Rubinius

Rubini us

Rubini. us

rubini.us

http://rubini.us

Rubinius

http://godfat.org/slides/2008-12-21-rubinius.pdf

History and Design Goals

Architecture and Object Model

History and Design Goals

Architecture and Object Model

Evan Phoenix

February of 2006

RubySpec

MSpec

Engine Yard

C VM Shotgun

C VM Shotgun

C++ VM

CXXTest

History and Design Goals

Architecture and Object Model

Reliable, Rock Solid Code

Reliable, Rock Solid Code Full Test Coverage

Clean, Readable Code

Clean, Readable Code Little Lines in Each File

Clean, Readable Code

Macro, Code Generator, Rake Task

Clean, Readable Code CMake

Clean, Readable Code - CMake-

Clean, Readable Code

C++ Object to Ruby Object 1 to 1 Mapping

Pluggable Garbage Collectors

Pluggable Garbage Collectors

Stop-and-Copy

Pluggable Garbage Collectors

- Stop-and-Copy
- Mark-and-Sweep

Modern Techniques Optimizers

Modern Techniques Git, Rake, LLVM

Squeak

the Smalltalk-80 Implementation

Squeak Slang

Squeak

- Alan Kay
- Dan Ingalls
- Adele Goldberg

Smalltalk Xerox PARC

Smalltalk Object-Oriented (differ from Simula and C++)

Smalltalk

Smalltalk MVC

History and Design Goals

Architecture and Object Model

C++ Virtual Machine

kernel/bootstrap

C++ Virtual Machine

kernel/platform

kernel/bootstrap

C++ Virtual Machine

kernel/common

kernel/platform

kernel/bootstrap

C++ Virtual Machine

kernel/delta kernel/common kernel/platform kernel/bootstrap C++ Virtual Machine Real Machine

kernel/delta Ruby kernel/common Runtime (kernel) kernel/platform kernel/bootstrap C++ Virtual Machine Real Machine

lib/compiler

Ruby Runtime (kernel) kernel/delta

kernel/common

kernel/platform

kernel/bootstrap

C++ Virtual Machine

	lib/compiler	lib/*	
		kernel/delta	
Ruby Runtime	kernel/common		
(kernel)		kernel/platform	
		kernel/bootstrap	
	C++ Virtual Machine		
		Real Machine	

	Your App					
	lib/compiler	lib/*	Your App			
	kernel/delta					
Ruby Runtime	kernel/common					
(kernel)						
	kernel/bootstrap					
	C++ Virtual Machine					
		Real Machine				

	Your App					
	lib/compiler	lib/*	Your App			
		kernel/delta				
Ruby Runtime	kernel/common					
(kernel)		kernel/platform				
		kernel/bootstrap				
		C++ Virtual Machine Low Level Virtual Machine				
	LU	Real Machine				

Outside the Ruby World

Outside the Ruby World C++ Primitives

Outside the Ruby World

Foreign Function Interface - FFI

Outside the Ruby World Subtend

History and Design Goals

Architecture and Object Model

Morld

Hello.World!

puts 'Hello, World!'

puts 'Hello, World!'
self.send :puts, 'Hello, World!'

```
TOPLEVEL_BINDING.context.receiver ||
MethodContext.current.receiver |
```

```
puts 'Hello, World!'
self.send:puts, 'Hello, World!'
```

```
TOPLEVEL_BINDING.context.receiver || MethodContext.current.receiver |
```

```
def script__
    puts 'Hello, World!'
 self.send:puts, 'Hello, World!'
end
```

```
CompiledMethod (method(:__script__).compiled_method)

def __script___
```

```
puts 'Hello, World!'
```

```
CompiledMethod (method(:__script__).compiled_method)

def ___script___
```

```
puts 'Hello, World!'
#<SendSite:0x26 name=puts
    hits=0 misses=0>
```

```
CompiledMethod (method(:__script__).compiled_method)
 def __script__
          print 'Hello,'
```

print 'World!'

```
Compiled (method(:__script__).compiled_method)
 def script
          print 'Hello,'
       #<SendSite:0x26 name=print</pre>
                 hits=0 misses=0>
           print 'World!'
       #<SendSite:0x28 name=print</pre>
                 hits=0 misses=0>
```

```
CompiledMethod (method(:__script__).compiled_method)
 def __script__
          print 'Hello,'
```

print 'World!'

```
CompiledMethod (method(:__script__).compiled_method)
  def __script__
          print 'Hello,'
       #<SendSite:0x26 name=print</pre>
                  hits=0 misses=0>
           print 'World!'
```

```
Compiled (method(:__script__).compiled_method)
 def script
          print 'Hello,'
       #<SendSite:0x26 name=print</pre>
                 hits=0 misses=0>
           print 'World!'
       #<SendSite:0x28 name=print</pre>
                 hits=0 misses=0>
```

```
CompiledMethod (method(:__script__).compiled_method)
 def __script__
          print 'Hello,'
```

print 'World!'

```
CompiledMethod (method(:__script__).compiled_method)
  def __script__
           print 'Hello,'
       #<SendSite:0x26 name=print</pre>
                  hits=1 misses=0>
           print 'World!'
```

```
Compiled (method(:__script__).compiled_method)
 def script
          print 'Hello,'
       #<SendSite:0x26 name=print</pre>
                 hits=1 misses=0>
           print 'World!'
       #<SendSite:0x28 name=print</pre>
                 hits=1 misses=0>
```

class C
 def print
 end
end

```
CompiledMethod (method(:__script__).compiled_method)
 def __script__
          print 'Hello,'
```

print 'World!'

```
CompiledMethod (method(:__script__).compiled_method)
  def __script__
          print 'Hello,'
       #<SendSite:0x26 name=print</pre>
                  hits=0 misses=0>
           print 'World!'
```

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Compiled (method(:__script__).compiled_method)
 def script
          print 'Hello,'
       #<SendSite:0x26 name=print</pre>
                 hits=0 misses=0>
           print 'World!'
       #<SendSite:0x28 name=print</pre>
                 hits=0 misses=0>
```

```
CompiledMethod (method(:__script__).compiled_method)
 def __script__
          print 'Hello,'
```

print 'World!'

