

Ruby Runtime

by @jimmynguyc

Hi

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- Engineering Team Lead @ RapidRiver Software
- KL Ruby Brigade, RubyConf MY (not anymore)
- We are hiring !! :D



What I'll **C**over

- How Ruby runs your code
- Different Ruby Implementations
- MJIT

How **R**uby runs Code

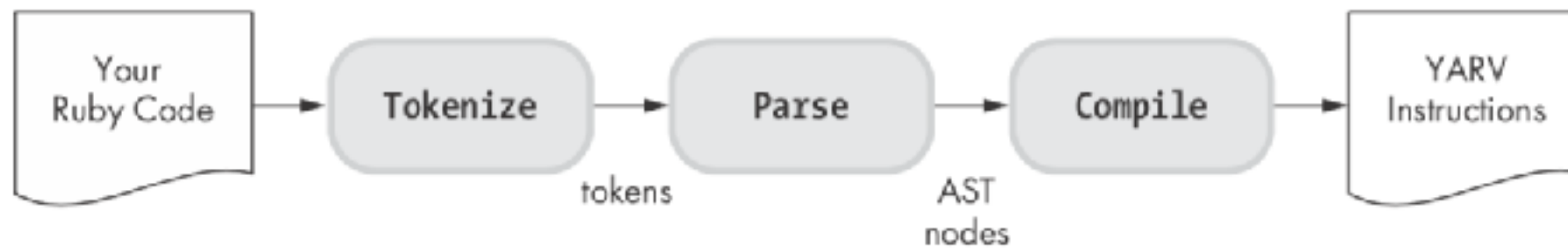


Figure 1-1: Your code's journey through Ruby

Tokenizer

- Breaks up sentences / code into pieces
- Words, keywords, phrases, symbols (tokens)
- Words used in Ruby
- `parse.y` (`parser_yylex` function)
<https://github.com/ruby/ruby/blob/master/parse.y#L8625>

Ripper

```
require 'ripper'  
require 'pp'  
code = <<STR  
  10.times do |n|  
    puts n  
  end  
STR  
pp Ripper.lex(code)
```

```
[[[1, 0], :on_sp, " ", EXPR_BEG],  
 [1, 2], :on_int, "10", EXPR_END],  
 [1, 4], :on_period, ".", EXPR_DOT],  
 [1, 5], :on_ident, "times", EXPR_ARG],  
 [1, 10], :on_sp, " ", EXPR_ARG],  
 [1, 11], :on_kw, "do", EXPR_BEG],  
 [1, 13], :on_sp, " ", EXPR_BEG],  
 [1, 14], :on_op, "|", EXPR_BEG|EXPR_LABEL],  
 [1, 15], :on_ident, "n", EXPR_ARG],  
 [1, 16], :on_op, "|", EXPR_BEG|EXPR_LABEL],  
 [1, 17], :on_ignored_nl, "\n", EXPR_BEG|EXPR_LABEL],  
 [2, 0], :on_sp, " ", EXPR_BEG|EXPR_LABEL],  
 [2, 4], :on_ident, "puts", EXPR_CMDARG],  
 [2, 8], :on_sp, " ", EXPR_CMDARG],  
 [2, 9], :on_ident, "n", EXPR_END|EXPR_LABEL],  
 [2, 10], :on_nl, "\n", EXPR_BEG],  
 [3, 0], :on_sp, " ", EXPR_BEG],  
 [3, 2], :on_kw, "end", EXPR_END],  
 [3, 5], :on_nl, "\n", EXPR_BEG]]
```

