



**IT GETS EASIER. EVERY DAY IT GETS A  
LITTLE EASIER. BUT YOU GOTTA DO IT  
EVERY DAY – THAT'S THE HARD PART. BUT  
IT DOES GET EASIER**

**REWRITE'EM ALL**

**GRZEGORZ WILCZYŃSKI**

# CHAPTER 1

**WHATEVER  
HAPPENED TO  
NETSCAPE?**

**NETSCAPE 6.0 IS FINALLY GOING INTO ITS FIRST PUBLIC BETA. THERE NEVER WAS A VERSION 5.0. THE LAST MAJOR RELEASE, VERSION 4.0, WAS RELEASED ALMOST THREE YEARS AGO. THREE YEARS IS AN AWFULLY LONG TIME IN THE INTERNET WORLD. DURING THIS TIME, NETSCAPE SAT BY, HELPLESSLY, AS THEIR MARKET SHARE PLUMMETED.**

**IT'S HARDER TO READ CODE  
THAN TO WRITE IT.**



**THEY DECIDED TO REWRITE THE  
CODE FROM SCRATCH.**

# CHAPTER 2

**DMITRI MENDELEEV**

Reihen	Gruppe I. — R <sup>1</sup> 0	Gruppe II. — R0	Gruppe III. — R <sup>1</sup> 0 <sup>2</sup>	Gruppe IV. RH <sup>4</sup> R0 <sup>1</sup>	Gruppe V. RH <sup>3</sup> R <sup>2</sup> 0 <sup>3</sup>	Gruppe VI. RH <sup>2</sup> R0 <sup>2</sup>	Gruppe VII. RH R <sup>2</sup> 0 <sup>1</sup>	Gruppe VIII. — R0 <sup>4</sup>
1	H=1							
2	Li=7	Be=9,4	B=11	C=12	N=14	O=16	F=19	
3	Na=23	Mg=24	Al=27,8	Si=28	P=31	S=32	Cl=35,5	
4	K=39	Ca=40	—=44	Ti=48	V=51	Cr=52	Mn=55	Fe=56, Co=59, Ni=59, Cu=63.
5	(Cu=63)	Zn=65	—=68	—=72	As=75	Se=78	Br=80	
6	Rb=86	Sr=87	?Yt=88	Zr=90	Nb=94	Mo=96	—=100	Ru=104, Rh=104, Pd=106, Ag=108
7	(Ag=108)	Cd=112	In=113	Sn=118	Sb=122	Tc=125	J=127	
8	Cs=133	Ba=137	?Di=138	?Ce=140	—	—	—	— — — —
9	(—)	—	—	—	—	—	—	
10	—	—	?Er=178	?La=180	Ta=182	W=184	—	Os=195, Ir=197, Pt=198, Au=199.
11	(Au=199)	Hg=200	Tl=204	Pb=207	Bi=208	—	—	
12	—	—	—	Th=231	—	U=240	—	— — — —

**SOME PEOPLE DISMISSED MENDELEEV FOR PREDICTING THAT THERE WOULD BE MORE ELEMENTS, BUT HE WAS PROVEN TO BE CORRECT WHEN GA (GALLIUM) AND GE (GERMANIUM) WERE FOUND IN 1875 AND 1886 RESPECTIVELY, FITTING PERFECTLY INTO THE TWO MISSING SPACES.**

# CHAPTER 3

**ARE WE WEB YET?**

**WELL, PROBABLY NOT YET**

# **CHAPTER 4**

RUBY ON RAILS IS NOT A  
MINIMALIST FRAMEWORK, IT'S  
A METROPOLIS. ONE FILLED  
WITH ALL THE MAJOR  
INSTITUTIONS NEEDED TO RUN  
A LARGE, SPRAWLING  
APPLICATION LIKE BASECAMP  
OR GITHUB OR SHOPIFY.