```
CompiledMethod (method(:__script__).compiled_method)
  def __script__
           print 'Hello,'
       #<SendSite:0x26 name=print</pre>
                  hits=1 misses=0>
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```
Compiled (method(:__script__).compiled_method)
 def script
          print 'Hello,'
       #<SendSite:0x26 name=print</pre>
                 hits=1 misses=0>
           print 'World!'
       #<SendSite:0x28 name=print</pre>
                 hits=1 misses=0>
```

CompiledMethod

MethodContext

StaticScope

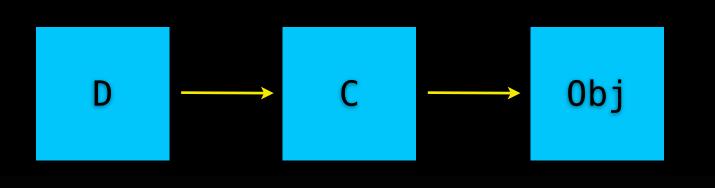
SendSite

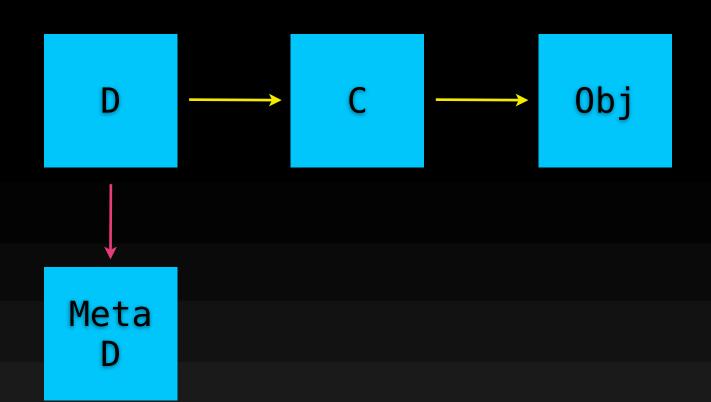
MethodTable

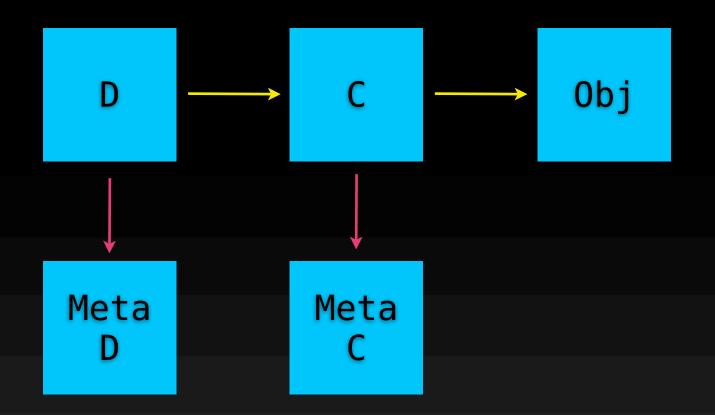
LookupTable

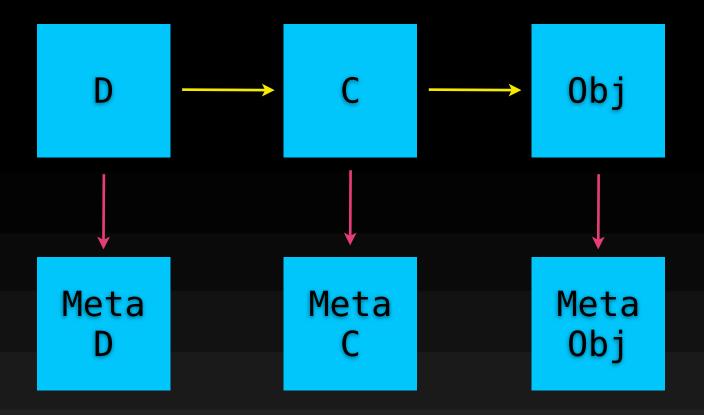
Method

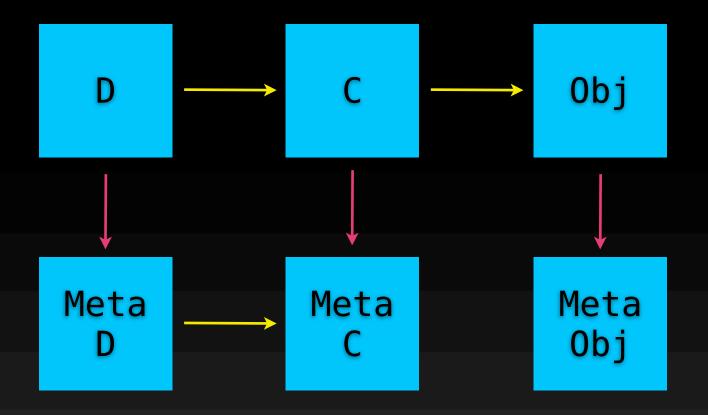
Dispatch

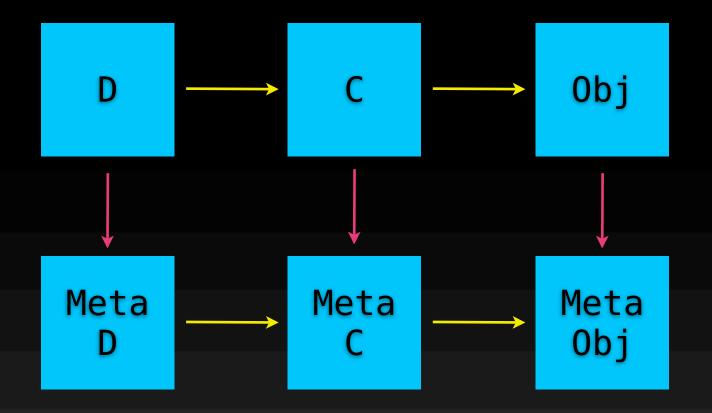


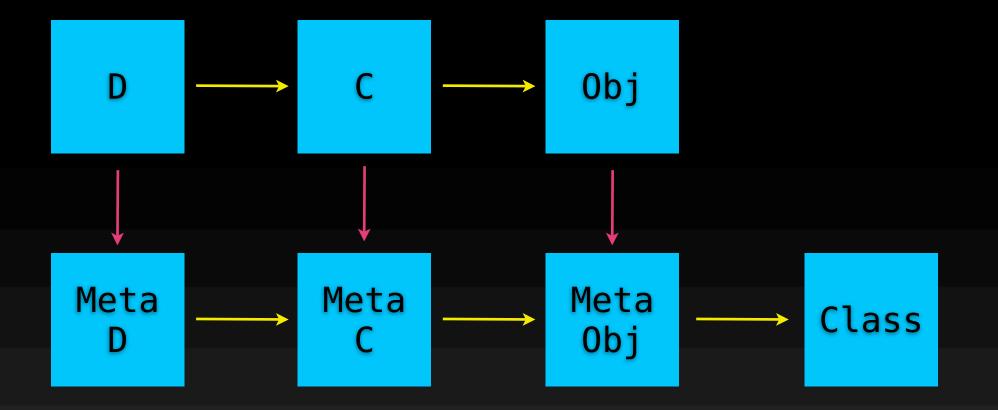


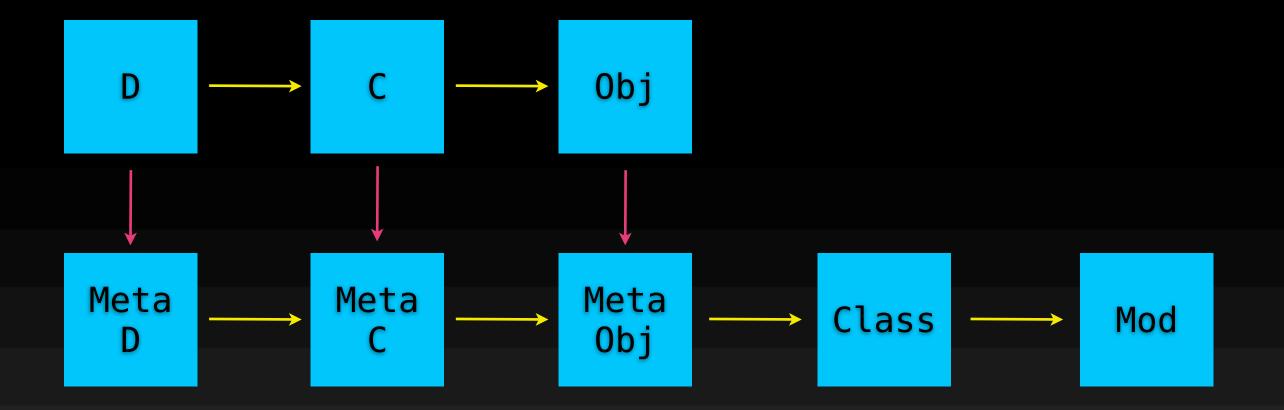


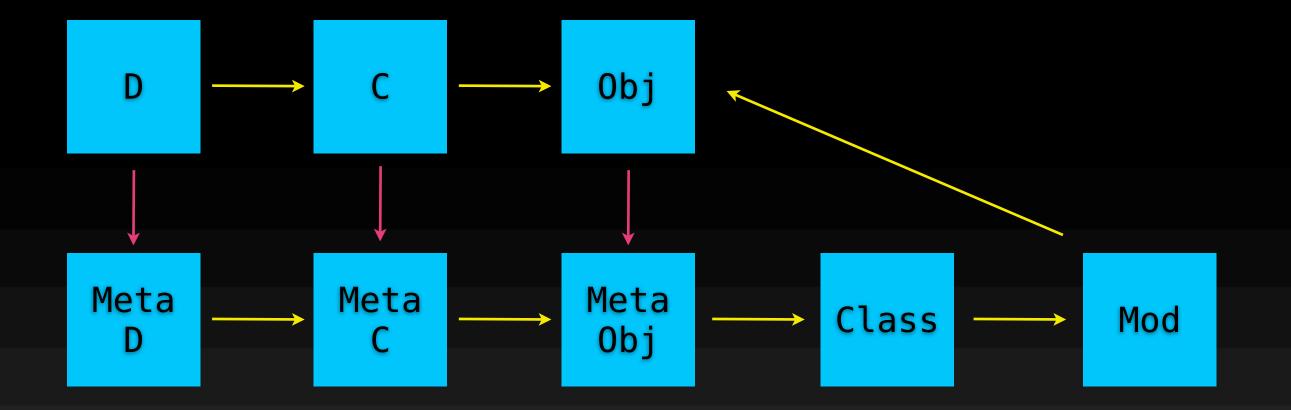




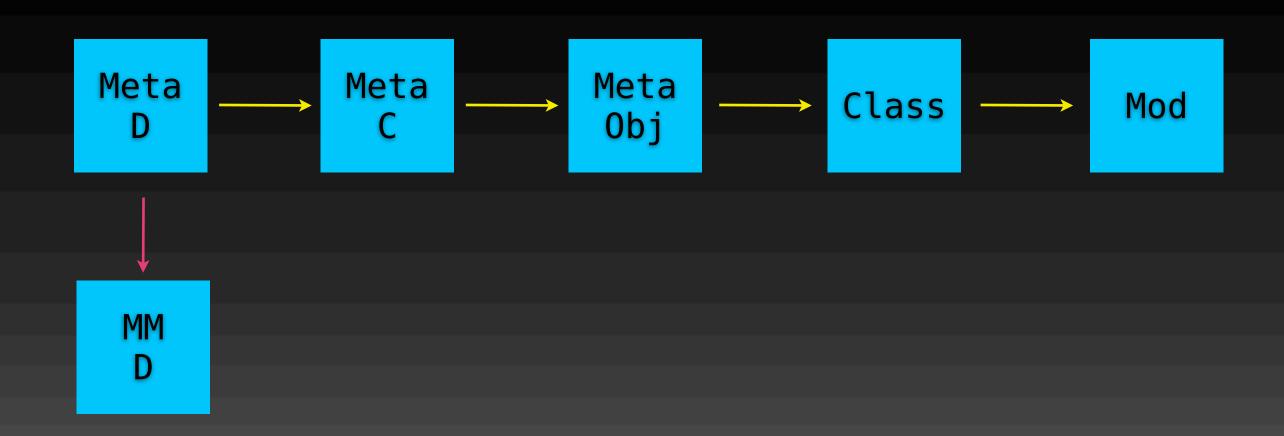


