

# **1 Measure sizeof() of Perl's C Structures**

## 1.1 Description

This document describes the *sizeof* various structures, as determined by *util/sizeof.pl*. These measurements are mainly for research purposes into making Perl things smaller, or rather, how to use less Perl things.

## 1.2 Perl Structures

Structures diagrams are courtesy gdb (print pretty) and a bit of hand crafting.

- **CV - 229 minimum, 254 minimum w/ symbol table entry**

```
cv = {
  sv_any = {          // XPVCV *
    xpv_pv = 0x0, // char *
    xpv_cur = 0,  // STRLEN
    xpv_len = 0,  // STRLEN
    xof_off = 0,  // IV
    xnv_nv = 0,   // NV
    xmg_magic = 0x0, // MAGIC *
    xmg_stash = 0x0, // HV *
    xcv_stash = 0x0, // HV *
    xcv_start = 0x0, // OP *
    xcv_root = 0x0,  // OP *
    xcv_xsub = 0x0,  // void (*)(register PerlInterpreter *, CV *)
    xcv_xsubany = { // ANY
      any_ptr = 0x0,
      any_i32 = 0,
      any_iv = 0,
      any_long = 0,
      any_dptr = 0,
      any_dxpтр = 0
    },
    xcv_gv = { // GV *
      sv_any = { // void *
        xpv_pv = 0x0, // char *
        xpv_cur = 0,  // STRLEN
        xpv_len = 0,  // STRLEN
        xiv_iv = 0,   // IV
        xnv_nv = 0,   // NV
        xmg_magic = { // MAGIC *
          mg_moremagic = 0x0, // MAGIC *
          mg_virtual = 0x0,   // MGVTBL *
          mg_private = 0,     // U16
          mg_type = 0,        // char
          mg_flags = 0,       // U8
          mg_obj = 0x0,       // SV *
          mg_ptr = 0x0,       // char *
          mg_len = 0,         // I32
        },
        xmg_stash = 0x0, // HV *
        xgv_gp = { // GP *
```

```

gp_sv = { // SV *
    sv_any = 0x0, // void *
    sv_refcnt = 0, // U32
    sv_flags = 0 // U32
},
gp_refcnt = 0, // U32
gp_io = 0x0, // struct io *
gp_form = 0x0, // CV *
gp_av = 0x0, // AV *
gp_hv = 0x0, // HV *
gp_egv = 0x0, // GV *
gp_cv = 0x0, // CV *
gp_cvgen = 0, // U32
gp_flags = 0, // U32
gp_line = 0, // line_t
gp_file = 0x0, // char *
},
xgv_name = 0x0, // char *
xgv_namelen = 0, // STRLEN
xgv_stash = 0x0, // void *
xgv_flags = 0, // U8
},
sv_refcnt = 0, // U32
sv_flags = 0, // U32
},
xgv_file = 0x0, // char *
xgv_depth = 0, // long
xgv_padlist = 0x0, // AV *
xgv_outside = 0x0, // CV *
xgv_flags = 0, // cv_flags_t
}
sv_refcnt = 0, // U32
sv_flags = 0, // U32
};

```

In addition to the minimum bytes:

- **name of the subroutine: GvNAMELEN(CvGV(cv))+1**
- **symbol table entry: HvENTRY (25 + GvNAMELEN(CvGV(cv))+1)**
- **minimum sizeof(AV) \* 3: xcv\_padlist if !CvXSUB(cv)**
- **CvROOT(cv) optree**
- **HV - 60 minmum**

```

hv = {
    sv_any = { // SV *
        xhv_array = 0x0, // char *
        xhv_fill = 0, // STRLEN
        xhv_max = 0, // STRLEN
        xhv_keys = 0, // IV
        xnv_nv = 0, // NV
        xmg_magic = 0x0, // MAGIC *
        xmg_stash = 0x0, // HV *
        xhv_riter = 0, // I32
        xhv_eiter = 0x0, // HE *
        xhv_pmroot = 0x0, // PMOP *
    }
};

```

```

        xhv_name = 0x0    // char *
    },
    sv_refcnt = 0, // U32
    sv_flags = 0,  // U32
};

```

Each entry adds `sizeof(HvENTRY)`, minimum of 7 (initial `xhv_max`). Note that keys of the same value share `sizeof(HEK)`, across all hashes.

- **HvENTRY - 25 + HeKLEN+1**

```
sizeof(HE *) + sizeof(HE) + sizeof(HEK)
```

- **HE - 12**

```

he = {
    hent_next = 0x0, // HE *
    hent_hek = 0x0,  // HEK *
    hent_val = 0x0   // SV *
};

```

- **HEK - 9 + hek\_len**

```

hek = {
    hek_hash = 0, // U32
    hek_len = 0,  // I32
    hek_key = 0,  // char
};

```

- **AV - 53**

```

av = {
    sv_any = { // SV *
        xav_array = 0x0, // char *
        xav_fill = 0,    // size_t
        xav_max = 0,     // size_t
        xof_off = 0,     // IV
        xnv_nv = 0,      // NV
        xmg_magic = 0x0, // MAGIC *
        xmg_stash = 0x0, // HV *
        xav_alloc = 0x0, // SV **
        xav_arylen = 0x0, // SV *
        xav_flags = 0,    // U8
    },
    sv_refcnt = 0, // U32
    sv_flags = 0  // U32
};

```

In addition to the minimum bytes:

- **AvFILL(av) \* sizeof(SV \*)**

## 1.3 SEE ALSO

perl guts(3), B::Size(3),

<http://gisle.aas.no/perl/illguts/>

## 1.4 Maintainers

Maintainer is the person(s) you should contact with updates, corrections and patches.

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## 1.5 Authors

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