

# The Power of Crystal:

A language for humans and computers

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# Agenda

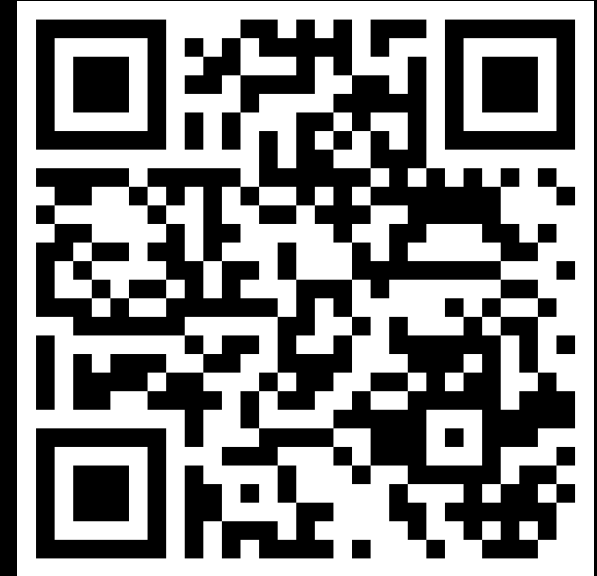
- Intro to Crystal
- Comparison with Ruby
- Combined Power
- Learnings for Ruby devs

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Follow the slides

[straight-shoota.github.io/power-of-crystal](https://straight-shoota.github.io/power-of-crystal)

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[crystal-lang.org/install](https://crystal-lang.org/install) | [play.crystal-lang.org](https://play.crystal-lang.org)

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# Benefits of Ruby

- User-friendly syntax
- Versatile and productive
- Simple and intuitive

Matz (1993): “*What would a really good programming language look like?*”

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```
puts "Hello, Crystal!"
```

# Ruby Drawbacks

- Type checking
- Raw performance
- Software distribution
- Concurrency

# Crystal's answers

- Goodies from Ruby's lineage
- Static typing with type inference
- Compiles to highly efficient machine code
- Strong, intuitive concurrency model

# Syntax

```
# src/hello.crb

# Polyglot program that is valid Ruby and Crystal
# and can tell one from the other

LANGUAGE = Array.to_s == "Array(T)" ? "Crystal" : "Ruby"

puts "Hello, #{LANGUAGE}!"
```

# Syntax

```
# src/hello.crb

# Polyglot program that is valid Ruby and Crystal
# and can tell one from the other

LANGUAGE = Array.to_s == "Array(T)" ? "Crystal" : "Ruby"

puts "Hello, #{LANGUAGE}!"
```

```
$ ruby src/hello.crb
Hello, Ruby!
```

```
$ crystal src/hello.crb
Hello, Crystal!
```

# Batteries included

```
# A very basic HTTP server
require "http/server"

server = HTTP::Server.new do |context|
  context.response.content_type = "text/plain"
  context.response.print "Hello, Crystal!"
end

address = server.bind_tcp(8080)
puts "Listening on http://#{address}"

server.listen
```

```
$ crystal build --release src/http-server.cr
```

```
$ ./http-server &
```

```
$ wrk -t8 -c400 -d60s http://localhost:8080/
```

```
Running 1m test @ http://localhost:8080/
```

```
8 threads and 400 connections
```

Thread Stats	Avg	Stdev	Max	+/-	Stdev
Latency	7.11ms	1.09ms	17.66ms	79.34%	
Req/Sec	7.07k	1.15k	62.53k	85.64%	

```
3373196 requests in 1.00m, 334.56MB read
```

```
Requests/sec: 56126.81
```

```
Transfer/sec: 5.57MB
```

# Static Typing

- Type safety
- Feels dynamic

```
def add(a, b)  
  a + b  
end
```

```
add 1, 2 # => 3
```

```
add "foo", "bar" => "foobar"
```



# Static Typing

- Type safety
- Feels dynamic

```
def add(a, b)
  a + b
end
```

```
add 1, 2 # => 3
```

```
add "foo", "bar" => "foobar"
```

```
add "foo", 2 # Error: instantiating 'add(String, Int32)
              # Error: expected argument #1 to 'String#+'
              # to be Char or String, not Int32
```

# Static Typing

```
ary = [1, 2, 3]
```

```
ary.class # => Array(Int32)
```

```
ary << 4
```

```
typeof(ary[0]) # Int32
```

```
ary << "foo" # Error: expected argument #1 to 'Array(Int32)#<<'  
             # to be Int32, not String
```

# Static Typing