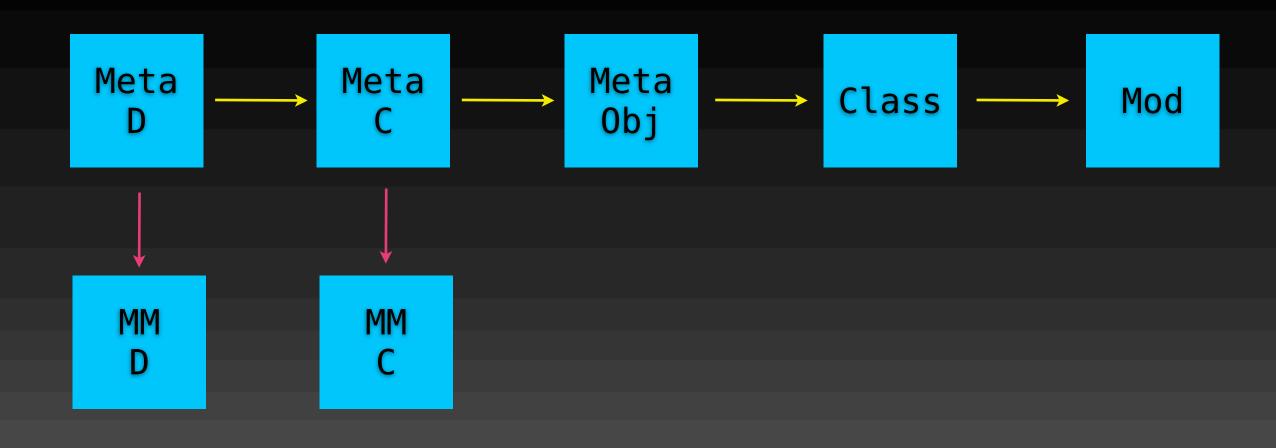


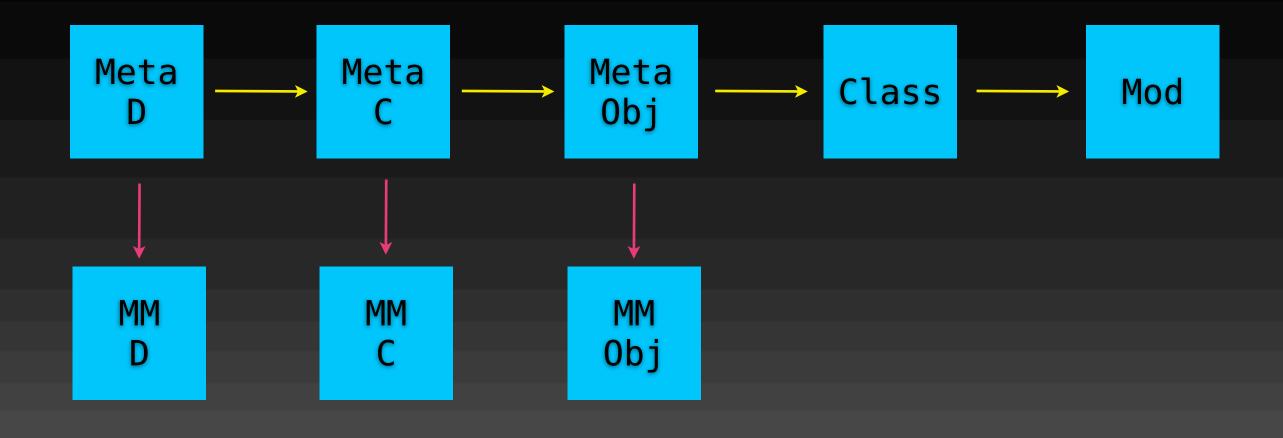


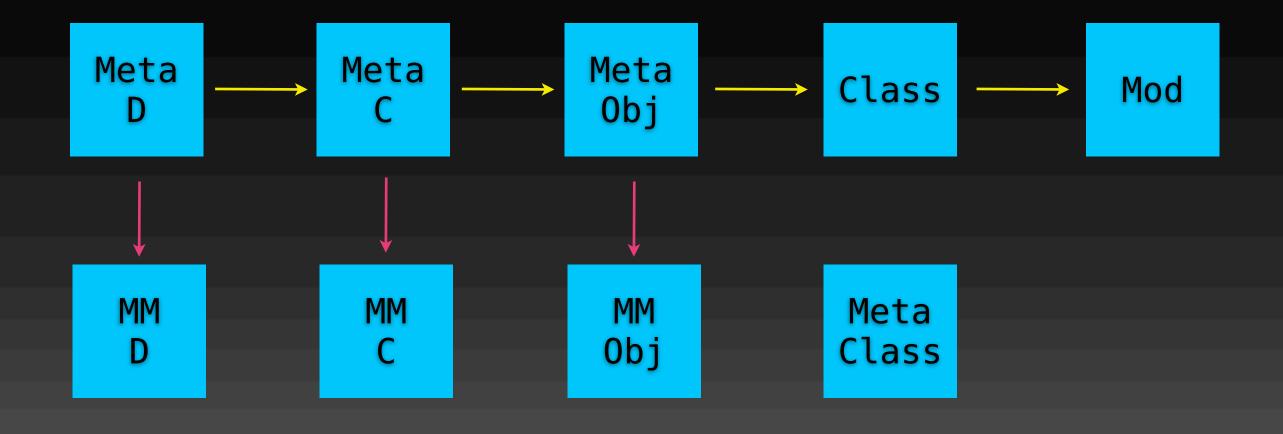


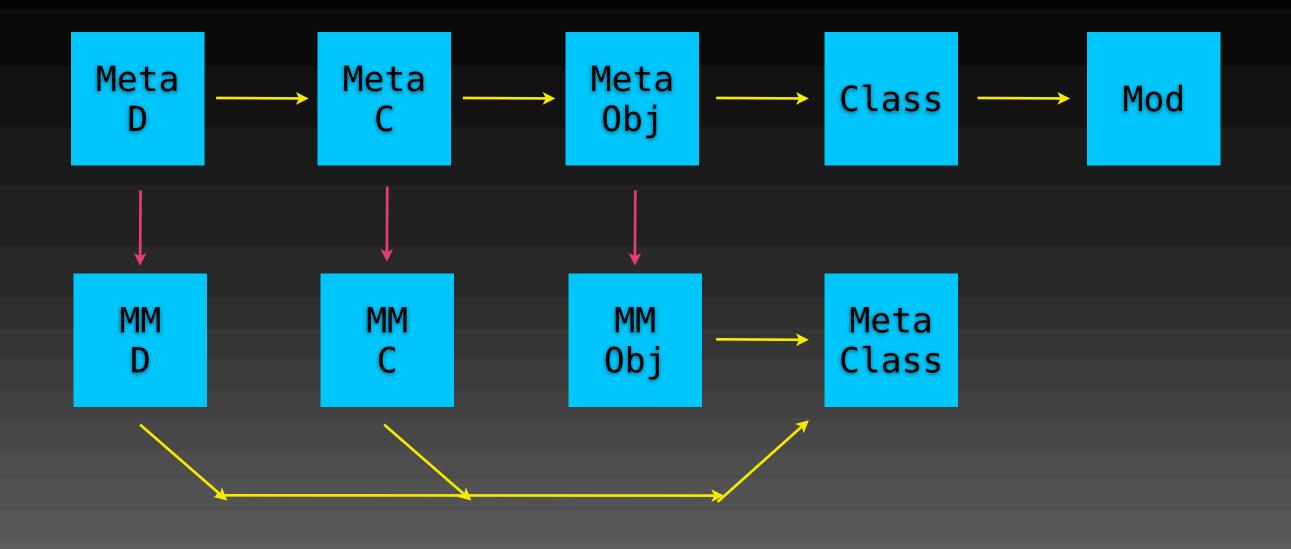


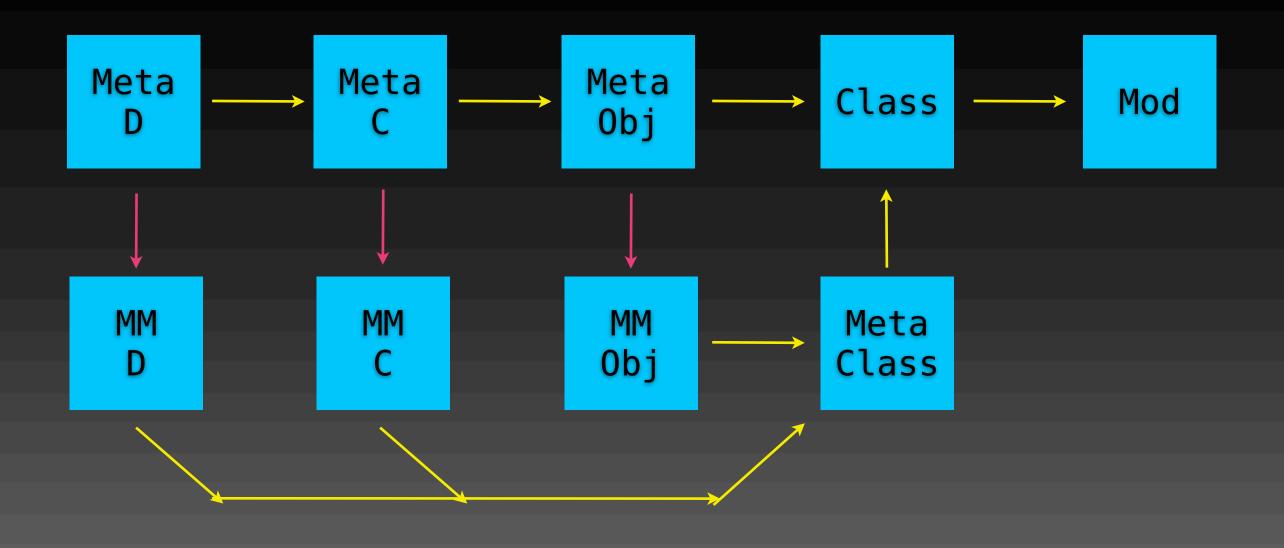


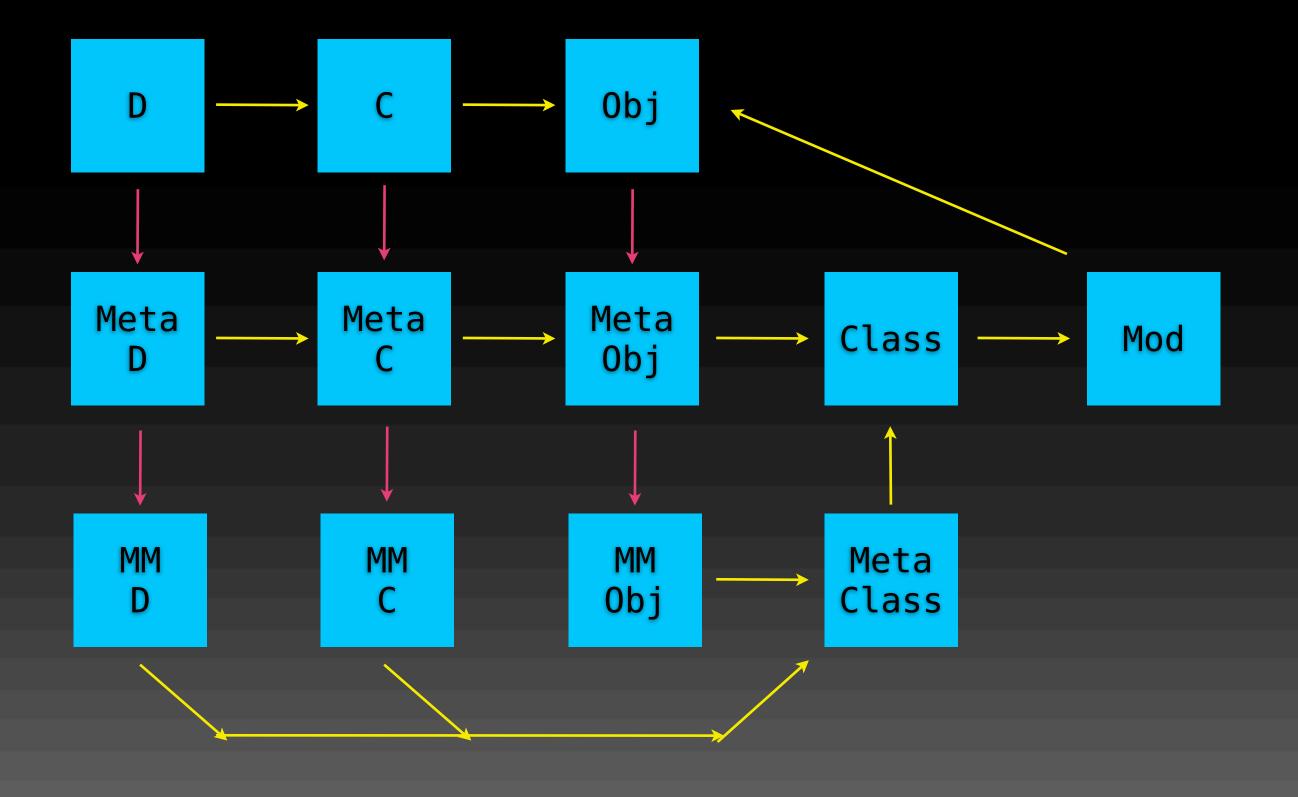


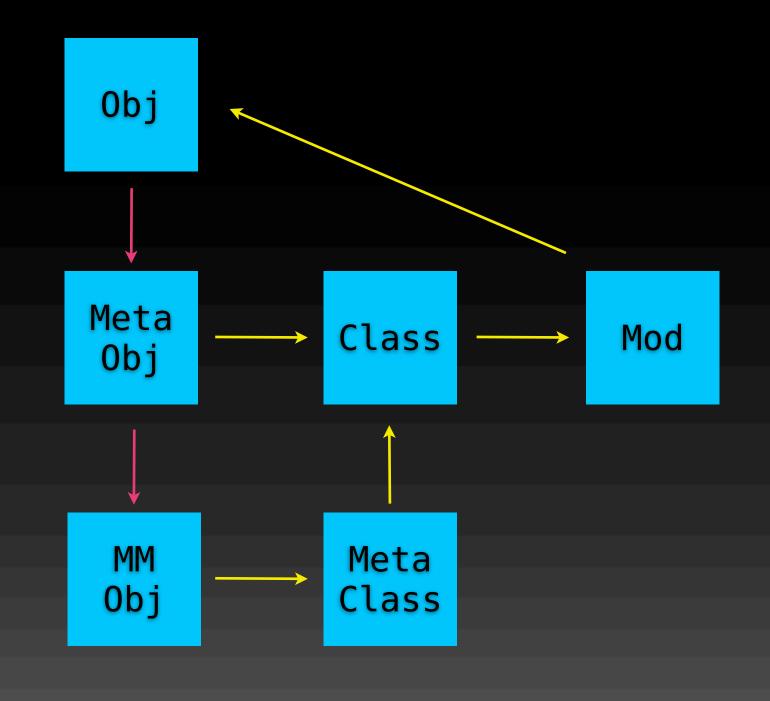


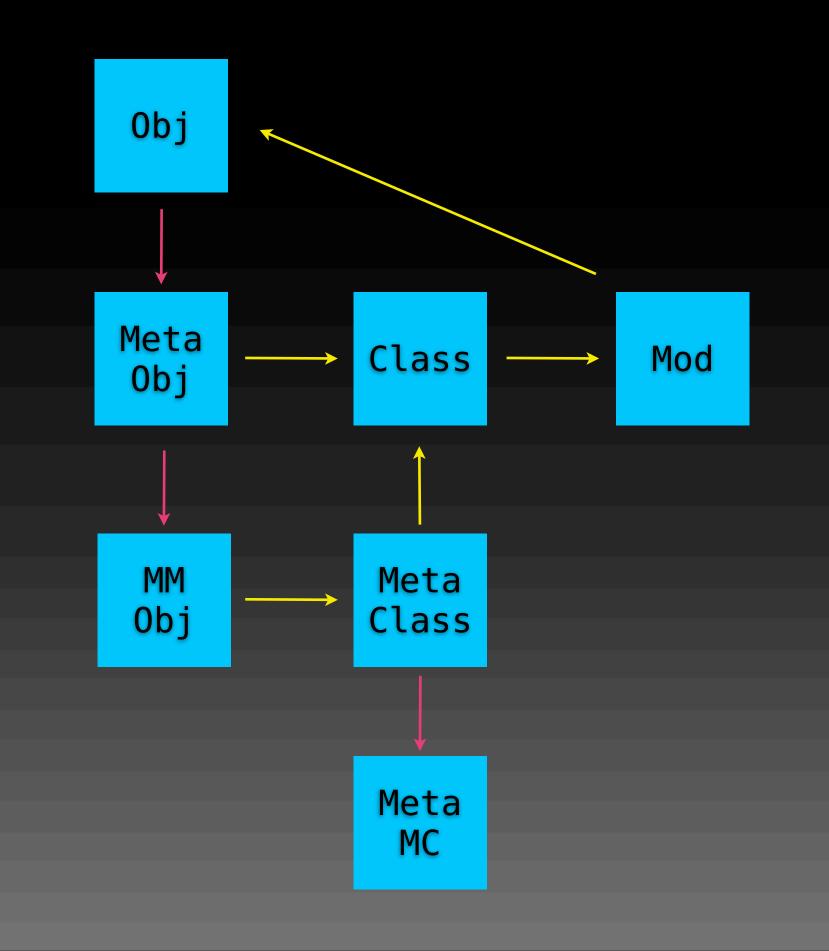


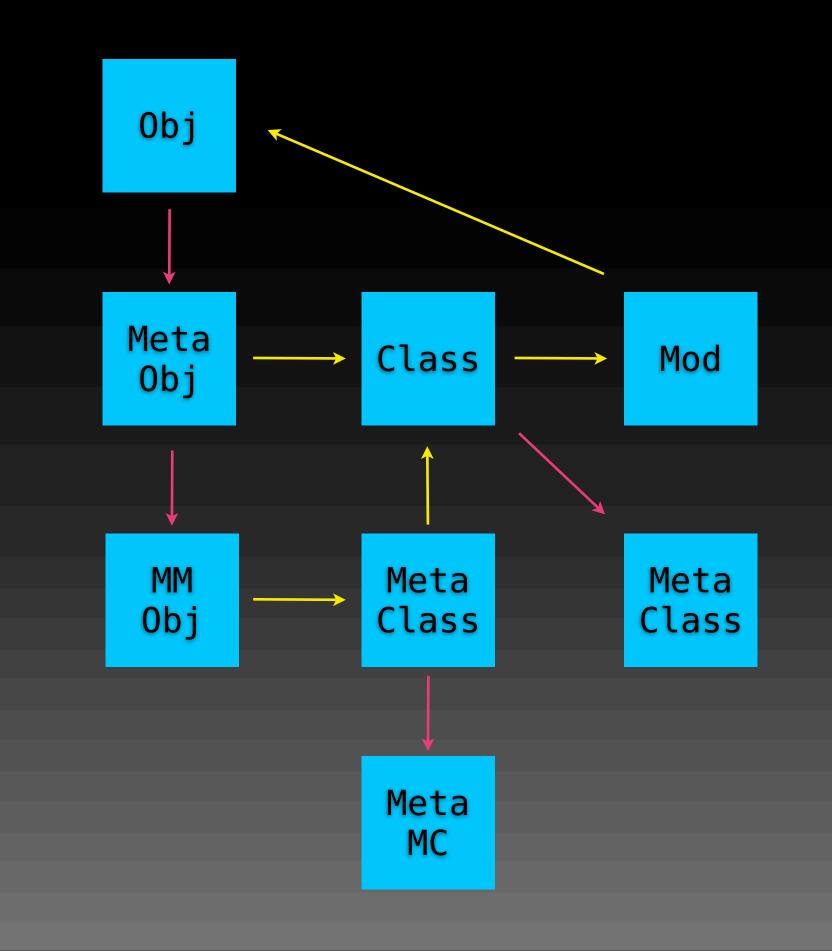


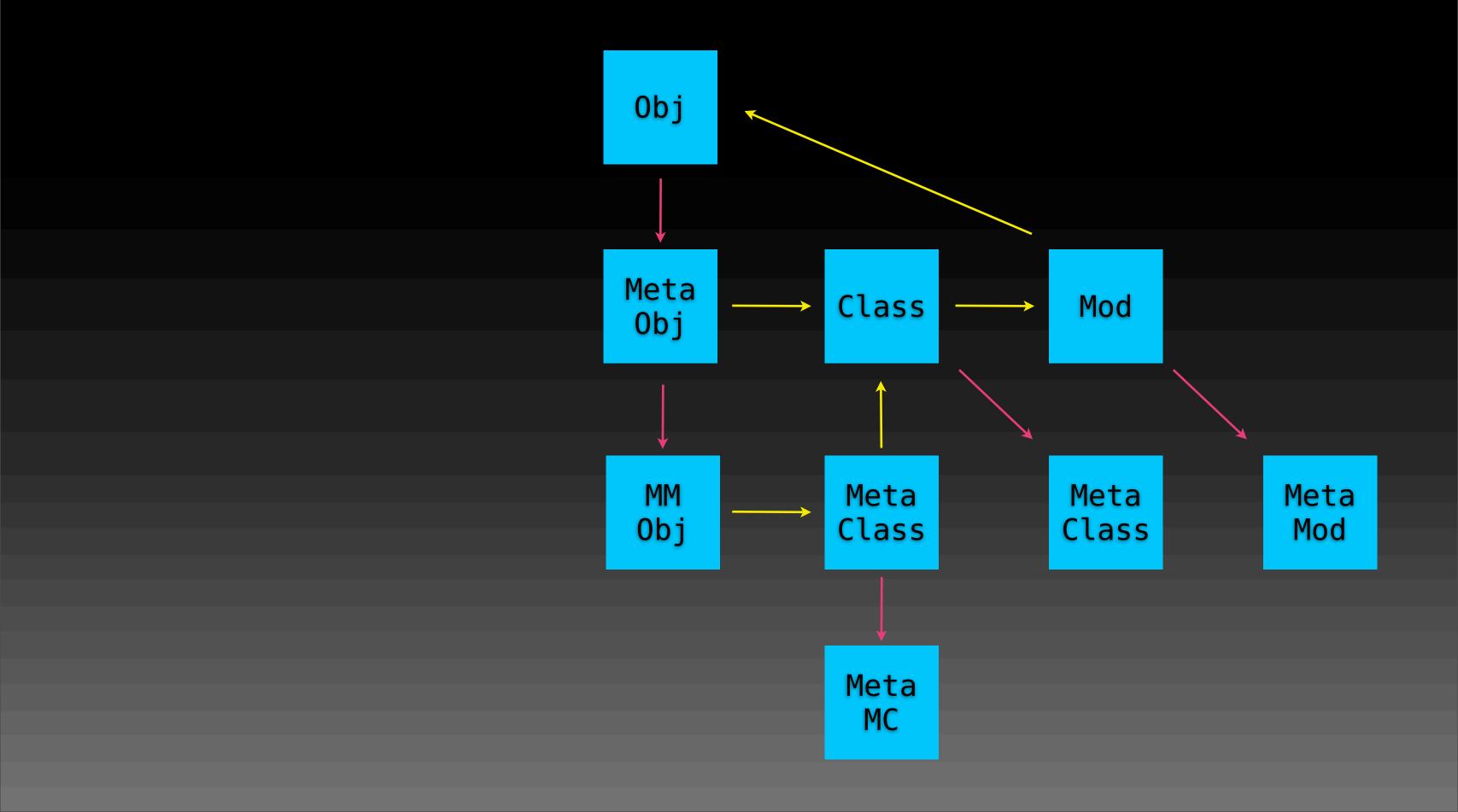


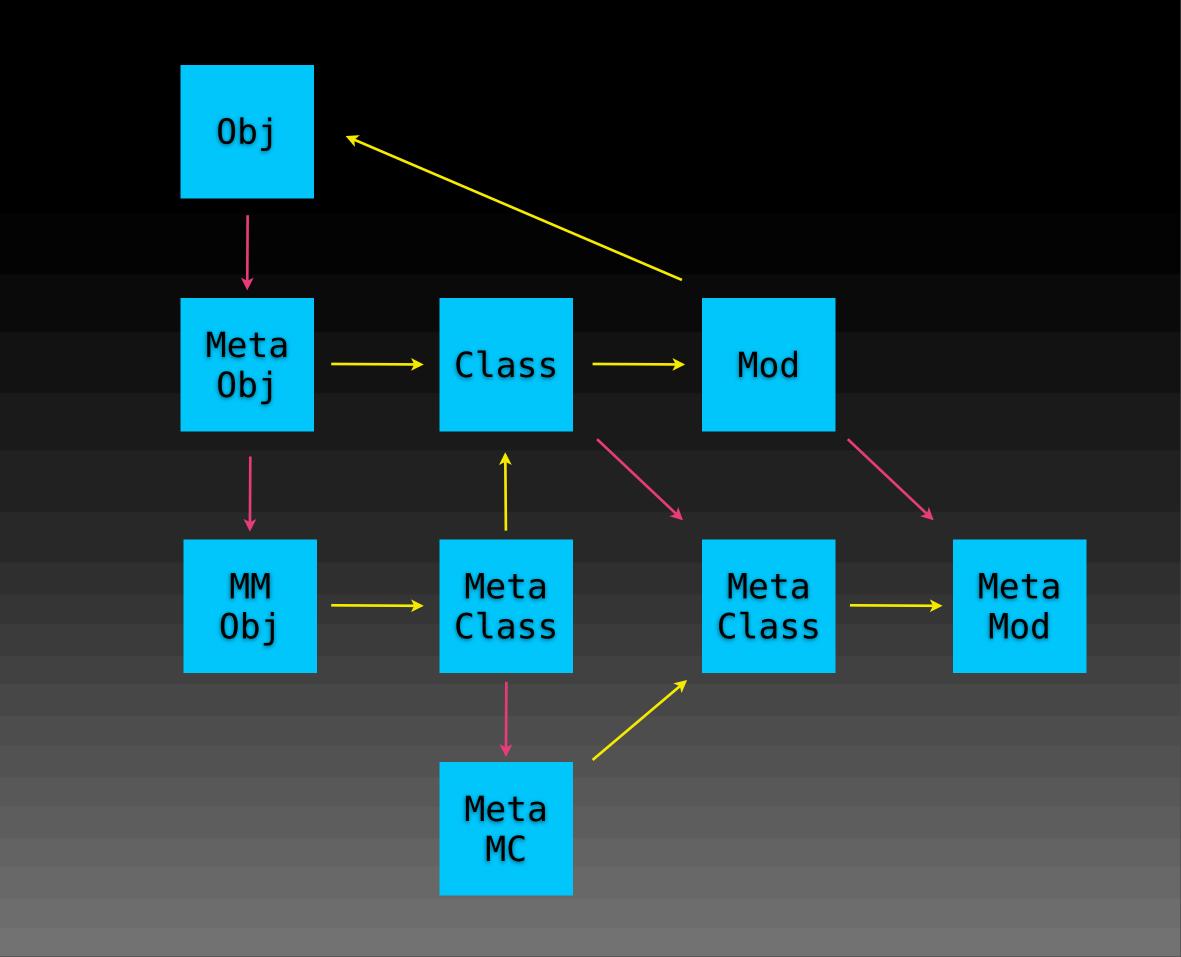


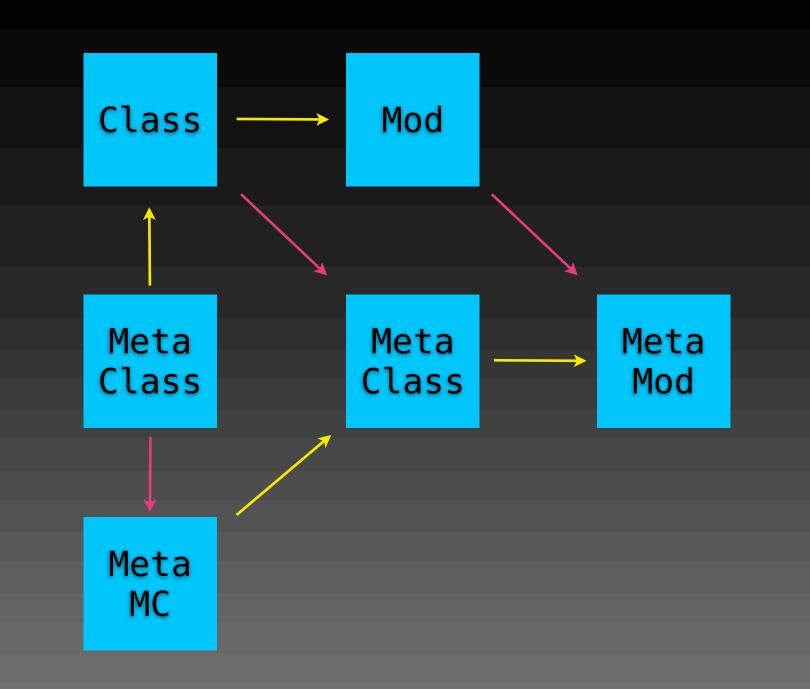




