

Developing cross-platform CPython extension

1. Create simple **examplemodule/CMakeLists.txt** describing the extension

```
cmake_minimum_required(VERSION 2.8.9)

project(examplemodule)

find_package(Python REQUIRED CONFIG)
include_directories(${PYTHON_INCLUDE_DIRS})

add_library(example MODULE examplemodule.cxx)
target_link_libraries(example ${PYTHON_LIBRARIES})
set_target_properties(example PROPERTIES PREFIX "")
```

2. Create **examplemodule.cxx** implementing the extension

3. Configure and build

```
mkdir examplemodule && cd $_
cmake -DPython_DIR=${HOME}/scratch/python-build ../examplemodule
make -j4
```

Require CMake >= 2.8.9 github.com/jcfr/python-cmake-custom-extension

What is CMake ?

- One simple language for all platforms
- Generates native build system
- Cross-platform
- Open-source - BSD-like license
- Self-contained - No dependencies
- Large community

CMake build system for CPython

Simple with built-in support for cross-compilation.

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Motivation

- Maintainable build system
- Easy embedding of CPython
- Built-in support for cross-compilation
- First class support for Visual Studio

CMake generators

A CMake Generator is responsible for writing the input files for a native build system.

Use `cmake -G` option to specify the generator for a new build tree.

Extra Generators for auxiliary IDE	Command-Line Build Tool Generators	IDE Build Tool Generators
CodeBlocks	Borland Makefiles	Visual Studio 6
CodeLite	MSYS Makefiles	Visual Studio 7
Eclipse CDT4	MinGW Makefiles	Visual Studio 7 .NET 2003
KDevelop3	NMake Makefiles	Visual Studio 8 2005
Kate	NMake Makefiles JOM	Visual Studio 9 2008
Sublime Text 2	Ninja	Visual Studio 10 2010
	Unix Makefiles	Visual Studio 11 2012
	Watcom WMake	Visual Studio 12 2013
		Xcode

Configure

Support for **cross-compilation**

libpython: **shared** and/or **static**

Python modules: **shared** or **built-in**

Dependencies: **system** or **explicit**

Support for **in** or **out** of source build

Configurable install prefix

Download

- ✓ Python source [0]
- ✓ CMake [1]
- ✓ Python CMake build system [2]

Build

All steps together

```
# Install build tools
sudo apt-get install build-essential cmake git

# Create directory
mkdir ~/scratch && cd $_

# Download python source
wget python.org/ftp/python/2.7.3/Python-2.7.3.tgz
tar -xvzf Python-2.7.3.tgz

# Download buildsystem
git clone git@github.com:\
davidansome/python-cmake-buildsystem.git

# Configure
mkdir python-install && mkdir python-build && cd $_
cmake \
  -DCMAKE_INSTALL_PREFIX=${HOME}/scratch/python-install

# Build
make -j4

# Install
make install
```

Future works

- Support 2.7.8 and 3.x
- Document CMake buildsystem using sphinx.
- Setup Travis CI
- Setup dashboard for RaspberryPi
- First class support for frozen module.
- Integrate SetupTools with CMake

Install

Install tree layout similar to "Autoconf" one

Generation of pkg-config file

Configurable install prefix

```
cmake \
  -DCMAKE_INSTALL_PREFIX=/path/to/python-install
make install
```

Test

Run tests

```
$ ctest -D Experimental -j10
Test project /home/jchris/scratch/python-build
Start 1: test_site

[...]
391/392 Test #374: test_poll ..... Passed 10.16 sec
392/392 Test #255: test_io ..... Passed 38.07 sec

99% tests passed, 1 tests failed out of 392

Total Test time (real) = 66.09 sec

The following tests FAILED:
7 - test_macos (Failed)
```

Test results submitted to CDash [3]

Website similar to buildbot [4] with built-in support for cmake and ctest.

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References

- [0] <http://www.python.org>
- [1] <http://www.cmake.org>
- [2] <https://github.com/davidansome/python-cmake-buildsystem>
- [3] <http://open.cdash.org/index.php?project=CPython>
- [4] <http://buildbot.python.org/all/waterfall>
- [5] <http://www.kitware.com/blog/home/post/426>
- [6] <http://www.kitware.com/blog/home/post/428>