



- ● ● **Classboxes, nested methods,**
and real private methods

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○ ● ● Self introduction

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Where am I from?

● Matsue, Shimane, Japan

○ A sister city of New Orleans



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○ ● ● We are different



○ ● ● **Please accept us**



○ ● ● Topics

- were supposed to be:
 - classboxes,
 - nested methods,
 - and real private methods
- But...





Topic

- A new feature "Refinements"



○ ● ● What are Classboxes?

- A way to extend classes



○ ● ● How to extend classes in Ruby?

- Subclassing
- Mix-in
- Singleton methods
- Open classes



Subclassing

```
class Person
  attr_accessor :name
end

class Employee < Person
  attr_accessor :monthly_salary
end
```



○ ● ● Aspects of subclassing

- Normal single inheritance
- Subclassing affects only instances of the subclasses
- Implementation-only inheritance
 - Violations of LSP





- Liskov Substitution Principle
- An instance of a subtype must behave like an instance of the supertype of the subtype
- An instance of the supertype can be substituted with an instance of the subtype



An example of LSP

```
def print_name(person)
  puts person.name
end
```

```
shugo = Person.new
shugo.name = "Shugo Maeda"
print_name(shugo) #=> Shugo Maeda
matz = Employee.new
matz.name = "Yukihiro Matsumoto"
print_name(matz) #=> Yukihiro Matsumoto
```



A typical LSP violation

```
class Rectangle
  attr_accessor :width, :height
end

class Square < Rectangle
  def set_size(x) @height = @width = x end
  alias width= set_size
  alias height= set_size
end

def set_size(rect)
  rect.width = 80; rect.height = 60
end

square = Square.new
set_size(square)
p square.width #=> not 80, but 60!
```



○ ● ● A Ruby-specific LSP violation

```
class Employee < Person
  undef name
end
```

```
def print_name(person)
  puts person.name
end
```

```
matz = Employee.new
matz.name = "Yukihiro Matsumoto"
print_name(matz) #=> undefined method `name'...
```



○ ● ● Subclassing != Subtyping

- Implementation-only inheritance
- Duck typing





Mix-in

```
class; Stream; ... end
module Readable; ... end
module Writable; ... end

class ReadStream < Stream
  include Readable
end
class WriteStream < Stream
  include Writable
end
class ReadWriteStream
  include Writable, Readable
end
```



Aspects of mix-in

- Limited multiple inheritance
 - Only modules can be multiply inherited
 - A module has no instances
- Modules are also used as namespaces for constants



● ● ● Singleton methods

```
matz = Person.new
def matz.design_ruby
  ...
end
matz.design_ruby
shugo = Person.new
shugo.design_ruby #=> NoMethodError
```



Aspects of singleton methods

- Clients of a class can extend the behavior of an instance of the class
- A singleton method defines the behavior of only one particular instance
- Some objects cannot have singleton methods
 - e.g., instances of Integer



Open classes

```
# reopen Person, and add code  
class Person  
  attr_accessor :age  
end  
shugo = Person.new  
shugo.name = "Shugo Maeda"  
shugo.age = 34
```



○ ● ● Aspects of open classes

- Clients of a class can extend the behavior of instances of the class
- Classes are extended globally



○ ● ● Applications of open classes

- Ruby on Rails
 - ActiveSupport
 - Plugins
- jcode
- mathn



○ ● ● LSP and open classes

- s/subtype/class after reopen/g
- s/supertype/class before reopen/g
- Instances of a class after a reopen must behave like instances of the class before the reopen



○ ● ● an LSP violation

```
p 1 / 2 #=> 0  
require "mathn"  
p 1 / 2 #=> (1/2)
```



Summary

Subclassing	not by clients
Mix-in	not by clients
Singleton methods	per object
Open classes	global



○ ● ● Extensibility and Modularity

- Subclassing, mix-in, and singleton methods are less extensible
- Open classes are less modular



○ ● ● What we need

● Class extensions

by clients

per class

local



○ ● ● Possible solutions

- selector namespace
- Classboxes



○ ● ● selector namespace

- Implemented in SmallScript and ECMAScript 4
- A namespace of method names (selectors)
- A namespace can be imported into other namespaces
- **Lexically scoped**



Classboxes

- Implemented in Squeak and Java
- A classbox is a module where classes are defined and/or extended
- A classbox can be imported into other classboxes
- **Dynamically scoped**
 - called **local rebinding**



An example of Classbox/J

```
package Foo;
public class Foo { ... }

package Bar;
import Foo;
refine Foo { public void bar() { ... } }

package Baz;
import Bar;
public class Baz {
    public static void main(String[] args) {
        new Foo().bar();
    }
}
```



● ● ● An example of local rebinding

```
package Foo;
public class Foo {
    public void bar() { System.out.println("original"); }
    public void call_bar() { bar(); }
}

package Bar;
import Foo;
refine Foo { public void bar() { System.out.println("refined"); } }

package Baz;
import Bar;
public class Baz {
    public static void main(String[] args) {
        new Foo().call_bar();
    }
}
```



○ ● ● Is local rebinding needed?

