



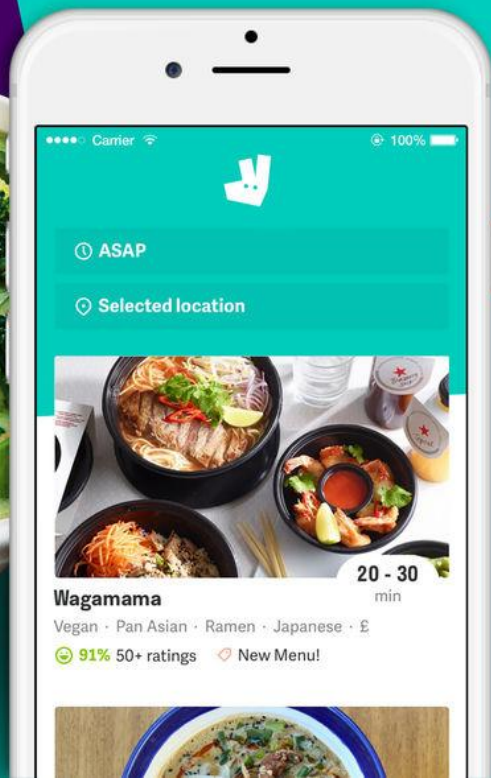
# Deliveroo: Ruby to Rust

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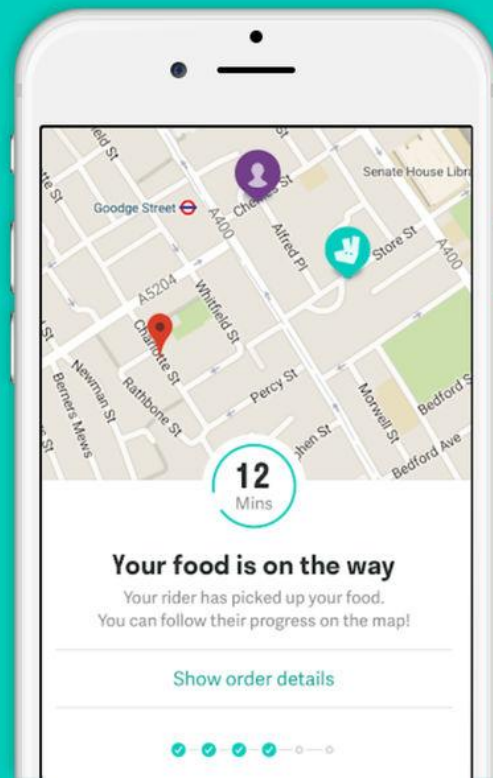
restaurant food,  
delivered



quickly browse great  
restaurants near you



track your rider right  
to your doorstep





- Deliveroo is 5 years old
- Deliveroo originally a Ruby/Rails monolith
- Now multiple services in a distributed system
- Ruby/Rails is great

When will the food be ready?

How long will it take a rider to get from A to B?

Which order should we deliver first?

Which rider should we offer each order to?

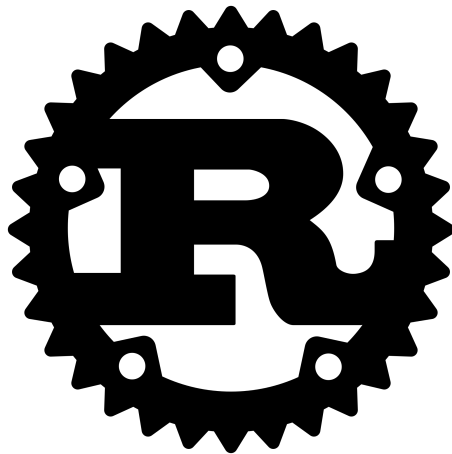
Should one rider take two orders?

Vehicle Routing Problem

Dispatch



When CPU bound, Ruby is Slow



- Fast, safe, fearless concurrency
- No GC, no runtime
- Good library support
- We're already using it in the Dispatch algorithm!