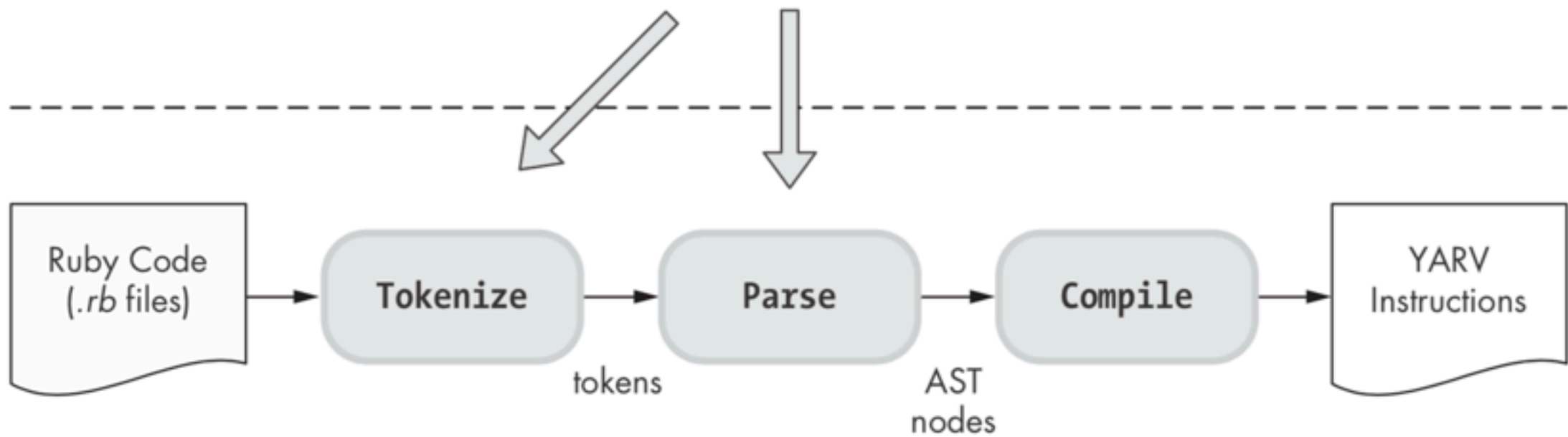
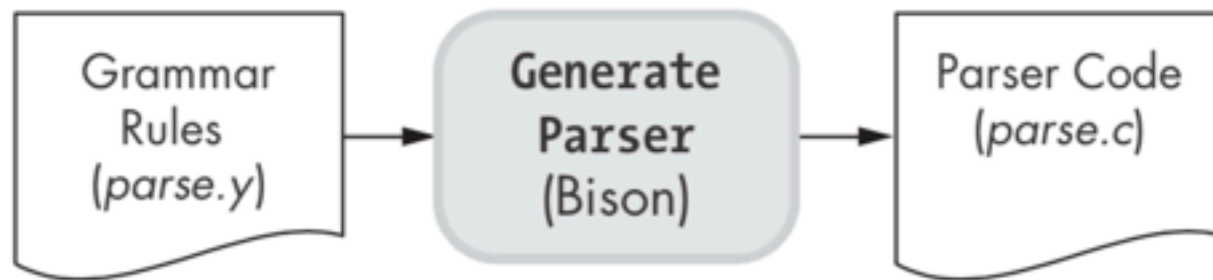
Ripper

- Ripper symbol (e.g. :on_ident) is not actual Ruby token symbols (e.g. tIDENTIFIER)
- Gives a sense of what tokens are found

Parser

- Group token into sentences / phrases that makes sense to Ruby
- Ruby uses a parser generator called Bison (newer version of Yacc - Yet Another Compiler Compiler)
- `parse.y` -> `parse.c`
- Compiled during Ruby build time

