[PATCH] dedupe string keys from Marshal.load

01/25/2016 09:02 AM - normalperson (Eric Wong)

Status: Open
Priority: Normal
Assignee: 
Target version: 

Description
It seems reasonable for an application to load the same keys often when calling Marshal.load. I see Marshal data as an extension of source code.

If the performance regression for [Bug #9188] could be avoided, I would like to resurrect r43870 (rb_fstring for all string keys) and drop this patch.

Files
0001-dedupe-string-keys-from-Marshal.load.patch 1.42 KB 01/25/2016 normalperson (Eric Wong)