

Write Your C Extension for Ruby

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Bonjour



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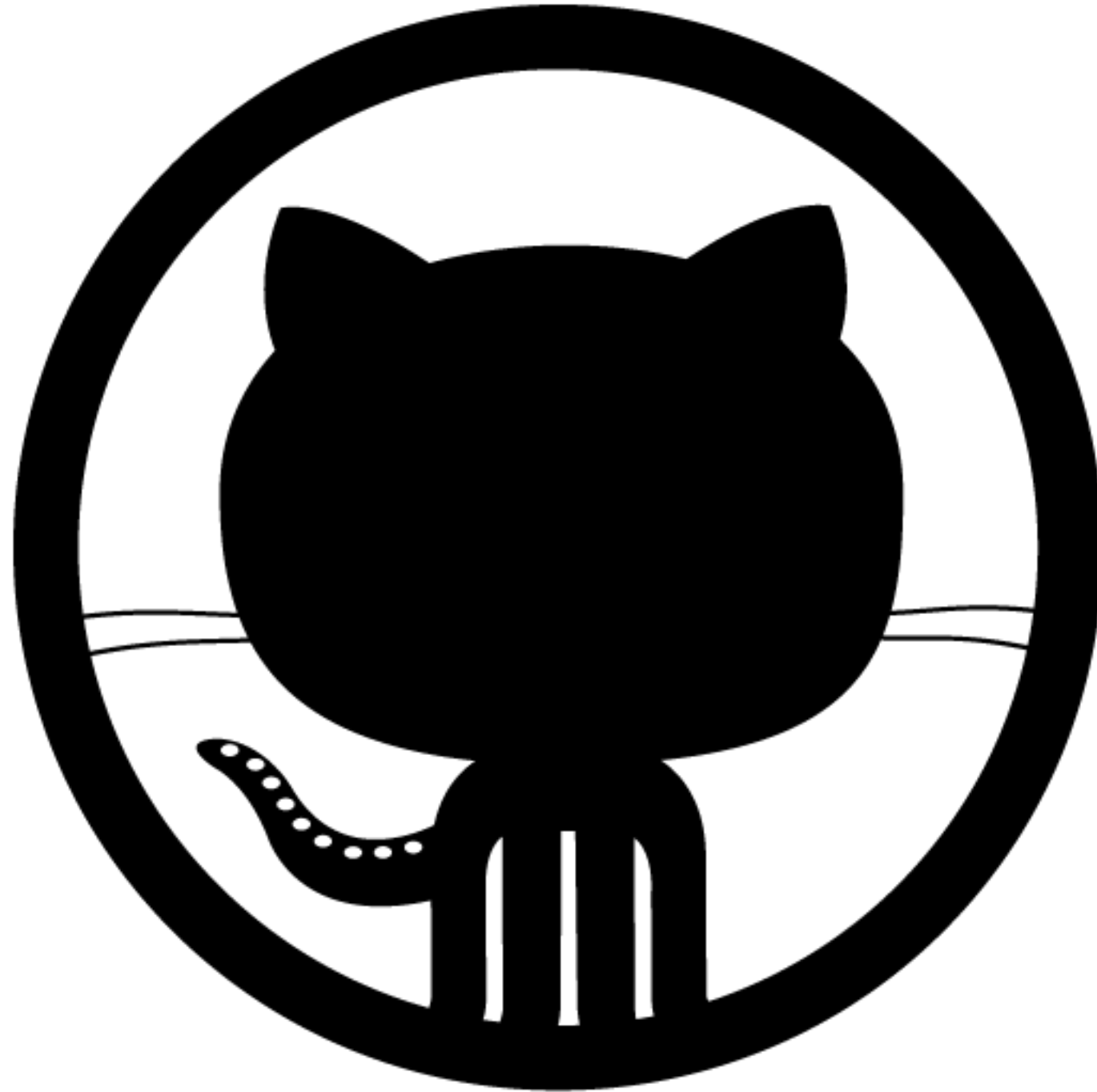
tonytonyjian



