MRI Internals

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MRI Internals towards Ruby 3

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Today's talk

- Koichi is working on improving Ruby internals
- Introduce my ideas toward **Ruby 3**

Koichi Sasada & Yuki

Living in Japan

Koichi is a Programmer

- Ruby interpreter (MRI) developer over 10 years
  - YARV: Yet Another RubyVM from 2004/Jan
  - MRI committer since 2007/Jan

Koichi's contributions
YARV: Yet Another RubyVM (1.9-)

Ruby (Rails) app

i gigantum umeris insidentes
Standing on the shoulders of giants

So many gems

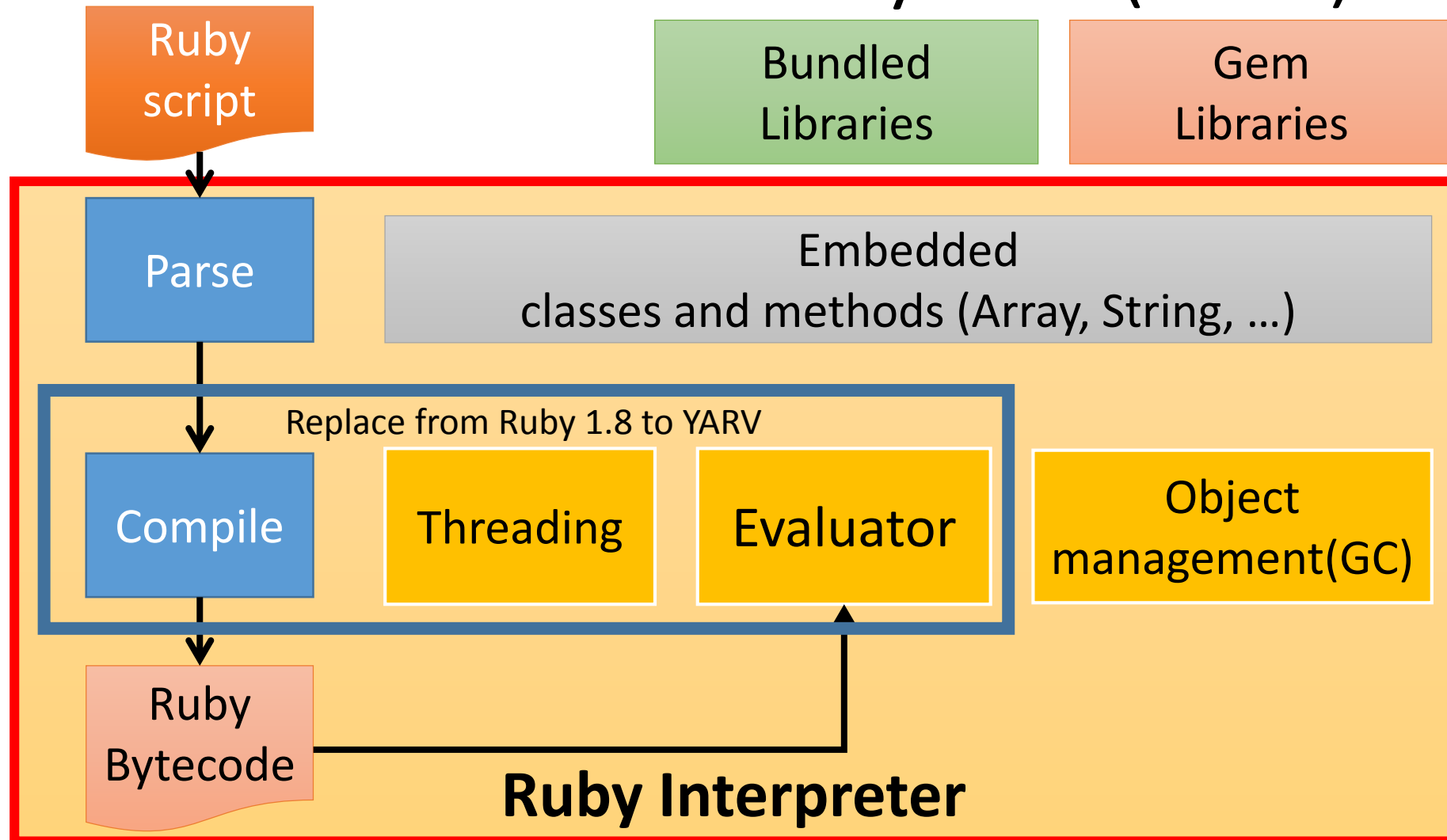**such as Rails, pry, thin, ... and so on.**