Ruby Build Time



Run Time

AST

```
require 'ripper'
require 'pp'
code = <<STR
  10.times do |n|
    puts n
  end
STR
pp Ripper.sexp(code)
```

```
[[:program,
  [[:method_add_block,
    [:call,
      [[:@int, "10", [1, 2]],
        [[:@period, ".", [1, 4]],
          [[:@ident, "times", [1, 5]]],
        [:do_block,
          [:block_var,
            [:params, [[:@ident, "n", [1, 15]]], nil, nil, nil, nil, nil, nil],
            false],
          [:bodystmt,
            [[:command,
              [[:@ident, "puts", [2, 4]],
                [:args_add_block, [[:var_ref, [[:@ident, "n", [2, 9]]]], false]]],
              nil,
              nil,
              nil]]]]]]]
```

ruby --dump

```
$ man ruby
```

```
--dump=target  Dump some informations.
```

```
Prints the specified target. target can be one of;
```

```
version  version description same as --version
```

```
usage    brief usage message same as -h
```

```
help     Show long help message same as --help
```

```
syntax   check of syntax same as -c --yydebug
```

```
yydebug  compiler debug mode, same as --yydebug
```

```
Only specify this switch if you are going to debug the Ruby interpreter.
```

```
parsetree
```

```
parsetree_with_comment AST nodes tree
```

```
Only specify this switch if you are going to debug the Ruby interpreter.
```

```
insns    disassembled instructions
```

```
Only specify this switch if you are going to debug the Ruby interpreter.
```

C compiler

- Translate code -> Another code
- E.g.

Compile C -> Machine language

Compile Java -> Java bytecode

< 1.9

- No compiler
- Executes AST tree directly
- Interpreted into C > Machine code

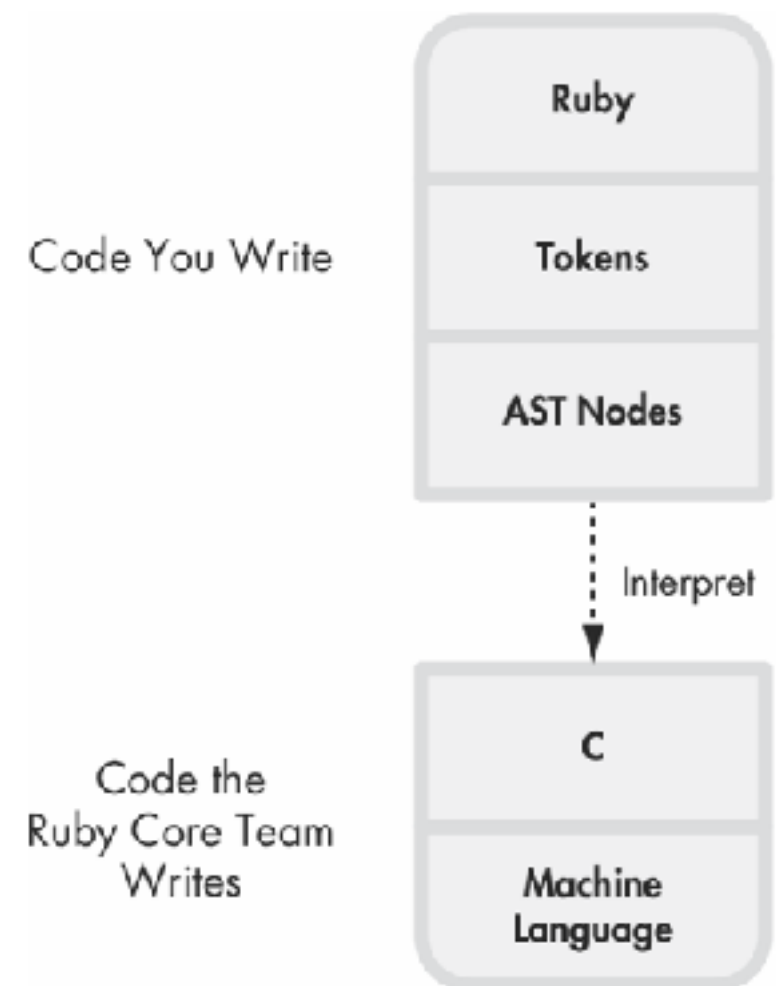


Figure 2-1: In Ruby 1.8, your code is converted into AST nodes and then interpreted.

