
Subject: Value size ?

Posted by [mingodad](#) on Sun, 13 Apr 2014 21:43:17 GMT

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I saw in several places talking about efficiency but when I look at `sizeof(Value) == 48` (64bits) I'm not sure about it.

I saw that Value has a String member called "data" and also an Atomic member called "refcount" to be used in special cases, but String also has the same "refcount" for special cases, isn't it a repetition ?

I was looking at `sizeof(boost::any) == 8` (64bits) and `sizeof(cdiggins::any) == 16` (64bits) (<http://www.codeproject.com/Articles/11250/High-Performance-Dynamic-Typing-in-C-using-a-Repla>) and wondering why we need so much memory for Value ?

It's used on collections and this size adds to the end, also I saw on database examples using ValueMap inside ValueArray.

Why construct individual maps with lots of duplicated string keys ?

Wouldn't be more efficient to have only one set of keys and an `Vector<ArrayValue>` let's call it ValueTable ?

```
Renderer& Renderer::operator()(const char *id, const SqlSelect& sel)
{
    ValueArray list;
    ValueMap vm;
    SqlR sql;
    sql * sel;
    while(sql.Fetch(vm))
        list.Add(vm);
    return operator()(id, list);
}
```