RubyGems/Bundler

Ruby interpreter

Ruby's world for most of people
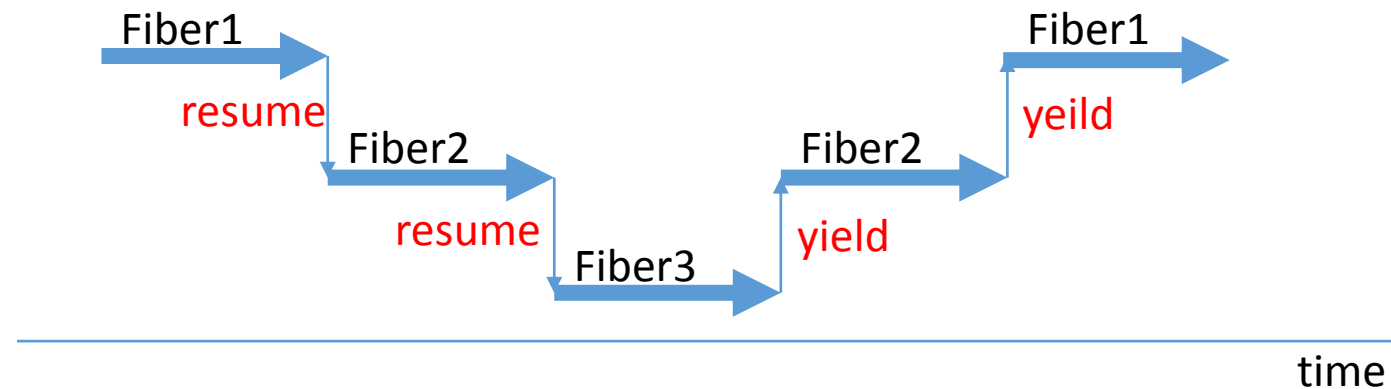
Koichi's contributions
YARV: Yet Another RubyVM (1.9-)
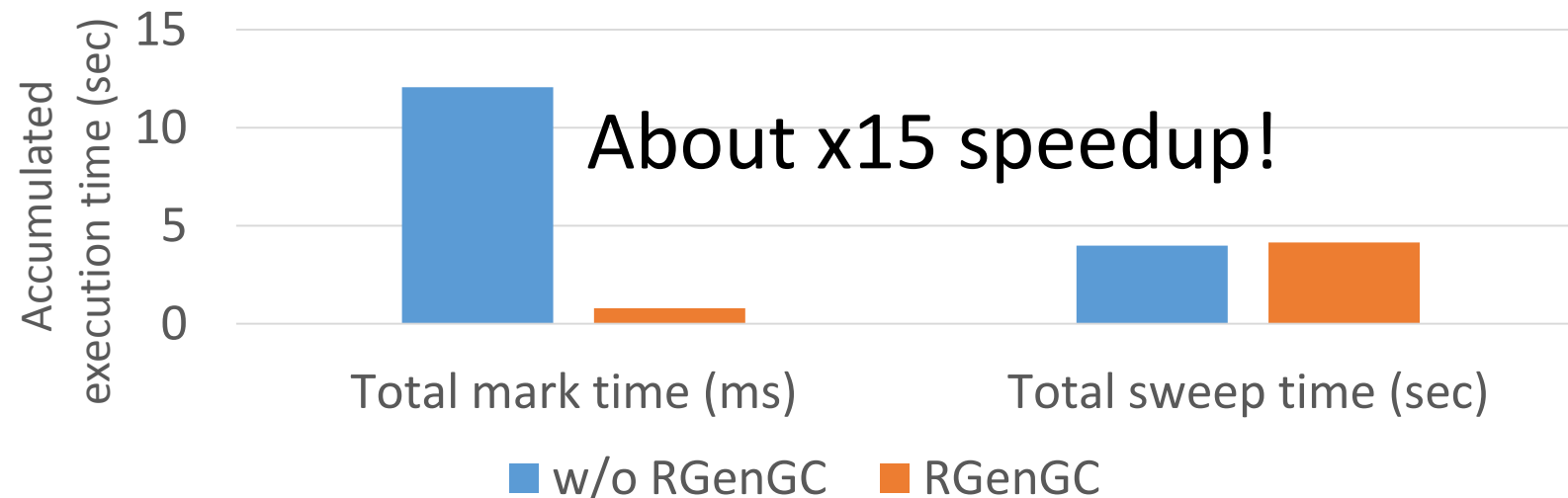
Koichi's contributions
Fiber (Ruby 1.9-)