>= 1.9

- YARV (Yet Another Ruby Virtual Machine)
- Compiles AST into bytecode (YARV Instructions)
- Then Interpreted into C > Machine Code

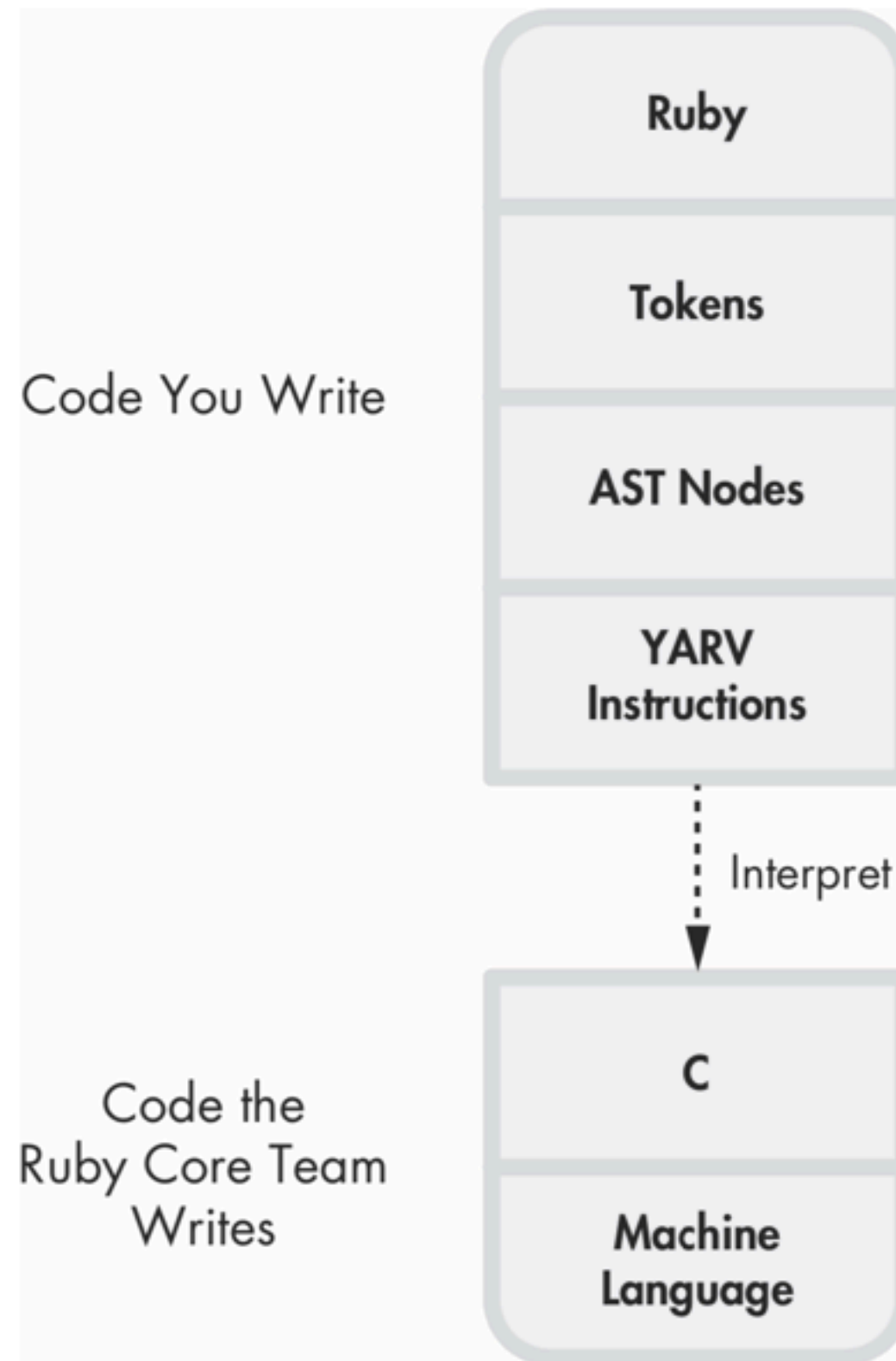


Figure 2-2: Ruby 1.9 and 2.0 compile the AST nodes into YARV instructions before interpreting them.