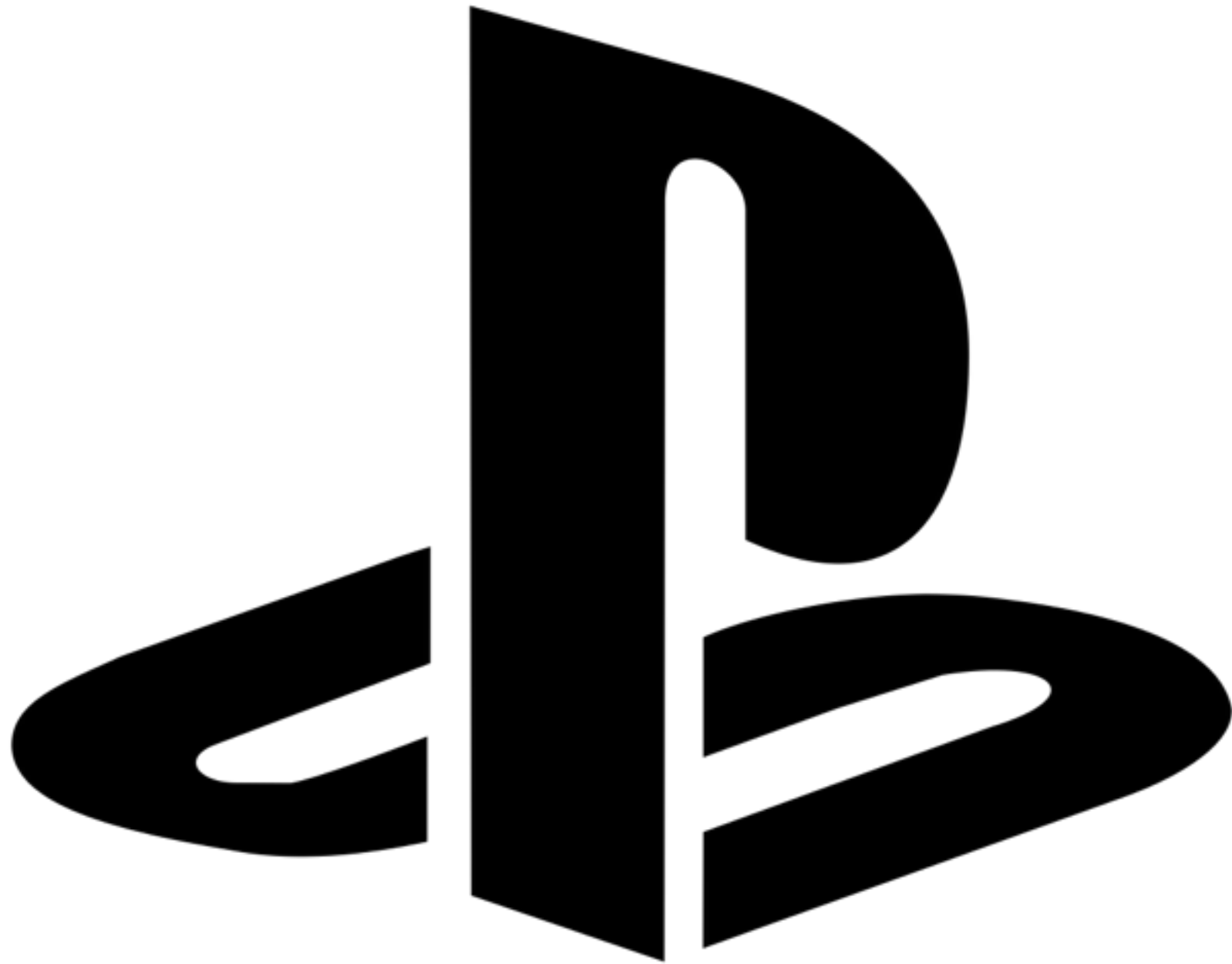
tonytonyj



tonytonyj



tonytonyan



tonytonyan



tonytonyj



Double Keyboard Player



Ruby

Postgraduate

Freelancer

Book Writer



Coach of Rails Girls Taipei



Startup

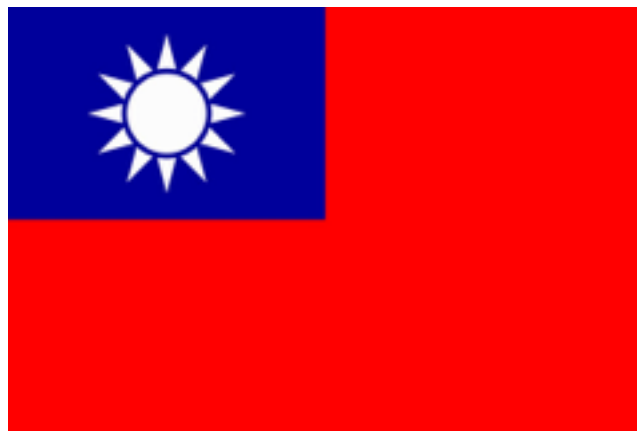


brainana.com

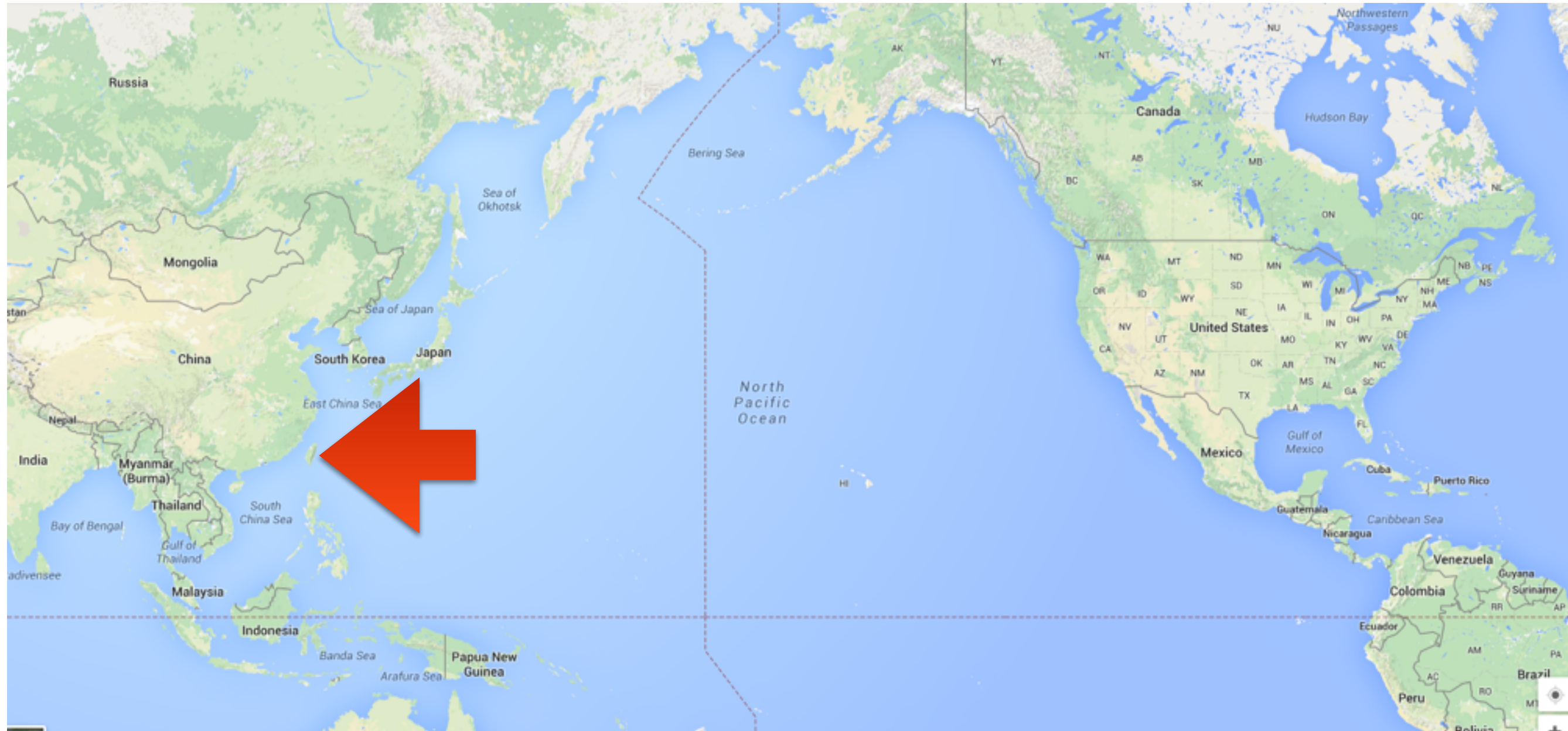
5 x {  } - tw

5xruby.tw

Taiwan



臺灣 (Taiwan)



臺灣 (Taiwan)



2015-02-18

Montreal

Taipei

-18°C

19°C



Happy Chinese New Year

It's Year of the ~~RAM~~ Ram

Write Your C Extension for Ruby

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Overview

- Compilation
- File Structure
- Basic MRI API
- Pointer Wrapper

Why C Extension?



