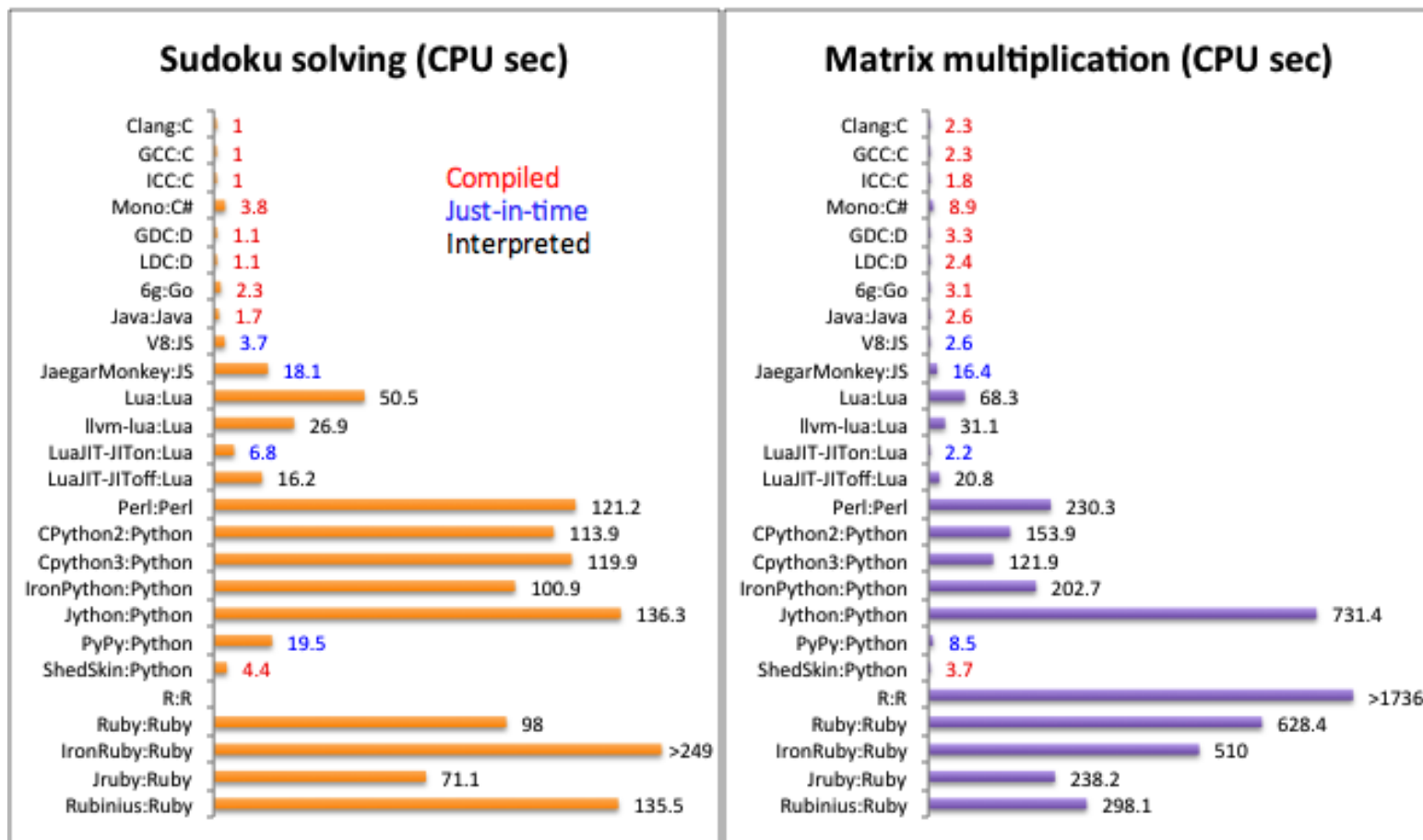
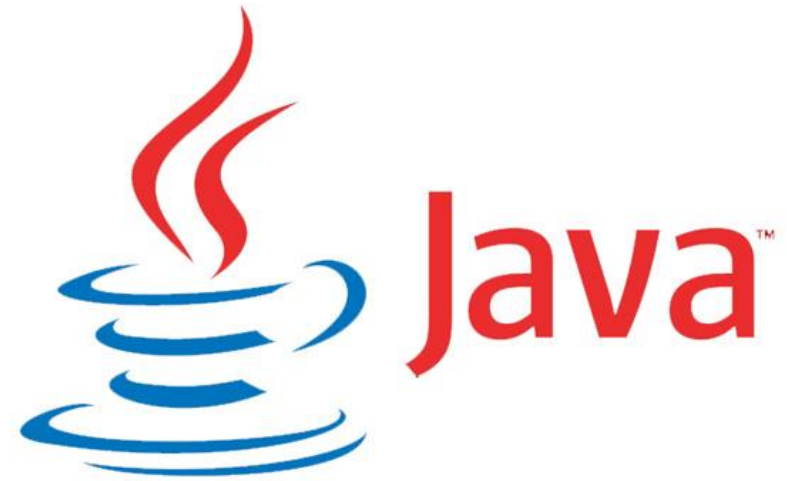


