

Perl and complaints about \$_

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What is Perl?

- a programming language
 - high-level
 - general purpose
 - interpreted
 - dynamic
- “the Swiss Army chainsaw of programming languages”
- “duct tape that holds the Internet together”

Complaint #1

- “I’m not doing everything I could be doing.”
- Are you sure you want to do everything you could be doing?

Complaint #1

“I’m not doing everything I could be doing.”

Portability across platforms

- C source code is portable – or is it?
- ```
#ifdef _WIN32
include <windows.h>
#else
include <unistd.h>
#endif
```

# Complaint #1

“I’m not doing everything I could be doing.”

## Data structures

- e.g. get unique elements from a list of strings
- `my @uniq = do { my %seen; grep { not $seen{$_}++ } @list };`

- In other words...

```
my (%seen, @uniq);
for my $elem (@list) {
 if (not $seen{$elem} ++) {
 push @uniq, $elem;
 }
}
```

# Complaint #1

“I’m not doing everything I could be doing.”

## Memory management

- memory leak (lost pointer)
- invalid deallocation (double delete)
- garbage collection
- debugging mostly at runtime

# Complaint #1

“I’m not doing everything I could be doing.”

## Code safety

- invalid read / invalid write (segmentation fault)

```
i = a[-1];
$i = $a[-1];
```

- buffer overflow attacks

```
struct entitlements {
 int allow_read;
 int allow_write;
} user1;
my $user1 = {
 allow_read => undef,
 allow_write => undef,
};
```

# Complaint #2

- “Interpreted languages are slow.”
- Do you know where the bottlenecks are in your system?



# Complaint #2

“Interpreted languages are slow.”

<http://rosettacode.org/>

```
void bubble_sort (int *a, int n) {
 int i, s, t;
 while (1) {
 s = 0;
 for (i = 1; i < n; i++) {
 if (a[i] < a[i - 1]) {
 t = a[i];
 a[i] = a[i - 1];
 a[i - 1] = t;
 s = 1;
 }
 }
 if (!s) break;
 }
}
```

```
sub bubble_sort {
 for my $i (0 .. $#_) {
 for my $j ($i + 1 .. $#_) {
 @_[$i, $j] = @_[$j, $i]
 if $_[$j] < $_[$i];
 }
 }
}
```

3 ms vs 40 ms

# Complaint #3

- “Why another language?”
- Why not? ;-)

# Complaint #3

## “Why another language?”

- New language – new way to look at things
- ```
sub square_root {  
  my %cache;  
  return sub {  
    unless ( defined $cache{$_[0]} ) {  
      say "sqrt($_[0])";  
      $cache{$_[0]} = sqrt $_[0];  
    }  
    return $cache{$_[0]};  
  };  
}
```

```
my $fn_sqrt = square_root;  
say $fn_sqrt->(4);  
say $fn_sqrt->(4);
```

Complaint #4

- “Weak typing is unsafe.”
- Did you know that C features weak typing?

Complaint #4

“Weak typing is unsafe.”

weak vs strong typing

- Strong typing

```
Integer a = 2;  
String b = "2";  
System.out.println(a.toString() + b); // 22  
System.out.println(a + new Integer(b)); // 4
```

- Weak typing

```
my $a = 2;  
my $b = "2";  
say $a . $b; # 22  
say $a + $b; # 4
```

- DWIM

Complaint #5

- “Dynamic typing is unsafe.”
- Does static typing eliminate the need for unit tests?

Complaint #5

“Dynamic typing is unsafe.”

dynamic vs static typing

- Static typing

```
class PekinDuck implements Duck {  
    public void quack() { ... }  
}  
// ...  
Duck duck = new PekinDuck();  
duck.quack();
```

- Dynamic typing

```
my $duck = PekinDuck->hatch();  
$duck->quack;  
# eval { $duck->quack };  
# $duck->quack if $duck->can('quack');
```

Complaint #5

“Dynamic typing is unsafe.”

duck typing

- “When I see a bird that walks like a duck and swims like a duck and quacks like a duck, I call that bird a duck.”
- say "This bird is a duck." if
`$bird->can('walk') and $bird->can('swim') and $bird->can('quack');`
- Less re-factoring of code, more focus on documentation
- Unit tests: required anyway

Complaint #6

- “Perl’s magic variables freak me out: \$!”
- Have you considered to use the core module `English`?

Complaint #6

“Perl’s magic variables freak me out.”