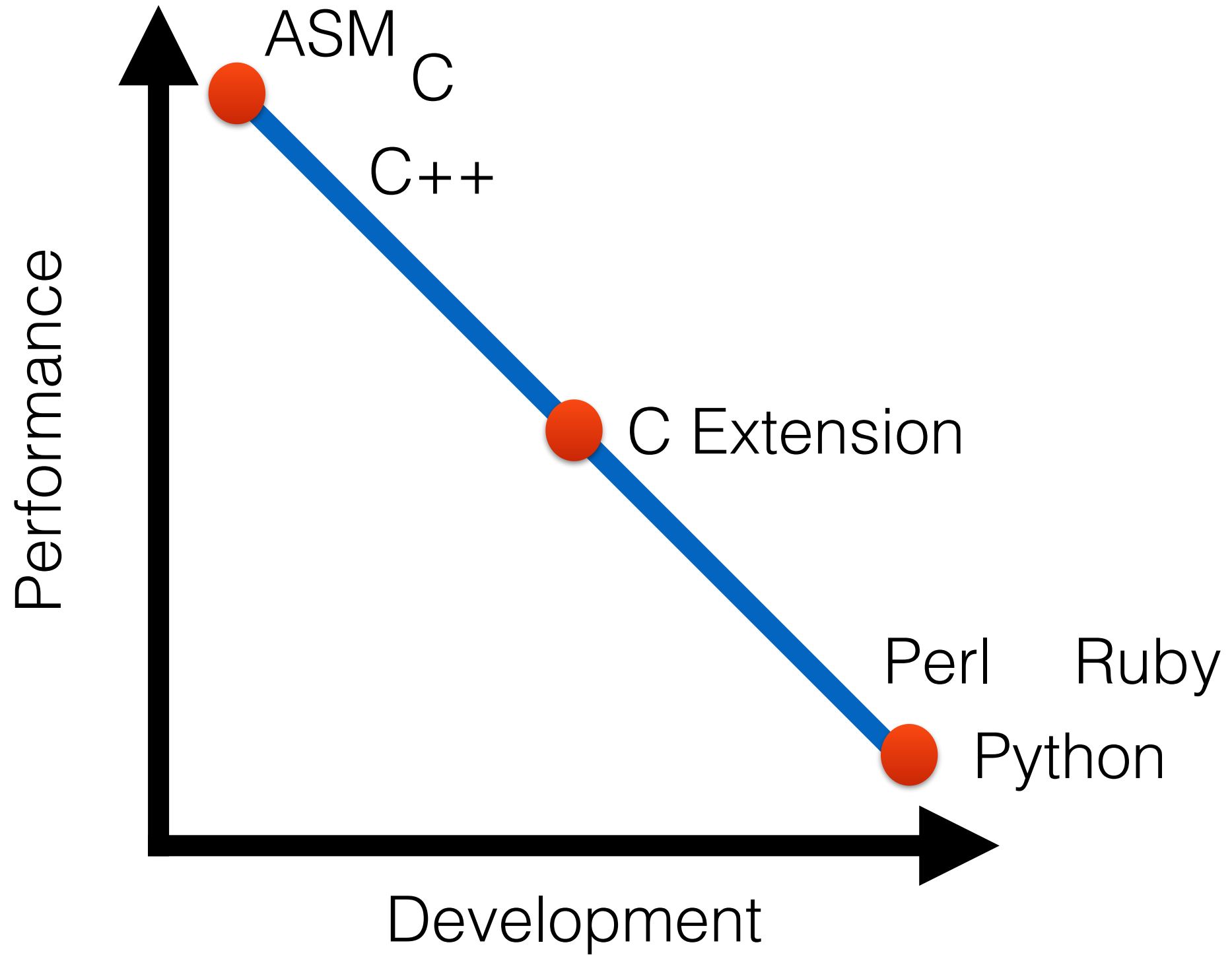
In the world of code, speed defines the winner.