swig 를 이용한 성능개선용 C++ 모듈 래핑

Is python slow?

C/C++ == Speed





Java Native Interface, JNI

먼저 래퍼 클래스를 만든다

```
public class HelloJNI {  
    static {  
        System.loadLibrary("hello");  
    }  
  
    private native void sayHello();  
  
    public static void main(String[] args) {  
        new HelloJNI().sayHello(); // invoke the native method  
    }  
}
```

그걸 컴파일하면 헤더파일이 나온다

```
/* DO NOT EDIT THIS FILE - it is machine generated */
#include <jni.h>
/* Header for class HelloJNI */

#ifndef _Included_HelloJNI
#define _Included_HelloJNI
#ifdef __cplusplus
extern "C" {
#endif
/*
 * Class:      HelloJNI
 * Method:    sayHello
 * Signature: ()V
 */
JNIEXPORT void JNICALL Java_HelloJNI_sayHello(JNIEnv *, jobject);

#ifdef __cplusplus
}
#endif
#endif
```

헤더파일의 시그네처를 복붙한다

```
#include <jni.h>
#include <stdio.h>
#include "HelloJNI.h"

// Implementation of native method sayHello() of HelloJNI class
JNIEXPORT void JNICALL Java_HelloJNI_sayHello(JNIEnv *env, jobject thisObj) {
    printf("Hello World!\n");
    return;
}
```



python API
`#include <Python.h>`

그냥 쓰면 된다

```
from ctypes import cdll
lib = cdll.LoadLibrary('./libfoo.so')

def main():
    lib.func()

if __name__ == "__main__":
    main()
```

```
#include <stdio.h>

void function()
{
    printf("Hello, World!");
}
```

하지만 데이터를 Python API 로 직접 파싱 및 생성해야 한다

```
static PyObject *  
function(PyObject *self, PyObject *args)  
{  
    const char *command;  
    int sts;  
  
    if (!PyArg_ParseTuple(args, "s", &command))  
        return NULL;  
    sts = system(command);  
    if (sts < 0) {  
        PyErr_SetString(SpamError, "System command failed");  
        return NULL;  
    }  
    return PyLong_FromLong(sts);  
}
```



Platform Invoke
P/Invoke

DLL 을 만든 다음 Pinvoke 로 래핑한다

```
#include <stdio.h>

__declspec(dllexport) void HelloWorld ()
{
    printf("Hello, World!\n");
}
```

```
[DllImport("DllMain.dll", CallingConvention = CallingConvention.Cdecl)]
public static extern void HelloWorld();
```

각 언어를 위해 특별히 코드를 작성해야 하기도 한다.

