AMD64/Linux, PPC32/Linux and PPC64/Linux systems. This is a printed edition of the official reference documentation for Valgrind 3.3.0. For each copy sold 1 USD will be donated to the Valgrind developers by Network Theory Ltd.

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**Customer Reviews**

Ordinarily I wince at the notion of a book dedicated to an open source tool. Usually online resources are abundant and a book only summarizes the information that is already freely available. My thoughts are different for the Valgrind Development Team’s manual for Valgrind 3.3. Admittedly, this is a very advanced tool for developers. Having used it myself I find the tool and the authors’ in-depth explanation to the nuances and pitfalls of such advanced debugging invaluable. The audience may be small for such a publication but if you do any development on Linux (and now Mac OS X and
"BSD) then Valgrind should be part of your development and testing plan.

This book is a nice little reference to Valgrind. It covers pretty much the common stuff you’ll use Valgrind for. It is the first book I’ve ever bought that is licensed under the GNU Free Documentation License. The book is also available online, but since it’s a pretty inexpensive book, I like having a dead tree version. Plus, I’m sure my money is going to some good cause.

Tedious. That is the word I find best describe Valgrind 3.3. Either that, or I was unusually tired when I read this book. That said I haven’t found any other book on the subject that gives you a good introduction to Valgrind. So by all means buy it. But I would also recommend you to buy "The Art of Debugging with gdb, ddd and eclipse" from No Starch Press.

Great book!

I thought that book will have some more information about the code in Valgrind-core. So, any developer can use it as a developer guide. Actually, the book is like user-guide that list the tools in valgrind and how to invoke them through command line.

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