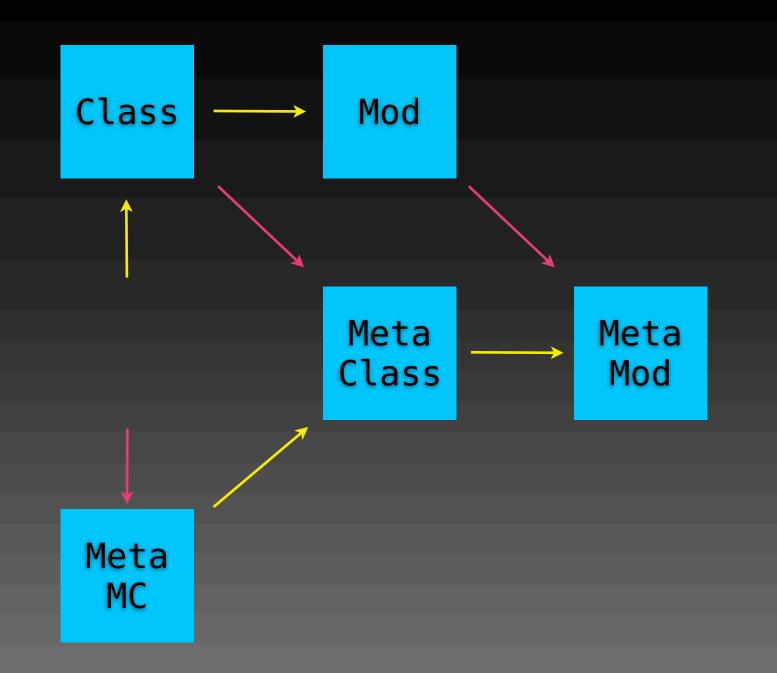








Meta Class



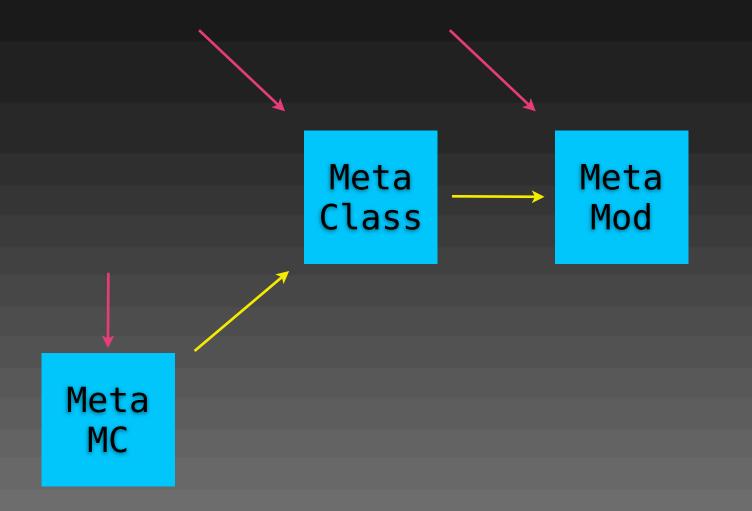
Meta Class Class Mod Meta Meta Class Mod Meta MC

Meta Class Mod Class Meta Meta Class Mod Meta MC

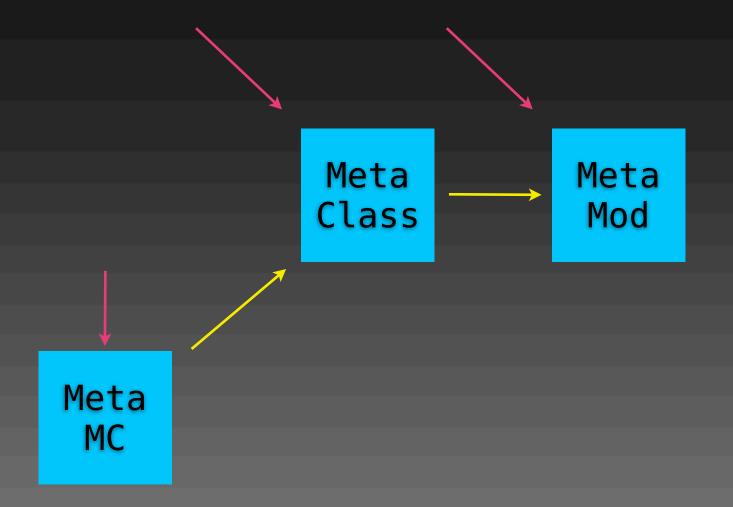
Meta Class

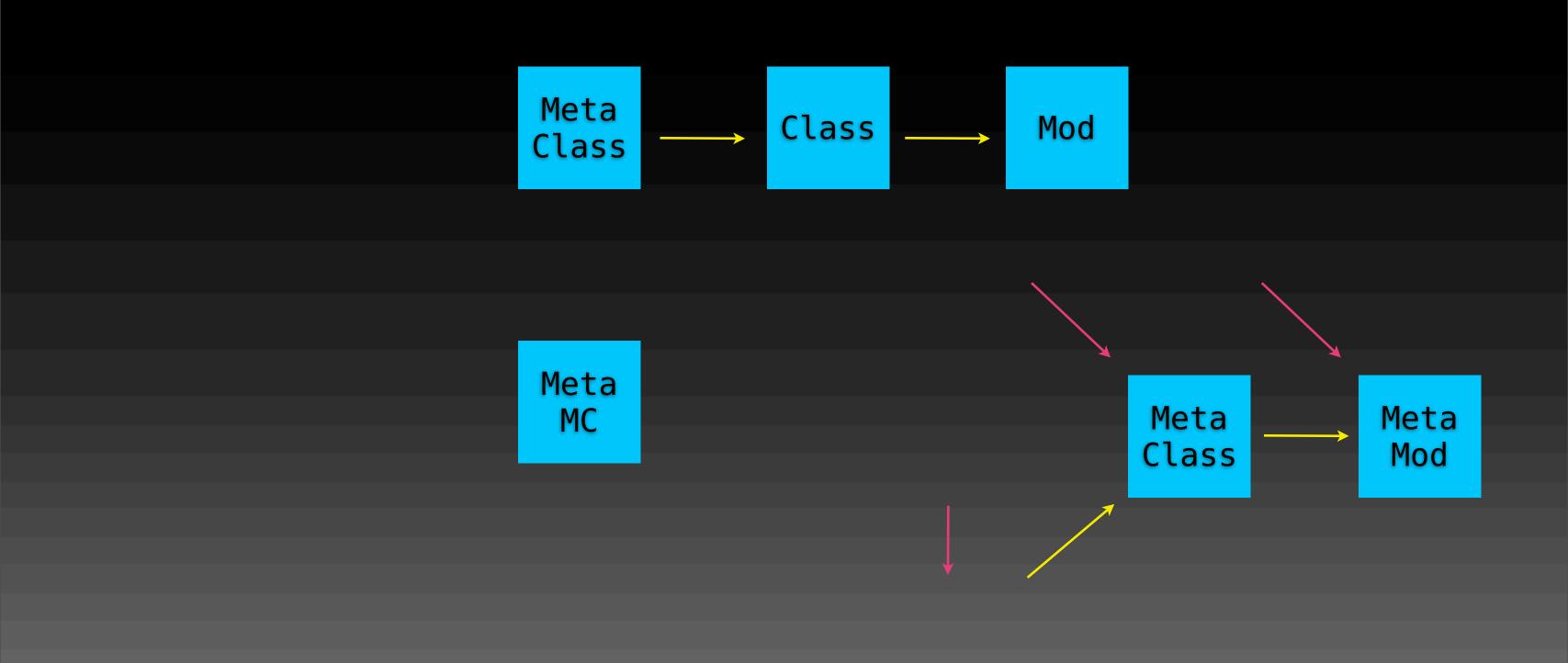
Class

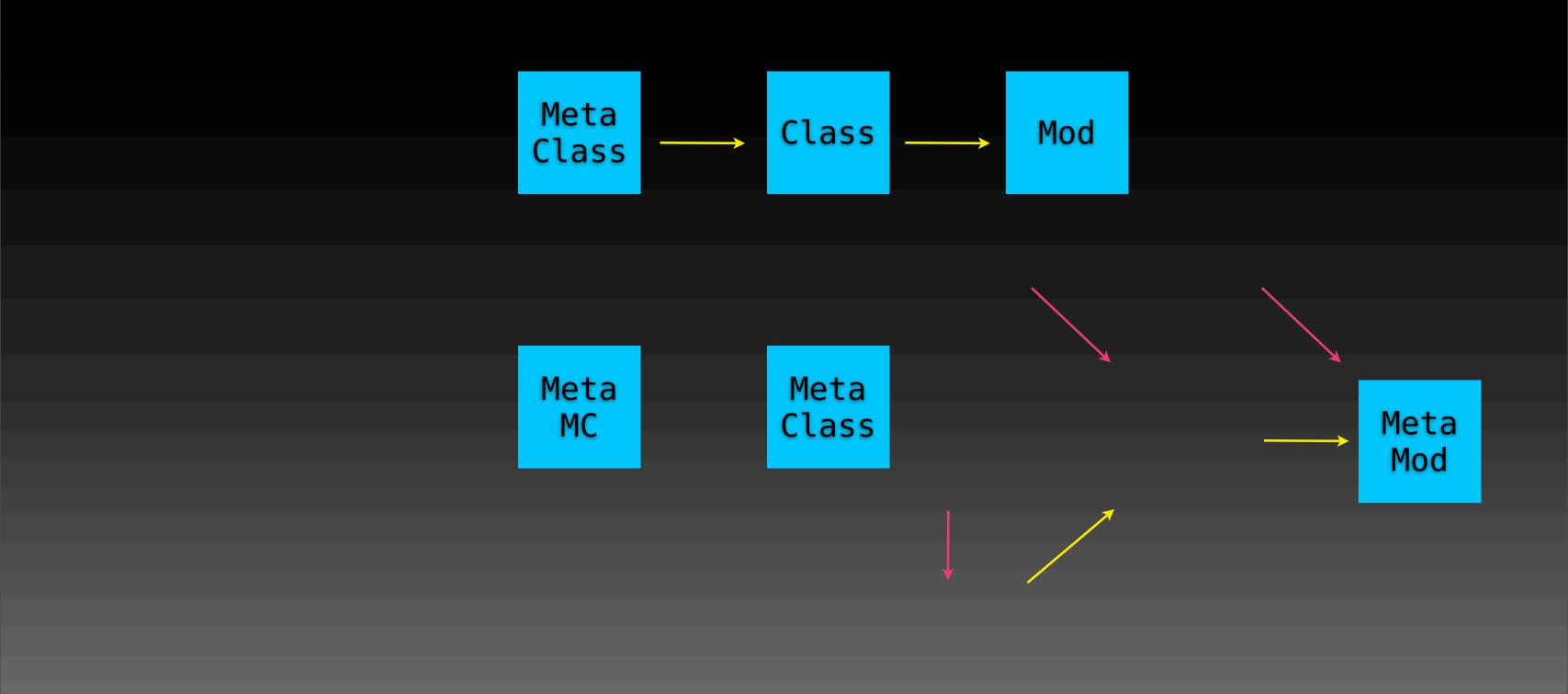
Mod

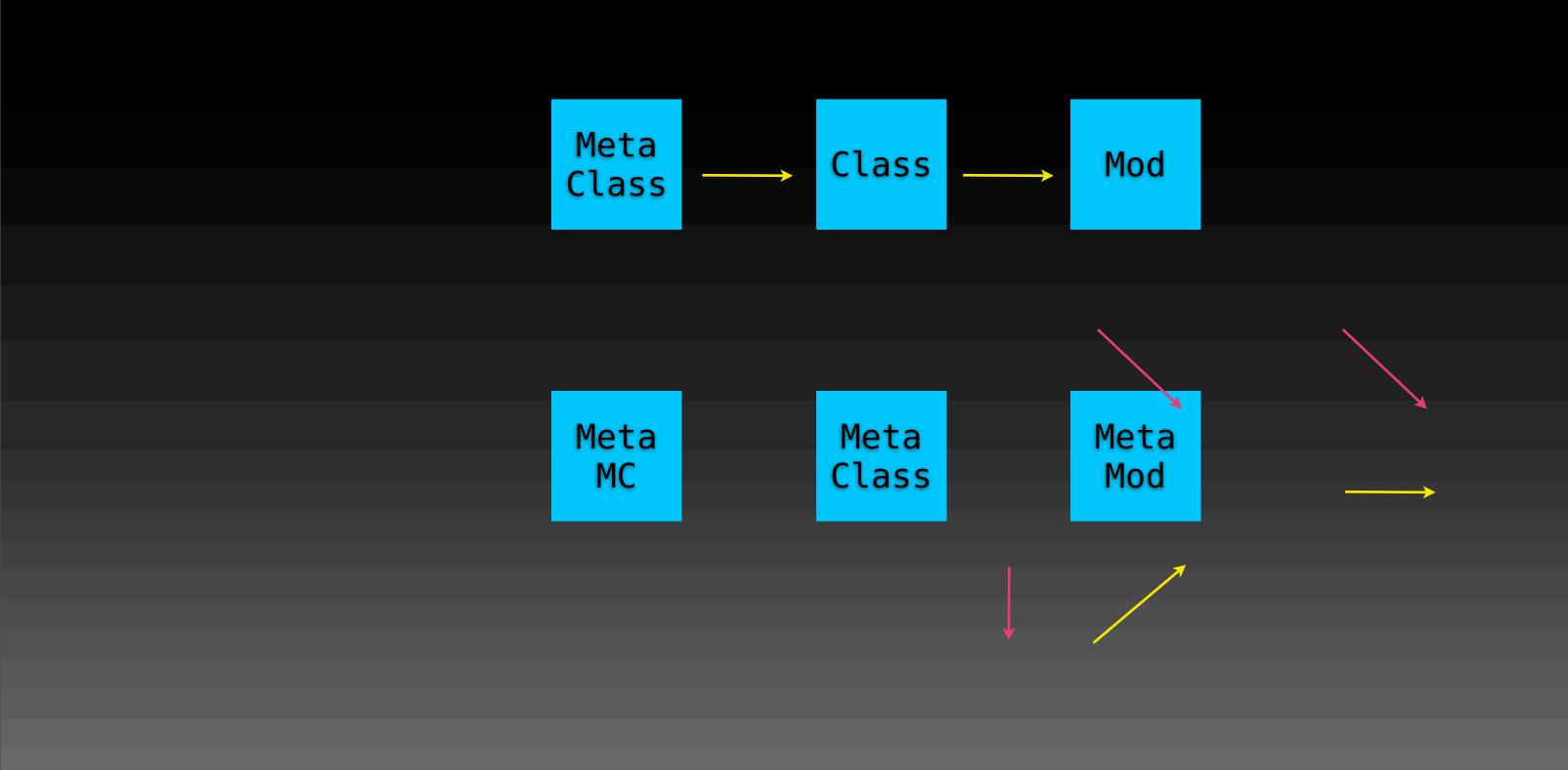


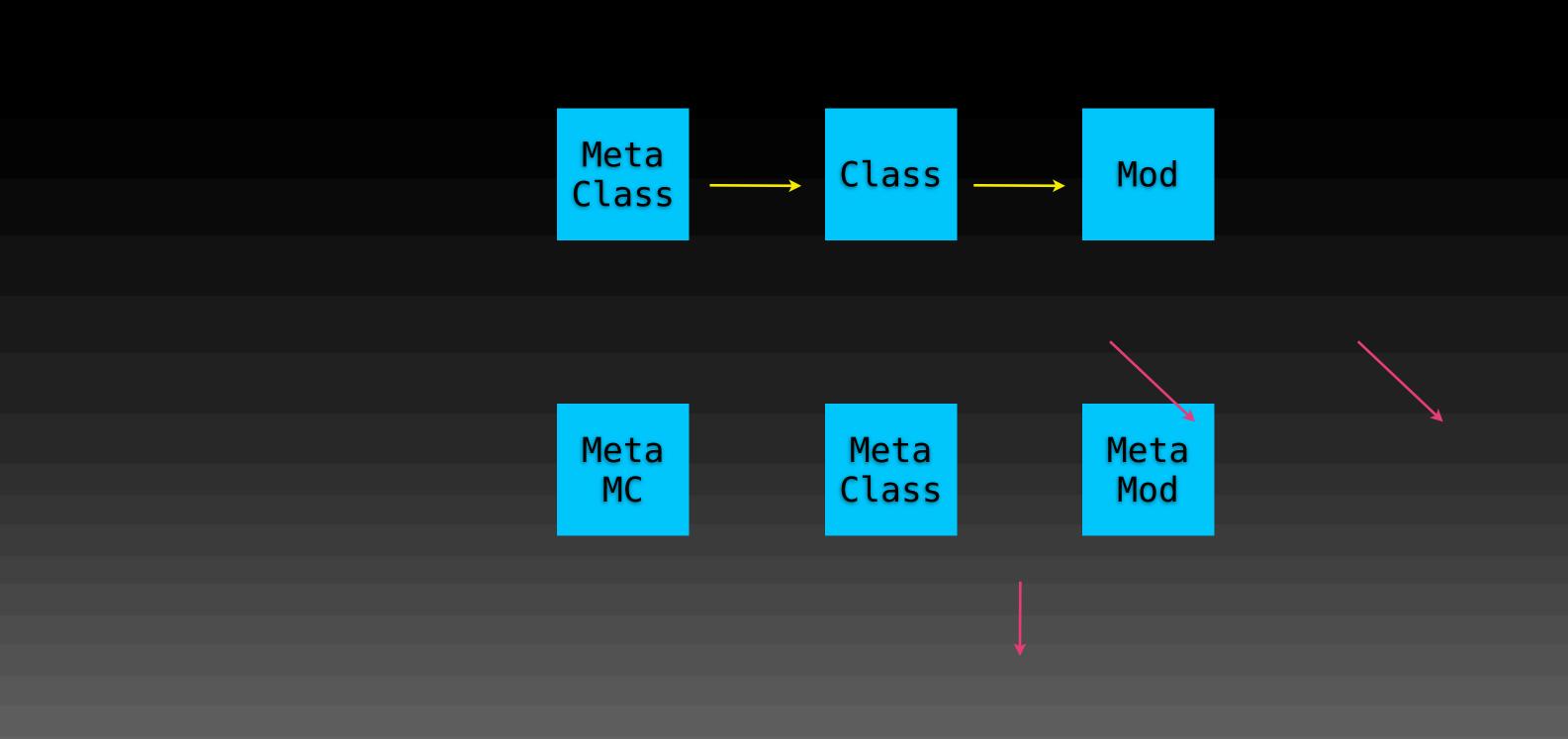


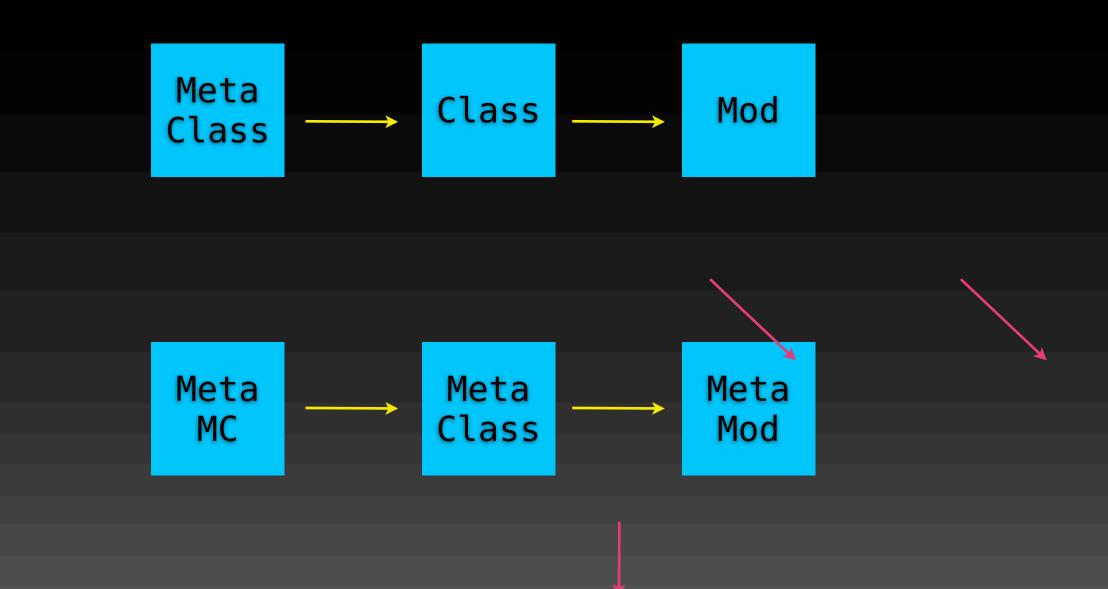






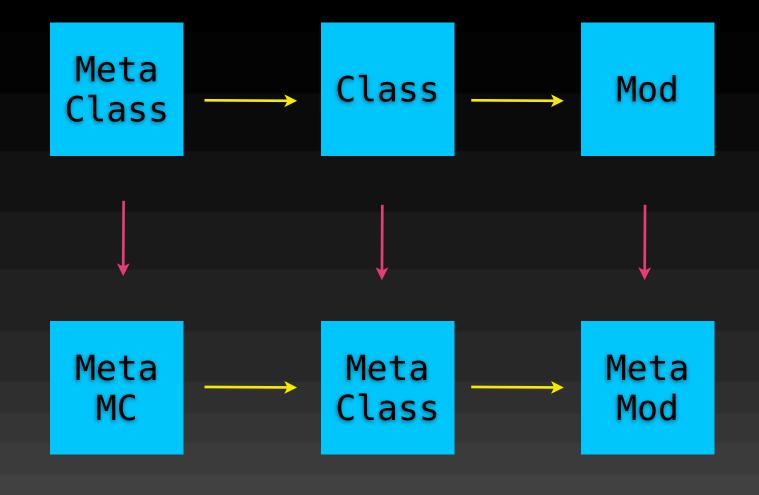