 Files changed 100

+20,000 -20,000 

**Incremental!**



# extern crate ruru;

README:

- > Have you ever considered rewriting some parts of your
- > ~~slow~~ Ruby application?
- >
- > **Just replace your Ruby application with Rust, method**
- > **by method, class by class.** It does not require you to
- > change the interface of your classes or to change any
- > other Ruby code.
- >
- > As simple as Ruby, as efficient as Rust.

```
class Greeter
  def friendly_greeting(name)
    name = 'Anonymous' unless name.is_a?(String)
    "Hello #{name}!"
  end
end
```

End

# Expected: Hello MadRust!

```
Greeter.friendly_greeting("MadRust")
```

```
use ruru::RString;

class!(Greeter);

methods!(Greeter, itself,
  fn friendly_greeting(name: RString) -> RString {
    let name = name
      .map(|name| name.to_string())
      .unwrap_or("Anonymous".to_string());
    let greeting = format!("Hello {}!", name);
    RString::new(&greeting)
  }
);
```

```
use ruru::RString;
```

```
class!(Greeter);
```

Needs to impl ruru::Object

```
methods!(Greeter, itself,
```

```
  fn friendly_greeting(name: RString) -> RString {
```

```
    let name = name
```

```
      .map(|name| name.to_string())
```

```
      .unwrap_or("Anonymous".to_string());
```

```
    let greeting = format!("Hello {}!", name);
```

```
    RString::new(&greeting)
```

```
  }
```

```
);
```

```
use ruru::RString;
```

```
class!(Greeter);
```

Actually a Result<RString, \_>

```
methods!(Greeter, itself,
```

```
  fn friendly_greeting(name: RString) -> RString {
```

```
    let name = name
```

```
      .map(|name| name.to_string())
```

```
      .unwrap_or("Anonymous".to_string());
```

```
    let greeting = format!("Hello {}!", name);
```

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    RString::new(&greeting)
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```
  }
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```
);
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use ruru::RString;

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    RString::new(&greeting)
  }
);
```



Returning complex types (like errors) is hard

```
class Order
  attr_reader :id, :contains_alcohol?

  def delivery_location
    {latitude: 0.0, longitude: 0.0}
  end

  # ...
end
```

```
methods!(Dispatcher, itself,  
  fn generate_plan(orders: Array, /* ... */) -> AnyObject {  
    let orders = orders  
      .expect("not actually an Array")  
      .into_iter()  
      .map(|element| {  
        Order {  
          // `element.id` in Ruby  
          id: element.send("id", vec![]),  
          // ...  
        }  
      });  
    /* generate plan */  
  }  
);
```



Serde!

```
#[derive(Deserialize, Serialize)]
struct Order {
    id: u64,
    delivery_location: Location,

    #[serde(rename = "contains_alcohol?")]
    contains_alcohol: bool,

    // ...
}
```

```
methods!(Dispatcher, itself,  
    fn generate_plan(orders: Vec<Order>, /* ... */) -> Plan {  
        // orders is actually a Vec<Order>!  
        let plan = /* generate plan */;  
        plan  
    }  
);
```

```
extern crate ruru_serde;
```

- Uses Ruby's `rb_protect` to safely call back into Ruby
  - Requires unreleased `ruru` / `ruby-sys` crates
- Serde to convert arguments/return types
  - Re-raises errors as Ruby exceptions with extra debug context
- Catch Rust panics and safely re-raise as Ruby exceptions
- Allows returning `Result<_, Into<Exception>>`

# Exceptions as seen from Ruby:

Dispatcher::RustError:

undefined method 'contains\_alcohol?' for nil:NilClass

Context from Rust:

- While deserializing "contains\_alcohol"
- While deserializing "orders"

# Piece by Piece

- Shipped changes in ~10 stages
- Everything was feature-flagged
  - Initially enabled for only a small % of users
- Monitored for crashes, automatically switch back to Ruby

# Result

- No downtime!
- >12.5x faster
  - What was taking 10s of seconds now <1 second
  - Probably much bigger improvement if we compare against pure Ruby
  - Without profiling/optimisation
- We've been able to extend the algorithm in ways we couldn't in Ruby
  - Better matching of rider/order, and better experiences for riders and customers



Thanks!