Redmine - Patch #34153

Use sum instead of inject(0, :+)

2020-10-22 11:25 - Go MAEDA

Status:	Closed	**Start date:**		
Priority:	Normal	**Due date:**		
Assignee:	Go MAEDA	**% Done:**	0%	
Category:	Performance	**Estimated time:**	0.00 hour	
Target version:	4.2.0			

Description

Array#sum introduced in Ruby 2.4 is much faster than Enumerable#inject.

```
require 'benchmark/ips'

numbers = (1..10).to_a

Benchmark.ips do |x|
  x.report('inject') do
    numbers.inject(0, :+)
  end
  x.report('sum') do
    numbers.sum
  end
  x.compare!
end

Warming up --------------------------------------
              inject    169.646k i/100ms
                 sum    234.947k i/100ms
Calculating --------------------------------------
              inject      1.692M (± 1.7%) i/s -      8.482M in   5.013728s
                 sum      2.347M (± 0.9%) i/s -     11.747M in   5.006572s

Comparison:
                 sum:  2346592.2 i/s
              inject:  1692335.1 i/s - 1.39x  (± 0.00) slower
```

I have generated the attached patch with rubocop-performance 1.8.1 (Performance/Sum).

Related issues:

Related to Redmine - Feature #34142: Drop Ruby 2.3 support	**Closed**

Associated revisions

Revision 20173 - 2020-10-24 03:39 - Go MAEDA

Use sum instead of inject(0, :+) (#34153).

Patch by Go MAEDA.

History

#1 - 2020-10-22 11:26 - Go MAEDA

- Related to Feature #25048: Ruby 2.4 support added

#2 - 2020-10-22 11:26 - Go MAEDA

- Related to Feature #34142: Drop Ruby 2.3 support added

#3 - 2020-10-22 11:26 - Go MAEDA

- Related to deleted (Feature #25048: Ruby 2.4 support)

#4 - 2020-10-22 11:27 - Go MAEDA

- Target version set to 4.2.0

#5 - 2020-10-24 03:39 - Go MAEDA

- Status changed from New to Closed

- Assignee set to Go MAEDA

Committed the patch.

Files

use-sum.patch	2.43 KB	2020-10-22	Go MAEDA