

Ruby - Bug #19381

SEGV - ivars, both Ubuntu & Windows

01/26/2023 03:32 PM - MSP-Greg (Greg L)

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Target version:</b>		
<b>ruby -v:</b>	ruby 3.3.0dev (2023-01-26T07:31:08Z master 6422fef90c) [x86_64-linux]	<b>Backport:</b> 2.7: UNKNOWN, 3.0: UNKNOWN, 3.1: UNKNOWN, 3.2: UNKNOWN
<b>Description</b> <p>I've used code similar to the below for a long time. When max is set to 50, it runs. When max is set to 51, it SEGV faults.</p> <p>Rubies tested:</p> <p>ruby 3.3.0dev (2023-01-26T07:31:08Z master 6422fef90c) [x86_64-linux]</p> <p>ruby 3.3.0dev (2023-01-26T07:31:08Z master 6422fef90c) [x64-mingw-ucrt]</p> <p>ruby 3.3.0dev (2023-01-26T07:31:08Z master 6422fef90c) [x64-mswin64_140]</p> <p>I suspect it involves the changes in <a href="https://github.com/ruby/ruby/pull/7183">https://github.com/ruby/ruby/pull/7183</a> 'Limit maximum number of IVs on a shape'</p> <pre>module Test   class &lt;&lt; self     def run       max = 51       (1..max).each do  v          instance_variable_set("@iv#{v}".to_sym, nil)       end     end   end end Test.run puts Test.instance_variables</pre>		
<b>Related issues:</b> <p>Related to Ruby - Bug #19334: Defining many instance variables and accessing ... <b>Closed</b></p>		

History

#1 - 01/26/2023 03:48 PM - luke-gru (Luke Gruber)

Recently there was a change to object shapes, and there were no tests made for that commit. I think they'll add some now :)  
The change is here, made on Jan. 25: <https://github.com/ruby/ruby/commit/78fcc9847a9db6d42c8c263154ec05903a370b6b>

It looks like objects other than T\_OBJECTs are being set to TOO\_COMPLEX shape.

EDIT: oh sorry I didn't see you added the PR in your ticket MSP-Greg.

#2 - 01/26/2023 03:52 PM - MSP-Greg (Greg L)

Thanks. That's the commit for the PR I listed ([#7183](#)). I should have listed it...

#3 - 01/26/2023 04:04 PM - tenderlovmaking (Aaron Patterson)

Thanks. I'm going to revert the commit for now. ☹☹☹☹

#4 - 01/26/2023 04:09 PM - Eregon (Benoit Daloze)

- Related to Bug #19334: Defining many instance variables and accessing them is slow in Ruby 3.2.0 added

#5 - 02/10/2023 06:20 PM - jeremyevans0 (Jeremy Evans)

- Status changed from Open to Closed

Fixed by [28da9909849dc02abe74de8170fe4036534361ba](#)