- Local rebinding is less modular
 - Callees might expect the original behavior
- Singleton methods and open classes can be alternatives
 - However, effective scopes are different



○ ● ● Refinements

- A newly implemented feature of Ruby
 - Not merged into the official Ruby repository
- Refinements of classes are defined per module
- Effective scopes are explicitly specified
- no local rebinding
- Classbox/J like syntax



● ● ● An example of Refinements

```
module MathN
  refine Fixnum do
    def /(other) quo(other) end
  end
end

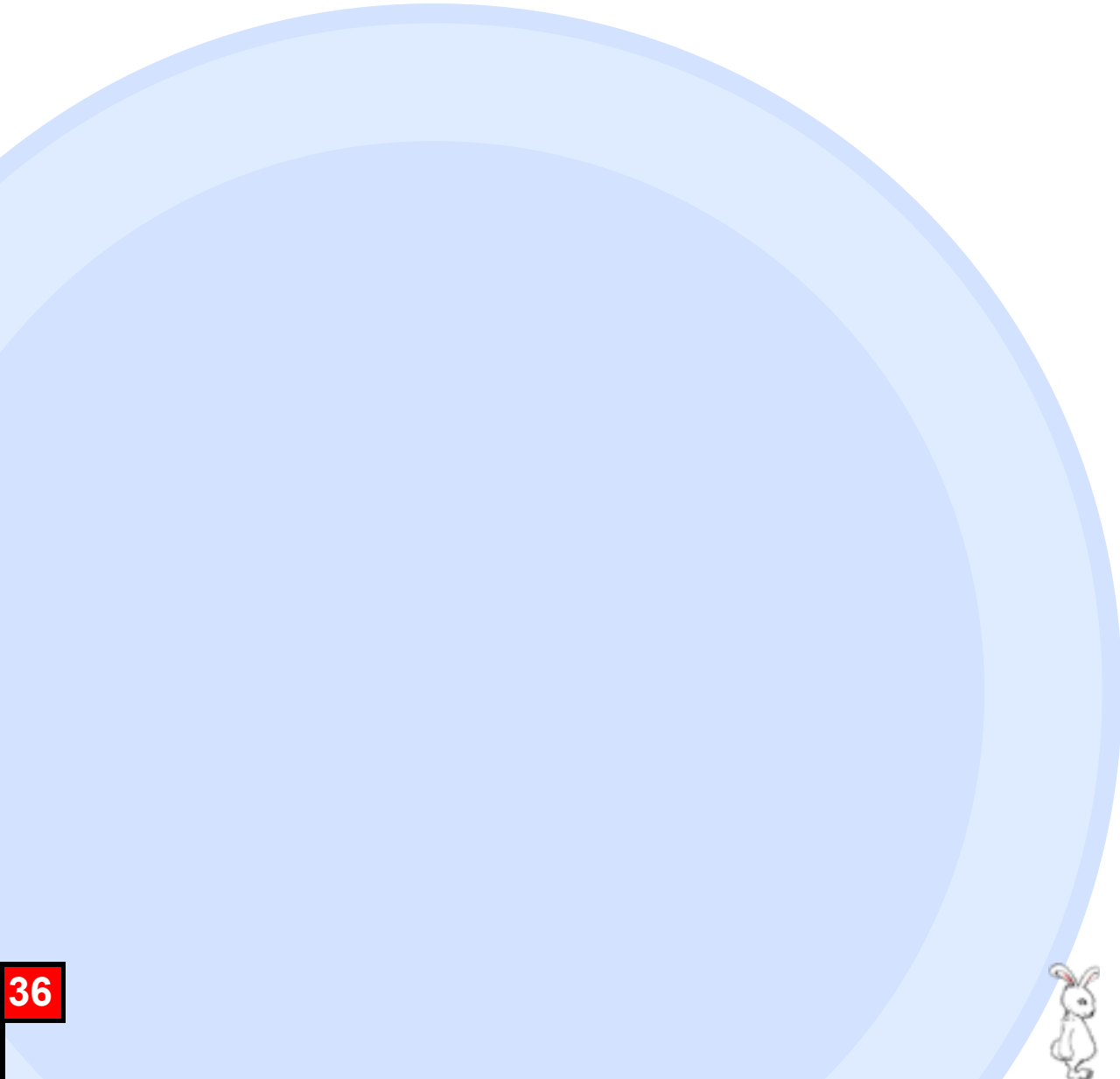
class Foo
  using MathN

  def bar
    p 1 / 2 #=> (1/2)
  end
end
p 1 / 2 #=> 0
```