Beast from "Kung Fu Hustle"

“What a fast code!”

“You code fast!”

Code Performance
VS
Development Efficiency



First step?

Profiling Tool

```
gem install ruby-prof
```

Jaro-winkler Distance

Pure Ruby Implementation

1.6918 ms

```
Total Time: 1.691791
Sort by: total_time
```

%total	%self	total	self	wait	child	calls	Name
100.00%	27.55%	1.692	0.466	0.000	1.226	1	Global#[No method]
		1.226	0.016	0.000	1.210	1/1	Integer#times
		1.226	0.016	0.000	1.210	1/1	Global#[No method]
72.45%	0.92%	1.226	0.016	0.000	1.210	1	Integer#times
		1.210	0.118	0.000	1.092	10000/10000	JaroWinkler#distance
		1.210	0.118	0.000	1.092	10000/10000	Integer#times
71.52%	6.98%	1.210	0.118	0.000	1.092	10000	JaroWinkler#distance
		0.881	0.133	0.000	0.748	10000/10000	JaroWinkler#jaro_distance
		0.092	0.013	0.000	0.079	10000/60000	Enumerable#each_with_index
		0.042	0.014	0.000	0.028	10000/10000	Hash#merge

Replace with C Extension

0.5103 ms

Total Time: 0.5103410000000004

Sort by: total_time

%total	%self	total	self	wait	child	calls	Name
100.00%	95.59%	0.510	0.488	0.000	0.022	1	Global#[No method]
		0.022	0.013	0.000	0.009	1/1	Integer#times
		0.022	0.013	0.000	0.009	1/1	Global#[No method]
4.41%	2.61%	0.022	0.013	0.000	0.009	1	Integer#times
		0.009	0.009	0.000	0.000	10000/10000	JaroWinkler#distance
		0.009	0.009	0.000	0.000	10000/10000	Integer#times
1.80%	1.80%	0.009	0.009	0.000	0.000	10000	JaroWinkler#distance

* indicates recursively called methods

Ruby EXIF Readers

```
$ ruby exif_benchmark.rb
```

	user	system	total	real
mini_exiftool	0.150000	0.050000	12.400000	(12.540122)
exifr	0.080000	0.000000	0.080000	(0.083251)
exif	0.010000	0.000000	0.010000	(0.009855)

- mini_exiftool - CLI wrapper of Exiftool
- exifr - Pure Ruby
- exif - C Extension of libexif

GitHub

tonytonyjan/jaro_winkler

tonytonyjan/exif

Make C Extension

Solutions

- C API of Ruby
- rubyinline - mixing C code into Ruby
- SWIG - Simplified Wrapper and Interface Generator

rubyinline

```
require "inline"
class MyTest
  inline do |builder|
    builder.c "
    long factorial(int max) {
      int i=max, result=1;
      while (i >= 2) { result *= i--; }
      return result;
    }"
  end
end
t = MyTest.new()
factorial_5 = t.factorial(5)
```


SWIG

1 function

foo.c

1 declaration

foo.h

libfoo.i



```
$ swig -ruby libfoo.i
```



foo.c

foo.h

libfoo_wrap.c

2k lines

clang/gcc

libfoo.so

3x bigger than MRI C API implementation

SWIG is similar to C, but not C

```
/* libfoo.i */
%module libfoo
%{
    #include "libfoo.h"
%}

%typemap(in, numinputs=0) (double *tax, double *rate) {
    $1 = (double *)malloc(1 * sizeof(double));
    $2 = (double *)malloc(1 * sizeof(double));
};
```

MRI API is just Fine

What happen in “require”

```
require 'foo'
```

It will load “foo.rb”

foo.so, foo.o and foo.bundle

```
RbConfig::CONFIG['DLEXT']
```

**To write a loadable Ruby
module is easy.**

**What about write a
native loadable module?**

Entry of a C Program

```
// main.c
#include <stdio.h>
int main(int argc, char const *argv[]){
    printf("Hello World");
    return 0;
}
```

Entry of C Extension

```
#include <ruby.h>
```

```
int Init_foo(){
```

```
    printf("Hello World\n");
```

```
    return 0;
```

```
}
```

```
$ ruby -e 'require "foo"'  
Hello World
```


Compilation

How to compile?