YARV

Reason: SPEED !!!

YARV

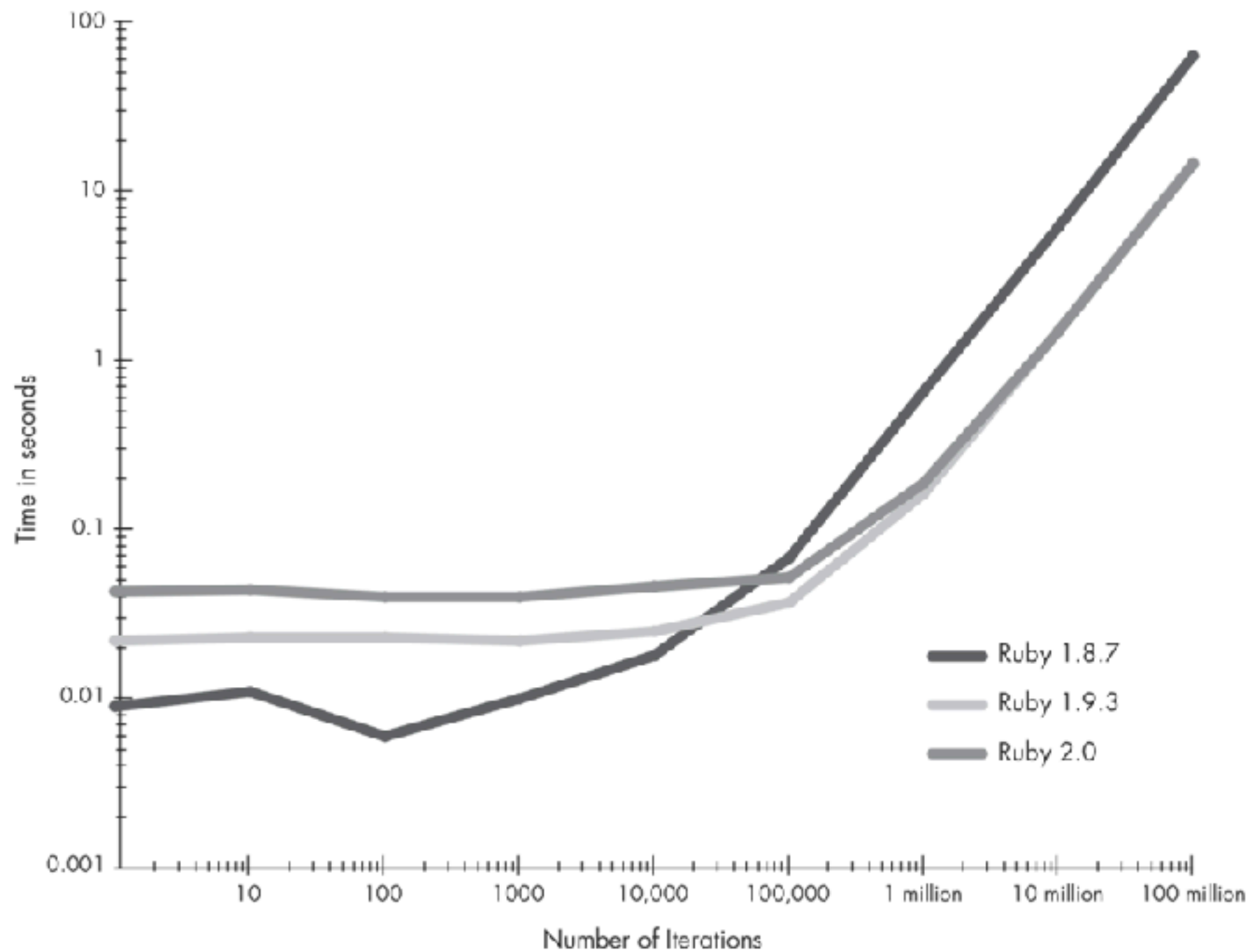
