



CRYSTAL

The Programming Language

RUBY EASE; C SPEED

CRYSTAL LANGUAGE

RUBY EASE; C SPEED

- ▶ Crystal is a programming language that has a Ruby like syntax which is easy to read, clean and concise.
- ▶ Crystal is Statically typed and Compiled so it's very Efficient and provides C like performance (uses LLVM).
- ▶ Crystal uses Type Inference, Union Types, Macros, Blocks, Procs and Closures to give you the feel of an interpreted language but the performance of a natively compiled language.

RUBY EASE

```
5.times do |i|  
  puts i  
end  
  
[10, 20, 30].map { |x| x.to_s }  
  
x = -1  
puts x.abs  
  
x = "hello"  
puts x.size
```

RUBY EASE

- ▶ Classes, inheritance, modules, include, extend.
- ▶ Operator overloading.
- ▶ String, range, regex literals, heredoc, interpolation
- ▶ Multi-assignment (`x, y = y, x`)
- ▶ Blocks, procs and closures
- ▶ Big standard library: HTTP, OAuth, JSON, YAML, XML

RUBY EASE

```
class Person
  getter name
  property age

  def initialize(@name : String, @age : Int32)
  end
end

person = Person.new("Michael", 35)

person.name ==> "Michael" : String

person.age ==> 35 : Int32

person.age += 1 ==> 36 : Int32

person.name = "Other person" # undefined method 'name=' for Person
```

IN SOME CASES BETTER THAN RUBY

arity and type based method overloading

```
class Dog
  def greet
    "Woof! Woof!"
  end

  def greet(name : String)
    "Woof #{name}!"
  end

  def greet(times : Int32)
    greet * times
  end
end
```

C SPEED

- ▶ Compare Crystal to Top Programming languages on Github
- ▶ JS, Java, Python, Ruby, PHP, C++, CSS, C#, C, Go
- ▶ Recursive Fibonacci Sequence (45)
- ▶ Slowest to Fastest
- ▶ <https://github.com/drujensen/fib>

#10 PHP – 6 MINUTES 2 SECONDS

```
<?php
function fib($n)
{
    if ($n <= 1) {
        return 1;
    } else {
        return fib($n - 1) + fib($n - 2);
    }
}

echo fib(45);
?>

$time php fib.php
1836311903
real 6m2.687s
```


#9 PYTHON – 5 MINUTES 44 SECONDS

```
def fib(n):  
    if n <= 1:  
        return 1  
    else:  
        return fib(n - 1) + fib(n - 2)
```

```
print fib(45)
```

```
$time python fib.py  
1836311903  
real 5m44.837s
```

#8 RUBY – 2 MINUTES 4 SECONDS

```
def fib(n)
  if n <= 1
    1
  else
    fib(n - 1) + fib(n - 2)
  end
end
```

```
puts fib(45)
```

```
$time ruby fib.rb
```

```
1836311903
```

```
real 2m4.082s
```

#7 NODE - 12.76 SECONDS

```
var fib = function(n) {  
  if (n <= 1) {  
    return 1;  
  } else {  
    return fib(n - 1) + fib(n - 2);  
  }  
};
```

```
console.log(fib(45));
```

```
$time node fib.js
```

```
1836311903
```

```
real 0m12.760s
```

#6 C# – 7.166 SECONDS

```
using System;

public class Fib
{
    public static uint fib(uint n)
    {
        if (n <= 1)
        {
            return 1;
        }
        else
        {
            return fib(n - 1) + fib(n - 2);
        }
    }

    static void Main(string[] args)
    {
        Console.WriteLine(fib(45));
    }
}
```

```
$mcs fib.cs
```

```
$time mono fib.exe
```

```
1836311903
```

```
real 0m7.166s
```

#5 C – 6.999 SECONDS

```
#include <stdio.h>

unsigned int fib(unsigned int n)
{
    if (n <= 1) {
        return 1;
    } else {
        return fib(n - 1) + fib(n - 2);
    }
}

int main(void) {
    printf("%d", fib(45));
    return 0;
}

$gcc -o fib fib.c
$time ./fib
1836311903
real 0m6.999s
```

#4 C++ - 6.969 SECONDS

```
#include <iostream>

using namespace std;

int fib(int x) {
    if (x <= 1) {
        return 1;
    } else {
        return fib(x - 1) + fib(x - 2);
    }
}

int main()
{
    cout << fib(45);
}

$g++ -o fib fib.cpp
$time ./fib
1836311903
real 0m6.969s
```

#3 GO – 6.703 SECONDS

```
package main

import "fmt"

func fib(n uint) uint {
    if n <= 1 {
        return 1
    } else {
        return fib(n - 1) + fib(n - 2)
    }
}

func main() {
    fmt.Println(fib(uint(45)))
}

$go build fib.go
$time ./fib
1836311903
real 0m6.703s
```