- Compile in-line
- autoconf/pkg-config
- MakeMakefile (recommended)

Compile in-line

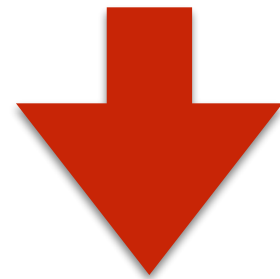
```
clang \  
-I/RUBY/PATH/include/ruby-2.2.0/PLATFORM_NAME \  
-I/RUBY/PATH/include/ruby-2.2.0 \  
-Wl,-undefined,dynamic_lookup -Wl,-multiply_defined,suppress \  
-lpthread -lgmp -ldl -lobjc \  
-o foo.bundle foo.c
```

pkg-config

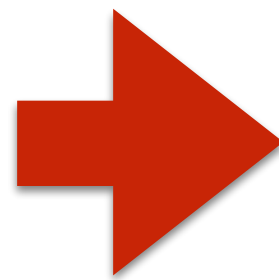
```
export PKG_CONFIG_PATH=/RUBY/PATH/lib/pkgconfig  
clang $(pkg-config --libs --cflags ruby-2.2) -o foo.bundle foo.c
```

mkmf (Make Makefile)

```
# extconf.rb  
require 'mkmf'  
create_makefile('foo')
```



```
$ ruby extconf.rb  
$ make
```



```
.  
├── Makefile  
├── extconf.rb  
├── foo.bundle  
├── foo.c  
└── foo.o  
  
0 directories, 5 files
```

installation path

```
create_makefile("foo_ext")
```

```
require 'foo_ext'
```

```
create_makefile("foo/bar")
```

```
require 'foo/bar'
```

custom source path

```
create_makefile("foo_ext" "src")
```

```
.
├── extconf.rb
└── src
    ├── bar.c
    ├── bar.h
    ├── foo.c
    └── foo.h
```

```
$ ruby extconf.rb
$ make
```

```
.
├── Makefile
├── bar.o
├── extconf.rb
├── foo.o
├── foo_ext.bundle
└── src
    ├── bar.c
    ├── bar.h
    ├── foo.c
    └── foo.h
```

Conditional Processing

Conditional Processing

```
AC_CHECK_HEADERS([foo.h])
AC_CHECK_HEADERS([bar.h], [], [],
[#ifdef HAVE_FOO_H
# include <foo.h>
#endif
])
```

AutoConfig - Generic Header Checks

Conditional Processing

mkmf methods	Compiler Options
have_header("foo")	-DHAVE_FOO_H
have_library("foo")	-lexif
have_type("foo")	-DHAVE_TYPE_FOO
have_var("foo")	-DHAVE_FOO
have_struct_member('struct foo', 'bar')	-DHAVE_STRUCT_FOO_BAR
have_func("foo")	-DHAVE_FOO

It's just DSL

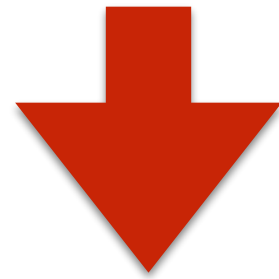
```
have_func 'PQconnectionUsedPassword' or
  abort "Your PostgreSQL is too old. Either install an older version " +
  "of this gem or upgrade your database."
have_func 'PQisthreadsafe'
have_func 'PQprepare'
have_func 'PQexecParams'
have_func 'PQescapeString'
```

Configurable Target Path

```
gem install mysql2 -- --with-mysql-dir=prefix  
gem install mysql2 -- --with-mysql-include=lib --with-mysql-lib=dir
```

dir_config

```
dir_config('foo')
```



```
gem install foo -- --with-foo-dir=prefix
```

```
gem install foo -- --with-foo-include=lib --with-foo-lib=dir
```

Setup Gemspec

```
# foo.gemspec
Gem::Specification.new 'foo', '1.0.0' do |s|
  s.name = 'foo'
  s.summary = 'foo'
  s.authors = %w[tonytonyjan]
  s.files = %w[foo.c]
  s.extensions = %w[extconf.rb]
end
```

That's it

**You't need autotools,
mkmf gives you the best.**

File Structure

```
$ bundle gem NAME --ext
```

Typical File Structure

```
.
├── Gemfile
├── Rakefile
├── ext
│   ├── foo
│   │   ├── extconf.rb
│   │   ├── foo.c
│   │   └── foo.h
├── foo.gemspec
└── lib
    ├── foo
    │   └── version.rb
    └── foo.rb
```

4 directories, 8 files

```
# ext/extconf.rb
require "mkmf"
create_makefile("foo/foo")
```

```
# lib/foo.rb
require "foo/version"
require "foo/foo"
```

mysql2, nokogiri, sqlite3

require 'foo/foo'

It's ambiguous!

