



Big Uector Implementation

BUILT ON  **sui**

Array?Vector?

UserFund

user: address

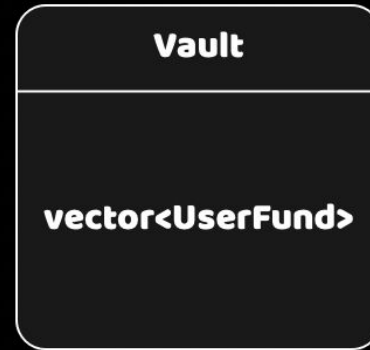
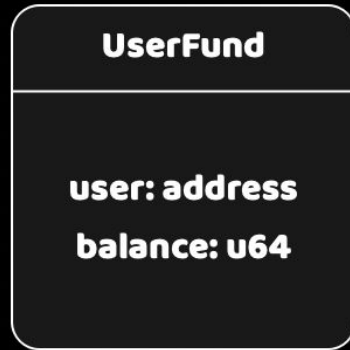
balance: u64

Vault

vector<UserFund>

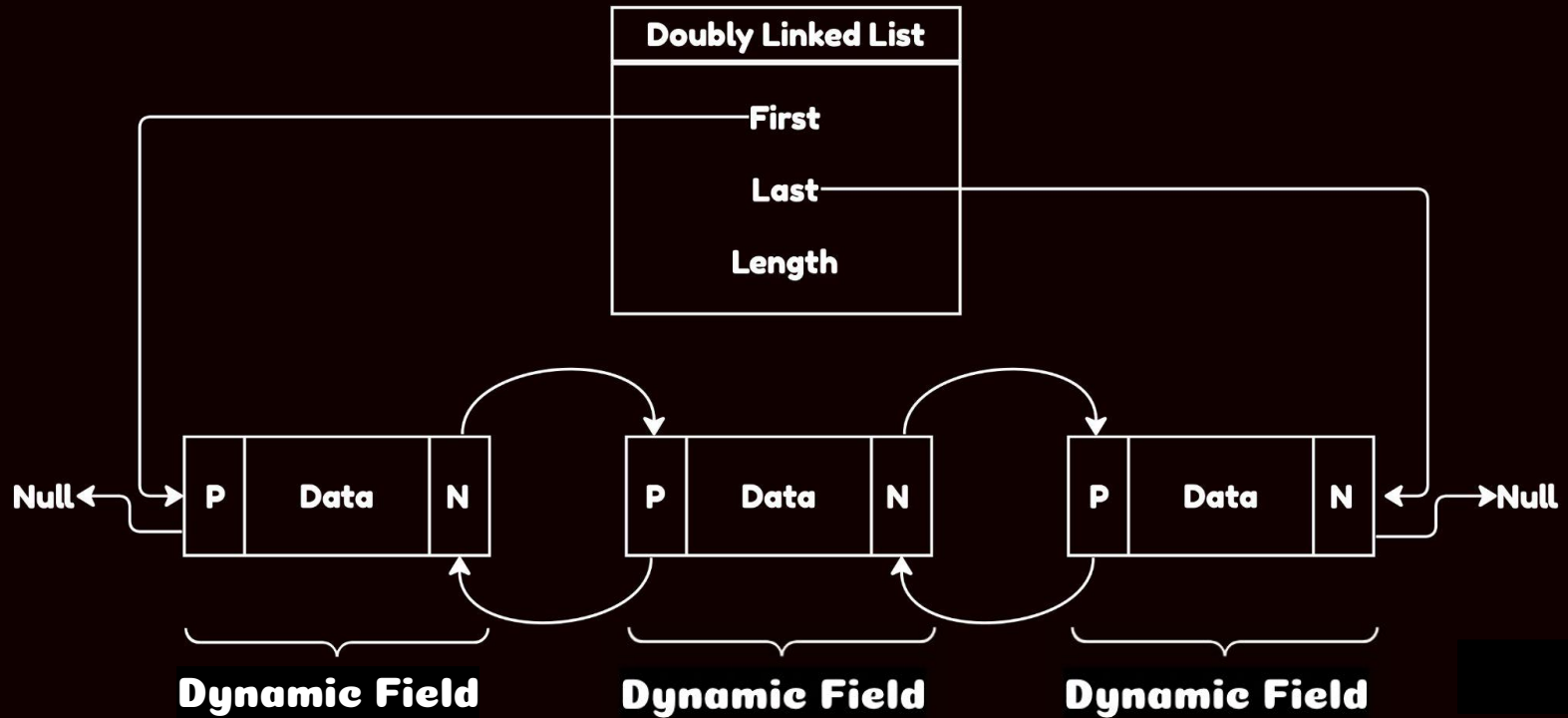
max_move_vector_len: Some(256 * 1024)
= 262,144 elements

