

Interfacing With Other Languages

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Python: Language & Implementation

Python is a language, but it's also a program.

Definition

A **successful language** is a language with more than one implementation.

The main Python implementation is CPython.

Other Implementations

- Stackless Python (C)
- Jython (Java)
- IronPython (.NET)
- PyPy (Python in Python)
- Pyjamas (Python to Javascript!)
- ...

Writing Extensions

Writing extensions to CPython can be done in C(++) or similar languages (Fortran).

Writing an Extension Example

```
def countchar(string,c):  
    '''  
    C = countchar(string,ch)
```

Counts the number of instances of character ch
in string string. Returns an integer.

```
    '''  
    res = 0  
    for ch in string:  
        if c == ch:  
            res += 1  
    return res
```

Writing A Python Extension

```
PyObject* countchar(PyObject* self, PyObject* args) {  
    const char* string;  
    const char ch;  
    if (!PyArg_ParseTuple(args, "sc",&string,&ch))  
        return NULL;  
    int res = 0;  
    while (*string) {  
        if (ch == *string) ++res;  
        ++string;  
    }  
    return Py_BuildValue("i", res);  
}
```


Writing a Python Extension

- 1 Get the arguments into **C variables**
- 2 Do computation
- 3 Put the arguments into **Python variables**
- 4 Return

Get the Arguments

PyArg_ParseTuple

Like `printf` (or `scanf`), takes a format string.
Powerful, but fragile.

Telling Python About Your Function

```
static PyMethodDef methods[] = {  
    {"countchar", countchar, METH_VARARGS,  
        "countchar(str,ch)\n"  
        "Counts the number of ..."},  
    {NULL, NULL, 0, NULL} /* Sentinel */  
};
```

```
PyMODINIT_FUNC initemptycountchar(void)  
{  
    (void) Py_InitModule("countchar", methods);  
}
```

Embedding C++

Trivial.

Just remember to add a couple of `extern "C"` here and there.

C++ Example

```
extern "C" {  
    #include <Python.h>  
}
```

...

```
const char* module_doc =  
    "countchar module.\n\n"  
    "This is a great module.\n";
```

```
extern "C"  
void initcountchar()  
{  
    (void) Py_InitModule3("countchar", methods, module_  
}
```

Two Layers

- 1 **Python**: Massage the arguments
- 2 **C(++)**: Do computation
- 3 **Python**: Massage results

Example

```
import _countchar

def countchar(s, ch):
    '''
    countchar(str, ch)

    Counts the ...
    '''
    if s is None:
        return 0
    return _countchar(str, ch)
```

Alternatives

SWIG

Does most of what you've seen automatically.

Boost.Python

Allows mixed language applications (Python/C++).

Pros

- Easy to use.
- Widely used.
- Well supported by build tools.

Cons

- Error messages are not Pythonic.
- Leads to undocumented functions.
- **C++ only**: template support lacking.

Pros

- Tight integration of C++/Python
- Amazing Technology

Cons

- Hard to use

Summary

- 1 Use **swig** as your first pass.
- 2 Write your own for control.
- 3 Use Boost.python for very large projects.

There exists a tool, called **f2py** which is similar to swig for Fortran.

Scipy.weave: Inline C++ Code

```
import numpy as np
from scipy import weave
from scipy.weave import converters

p2 = np.zeros(N)
code = '''
for (int i = 0; i != N; ++i) {
    for (int j = 0; j != N; ++j) {
        p2(i) += p(i, j)*p(i, j);
    }
}
'''
weave.inline(
    code,
    ['N', 'p', 'p2'],
    type_converters=converters.blitz)
```

Pros

- Very fast to use
- Convenient syntax

Cons

- Error messages can be hard to parse
- Your code will run differently if you distribute it to people without a C++ compiler.

Cython is language which **extends Python** to make it easier to write Python extensions.

Pros

- Well supported
- Familiar syntax

Cons

- Still in development
(moving target)