타입 간에 마샬링을 직접 해줘야 하는 경우도 있다

랩핑을 해줘야 하는 경우도 있다

SWIG is a software development tool that connects programs written in C and C++ with a variety of high-level programming languages. <http://www.swig.org>

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🔗 17 branches

📦 51 releases

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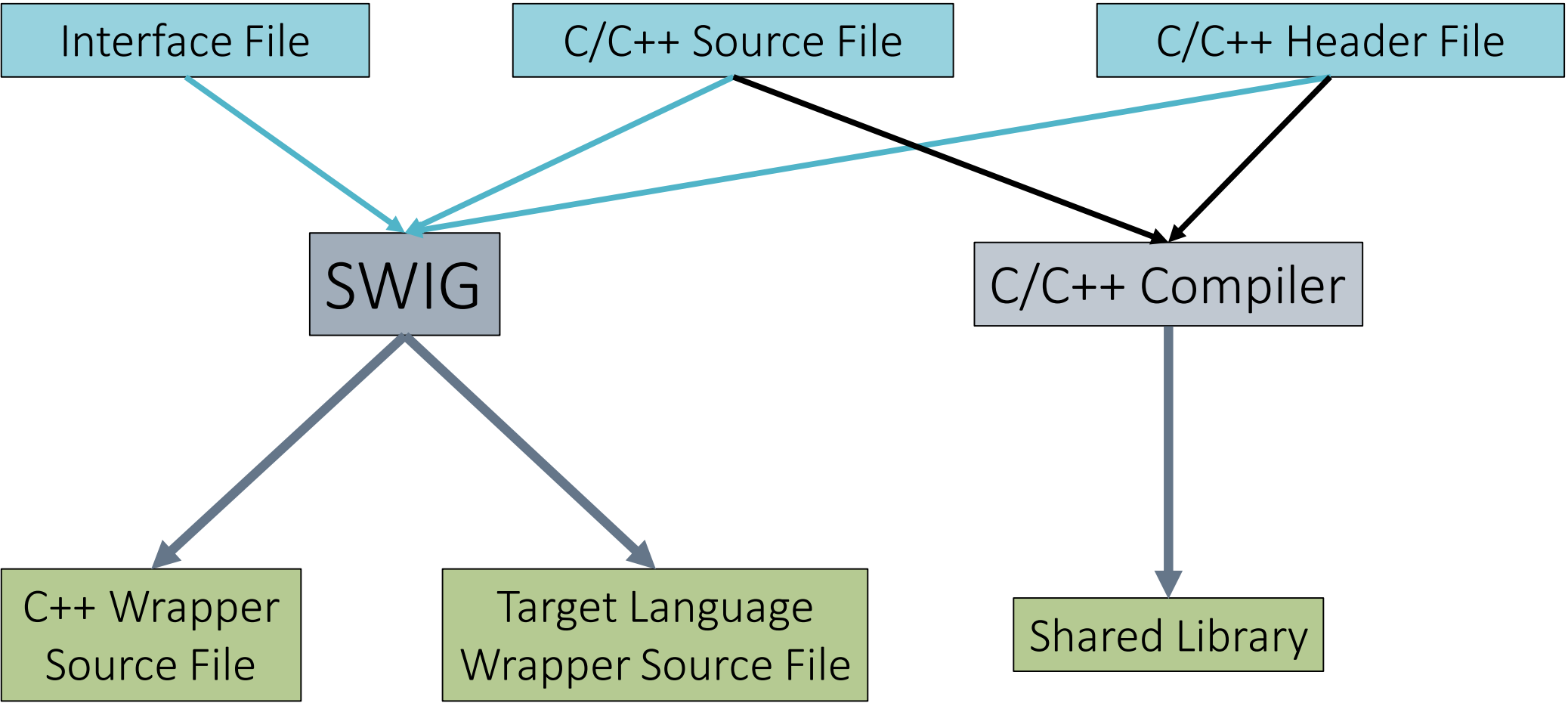
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📁 CCache	whitespace fix	8 months ago
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📁 Win	The great mercae	14 years ago

Code Generation

SWIG currently generates wrapper code for twenty three different target languages:

- Allegro CL
- C#
- CFFI
- CLISP
- Chicken
- D
- Go
- Guile
- Java
- Javascript
- Lua
- Modula-3
- Mzscheme
- OCAML
- Octave
- Perl
- PHP
- Python
- R
- Ruby
- Scilab
- Tcl
- UFFI