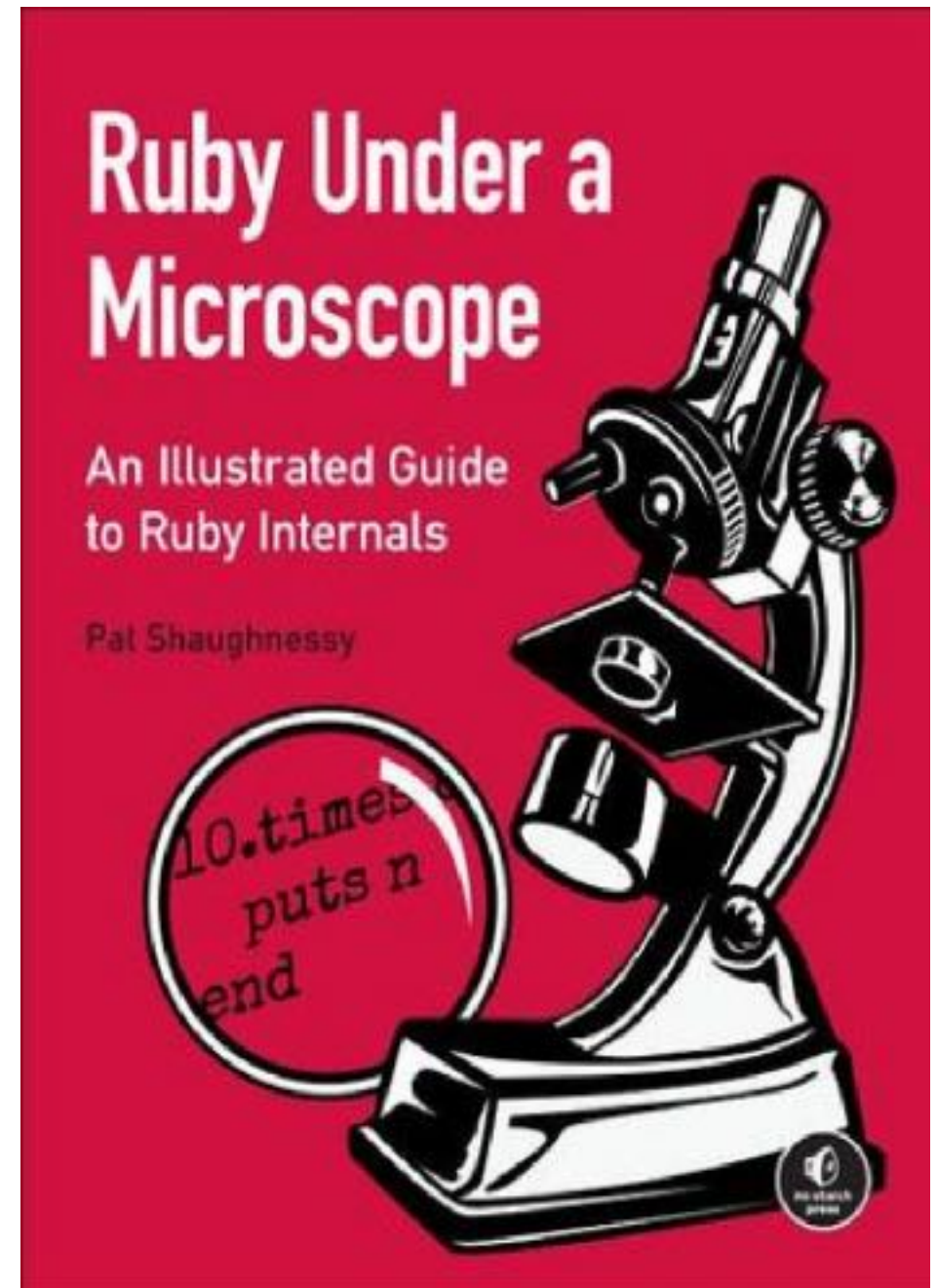


