

## Ruby - Feature #2837

### Compile-time constant for HEAP\_GROWTH\_FACTOR (patch attached)

03/05/2010 05:20 AM - adgar (Michael Edgar)

|  |                                |                   |
|--|--------------------------------|-------------------|
| <b>Status:</b>   | Closed                         |                   |
| <b>Priority:</b>   | Normal                         |                   |
| <b>Assignee:</b>   | authorNari (Narihiro Nakamura) |                   |
| <b>Target version:</b>   | 2.6                            |                   |
| <b>Description</b><br>=begin<br>The GC currently increases the size at which newly-created heaps by a factor of 1.8 for each heap. Some find it appropriate to modify this value (REE uses a value of 1 instead of 1.8, for example). In the trunk version of this code, that value is hard-coded in as a constant at 1.8 in gc.c:980.<br><br>I've included a patch to expose this as a compile-time constant (HEAP_GROW_FACTOR), and also included getters and setters in the style of the patch I submitted in Issue 1047: <a href="http://redmine.ruby-lang.org/issues/show/1047">http://redmine.ruby-lang.org/issues/show/1047</a> .<br>=end |                                |                   |
| <b>Related issues:</b><br>Related to Ruby - Feature #8015: [patch] tuneable HEAP_GROWTH_FACTOR   |                                |                   |
|  |                                | <b>Closed</b>     |
|  |                                | <b>03/05/2013</b> |

#### History

##### #1 - 03/05/2010 01:51 PM - nobu (Nobuyoshi Nakada)

=begin  
Hi,

At Fri, 5 Mar 2010 05:20:36 +0900,  
Michael Edgar wrote in [\[ruby-core:28487\]](http://redmine.ruby-lang.org/issues/show/28487):

I've included a patch to expose this as a compile-time constant (HEAP\_GROW\_FACTOR), and also included getters and setters in the style of the patch I submitted in Issue 1047: <http://redmine.ruby-lang.org/issues/show/1047> .

At least, they must be members of rb\_objspace\_t, and the argument ranges should be checked.

--  
Nobu Nakada  
  
=end

##### #2 - 03/05/2010 06:34 PM - adgar (Michael Edgar)

=begin

At least, they must be members of rb\_objspace\_t, and the argument ranges should be checked.

I considered this, though they are compile-time constants that are being replaced. Pre-patch, they aren't currently in the rb\_objspace\_t. The malloc\_limit accessor affects the currently rb\_objspace\_t as appropriate, but the HEAP\_MIN\_SLOTS accessors don't since that value doesn't directly affect existing structures. I can certainly put a heap\_min\_slots member into rb\_objspace\_t.

Also, which argument ranges are considered valid? Perhaps a malloc\_limit of at least 10K? I don't know how small of a footprint Ruby could fit into that people would like. While most people increase these values beyond their initial defaults, I wouldn't want to set the limit too low.

Thanks!  
=end

##### #3 - 04/02/2010 08:52 AM - znz (Kazuhiro NISHIYAMA)

- Target version set to 2.0.0

=begin

=end

**#4 - 03/18/2012 03:30 PM - nahi (Hiroshi Nakamura)**

- Description updated
- Assignee set to authorNari (Narihiro Nakamura)

**#5 - 03/18/2012 06:46 PM - shyouhei (Shyouhei Urabe)**

- Status changed from Open to Assigned

**#6 - 10/27/2012 11:26 AM - authorNari (Narihiro Nakamura)**

- Target version changed from 2.0.0 to 2.6

**#7 - 03/05/2013 11:02 AM - nobu (Nobuyoshi Nakada)**

This patch contains not only the subject but also the accessors.  
It isn't acceptable and you should separate them, I think.

**#8 - 03/18/2013 12:04 PM - authorNari (Narihiro Nakamura)**

- Status changed from Assigned to Closed

I committed r39746.  
We can change HEAP\_GROWTH\_FACTOR via an enviroment variable now.  
So I close this ticket.

Thanks.

**Files**

---

|                   |      |            |                       |
|-------------------|------|------------|-----------------------|
| grow_factor.patch | 2 KB | 03/05/2010 | adgar (Michael Edgar) |
|-------------------|------|------------|-----------------------|