Language interoperability

Jim Pivarski

Presentation: will redirect to notebooks

Organization of this tutorial

1. Overview of languages
2. Moving functions across languages
3. Moving data across languages
4. Projects: form pairs or small groups and work on one of seven problems

The Big Three: a basis set of features

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language superset of C, others through FFI	hard to break out of the VM	excellent interface to other languages

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- Javascript: embedded in the GUI toolkit that absolutely everyone has installed on their laptops/phones/watches.
- Haskell: too pure and beautiful to touch. It can only be sullied by our unclean hands.

Moving functions across languages

Degrees of cohabitation

Same process

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Same process	Same machine	Same planet
C/C++, Java, and Python can live in the same process, single or multiple threads, calling each other's functions (with care).	It's safer and easier to use multiple processes, but now all communication is asynchronous; concurrency is an issue.	Communicating over a network allows for flexible scale-out, though at a cost of performance.
Statically compiled or dynamically loaded.	Shared memory (fast and dangerous), pipes, localhost sockets, or even intermediate files (don't, though).	Raw sockets, ZeroMQ sockets, HTTP, message queuing systems.

Same process: static and dynamic

Python

Ships with a C API that is very good: nearly all high-performance libraries for Python use it.

Some high-level wrappers on the C API: Cython, Boost::Python, SWIG, TPython (ROOT).

Also has a builtin ctypes library to dynamically load .so files; a little-known gem. [ctypes.ipynb]

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Java/JVM

Ships with a Java Native Interface (JNI) to statically compile native functions into JAR files (Java shared libraries). Not often used in the Java community, prone to error.

But the Java Native Access (JNA) library is a good way to dynamically load .so files (native shared library). [jna.ipynb]

Shared object files: the least common denominator

Unless compiled with the DEBUG flag, .so files only contain function names and their bytecode.

- no number of arguments
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That's why you need .h files to compile a C program. :)

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All languages (including Javascript in Nodejs) can run C functions, given the type info, but very few can run C++. Notably,

- Python (through Cython)
- Julia (through Cxx.jl)
- R (through Rcpp)

Moving data across languages

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Java/JVM

Called "off-heap memory," meaning data not accessible to the garbage collector, this was an unintended hole in the Java specification.

Widely used for performance (Spark, OpenHFT). [offheap.ipynb]

The hard case: arbitrary objects

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The least common denominator is C's structs.

Numpy handles this case as well. [structs.ipynb]

Common meta-typesystem

Transfer protocols such as Google Protobuf, Thrift, and Avro each defines a language-neutral typesystem with only the essentials (arbitrary-length lists, structs, unions, etc.). Dozens of languages know how to read and write these protocols.

A project to keep an eye on: Apache Arrow seeks to define a standard *in-memory* format so that R DataFrames, Pandas DataFrames, and Spark DataFrames can share a pointer to the same memory. (Hopefully ROOT's TDataFrame will follow suit!)

Projects

Form pairs or small groups to solve one

1. JNA has callbacks, pointers, and structs just like ctypes. Repeat the GSL root-finding example with JNA.
2. Do the "time" and "gsl_deriv_central" examples with Cython, rather than ctypes.
3. Numba compiles Python code into native bytecode so that it will run faster. But that also gives us a *native* function pointer to pass to C code. Open [numba.ipynb] and try it.
4. `multiprocessing.RawArray(ctypes.c_double, N)` creates an array of N doubles that can be shared among multiple processes (if you fork them as instances of `multiprocessing.Process`). Cast that memory as Numpy in the shared processes to do work in parallel.
5. If we have access to McMillan's KNLs, try using *numa_alloc_local(nbytes)* in "libnuma.so" to allocate Numpy arrays on MCDRAM.