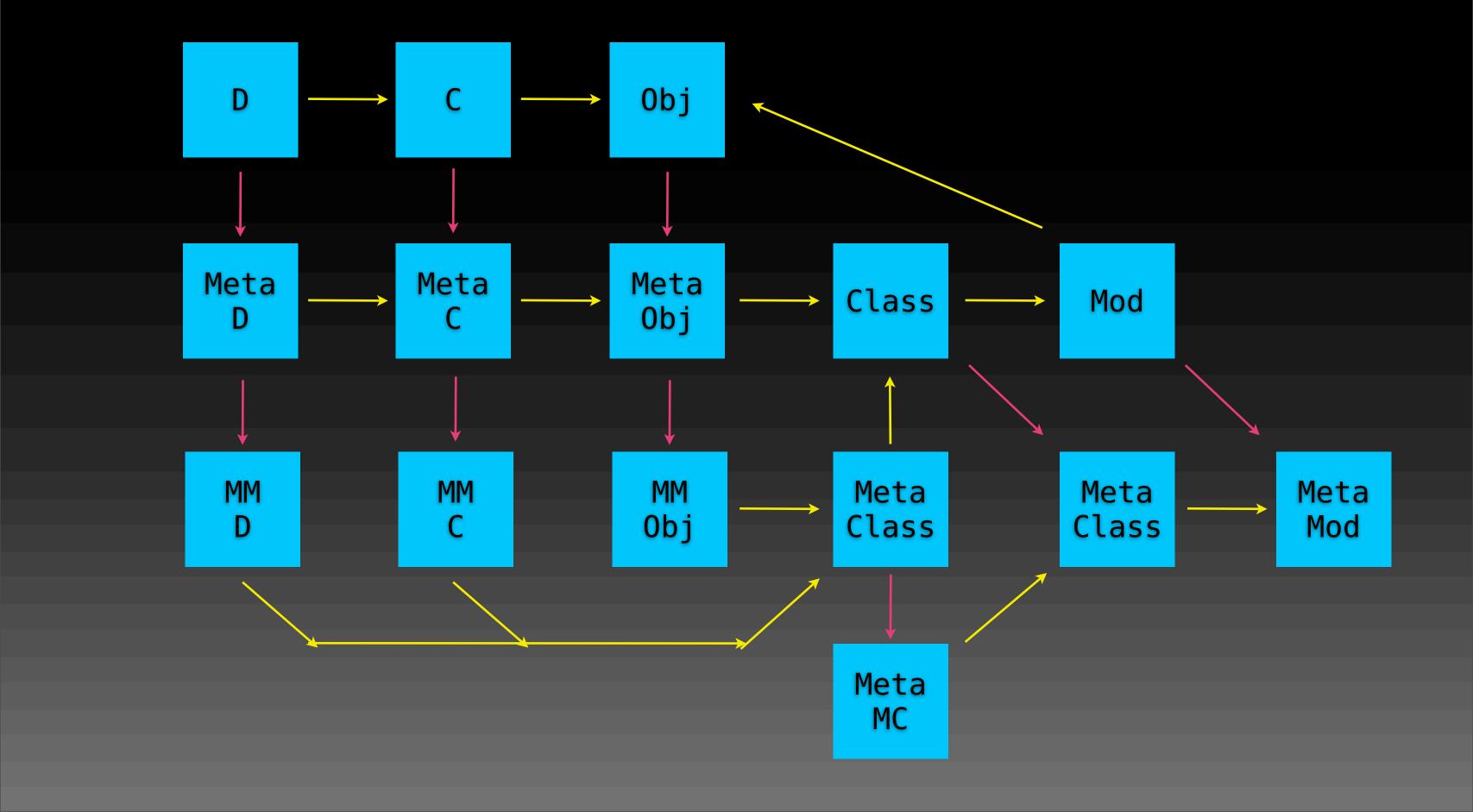


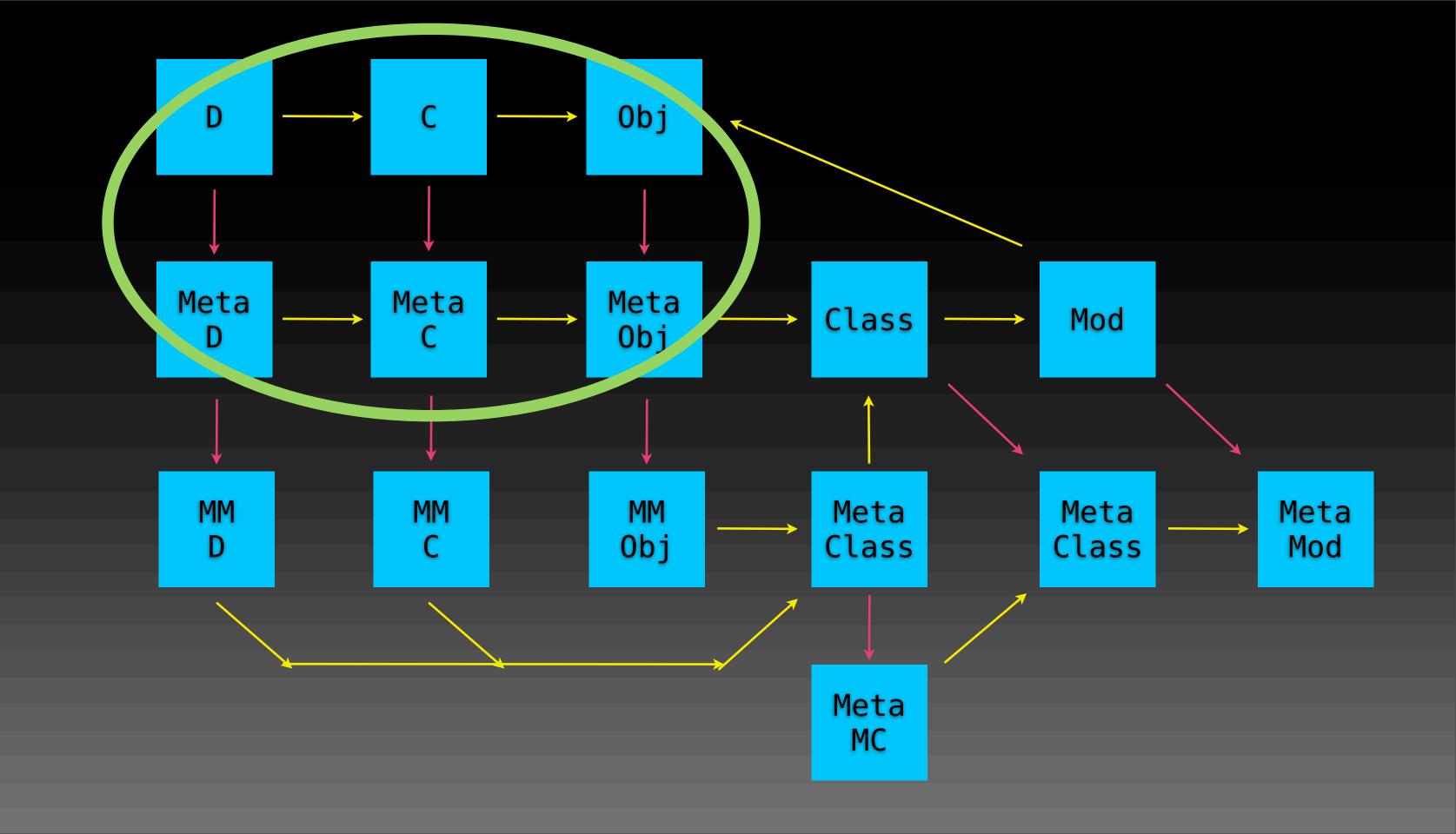


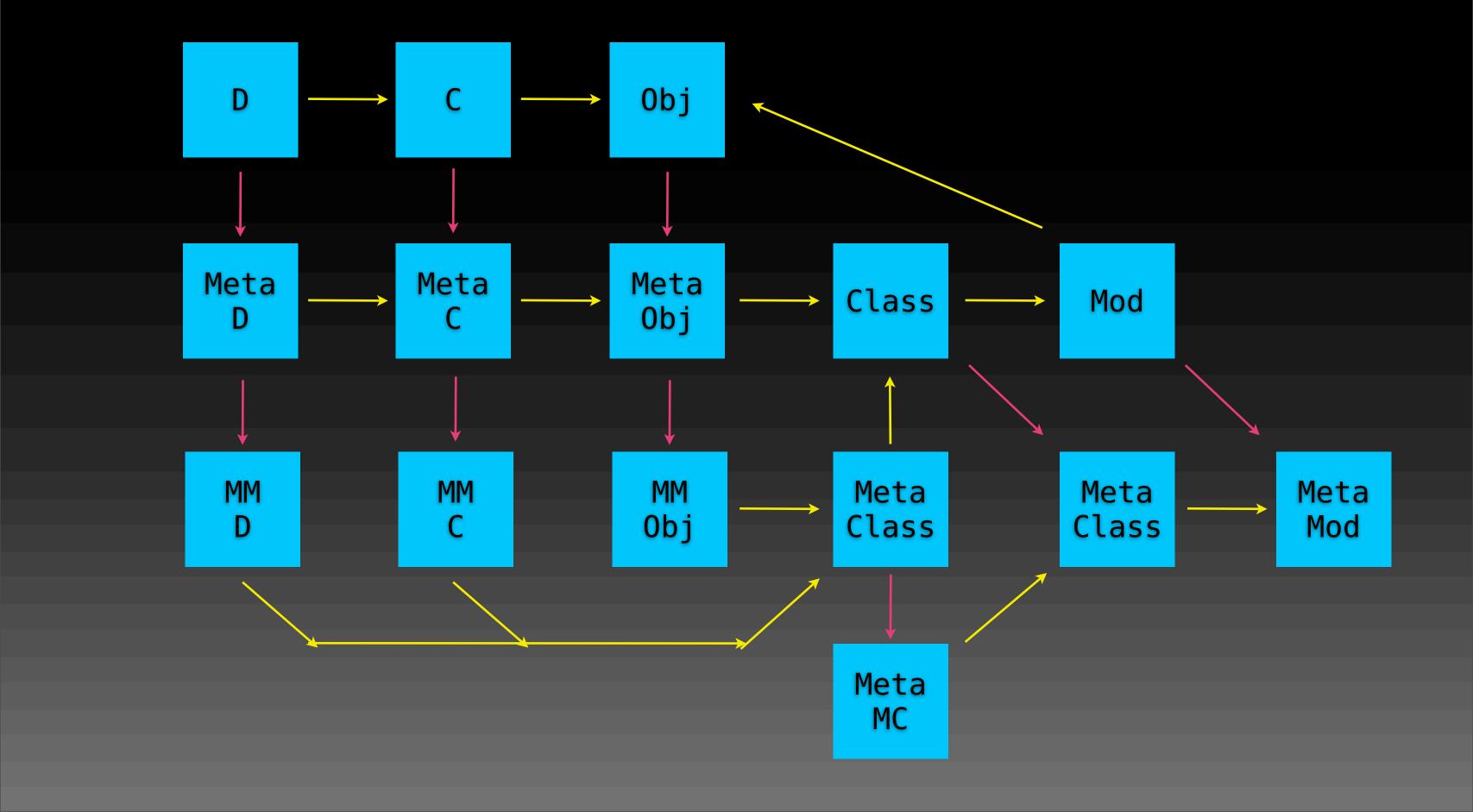


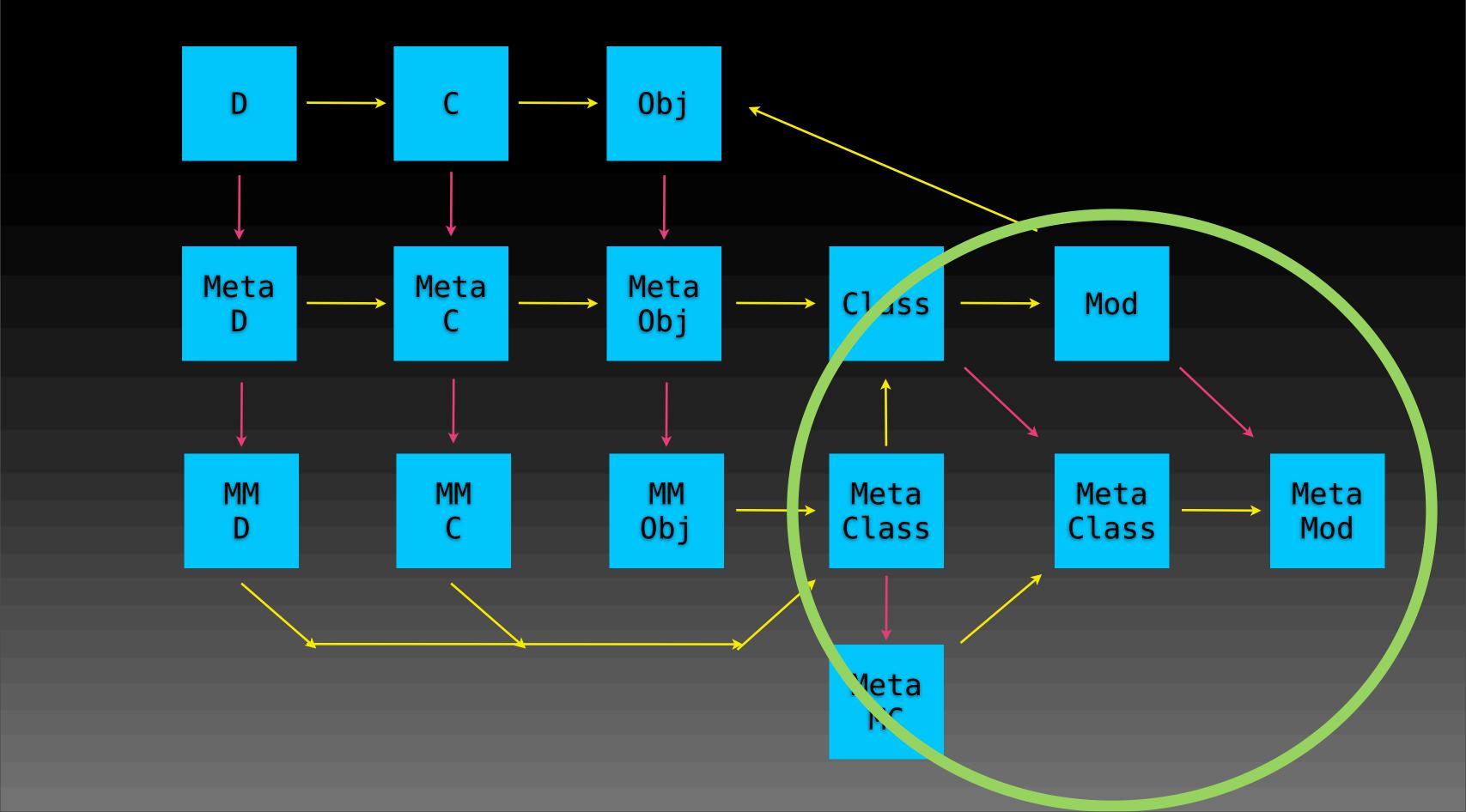


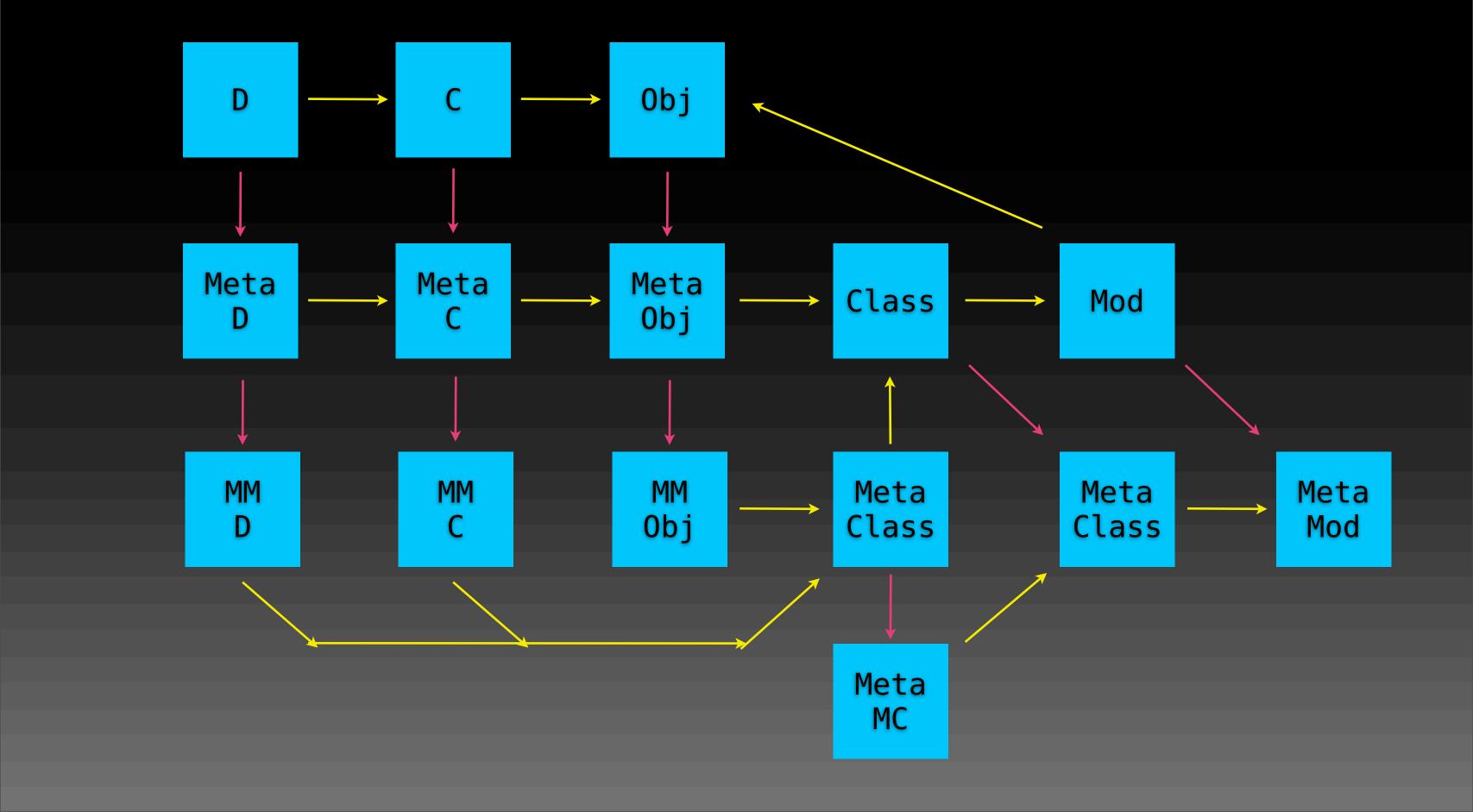


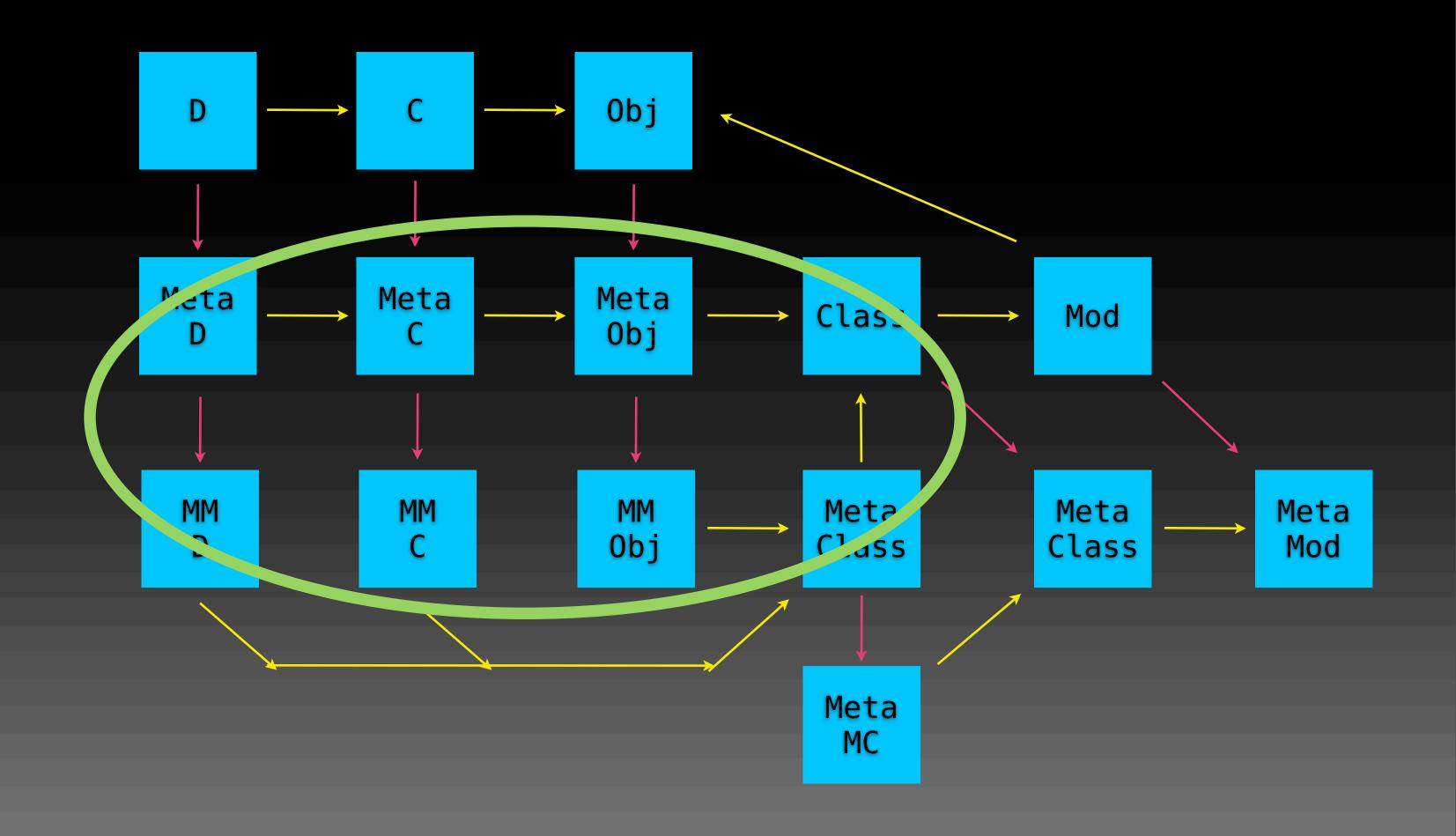












- BlockEnvironment
- InstructionSequence
- Compiler
- Breakpoint

- Rubinius::Task
- Channel
- Actor
- Rubinius::VM

Reference: Rubinius

- http://rubini.us/
- http://github.com/evanphx/rubinius/
- http://rubinius.lighthouseapp.com/
- http://groups.google.com/group/rubinius-dev/