- Abstraction objects of execution contexts
  - Fiber is from Windows API
  - Cooperative thread, Coroutine (or Semi-Coroutine)
- Fast fiber context switch with non-portable methods

Koichi's contributions
GC Improvements (Ruby 2.1-)

- Generational GC (for Ruby 2.1)
  - Introduce RGenGC by inventing "WB-unprotected" objects technique and reduce marking time dramatically

- Incremental GC with same technique (for Ruby 2.2)

About x15 speedup!

Accumulated execution time (sec) — Total mark time (ms) — Total sweep time (sec)

■ w/o RGenGC   ■ RGenGC

* Disabled lazy sweep to measure correctly.

Koichi's contributions
Pre-compilation (Ruby 2.3-)

Koichi is an Employee

Koichi is a member of Heroku Matz team

Mission

**Design Ruby language
and improve quality of MRI**

Heroku employs three full time Ruby core developers in Japan
named "Matz team"

Heroku Matz team

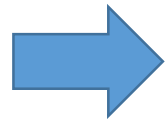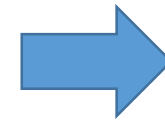|		
Matz		**Designer/director of Ruby "Design"**
Nobu		**Quite active committer "Make and Fix"**
Ko1		**Internal Hacker "Optimize"**

Heroku Matz team

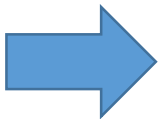Decide MRI ➡️ Make and fix MRI ➡️ Optimize MRI
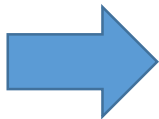
Expected flow

Heroku Matz team

Decide MRI → Make, break and fix MRI → Optimize and break MRI

Matz team Eco system!

Latest release Ruby 2.3

Today, no time to introduce new features...

Please ask me later.

Upcoming Ruby 2.4

Not big features yet.

We are discussing.

MRI Internals toward Ruby 3

Goals of Ruby 3 and current my ideas

Ruby3: Ruby3 has 3 goals

- Static type checking
- Just-in-Time (JIT) compilation
- Parallel execution w/ highly abstract concurrent model

Ruby3: Ruby3 has 3 goals

- For productivity
  - Static type checking
- For performance
  - Just-in-Time (JIT) compilation
  - Parallel execution w/ highly abstract concurrent model

Ruby3x3: Ruby 3 is 3 times faster

- Matz said

"We will release Ruby 3 when it is 3 times faster than **Ruby 2.0**"