Figure 3-14: Performance of Ruby 1.8.7 vs. Ruby 1.9.3 and Ruby 2.0; time (in seconds) vs. number of iterations on a logarithmic scale

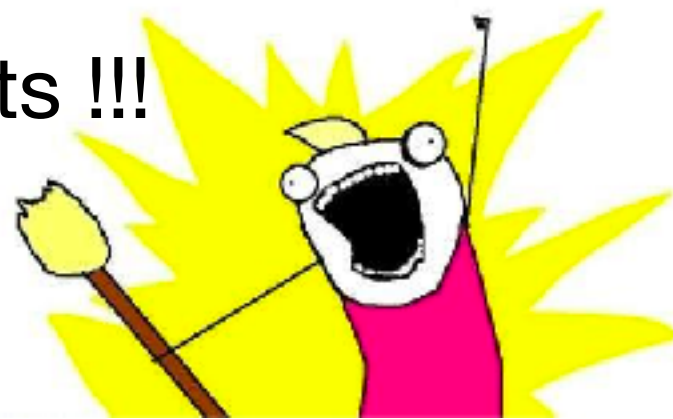
Reference

- Ruby Under a Microscope
(Chapter 1-4)



Ruby Implementations

- Standard implementation - C (a.k.a. CRuby)
- Switch out parser & compiler
- Run Ruby on all environments !!!



Ruby Implementations

- JRuby - Java VM
- Rubinius - Rubinius VM (C++) / LLVM
- Truffle Ruby - Truffle + GraalVM
- MacRuby - RubyMotion VM (Objective C)
- Opal - Ruby to JS transpiler (Browser JS Runtime / V8)

MJIT

- MJIT - Method JIT
- Ruby's new compiler

What's wrong with **Y**ARV?

- Stack-oriented vs. Register-Oriented architecture
- CPU Registers - fastest storage locations
- Simpler instructions
- Optimizing compilers e.g. GCC

MJIT

- JIT - Just-in-time Compilation
- Vladimir Makarov from RedHat
- New RTL (Register Transfer Language) generator - generates register-oriented IRs (bytecode-like instructions), replacing YARV
- Uses GCC
- Method JIT (vs. Tracing JIT), which is better
- Ruby's own JIT

However

- Far from complete
- We are all impatient / immediate-gratifiers

Enter YARV-**M**JIT

- Takashi Kokubun
- Uses existing YARV instructions
- Ports over MJIT implementations
- Available in Ruby 2.6 using *--jit*

Demo

optcarrot bench

Without MJIT

```
jimmy@MacBook-Pro-3: ~/Projects/optcarrot master  
$ ruby -v -Ilib -r./tools/shim bin/optcarrot --benchmark examples/Lan_Master.nes  
ruby 2.6.2p47 (2019-03-13 revision 67232) [x86_64-darwin18]  
fps: 40.09944662134822  
checksum: 59662
```

With MJIT

```
jimmy@MacBook-Pro-3: ~/Projects/optcarrot master  
$ ruby --jit -v -Ilib -r./tools/shim bin/optcarrot --benchmark examples/Lan_Master.nes  
ruby 2.6.2p47 (2019-03-13 revision 67232) +JIT [x86_64-darwin18]  
fps: 60.99999325294381  
checksum: 59662
```

Performed on MBP 2.9 GHz Intel Core i7, 16 GB 2133 MHz LPDDR3
(with who-knows-what running on background)

Conclusion

- Ruby is a long running project, but not considered a high-priority language (compared to JS, Python) by RedHat
- Relies on community to thrive
- Vlad chose Ruby because of its codebase, and was pleasantly surprised by its community
- Let's use more Ruby !!!

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duck typing

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