Header.h

```
#pragma once
#include <string>

class TestClass
{
private:
    std::string _person;
public:
    void eventRecieveData(std::string const&);
    std::string getData() const;
};
```

Test.i

```
%module ConsoleApp
%{
#include "Header.h"
%}
#include "std_string.i"
#include "Header.h"
```

```
C:\Users\User> swig -csharp Test.i
```

```
❏ ConsoleApp.cs
```

```
❏ ConsoleAppPINVOKE.cs
```

```
❏ TestClass.cs
```

```
❏ Test_wrap.cxx
```

Why Should I Use This????

TestClass.cs

```
public class TestClass : global::System.IDisposable {
    private global::System.Runtime.InteropServices.HandleRef swigCPtr;
    protected bool swigCMemOwn;

    internal TestClass(global::System.IntPtr cPtr, bool cMemoryOwn) {
        swigCMemOwn = cMemoryOwn;
        swigCPtr = new global::System.Runtime.InteropServices.HandleRef(this, cPtr);
    }

    internal static global::System.Runtime.InteropServices.HandleRef getCPtr(TestClass obj) {
        return (obj == null) ? new global::System.Runtime.InteropServices.HandleRef(null, global::System.IntPtr.Zero) : obj.swigCPtr;
    }

    ~TestClass() {
        Dispose();
    }

    public virtual void Dispose() {
        lock(this) {
            if (swigCPtr.Handle != global::System.IntPtr.Zero) {
                if (swigCMemOwn) {
                    swigCMemOwn = false;
                    ConsoleAppPInvoke.delete_TestClass(swigCPtr);
                }
                swigCPtr = new global::System.Runtime.InteropServices.HandleRef(null, global::System.IntPtr.Zero);
            }
            global::System.GC.SuppressFinalize(this);
        }
    }

    public void eventRecieveData(string arg0) {
        ConsoleAppPInvoke.TestClass_eventRecieveData(swigCPtr, arg0);
        if (ConsoleAppPInvoke.SWIGPendingException.Pending) throw ConsoleAppPInvoke.SWIGPendingException.Retrieve();
    }

    public string getData() {
        string ret = ConsoleAppPInvoke.TestClass_getData(swigCPtr);
        return ret;
    }

    public TestClass() : this(ConsoleAppPInvoke.new_TestClass(), true) {
    }
}
```


