# Ruby - Bug #13343

# Improve Hash#merge performance

03/21/2017 12:49 AM - watson1978 (Shizuo Fujita)

Status: Closed
Priority: Normal
Assignee:

Target version:

ruby -v: 2.2: UNKNOWN, 2.3: UNKNOWN, 2.4:

UNKNOWN

### Description

Hash#merge will be faster around 60%.

### **Before**

```
user system total real Hash#merge 0.160000 0.020000 0.180000 ( 0.182357)
```

### After

```
user system total real Hash#merge 0.110000 0.010000 0.120000 ( 0.114404)
```

## Test code

```
require 'benchmark'

Benchmark.bmbm do |x|
  hash1 = {}
  100.times { |i| hash1[i.to_s] = i }
  hash2 = {}
  100.times { |i| hash2[(i*2).to_s] = i*2 }

  x.report "Hash#merge" do
    10000.times do
    hash1.merge(hash2)
    end
  end
end
```

### **Patch**

The patch is in <a href="https://github.com/ruby/ruby/pull/1533">https://github.com/ruby/ruby/pull/1533</a>

#### **Associated revisions**

Revision 9cd66d7022aa2b8aff719a26c594efc9c3797ec1 - 05/20/2017 09:23 AM - watson1978 (Shizuo Fujita)

Improve Hash#merge performance

 hash.c (rb\_hash\_merge): use rb\_hash\_dup() instead of rb\_obj\_dup() to duplicate Hash object. rb\_hash\_dup() is faster duplicating function for Hash object which got rid of Hash#initialize\_dup method calling.

Hash#merge will be faster around 60%. [ruby-dev:50026] [Bug #13343] [Fix GH-1533]

### **Before**

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#### After

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user system total real
Hash#merge 0.110000 0.010000 0.120000 ( 0.114404)
Test code
require 'benchmark'
Benchmark.bmbm do |x|
hash1 = \{\}
100.times { |i| hash1[i.to_s] = i }
```

x.report "Hash#merge" do

100.times { |i| hash2[(i2).to\_s] = i2 }

10000.times do hash1.merge(hash2)

 $hash2 = \{\}$ 

end

end end

git-svn-id: svn+ssh://ci.ruby-lang.org/ruby/trunk@58811 b2dd03c8-39d4-4d8f-98ff-823fe69b080e

### Revision 9cd66d70 - 05/20/2017 09:23 AM - watson1978 (Shizuo Fujita)

Improve Hash#merge performance

• hash.c (rb\_hash\_merge): use rb\_hash\_dup() instead of rb\_obj\_dup() to duplicate Hash object. rb\_hash\_dup() is faster duplicating function for Hash object which got rid of Hash#initialize dup method calling.

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# History

# #1 - 03/27/2017 05:21 AM - normalperson (Eric Wong)

watson1978@gmail.com wrote:

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# https://bugs.rubv-lang.org/issues/13343

Hash#merge will be faster around 60%.

+Cc ruby-core, since your post was English (and I don't read Japanese)

This is promising!

The patch is in <a href="https://github.com/rubv/rubv/pull/1533">https://github.com/rubv/rubv/pull/1533</a>

We need to check for redefinition of initialize\_dup and initialize\_copy methods in Hash for this to be correct.

Unfortunately for people optimizing Ruby, corner-case redefinition checks are probably necessary :<

Also, I wonder if we can improve rb\_funcall to better support inline caching. rb\_funcall API is also bad since it cannot use inline cache for method lookup. Maybe a better C API can be introduced for faster function calls from C.

Note: I checked commit c5d74afdb4cfea2a4c9ff432d9da82f0649a1e67 by having a "fetch = +refs/pull/:refs/remotes/ruby/pull/" line in a "remote" section of my .git/config. I did not use any proprietary API or JavaScript to view your changes.

### #2 - 03/27/2017 05:21 AM - normalperson (Eric Wong)

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#### #3 - 03/27/2017 05:52 AM - watson1978 (Shizuo Fujita)

I followed the behavior of Array's methods such as

```
VALUE
rb_ary_sort(VALUE ary)
{
    ary = rb_ary_dup(ary);
```

It does not check whether initialize\_dup/initialize\_copy were overridden.

# #4 - 05/20/2017 09:23 AM - watson1978 (Shizuo Fujita)

- Status changed from Open to Closed

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