Expressions speed up

... when you are too lazy to calculate everything

What is optimised

- General logic expression:
- Complex logic:
- Arithmetic logic:
- All above:

A & B & C & D (A & !B) I C & D A + B + C + D > 2F & (A + B + C + D > 2)



- Evaluate all rules (terribly slow)
- Use only some of them
- Use regexps for everything



- Reverse Polish Notation
- A & B & C -> A B C & &
- Evaluated rules, applying basic optimisations:
 - A & B & C & D
 - 0 & 1 & 1 & 0
 - A & B & C & D

If A equal to 0 there is no need to evaluate other components

Can we do better?

- We want to organise evaluations to execute faster ops before expensive ops
- We want to have a generic evaluation of the arguments to decide when to stop and return

Solution: AST

- Abstract Syntax Tree a tree of expressions
- Optimize branches in the tree by execution time and frequency
- Apply greedy algorithm to minimise calculations
- Be as lazy as possible (laziness is good!)

AST building





A = 0, B = 1, C = 0



Can we do better?

- In the previous slide we cut merely a single branch
- Not good, still have to evaluate too many unnecessary stuff

AST branches reorder & С В 4 branches skipped A A = 0, B = 1, C = 0Eval order

AST branches reorder

- Prioritise branches with fewer operations in the underneath levels
- Skip unnecessary evaluations
- Reduce the total running time of the expression

N-ary operations



N-ary optimizations

What do we compare?



N-ary optimizations

What do we compare?

Results

- Rspamd with RPN: 200ms on a normal message, 1.6 seconds on stupid large text message (10 Mb of text)
- Rspamd with AST: 40ms on a normal message, 400ms on stupid large text message
- SA: ??? (timeout?)

Further steps

- Greedy algorithm to optimize execution time:
 - calculate frequency and average time of a component
 - minimize expression by applying greedy formula: min(freq / avg_time) for each component

Learn dynamically

- We need to re-evaluate order of AST in the real time
- Solution: periodically evaluate atoms weights and resort tree using the same greedy algorithm
- Average time and cost is already evaluated

Laziness is the source of the progress