- Proposed by AppFolio
- Good slogan to challenge

Ruby3: 3 goals
My ideas

Static type checking

Just-in-Time (JIT) compilation

Parallel execution w/ highly abstract concurrent model

Ruby3 Goal
Static type checking

Ruby3 Goal
Static type checking

- Please consider this scenario
  - (1) Write your code with Rails
  - (2) Run your rails server
  - (3) (5 hours later...)
  - (4) See RuntimeError with "**uncommon**" request

Ruby3 Goal
Static type checking

- Type checking: Pointing out "wrong" program before running
  - You can know "possible bugs" before running program
- Language types
  - Statically typed language
    - Need to note types for each elements (variables, functions)
    - "Type inference" helps to reduce typing
  - Dynamically typed language (Ruby is this type)
    - No need to write types explicitly
    - Objects (and so on) know each types

Ruby3 Goal
Static type checking

- Frequent proposals
  - Optional typing
    - Allow to write types as annotations
    - Specify classes

  - ```
    def foo(n: Integer)
        …
        n.bar #=> Error because Integer
              #   does not have #bar
    end
    ```

Type annotation

Ruby3 Goal
Static type checking

- Problem
  1. Matz does not like "Type annotation"
     - Matz said "I don't want to write annotations any more"
     - Because he is lazy ☺
  2. What is "Type?"
     - Class is not enough because Rubyist love "Duck typing"
  3. How to care "meta-programming"?
     - Ruby can add methods easily while running

Ruby3 Goal
Static type checking

- Solution (?)
  - Invent a new magic
    - Precognition seems nice

Ruby3 Goal
Static type checking

- Solution
  - Soft typing, gradual typing, success typing ... from academic research achievements

- Now, we are studying :p

Ruby3 Goal
Just-in-Time (JIT) compilation

Ruby3 Goal
Just-in-Time (JIT) compilation

- Compiling Ruby code while running (just-in-time)
  - Compile to something lower-level such as machine code
- Advantage compare with pre-compile
  - We can know program behaviors as hints
    - Example

```
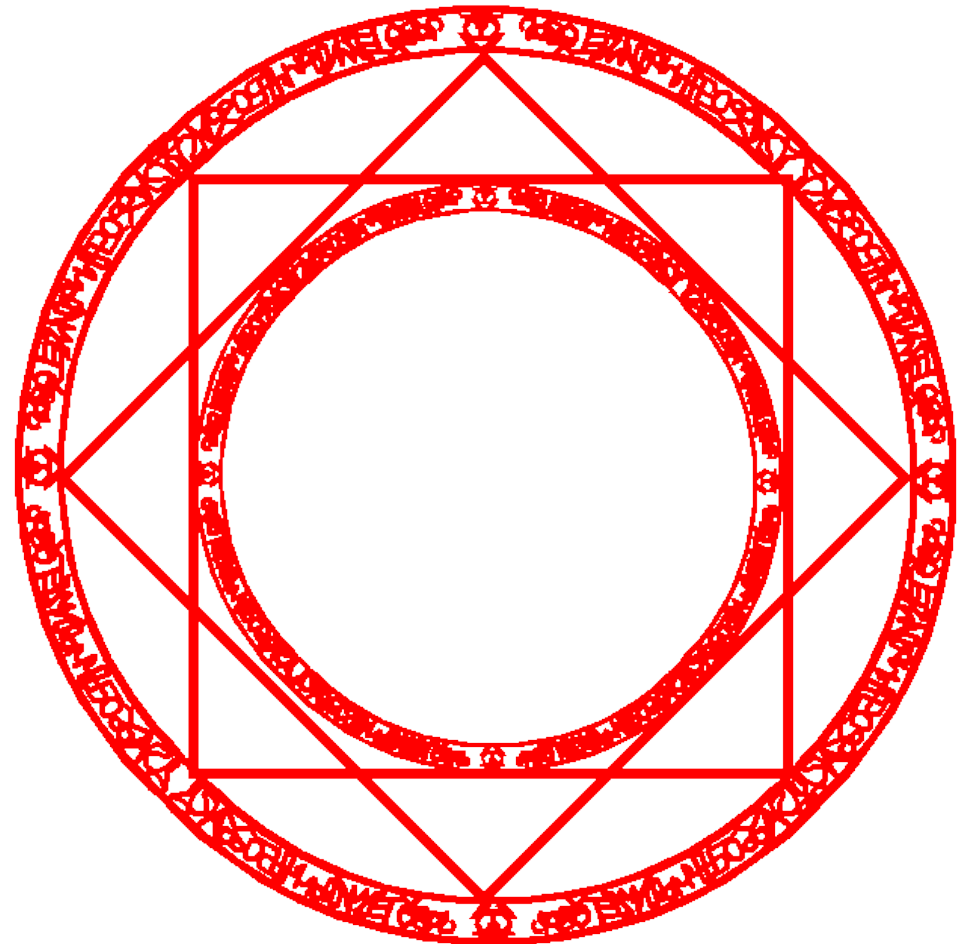def foo(n)
  n.times{…} # n seems "Integer"
               # with several traials
end
```

Ruby3 Goal
Just-in-Time (JIT) compilation

- Knowing behaviors (parameters) helps "optimization"
  - Example: Method/block inlining