Reference: Articles

- http://blog.fallingsnow.net/category/rubinius/
- http://betterruby.wordpress.com/
- http://www.infoq.com/news/2007/07/rubinius-interview-part-one
- http://blog.nicksieger.com/articles/2006/10/20/rubyconf-sydney-and-rubinius
- http://www.klankboomklang.com/2007/10/05/the-metaclass/
- http://www.hawthorne-press.com/WebPage_RHG.html

Reference: Others

- http://rubyspec.org/
- http://llvm.org/
- http://users.ipa.net/~dwighth/squeak/oopsla_squeak.html

Reference: Wikipedia

- http://en.wikipedia.org/wiki/Alan_Kay
- http://en.wikipedia.org/wiki/Rubinius
- http://en.wikipedia.org/wiki/PARC_(company)
- http://en.wikipedia.org/wiki/Squeak
- http://en.wikipedia.org/wiki/Bootstrapping_(compilers)
- http://en.wikipedia.org/wiki/Smalltalk
- http://en.wikipedia.org/wiki/Self-hosting
- http://en.wikipedia.org/wiki/Simula
- http://en.wikipedia.org/wiki/PyPy
- http://en.wikipedia.org/wiki/Model-view-controller

```
git clone \
git://github.com/evanphx/rubinius.git
```

cd rubinius; rake build