예외처리가 매우 확실하다

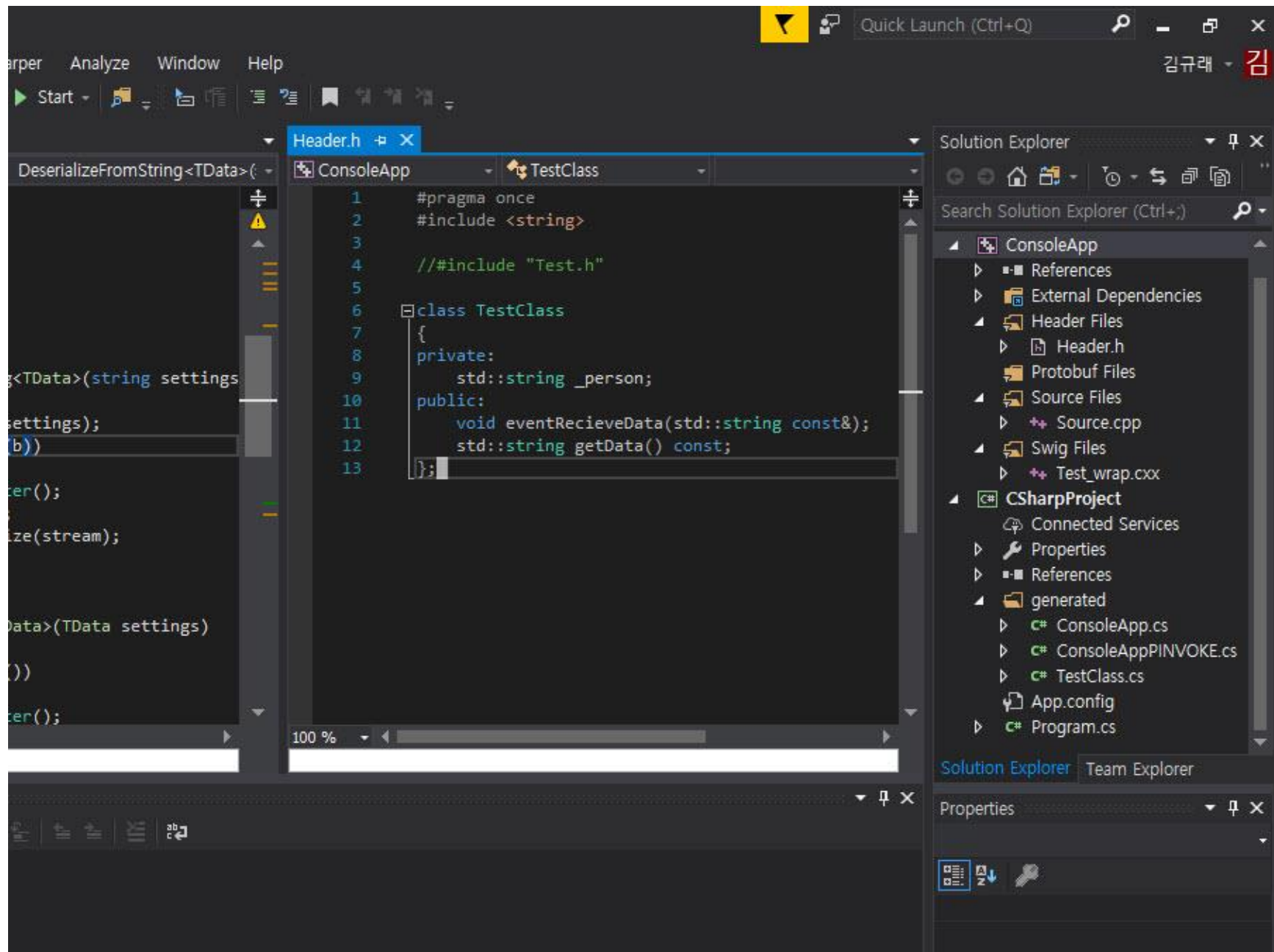
100프로-터진다

```
public delegate void ExceptionDelegate(string message);
public delegate void ExceptionArgumentDelegate(string message, string paramName);

static ExceptionDelegate applicationDelegate = new ExceptionDelegate(SetPendingApplicationException);
static ExceptionDelegate arithmeticDelegate = new ExceptionDelegate(SetPendingArithmeticException);
static ExceptionDelegate divideByZeroDelegate = new ExceptionDelegate(SetPendingDivideByZeroException);
static ExceptionDelegate indexOutOfRangeExceptionDelegate = new ExceptionDelegate(SetPendingIndexOutOfRangeException);
static ExceptionDelegate invalidCastDelegate = new ExceptionDelegate(SetPendingInvalidCastException);
static ExceptionDelegate invalidOperationDelegate = new ExceptionDelegate(SetPendingInvalidOperationException);
static ExceptionDelegate ioDelegate = new ExceptionDelegate(SetPendingIOException);
static ExceptionDelegate nullReferenceDelegate = new ExceptionDelegate(SetPendingNullReferenceException);
static ExceptionDelegate outOfMemoryDelegate = new ExceptionDelegate(SetPendingOutOfMemoryException);
static ExceptionDelegate overflowDelegate = new ExceptionDelegate(SetPendingOverflowException);
static ExceptionDelegate systemDelegate = new ExceptionDelegate(SetPendingSystemException);

static ExceptionArgumentDelegate argumentDelegate = new ExceptionArgumentDelegate(SetPendingArgumentException);
static ExceptionArgumentDelegate argumentNullDelegate = new ExceptionArgumentDelegate(SetPendingArgumentNullException);
static ExceptionArgumentDelegate argumentOutOfRangeDelegate = new ExceptionArgumentDelegate(SetPendingArgumentOutOfRangeException);
```