```
def foo(n)
  n.times{…}
  #=> if n.kind_of?(Integer)
  #     i = 0; while(i<n); …; i+=1; end
  #   else
  #     n.times{…}
  #   end
end
```

Type guard

"while" is faster ☺

Ruby3 Goal
Just-in-Time (JIT) compilation

- How/who to implement it?
  - (1) Use IBM Ruby OMR project
    - https://github.com/rubyomr-preview/rubyomr-preview
  - (2) Use LLVM
  - (3) Implement own JIT compilers
    - RuJIT (translate Ruby to C with hints)
      - Memory consuming problems

Ruby3 Goal
Parallel execution

Ruby3 Goal
Parallel execution

- MRI supports **"Concurrent execution"**,
 but not support **"Parallel execution"**
  - MRI has GVL: Global (Giant) interpreter lock
  - GVL prepends to run Ruby threads in parallel
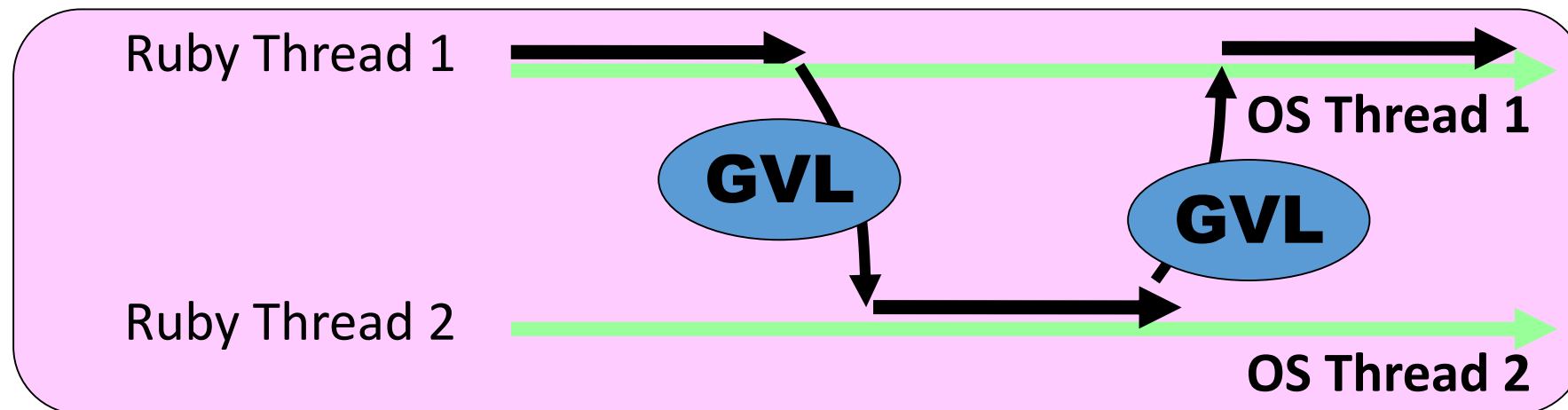
Ruby3 Goal
Parallel execution

- GVL: Advantage
  - It is enough to interleave blocking I/O operations
  - We don't care about severe thread-safe error
  - We can continue to use existing C extensions
- GVL: Disadvantage → Can't utilize multiple cores
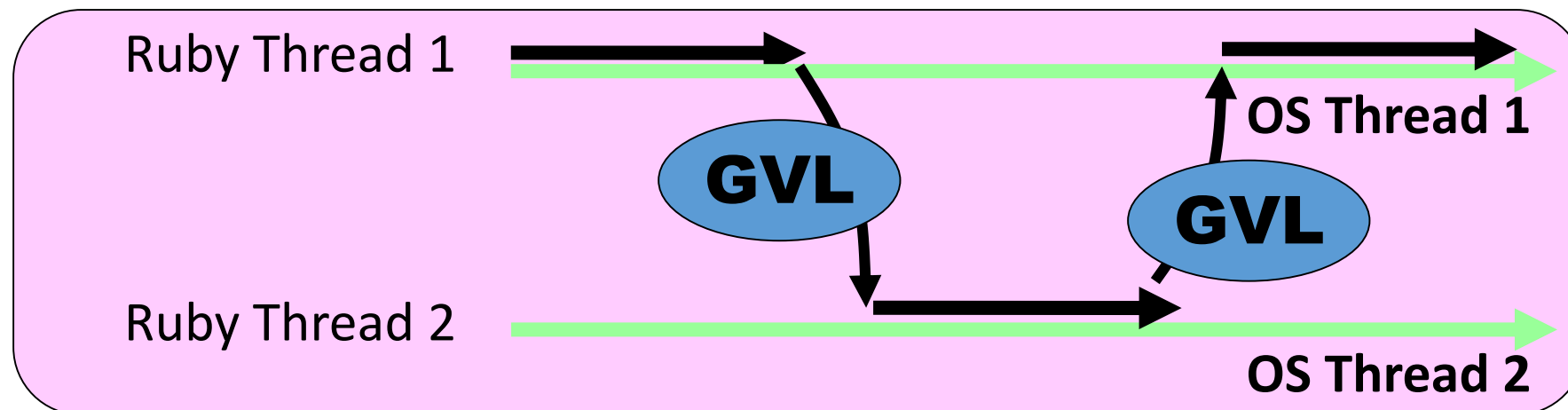
Ruby3 Goal
Parallel execution

- One idea: Parallel threads
  - JRuby and Rubinius support it!
    - You can try them today!
  - So far as we write a correct thread-safe program, we can utilize multiple cores.

Ruby3 Goal
Parallel execution

- One idea: Parallel threads
  - JRuby and Rubinius support it!
    - You can try them today!
  - So far as we write a **correct thread-safe program**, we can utilize multiple cores.