max_move_object_size: Some(250 * 1024)
= 256,000 bytes



256,000 / 40 = 6,400 elements

Linked List

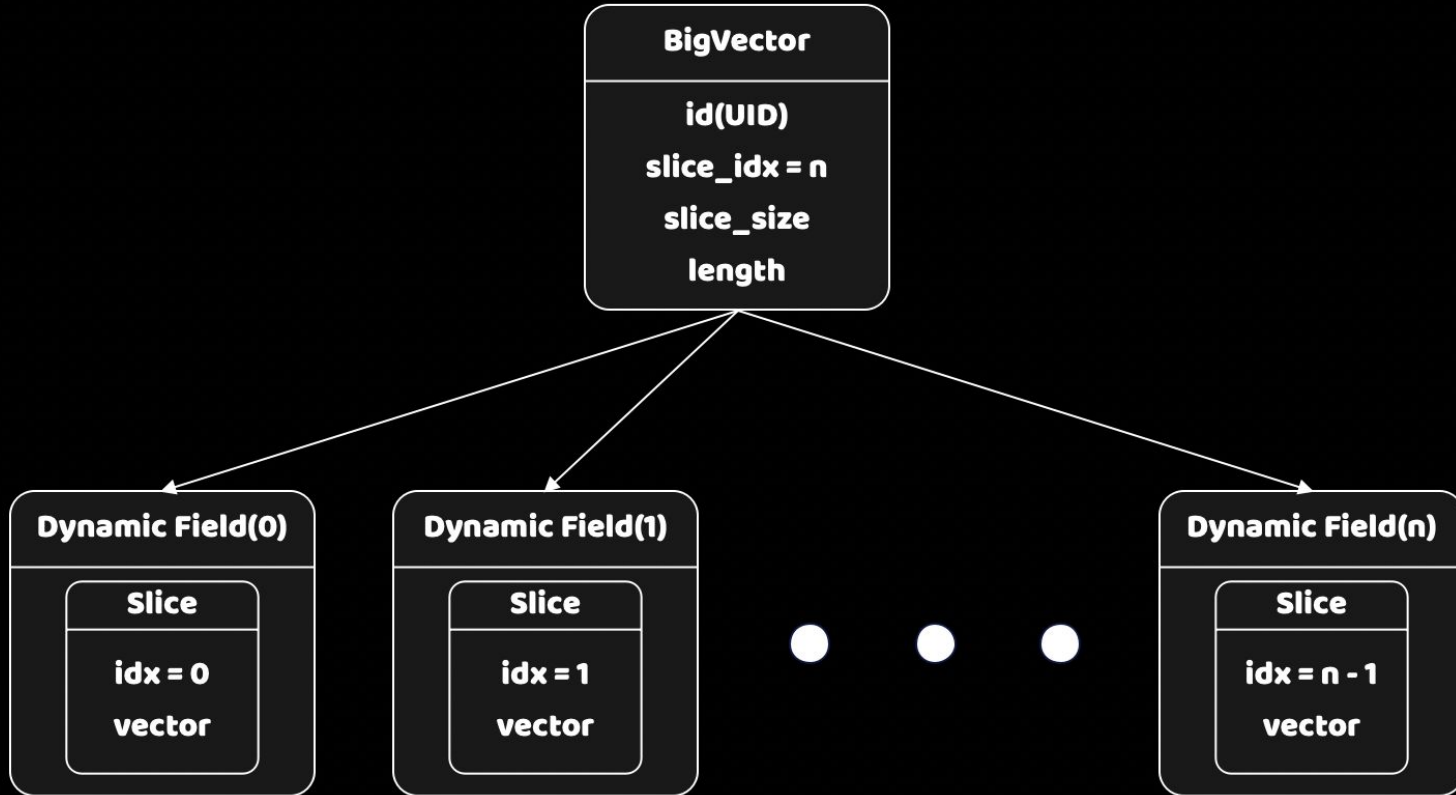


**object_runtime_max_num_cached_objects:
Some(1000)**

```

// `dynamic_field` module
// Cost params for the Move native function `hash_type_and_key<K: copy + d
dynamic_field_hash_type_and_key_cost_base: Some(100),
dynamic_field_hash_type_and_key_type_cost_per_byte: Some(2),
dynamic_field_hash_type_and_key_value_cost_per_byte: Some(2),
dynamic_field_hash_type_and_key_type_tag_cost_per_byte: Some(2),
// Cost params for the Move native function `add_child_object<Child: key>(
dynamic_field_add_child_object_cost_base: Some(100),
dynamic_field_add_child_object_type_cost_per_byte: Some(10),
dynamic_field_add_child_object_value_cost_per_byte: Some(10),
dynamic_field_add_child_object_struct_tag_cost_per_byte: Some(10),
// Cost params for the Move native function `borrow_child_object_mut<Child
dynamic_field_borrow_child_object_cost_base: Some(100),
dynamic_field_borrow_child_object_child_ref_cost_per_byte: Some(10),
dynamic_field_borrow_child_object_type_cost_per_byte: Some(10),
    // Cost params for the Move native function `remove_child_object<Child: k
dynamic_field_remove_child_object_cost_base: Some(100),
dynamic_field_remove_child_object_child_cost_per_byte: Some(2),
dynamic_field_remove_child_object_type_cost_per_byte: Some(2),
// Cost params for the Move native function `has_child_object(parent: addr
dynamic_field_has_child_object_cost_base: Some(100),
// Cost params for the Move native function `has_child_object_with_ty<Chil
dynamic_field_has_child_object_with_ty_cost_base: Some(100),
dynamic_field_has_child_object_with_ty_type_cost_per_byte: Some(2),
dynamic_field_has_child_object_with_ty_type_tag_cost_per_byte: Some(2),

```



Linked List

10,000 user / 1,000 objects = 10 transactions
access 10,000 dynamic fields

10,000 × 100 cost base = 1,000,000 units

Big Uector

10,000 user / 1,000 slice_size = 10 Slices

access only 10 dynamic fields

10 × 100 cost base = 1,000 units

1,000,000 users

Linked List

$1,000,000 / 1,000 = 1000$ transactions

Big Vector

$1,000,000 / 1,000 = 1000$ Slices

operate 1000 Slices in 1 transaction

Typus Finance

<https://typus.finance/>

Big Vector Research

<https://medium.com/@TypusFinance/big-vector-and-its-potential-for-hyper-scalability-on-sui-23265725a3d0>

Sui Improvement Proposal

<https://github.com/sui-foundation/sips/pull/13>

Protocol Config

<https://github.com/MystenLabs/sui/blob/main/crates/sui-protocol-config/src/lib.rs>