```
ary = [1, 2, 3] of Int32 | String  
  
ary.class # => Array(Int32 | String)  
  
ary << 4  
typeof(ary[0]) # Int32 | String  
  
ary << "foo"
```

# Static Typing

```
[] # Error: for empty arrays use '[' of ElementType'
```

```
[] of String
```

```
# or
```

```
Array(String).new
```

# Static Typing

instance variables

```
class Foo
  @bar = 123

  def initialize(@baz : String)
  end
end
```

# Compilation

```
$ crystal build src/hello.crb
```

```
$ ls -sh hello  
2,0M hello-world
```

```
$ file hello  
hello: ELF 64-bit LSB pie executable, x86-64, version 1 (SYSV),  
dynamically linked, interpreter /lib64/ld-linux-x86-64.so.2,  
BuildID[sha1]=d7768fdb368d11e8e08c9bcaea7cc1a629914f04, for GNU/  
Linux 3.2.0, with debug_info, not stripped
```

```
$ ./hello  
Hello, Crystal!
```

# Compilation

- Runtime is embedded into the binary
- LLVM backend generates efficient code
- Limited dynamic language features

# Metaprogramming: `macro`

Code that writes other code at compile time



# Metaprogramming: **macro**

Code that writes other code at compile time

```
macro getter(var)
```

```
  # macro body
```

```
end
```

```
getter foo
```

# Metaprogramming: macro

Code that writes other code at compile time

```
macro getter(var)
```

```
  # macro body
```

```
end
```

```
getter foo
```

Macro expansion:

```
# macro body
```

# Metaprogramming: macro

Code that writes other code at compile time

```
macro getter(var)
  def {{ var.id }}
    @{{ var.id }}
  end
end
```

```
getter foo
```

Macro expansion:

```
def foo
  @foo
end
```

# Metaprogramming: def

```
class Foo
  def ==(other)
    {% for ivar in @type.instance_vars %}
      return false unless @{{ivar.id}} == other.{{ivar.id}}
    {% end %}
    true
  end
end
```

# Metaprogramming: def

```
class Foo
  def ==(other)
    {% for ivar in @type.instance_vars %}
      return false unless @{{ivar.id}} == other.{{ivar.id}}
    {% end %}
    true
  end
end
```

Macro expansion:

# Metaprogramming: def

```
class Foo
  def ==(other)
    {% for ivar in @type.instance_vars %}
      return false unless @{{ivar.id}} == other.{{ivar.id}}
    {% end %}
    true
  end
end
```

## Macro expansion:

```
# macro expansion of method body with ivars @bar and @baz
return false unless @baz == other.@baz
return false unless @bar == other.@bar
true
```

# API gotchas

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- `#includes?` instead of `#include?`



# API gotchas

- `#includes?` instead of `#include?`
- Only `#reduce`, no `#inject`
- Only `#size`, no `#length`

# Concurrency

- Lightweight threads, CSP-style
- `spawn foo()` launches a `Fiber`
- Deeply integrated into the runtime
- `socket.puts "ping"`
- Communication via `Channel`

# Dependencies

```
# shard.yml
name: my-first-crystal-app
version: 1.0.0

dependencies:
  mysql:
    github: crystal-lang/crystal-mysql
    version: >=0.16.0
```

```
$ shards install
$ shards update
```

# Ruby with Crystal

## Embed Crystal code directly in Ruby

```
require 'crystalruby'

module MyTestModule
  # The below method will be replaced by a compiled Crystal version
  # linked using FFI.
  crystalize [a: :int, b: :int] => :int
  def add(a, b)
    a + b
  end
end

# This method is run in Crystal, not Ruby!
MyTestModule.add(1, 2) # => 3
```

[wouterken/crystalruby](https://github.com/wouterken/crystalruby)

# Crystal with Ruby

Embed an mruby interpreter in Crystal

```
require "anyolite"  
  
Anyolite::RbInterpreter.create do |rb|  
  rb.execute_script_line(%[puts "Hello from Ruby"])  
end
```

[Anyolite/anyolite](#)

# Combine Ruby & Crystal

- delegate performance-critical workloads
- background job processing
- service backend

# Learnings for Rubyists

## avoiding repeat calculations

```
abstract def bar : String | Nil
abstract def foo(arg : String)
```

```
if bar
  foo(bar) # Error: expected argument #1 to 'foo'
           # to be String, not (String | Nil)
end
```

# Learnings for Rubyists

## avoiding repeat calculations

```
abstract def bar : String | Nil
abstract def foo(arg : String)
```

```
if bar
  foo(bar) # Error: expected argument #1 to 'foo'
           # to be String, not (String | Nil)
end
```

```
if b = bar
  foo(b)
end
```



# Learnings for Rubyists

```
{  
  "action" => "foo",  
  "credentials" => {  
    "id" => "abc",  
    "secret" => "psst"  
  },  
  "value" => 12,  
}
```

- Language introduction tutorial
- Crystal for Rubyists
- Crystal for Rubyists
- Crystal-Shards-for-Ruby-Gems
- Excercism Track

# Conclusion

- Crystal can be a useful asset in your toolbox
- Enhance your Ruby project
- Knowing Ruby makes you almost a Crystal developer
- Knowing Crystal makes you a better Ruby developer

Thank you