**BLANK?**

```
class NilClass  
  def blank?  
    true  
  end  
end
```

```
class FalseClass  
  def blank?  
    true  
  end  
end
```

```
class Array
  #   [].blank?          # => true
  #   [1,2,3].blank? # => false
  alias_method :blank?, :empty?
end
```

```
class Hash
  #   {}.blank?          # =>
  true
  #   { key: 'value' }.blank? # =>
  false
  alias_method :blank?, :empty?
end
```

```

class String

  BLANK_RE = /\A[[:space:]]*\z/

  # A string is blank if it's empty or contains whitespaces only:
  #
  #   ''.blank?      => true
  #   ' '.blank?     => true
  #   "\t\n\r".blank? => true
  #   ' blah '.blank? => false
  #
  # Unicode whitespace is supported:
  #
  #   "\u00a0".blank? => true
  #

  def blank?
    # The regexp that matches blank strings is expensive. For the case of
    # empty
    # strings we can speed up this method (~3.5x) with an empty? call.
    # The
    # penalty for the rest of strings is marginal.
    empty? || BLANK_RE.match?(self)
  end
end

```

**964K ITER/SEC**

```
static VALUE
rb_str_blank_as(VALUE str)
{
    rb_encoding *enc;
    char *s, *e;

    enc = STR_ENC_GET(str);
    s = RSTRING_PTR(str);
    if (!s || RSTRING_LEN(str) == 0) return Qtrue;

    e = RSTRING_END(str);
    while (s < e) {
        int n;
        unsigned int cc = rb_enc_codepoint_len(s, e, &n, enc);

        switch (cc) {
            case 9:
            case 0xa:
            case 0xb:
            case 0xc:
            case 0xd:
            case 0x20:
            case 0x85:
            case 0xa0:
            case 0x1680:
            case 0x2000:
            case 0x2001:
            case 0x2002:
            case 0x2003:
            case 0x2004:
            case 0x2005:
            case 0x2006:
            case 0x2007:
            case 0x2008:
```

```
#if ruby_version_before_2_2()
    case 0x180e:
#endif
    /* found */
    break;
default:
    return Qfalse;
}
s += n;
}
return Qtrue;
}

static VALUE
rb_str_blank(VALUE str)
{
rb_encoding *enc;
char *s, *e;

enc = STR_ENC_GET(str);
s = RSTRING_PTR(str);
if (!s || RSTRING_LEN(str) == 0) return Qtrue;

e = RSTRING_END(str);
while (s < e) {
    int n;
    unsigned int cc = rb_enc_codepoint_len(s, e, &n, enc);

    if (!rb_isspace(cc) && cc != 0) return Qfalse;
    s += n;
}
return Qtrue;
}
```

**10.5M ITER/SEC**

```
extern "C" fn fast_blank(buf: Buf) -> bool {  
    buf.as_slice().chars().all(|c| c.is_whitespace())  
}
```

# **11M ITER/SEC**

# FULL STACK FEST

@fullstackfest  
#fullstackfest

@wycats



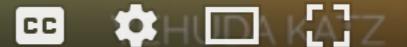
## Naive Rust Implementation

```
extern "C" fn fast_blank(buf: Buf) -> bool {  
    buf.as_slice().chars().all(|c| c.is_whitespace())  
}
```

↑      ↑      ↑      ↑      ↑  
method creates slice Iterator      method      closure      method



Rewriting a Ruby C Extension in Rust: How a Naive One-Liner Beats C



**FULL STACK FEST 2015: REWRITING A RUBY C EXTENSION IN RUST, BY YEHUDA KATZ**

Source: <https://www.youtube.com/watch?v=2BdJeSC4FFI>



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# THANK YOU

[TWITTER.COM/GWILCZYN\\_SKI](https://twitter.com/gwilczyn_ski)

# SOURCES

- <https://www.joelonsoftware.com/2000/04/06/things-you-should-never-do-part-i/>
- [https://en.wikipedia.org/wiki/Dmitri\\_Mendeleev](https://en.wikipedia.org/wiki/Dmitri_Mendeleev)
- <https://www.arewewebyet.org/>
- <https://blog.arkency.com/2017/07/nil-empty-blank-ruby-rails-difference/>
- <http://intorust.com/>
- [https://github.com/SamSaffron/fast\\_blank](https://github.com/SamSaffron/fast_blank)
- <https://www.youtube.com/watch?v=2BdJeSC4FFI>
- <https://www.sitepoint.com/ruby-can-be-faster-with-a-bit-of-rust/>