Redmine - Patch #39857
Optimize users visibility check
2023-12-15 15:40 - Pavel Rosický

Status: Closed
Priority: Normal
Assignee: Go MAEDA
Category: Performance
Target version: 6.0.0

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Start date: 
Due date: 
% Done: 0%
Estimated time: 0.00 hour

Description

diff --git a/app/models/principal.rb b/app/models/principal.rb
index 4cce97e26..25a79d768 100644
--- a/app/models/principal.rb
+++ b/app/models/principal.rb
@@ -48,8 +48,8 @@ class Principal < ActiveRecord::Base
    all
   else
     view_all_active = false
- if user.memberships.to_a.any?
-     view_all_active = user.memberships.any? (|m| m.roles.any? (|r| r.users_visibility == 'all'))
+ if user.memberships.any?
+     view_all_active = User.where(id: user.id).joins(memberships: :roles).where("#{Role.table_name}.users_visibility = ?", 'all').any?
   else
     view_all_active = user.builtin_role.users_visibility == 'all'
 end

in a bad scenario user.memberships.any? (|m| m.roles... is (n * memberships without permissions + 1 queries) which is very slow. Let the database do the job.
unfortunately in an ideal scenario (where the very first membership has the users_visibility == 'all') performance could be slightly worse, but I think it's an acceptable tradeoff

Associated revisions
Revision 22567 - 2023-12-27 09:07 - Go MAEDA
Optimize users visibility check (#39857).

Patch by Pavel Rosický.

History
#1 - 2023-12-25 16:06 - Go MAEDA
- Target version set to 6.0.0

#2 - 2023-12-27 09:07 - Go MAEDA
- Subject changed from Optimize users visibility to Optimize users visibility check
- Status changed from New to Closed
- Assignee set to Go MAEDA

Committed the patch. Thank you.