correct thread-safe program

Ruby3 Goal
Parallel execution

- "Why Threads Are A Bad Idea (for most purposes)"
  - Quoted from John Ousterhout, 1995 (about 20 years ago ☺)

Ruby3 Goal
Parallel execution

- Writing correct thread-safe program is very hard
  - Shared everything
  - Need suitable synchronization
  - Hard to reproduce timing problems
- Many techniques are invented in 20 years
  - Synchronous queue, compare and swap primitive, …
  - Helper libraries
    - java.util.concurrent
    - ruby-concurrent
- Such techniques require "remember to use them"

Ruby3 Goal
Parallel execution

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- Such techniques require **"remember to use them"**

"remember to use them"

Ruby3 Goal
Parallel execution

- This issue is similar to GC (Garbage collection)
  - GC solves "free" related problems
    - GC frees object automatically, no need to call "free" any more
    - We don't need to worry about forgetting "free" and "where", "when" should we "free" something.
  - There are several performance impact compare with "manually free", but productivity is more important
- People should not care about synchronizations
  - Even if shared-everything model has performance advantage

Ruby3 Goal
Parallel execution

- Two ways to avoid such difficulty

(1) Making smart thread-safe debugger

(2) Introduce higher abstraction for concurrency

Ruby3 Goal
Parallel execution