Better File Structure

```
.
├── Gemfile
├── Rakefile
├── ext
│   ├── extconf.rb
│   ├── foo.c
│   └── foo.h
├── foo.gemspec
└── lib
    ├── foo
    │   └── version.rb
    └── foo.rb
```

3 directories, 8 files

```
# ext/extconf.rb
require "mkmf"
create_makefile("foo_ext")
```

```
# lib/foo.rb
require "foo/version"
require "foo_ext"
```

pg, bcrypt, eventmachine

Development Workflow

**`gem install` will generate
Makefile & build
automatically.**

While developing...

```
$ cd ext/
```

```
$ ruby extconf.rb
```

```
$ make
```

```
$ cd ..
```

```
$ ruby -I ext -r foo_ext -e '...'
```

It's too tedious.

Life can be easier.

gem install rake-compiler

```
# Rakefile
require "rake/extensiontask"

Rake::ExtensionTask.new("foo_ext") do |ext|
  ext.ext_dir = "ext"
end
```

\$ rake -D

```
rake clean
```

```
Remove any temporary products.
```

```
rake clobber
```

```
Remove any generated file.
```

```
rake compile
```

```
Compile all the extensions
```

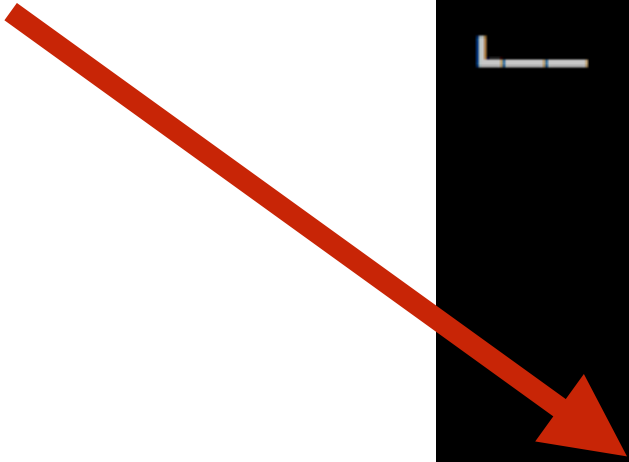
```
rake compile:foo_ext
```

```
Compile foo_ext
```

Using rake-compiler

\$ rake compile test

```
.
├── Gemfile
├── Rakefile
├── ext
│   ├── extconf.rb
│   ├── foo.c
│   └── foo.h
├── foo.gemspec
└── lib
    ├── foo
    │   └── version.rb
    ├── foo.rb
    └── foo_ext.bundle
```



**rake-compiler is for
development.**

**It's nothing to do with
gem installation.**

Basic C API

Key Knowledge

- Ruby is OO, C is not.
- C variables have types but data don't.
- Ruby variables have no types but data do.
- Data in Ruby are represented by C type "VALUE", and "VALUE" data has its own data-type.

Define Module/Class

Ruby

```
module Foo; end  
class Bar; end
```

```
Bar.superclass #=> Object
```

C

```
void  
Init_foo_ext(void)  
{  
    VALUE rb_mFoo = rb_define_module("Foo");  
    VALUE rb_cBar = rb_define_class("Bar", rb_cObject);  
}
```

Nested Class/Module

Ruby

```
module Foo
  class Bar; end
  module Buz; end
end
```

C

```
void Init_foo_ext(void){
  VALUE rb_mFoo = rb_define_module("Foo");
  VALUE rb_cBar = rb_define_class_under(rb_mFoo, "Bar", rb_cObject);
  VALUE rb_mBuz = rb_define_module_under(rb_mFoo, "Buz");
}
```

```
VALUE rb_define_class(const char *name, VALUE super);  
VALUE rb_define_module(const char *name);  
VALUE rb_define_class_under(VALUE outer, const char *name, VALUE super);  
VALUE rb_define_module_under(VALUE outer, const char *name);
```