Demo



Module#refine

- refine(klass, &block)
- Additional or overriding methods of class are defined in block
 - a set of such methods is called a **refinement**
- Activated only in the receiver module, and scopes where the module is imported by **using**
- refine can also be invoked on classes



Class local refinements

```
class Foo
  refine Fixnum do
    def /(other) quo(other) end
  end

  def bar
    p 1 / 2 #=> (1/2)
  end
end
p 1 / 2 #=> 0
```



Kernel#using

- using(mod)
- using imports refinements defined in mod
- Refinements are activated only in a file, module, class, or method where using is invoked
 - lexically scoped



● ● ● An example of using

```
using A  # A is activated in this file
```

```
module Foo
```

```
  using B  # B is activated in Foo (including Foo::Bar)
```

```
  class Bar
```

```
    using C  # C is activated in Foo::Bar
```

```
      def baz
```

```
        using D  # D is activated in this method
```

```
      end
```

```
    end
```

```
  end
```



○ ● ● Module#using

- using(mod)
- Module#using overrides Kernel#using
- The basic behavior is the same as Kernel#using
- Besides, Module#using supports reopen and inheritance



● ● ● An example of Module#using

```
module A; refine(X) { ... } end
module B; refine(X) { ... } end
class Foo; using A end
class Foo
  # A is activated in a reopened definition of Foo
end
module Bar
  using B
  class Baz < Foo
    # A is activated in a subclass Baz of Foo
    # A has higher precedence than B
  end
end
```



● ● ● using and include

```
module A; refine(X) { ... } end
module Foo; using A end
class Bar
  include Foo
  # include does not activate A
end
```



○ ● ● Precedence of refinements

- Refinements imported in subclasses have higher precedence
- Later imported refinements have higher precedence
- Refinements imported in the current class or its superclasses have higher precedence than refinements imported in outer scopes
- If a refined class has a subclass, methods in the subclass have higher precedence than those in the refinement



● ● ● An example of precedence

```
class Foo; end
module Bar; refine Foo do end end
module Baz; refine Foo do end end
class Quux < Foo; end
class Quuux
  using Bar
end
module Quuuux
  using Baz
  class Quuuuux < Quuux
    def foo
      # Quux -> Bar -> Baz -> Foo
      Quux.new.do_something
    end
  end
end
end
```



Using original features

- super in a refined method invokes the original method, if any
- If there is a method with the same name in a previously imported refinements, super invokes the method
- In a refined method, constants and class variables in the original class is also accessible



An example of super

```
module FloorExtension
  refine Float do
    def floor(d=nil)
      if d
        x = 10 ** d
        return (self * x).floor.to_f / x
      else
        return super()
      end
    end
  end
end

using FloorExtension
p 1.234567890.floor #=> 1
p 1.234567890.floor(4) #=> 1.2345
```



○ ● ● special eval

- Refinements are also activated in `instance_eval`, `module_eval`, and `class_eval`



● ● ● An example of special eval

```
class Foo
  using MathN
end
Foo.class_eval do
  p 1 / 2 #=> (1/2)
end
Foo.new.instance_eval do
  p 1 / 2 #=> (1/2)
end
```



Compatibility

- No syntax extensions
 - No new keywords
- The behavior of code without refinements never change
- However, if existing code has a method named `refine` or `using`, it may cause some problems



○ ● ● Applications of refinements

- Refinements of built-in classes
- Internal DSLs
- Nested methods



○ ● ● Refinements of built-in classes

- Refinements are activated in particular scopes
- So you can violate LSP like MathN
- Refinement inheritance is useful for frameworks



Example

```
class ApplicationController < ActionController::Base
  using ActiveSupport::All
  protect_from_forgery
end

class ArticlesController < ApplicationController
  def index
    @articles = Article.where("created_at > ?", 3.days.ago)
  end
end
```



Internal DSLs

- Methods for DSLs need not be available outside DSLs
- So these methods can be defined in refinements
- `instance_eval` and `module_eval` are useful for DSLs



Example

```
module Expectations
  refine Object do
    def should ... end
    ...
  end
end

def it(msg, &block)
  Expectations.module_eval(&block)
end

it "returns 0 for all gutter game" do
  bowling = Bowling.new
  20.times { bowling.hit(0) }
  bowling.score.should == 0
end
```



Nested methods

```
def fact(n)
  # fact_iter is defined in refinements
  # available only in fact
  def fact_iter(product, counter, max_count)
    if counter > max_count
      product
    else
      fact_iter(counter * product,
                counter + 1, max_count)
    end
  end
end

fact_iter(1, 1, n)
end
```



○ ● ● Benchmark

- make benchmark (5 times)
- Environment
 - CPU: Intel Core 2 Duo U7600 1.2GHz
 - RAM: 2GB
 - OS: Linux 2.6.34 (Ubuntu 10.04)