- (1) Making smart thread-safe debugger
  - Example) Pointing out lack of locks
  - Well researched by academic area and used in production
- Continue to use threads, shared everything model
  - Good
    - Well-known model
    - No overhead
  - Bad
    - We need to debug it
    - We can't guarantee 100% coverage

Ruby3 Goal
Parallel execution

- (2) Introduce higher abstraction for concurrency
- Introduce new isolated concurrent execution entities
  - Run entities in parallel and communicate with each other
  - Do not mutate anything simultaneously
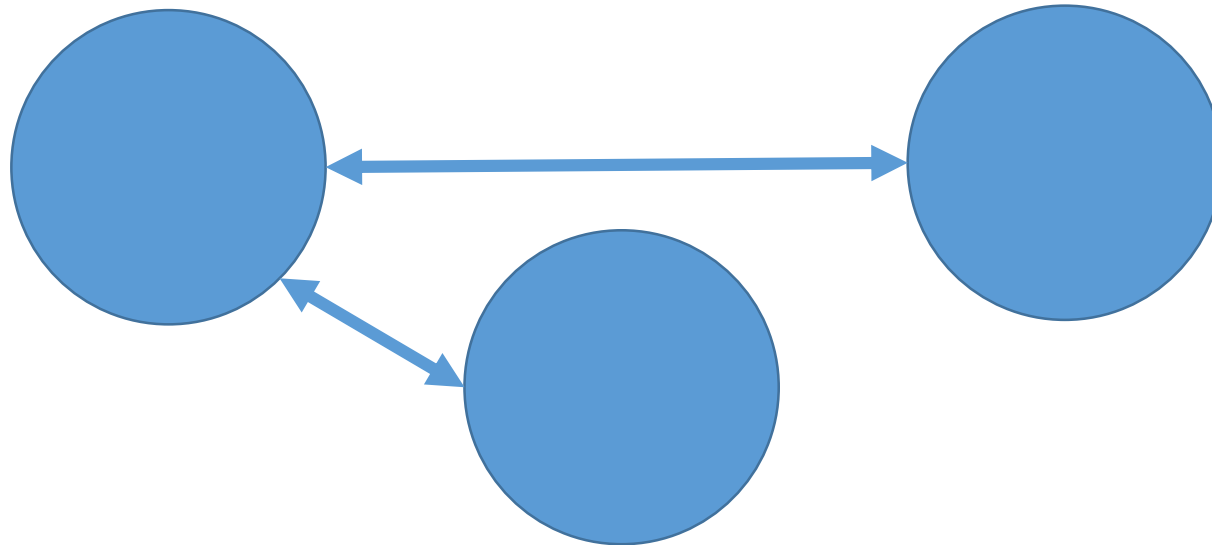
Ruby3 Goal
Parallel execution

- (2) Introduce higher abstraction for concurrency
- Introduce new isolated concurrent execution entities
  - Run entities in parallel and communicate with each other
  - Like "Processes" by "fork"
  - Good
    - Shared-nothing → we don't need to care about thread-safety (problems of concurrent programming such as dead-lock are remain)
  - Bad
    - Introduce overhead
    - Learning cost for new abstraction

Ruby 3: Ruby 3 has 3 goals

- For productivity
  - Static type checking
- For performance
  - Just-in-Time (JIT) compilation
  - Parallel execution w/ highly abstract concurrent model

Message

- We are discussing about Ruby3 just now
- Any suggestions and implementations are welcome!

It may be your turn!

Time to make our future of Ruby

Thank you for your attention

Koichi Sasada

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