Ruby master - Bug #13357
Improve Time#+ & Time#- performance
03/23/2017 11:08 AM - watson1978 (Shizuo Fujita)

Status: Closed
Priority: Normal
Assignee: 
Target version: 
ruby -v: 
Backport: 2.2: UNKNOWN, 2.3: UNKNOWN, 2.4: UNKNOWN

Description
Improve Time#+ & Time#- performance

Time#+ & Time#- will be faster around 15%.
If internal values would have Fixnum, optimized function improves performance.

Before

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Test code

```ruby
require 'benchmark'

Benchmark.bmbm do |x|
  x.report "Time#+", do: 
    t = Time.now
    2000000.times do
      t += 1
    end

  x.report "Time#-", do: 
    t = Time.now
    2000000.times do
      t -= 1
    end
end
```

Patch

The patch is in https://github.com/ruby/ruby/pull/1547

Associated revisions

Revision c208d15f - 05/21/2017 03:36 AM - watson1978 (Shizuo Fujita)
Improve Time#+ & Time#- performance

- time.c (wadd): use internal addv() function to calculate internal value in
Time object. On 64-bit machine, Time object might have Fixnum object internally by default and `addv()` can calculate Fixnum objects directly.

- `time.c (wsub)`: use internal `subv()` function due the same reason in above.
  
  Time#+ & Time#- will be faster around 15%.

[ruby-dev:50036] [Bug #13357] [Fix GH-1547]

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Revision 58829 - 05/21/2017 03:36 AM - watson1978 (Shizuo Fujita)

Improve Time#+ & Time#- performance

- `time.c (wadd)`: use internal `addv()` function to calculate internal value in Time object. On 64-bit machine, Time object might have Fixnum object internally by default and `addv()` can calculate Fixnum objects directly.

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<td>(0.7102)</td>
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History

#1 - 05/21/2017 03:36 AM - watson1978 (Shizuo Fujita)
- Status changed from Open to Closed

Applied in changeset trunk|r58829.

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