Additional benchmarks

- For refinements

- bm_ref_factorial.rb

- bm_ref_fib.rb

- For nested methods

- bm_ref_factorial2.rb



○ ● ● bm_ref_factorial.rb

```
if defined?(using)
  module Fact
    refine Integer do
      def fact ... end
    end
  end
else
  class Integer
    def fact ... end
  end
end
```

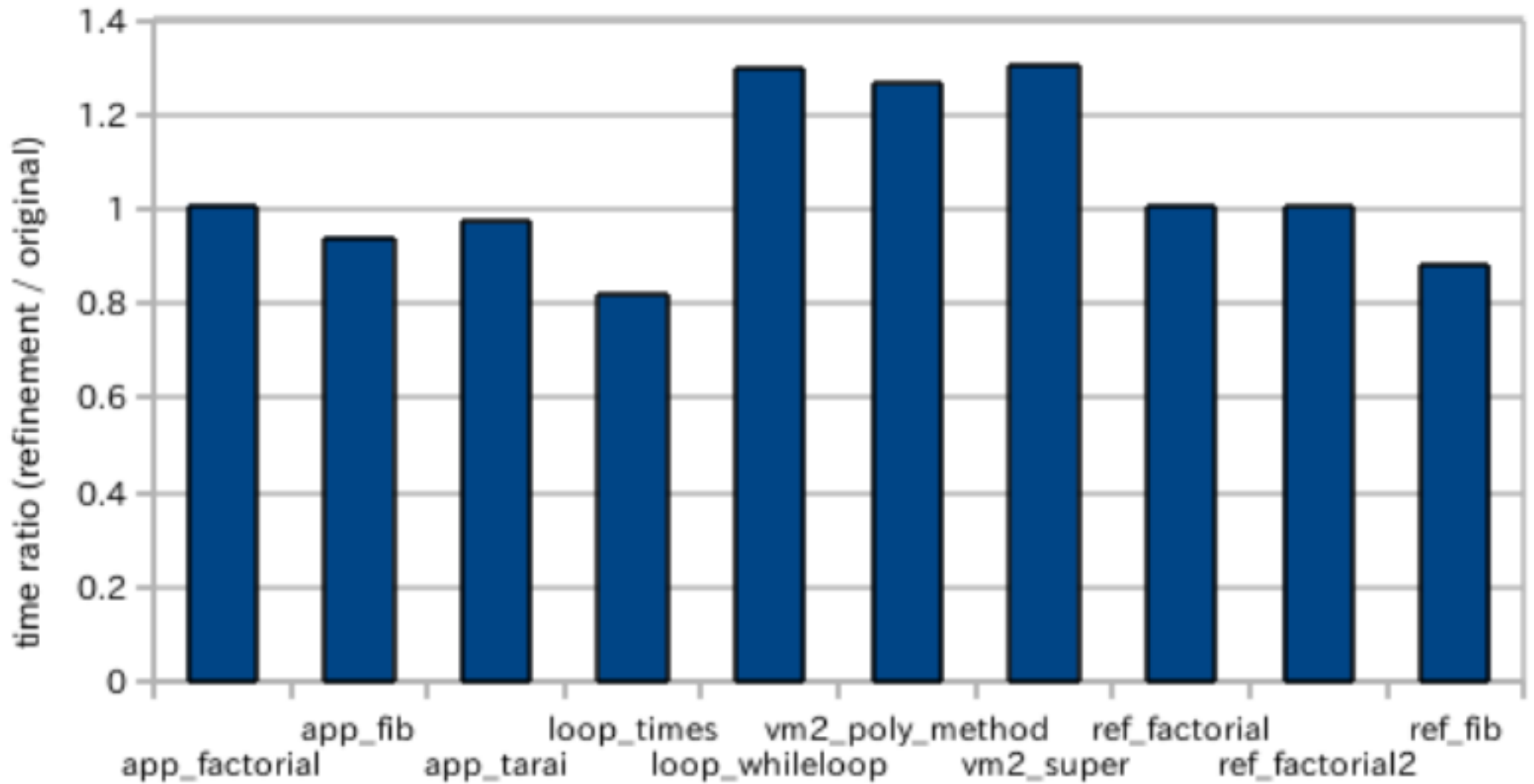


○ ● ● Benchmark result

- Average 2.5% slower than the original Ruby



○ ● ● Samples



○ ● ● Considerations

- Should include and using be integrated?
- Should modules be refinable?
- Should singleton methods be refinable?
- Implementation improvement



○ ● ● Patch

- <http://shugo.net/tmp/refinement-r29498-20101109.diff>



○ ● ● Conclusion

- Refinements achieve a good balance between extensibility and modularity

○ ● ● Thank you

● Any questions?