#2 JAVA – 4.672 SECONDS

```
import java.util.*;

public class Fib {
    static int fib(int n) {
        if (n <= 1)
            return 1;
        else
            return fib(n - 1) + fib(n - 2);
    }

    public static void main(String[] args) {
        System.out.print(fib(45));
    }
}
```

```
$javac Fib.java
$time java Fib
1836311903
real 0m4.672s
```


#1 CRYSTAL – 3.857 SECONDS

```
def fib(n)
  if n <= 1
    1
  else
    fib(n - 1) + fib(n - 2)
  end
end

puts fib(45)

$crystal build fib.cr --release
$time ./fib
1836311903
real 0m3.857s
```

BENCHMARK CAVEATS

- ▶ Crystal doesn't check for overflow with default Int32 datatype (yet) and will return a negative number.
- ▶ Test `fib(46)` which is larger than $(2^{31}) - 1$
- ▶ C, C++, Crystal and Java do not check for overflow.
- ▶ Go, C#, Node, Ruby, Python and PHP do.

UNION TYPES

- ▶ Crystal supports union types.
- ▶ Unions allow a variable to be multiple types at the same time.
- ▶ Crystal determines the possible types at compile time using type inference.
- ▶ You need to cast to the specific type if not duck typed.

UNION TYPES EXAMPLE

```
def double(x : (Int32 | String))  
  x * 2  
end  
i = double(3)  
puts i  
s = double("hi")  
puts s
```

TYPE INFERENCE

- ▶ Crystal is compiled and statically typed but leverages type inference to automatically determine the type during compilation.
- ▶ This allows the Crystal language to look similar to Ruby and avoid specifying the type for each variable.
- ▶ Once a type is determined, it sticks. Multiple types can be assigned to a single variable (unions).
- ▶ Empty Arrays and Hashes require types to be defined.

EXAMPLE TYPE INFERENCE

```
x = rand < 0.5 ? 1 : nil
```

```
case x
```

```
when Number
```

```
  puts x + 1
```

```
else
```

```
  puts "no x"
```

```
end
```

MACROS

- ▶ There are no dynamic meta-programming methods like `method_missing` found in Ruby.
- ▶ Crystal supports macros which can handle some situations similar to meta-programming.
- ▶ Macros are processed at compile-time but give you access to the AST nodes during compilation.
- ▶ Excellent for defining your own DSL.

EXAMPLE MACROS

```
macro rock(name)

  def {{name.id}}_rocks
    puts "{{name.id}} Rocks!"
  end
end

rock :crystal
crystal_rocks
```


C LIBRARIES

- ▶ Crystal makes it simple to map to C libraries
- ▶ Mapping is as simple as specifying a ``lib`` and ``fun``
- ▶ Linking is automatic in most cases but you can specify the library ``-l`` if needed
- ▶ Other ``-ldflags`` are easily set as well

C FUN EXAMPLE

```
lib LibMath  
  
  fun nearbyint(x: Float64): Float64  
  
  fun pow(x: Float64, y: Float64): Float64  
  
end
```

```
LibMath.nearbyint(3.534) #=> 4.0: Float64
```

```
LibMath.pow(2, 10) #=> 1024.0: Float64
```

```
#man 3 math
```

CONCURRENCY

- ▶ Crystal supports fibers using ``spawn`` and ``channels`` similar to Goroutines in GoLang.
- ▶ Fibers are light weight processes that have a very small memory footprint.
- ▶ Millions of fibers can be launched simultaneously.
- ▶ The main thread can ``receive`` results similar to ``select`` in GoLang.

CONCURRENCY EXAMPLE

```
require "http/client"
channel = Channel(String).new
spawn do
  channel.send(HTTP::Client.get("https://crystal-lang.org").body)
end
spawn do
  channel.send(HTTP::Client.get("https://ruby.org").body)
end
2.times do
  puts channel.receive
end
```

HIGHLIGHTS

- ▶ Everything is an Object
- ▶ Proc's, Blocks and Closures are supported
- ▶ Functional goodness
- ▶ Object Oriented goodness
- ▶ Easily integrates with C libraries using lib and fun
- ▶ Macros make it easy to create a DSL
- ▶ Concurrency capabilities similar to GoLang

REFERENCES

- ▶ crystal-lang.org
- ▶ <http://www.techworm.net/2016/09/top-10-popular-programming-languages-github.html>
- ▶ <https://github.com/drujensen/fib>
- ▶ <https://citizen428.net/a-rubyist-looks-at-crystal-part-1-86a9284c936e#.u6p9t92av>
- ▶ https://github.com/will/crystal_workbook
- ▶ <https://github.com/crystal-lang/crystal-presents/releases/tag/2016.09-rubyconfbr>