- use English;
`my $filename = 'non-existent';`
`open(my $fh, '<', $filename)`
`or die "$filename: $OS_ERROR\n";`
- `./test.pl`
`non-existent: No such file or directory`
- TMTOWTDI

Complaint #7

- “You can’t build real systems with Perl.”
- Do you know how many different technologies are typically used in the same project?

Complaint #7

“You can’t build real systems with Perl.”

- Back-end in Java
- Functional tests, command-line management tools in Perl
- Front-end in C#

Complaint #8

- “Perl lacks the tools for profiling.”
- Have you tried `Devel::NYTProf`?

Complaint #8

“Perl lacks the tools for profiling.”

- number of calls made from or to any given subroutine
- time spent within a sub
- time spent making a call to an external sub
- “Hot Spots”

Performance Profile Index

For /usr/local/perl510/bin/perlcritic

Run on Fri Jul 11 18:15:41 2008

Reported on Sat Jul 12 14:09:45 2008

Jump to file...

Top 15 Subroutines — ordered by inclusive time then name

Calls	Inclusive Time	Subroutine
1	125.50478	main:: run
1	103.26587	main:: critique
276	100.73427	Perl::Critic:: critique
18406	67.55152	PPI::Lexer:: lex_statement
276	53.19972	Perl::Critic:: create_perl_critic_document
10005	48.39634	PPI::Lexer:: lex_structure
276	44.98771	PPI::Document::File:: new
552	44.98660	PPI::Document:: new
276	44.95131	PPI::Lexer:: lex_file
276	44.65590	Perl::Critic:: gather_violations
276	42.17325	PPI::Lexer:: lex_tokenizer
276	42.14213	PPI::Lexer:: lex_document
182840	24.01975	PPI::Lexer:: get_token
5244	22.88753	Perl::Critic:: critique
156319	22.31284	PPI::Tokenizer:: get_token

For more information see the [full list of 2250 subroutines](#).

Source Code Files — ordered by exclusive time then name

Stmts	Exclusive Time	Avg.	Reports	Source File
283415	22.85457	0.00008	line • block • sub	Perl/Critic/Utils.pm
5179680	17.83263	3e-06	line • block • sub	PPI/Node.pm
5647152	10.70589	2e-06	line • block • sub	PPI/Tokenizer.pm
2936012	10.12032	3e-06	line • block • sub	PPI/Lexer.pm
3088391	7.32645	2e-06	line • block • sub	PPI/Document.pm
1701147	5.89129	3e-06	line • block • sub	PPI/Element.pm
342495	2.78171	8e-06	line • block • sub	Params/Util.pm
922954	2.48271	3e-06	line • block • sub	PPI/Token.pm

Complaint #9

- “Perl does not feature failsafe I/O.”
- Have you turned on `autodie`?

Complaint #9

“Perl does not feature failsafe I/O.”

- ```
use autodie;
my $filename = 'non-existent';
open(my $fh, '<', $filename);
```
- ```
./test.pl  
Can't open 'non-existent' for reading: 'No such file or directory' at  
./test.pl line 9
```
- Note: `die` is the same as `throw`, `eval BLOCK` is the same as `try`

Complaint #10

- “Perl code is unreadable.”
- How about commenting your code?

Complaint #10

“Perl code is unreadable.”

- ```
say join ' ', /(..?)/g
 for (unpack 'H*', $msg) =~ /(.{1,32})/g;
```
- In other words...

```
get ascii hex representation of the bytestream in $msg
my $msg_in_hex = unpack 'H*', $msg;

cut $msg_in_hex into max 32 characters long chunks
each chunk will represent at most 16 bytes from the original stream
my @chunks = ($msg_in_hex =~ /(.{1,32})/g);

for each chunk, print the 2-char-long hex representations of
the bytes, separated by spaces, ending in a newline
for my $chunk (@chunks) {
 my @chunk_bytes = ($chunk =~ /(..?)/g);
 say join ' ', @chunk_bytes;
}
```

# Complaint #10

“Perl code is unreadable.”

- Or you could say...

```
get ascii hex representation of the bytestream in $msg
cut $msg_in_hex into max 32 characters long chunks
each chunk will represent at most 16 bytes from the original stream
for each chunk, print the 2-char-long hex representations of
the bytes, separated by spaces, ending in a newline
```

```
say join ' ', /(..?)/g
 for (unpack 'H*', $msg) =~ /(.{1,32})/g;
```