개발사이클이 엄청
짧아진다



하지만 물론 단점도 있다

툴이 지원하는 C/C++ 기능들에 함정이 엄청 많다

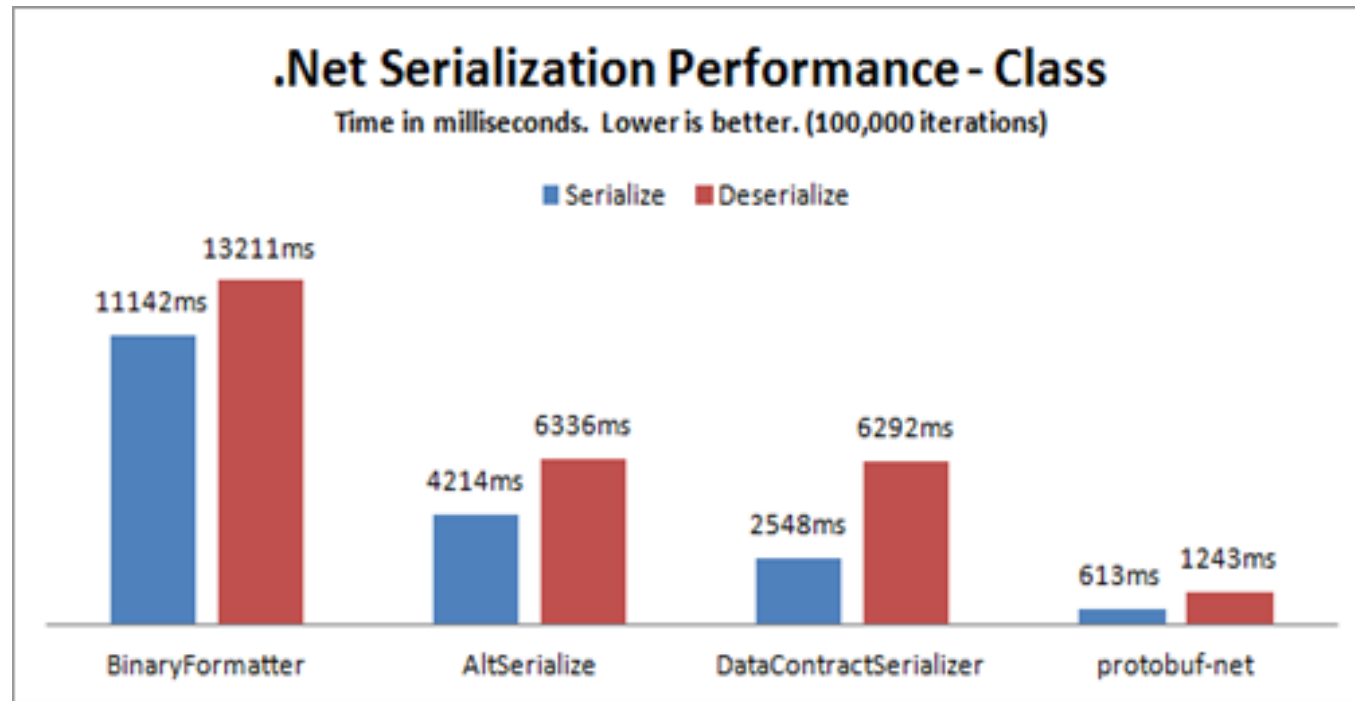
툴이 지원하는 C/C++ 기능들이 한정적이다

언어별로 툴이 처리하는 방식이 다르다

레퍼런스 겁나 길다... 진짜로..

사용하기 위해서는 Swig 가 지원하는 범위와, 처리하는 방법을 잘 파악해야 한다

std::auto_ptr
std::deque
std::list
std::map
std::set
std::string
std::vector
std::array
std::shared_ptr



출처: <http://www.techmikael.com/2010/01/net-serialization-performance.html>

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