Define Method

Ruby

```
class Bar
  def self.hello(name); puts "Hello, #{name}" end
  def world; puts "World" end
end
```

function pointer

C

```
rb_define_singleton_method(rb_cBar, "hello", hello, 1);
rb_define_method(rb_cBar, "world", hello, 0);
```

argc



self



```
VALUE hello(VALUE instance, VALUE name){  
    printf("hello %s\n", StringValueCStr(name));  
    return Qnil;  
}
```

Convert Ruby String to C String



Singleton Instance of rb_cNilClass
(there are also Qfalse, Qtrue)

```
VALUE world(VALUE klass){  
    printf("world\n");  
    return Qnil;  
}
```



self

Ruby data \leftrightarrow C data

	Fixnum	Numeric	String
int	FIX2INT(value) INT2FIX(i)	NUM2INT(value) INT2NUM(I)	
long	FIX2LONG(value) LONG2FIX(I)	NUM2LONG(value) LONG2NUM(I)	
double		NUM2DBL(value) rb_float_new(f)	
char*			StringValueCStr(value) rb_str_new_cstr(s)

Steps of implementation

```
VALUE func(VALUE self, VALUE argv...){  
    // 1. Check types of arguments  
    // 2. convert arguments to C data  
    // 3. process C data  
    // 4. return VALUE object  
}
```

Type Checking

Ruby

```
case obj
when Module then # ...
when Class then # ...
else raise 'not valid'
end
```

C

```
switch (TYPE(rb_mFoo)){
  case T_MODULE:
    // process Module
    break;
  case T_CLASS:
    // process Class
    break;
  default:
    rb_raise(rb_eTypeError, "not valid value");
    break;
}
```

internal VALUE Types

T_NIL	T_STRING	T_STRUCT	T_FILE
T_OBJECT	T_REGEXP	T_BIGNUM	T_TRUE
T_CLASS	T_ARRAY	T_FIXNUM	T_FALSE
T_MODULE	T_HASH	T_COMPLEX	T_DATA
T_FLOAT	T_SYMBOL	T_RATIONAL	

Pointer Wrapper

C is not OOP

**However, there is
structure in C.**

```
u = User.new("Weihang", "An engineer")
u.hello # => print: "Hi, I'm Weihang"
```

u1 = User.new(...)



User instance

new()
hello()

Wrapped C Struct

char name[20]
char desc[20]

u2 = User.new(...)



User instance

new()
hello()


Wrapped C Struct

char name[20]
char desc[20]

```
// user.h
typedef struct {
    char name[20];
    char desc[20];
} User;

static VALUE new(VALUE self, VALUE name, VALUE desc);
static VALUE hello(VALUE self);

VALUE rb_cBar = rb_define_class_under(rb_mFoo, "Bar", rb_cObject);
rb_define_singleton_method(rb_cBar, "new", new, 2);
rb_define_method(rb_cBar, "hello", hello, 0);
```



User#new(name, desc)

Ruby class

C struct

return

```
static VALUE new(VALUE self, VALUE name, VALUE desc){  
    User* user;  
    VALUE rb_user = Data_Make_Struct(self, User, 0, -1, user);  
    strncpy(user->name, StringValueCStr(name), 19);  
    strncpy(user->desc, StringValueCStr(desc), 19);  
    return rb_user;  
}
```

mark function pointer

ActiveRecord::Persistence#destroy

free function pointer

User#hello

Ruby instance C struct return

```
static VALUE hello(VALUE self){  
    User* user;  
    Data_Get_Struct(self, User, user);  
    printf("Hi, I'm %s\n", user->name);  
    return Qnil;  
}
```

What about C++?

```
#include <iostream>
#include "foo.h"
using namespace std;

extern "C" void Init_foo(){
    cout << "Hello, World" << endl;
}
```

That's it!

Learning Resources

- Official Guide
 - <http://guides.rubygems.org/gems-with-extensions/>
- README.EXT in ruby source code
- @tenderlove
 - <http://tenderlovemaking.com/2009/12/18/writing-ruby-c-extensions-part-1.html>
 - <http://tenderlovemaking.com/2010/12/11/writing-ruby-c-extensions-part-2.html>
- Source code of pg, sqlite2, mysql2, nokogiri, kgio, bcrypt, etc
- MRI source code

Thanks for your listening