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# YAML Ain't Markup Language

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## Email Archive: yaml-core (read-only)

#### [Yaml-core] Syck. Not libyaml, but close!

From: why the lucky stiff <yaml-core@wh...> - 2003-03-05 17:37

I'd like to formally announce to the list my work on Syck.

Syck is a YAML parser written in C with the sole purpose of importing sym=

into a scripting language's symbol table. I had the idea while I was ill= and=20

started work on it about a week ago late one night. Syck is the Speedy Y= AML=20

Cobble-Yourself-Together-a-Parser Kit.

The parser simply builds SyckNodes. The parser passes these nodes to a=20handler function, designated in the wrapper code. The handler returns a=20 SYMID (an unsigned long), which references an entry in the language's sym= bol=20

table.

In Ruby, the SYMID is identical to the VALUE id used internally. In Pyth=

and PHP (which I have extensions for), Syck uses a temporary symbol table= =20

which links SYMIDs to PyObject pointers or PHP's zval pointers. I imagin=

Perl would have SV pointers.

I didn't want to announce this until I was sort of far along. Well, in t= he=20

last week I've been able to implement inlines, anchors, aliases, and tran-

methods. I haven't yet started parsing indentation. I have working=20  $\,$ extensions in PHP, Perl and Ruby. I am to a point where the proof-of-con-

has been proven and I can finish fleshing it out and release a stable version=20

This work is not meant to compete with libyaml. Libyaml is just too big =

project for me to dig my claws into. I've tried looking at the code, but=

it's currently in an unbuildable state and I'm not sure where Neil left o=

Plus, the idea behind Syck is to keep it all small footprint. As SyckNod= es=20

are handled by the scripting language, the nodes are freed. The strings =

pointers that comprised the node become housed by the scripting language.=

Log In or Join

```
It's bloody fast, I'm telling you.
At any rate, it's all checked into Sourceforge CVS. See `yaml4r' project=
`syck' module. If you want to give it a whirl here's some basic INSTALL:
 cvs co syck
 cd syck
 sh bootstrap
  ./configure
  make
  make check
  sudo make install
You don't need to have syck installed to install the Ruby module, but it =
have to be `make'd. Since the syck Ruby module uses Ruby's own symbol ta=
ble=20
directly, the `extconf.rb' script copies only the pertinent source files =
and=20
build the module from that:
  cd syck/ext/ruby
  ruby extconf.rb
 make
  sudo make install
Python requires libsyck installed:
  cd syck/ext/python
  python setup.py build
  sudo python setup.py install
PHP requires libsyck installed:
  (requires commandline PHP installed)
  cd syck/ext/php
  sh make module.sh
  sudo make install
Each of these extensions only has the `load' method. You can find exampl=
es on=20
my weblog.
why
```

## Thread View

Thread	Author	Date
[Yaml-core] Syck. Not libyaml, but close!	why the lucky stiff <yaml-core@wh></yaml-core@wh>	

```
Re: [Yaml-core] Syck. Not libyaml, but close!

From: Brian Ingerson <ingy@tt...> - 2003-03-10 18:44

Why,

This looks pretty awesome. I'm in the middle of rewriting YAML.pm into a multi-layered implementation, that could make use of a C library easily.
```

```
I'm gonna look at your API.
Cheers, Brian
On 05/03/03 10:48 -0700, why the lucky stiff wrote:
> I'd like to formally announce to the list my work on Syck.
> Syck is a YAML parser written in C with the sole purpose of importing symbols
> into a scripting language's symbol table. I had the idea while I was ill and
> started work on it about a week ago late one night. Syck is the Speedy YAML
> Cobble-Yourself-Together-a-Parser Kit.
> The parser simply builds SyckNodes. The parser passes these nodes to a
> handler function, designated in the wrapper code. The handler returns a
> SYMID (an unsigned long), which references an entry in the language's symbol
> table.
> In Ruby, the SYMID is identical to the VALUE id used internally. In Python
> and PHP (which I have extensions for), Syck uses a temporary symbol table
> which links SYMIDs to PyObject pointers or PHP's zval pointers. I imagine
> Perl would have SV pointers.
> I didn't want to announce this until I was sort of far along. Well, in the
> last week I've been able to implement inlines, anchors, aliases, and transfer
> methods. I haven't yet started parsing indentation. I have working
> extensions in PHP, Perl and Ruby. I am to a point where the proof-of-concept
> has been proven and I can finish fleshing it out and release a stable version
> This work is not meant to compete with libyaml. Libyaml is just too big of a
> project for me to dig my claws into. I've tried looking at the code, but
> it's currently in an unbuildable state and I'm not sure where Neil left off.
> Plus, the idea behind Syck is to keep it all small footprint. As SyckNodes
> are handled by the scripting language, the nodes are freed. The strings and
> pointers that comprised the node become housed by the scripting language.
> It's bloody fast, I'm telling you.
> At any rate, it's all checked into Sourceforge CVS. See `yaml4r' project,
  `syck' module. If you want to give it a whirl here's some basic INSTALL:
   cvs co syck
    cd syck
   sh bootstrap
   ./configure
   make check
   sudo make install
> You don't need to have syck installed to install the Ruby module, but it does
> have to be `make'd. Since the syck Ruby module uses Ruby's own symbol table
> directly, the `extconf.rb' script copies only the pertinent source files and
> build the module from that:
   cd syck/ext/ruby
   ruby extconf.rb
   make
   sudo make install
> Python requires libsyck installed:
   cd syck/ext/python
   python setup.py build
   sudo python setup.py install
> PHP requires libsyck installed:
    (requires commandline PHP installed)
   cd syck/ext/php
   sh make_module.sh
> Each of these extensions only has the `load' method. You can find examples on
> mv weblog.
> _why
```

## SourceForge.net: YAML Ain't Markup Language:

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