

## Ruby master - Bug #1552

### String#strip! raises RuntimeError on Frozen String Despite Making No Changes

06/01/2009 08:52 PM - runpaint (Run Paint Run Run)

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Target version:</b> 2.0.0	
<b>ruby -v:</b> ruby 1.9.2dev (2009-05-28 trunk 23601) [i686-linux]	<b>Backport:</b>
<b>Description</b>	
<pre>=begin Calling String#strip! on a frozen string raises a RuntimeError even if the string was not changed. String#rstrip! doesn't raise an exception in this scenario. I believe that the latter behaviour is correct; #strip! should only raise a RuntimeError if the string would be changed.  \$ rubybleed -ve "'ruby'.freeze.strip!' ruby 1.9.2dev (2009-05-28 trunk 23601) [i686-linux] -e:1:in strip!': can't modify frozen string (RuntimeError) from -e:1:in'  \$ rubybleed -ve "'ruby'.freeze.rstrip!' ruby 1.9.2dev (2009-05-28 trunk 23601) [i686-linux]  1.9.1 behaves the same as 1.9.2. 1.8.7 behaves correctly. =end</pre>	

#### Associated revisions

##### Revision 58880 - 05/25/2017 04:25 AM - watson1978 (Shizuo Fujita)

Improve performance of rb\_equal()

- object.c (rb\_equal): add optimized path to compare the objects using rb\_equal\_opt(). Previously, if not same objects were given, rb\_equal() would call '=' method via rb\_funcall() which took a long time.

rb\_equal\_opt() has provided faster comparing for Fixnum/Float/String objects. Now, Time#eq? uses rb\_equal() to compare with argument object and it will be faster around 40% on 64-bit environment.

- array.c (rb\_ary\_index): remove redundant rb\_equal\_opt() calling. Now, rb\_equal() was optimized using rb\_equal\_opt(). If rb\_equal\_opt() returns Qundef, it will invoke rb\_equal() -> rb\_equal\_opt(), and it will cause the performance regression.

So, this patch will remove first redundant rb\_equal\_opt() calling.

- array.c (rb\_ary\_rindex): ditto.
- array.c (rb\_ary\_includes): ditto.

[ruby-core:80360] [Bug #13365] [Fix GH-#1552]

#### Before

```
Time#eq? with other 7.309M (± 1.4%) i/s - 36.647M in 5.014964s
Array#index(val) 1.433M (± 1.2%) i/s - 7.207M in 5.030942s
Array#rindex(val) 1.418M (± 1.6%) i/s - 7.103M in 5.009164s
Array#include?(val) 1.451M (± 0.9%) i/s - 7.295M in 5.026392s
```

#### After

```
Time#eq? with other 10.321M (± 1.9%) i/s - 51.684M in 5.009203s
Array#index(val) 1.474M (± 0.9%) i/s - 7.433M in 5.044384s
```

```
Array#rindex(val) 1.449M (± 1.7%) i/s - 7.292M in 5.034436s
Array#include?(val) 1.466M (± 1.7%) i/s - 7.373M in 5.030047s
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## Test code

```
require 'benchmark/ips'
```

```
Benchmark.ips do |x|
  t1 = Time.now
  t2 = Time.now
```

```
  x.report "Time#eq!? with other" do |i|
    i.times { t1.eql?(t2) }
  end
```

```
  # Benchmarks to check whether it didn't introduce the regression
  obj = Object.new
  x.report "Array#index(val)" do |i|
    ary = [1, 2, true, false, obj]
    i.times { ary.index(obj) }
  end
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  x.report "Array#rindex(val)" do |i|
    ary = [1, 2, true, false, obj].reverse
    i.times { ary.rindex(obj) }
  end
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  x.report "Array#include?(val)" do |i|
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`rb_equal_opt()` has provided faster comparing for `Fixnum/Float/String` objects. Now, `Time#eq!?` uses `rb_equal()` to compare with argument object and it will be faster around 40% on 64-bit environment.

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  ary = [1, 2, true, false, obj]  
  i.times { ary.include?(obj) }  
end  
end
```

## History

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**#1 - 06/04/2009 02:51 AM - matz (Yukihiko Matsumoto)**

- *Status changed from Open to Closed*

```
=begin  
changed to the opposite way for consistency.  
=end
```