

Creating Python Bindings for Native Code

 **Speaker:** *Gianluca Aguzzi*, University of Bologna

 Email: gianluca.aguzzi@unibo.it

 Personal site: <https://cric96.github.io/>

PDF slides @ <https://cric96.github.io/phd-course-python-binding/index.pdf>

Outline



- How to handle (conceptually) Python-native interaction
- Main alternatives in the current landscape
- A guided example with [raylib](#)

Creating Bindings from Native Code

Agenda

- What do you want to **expose**?
 - Low level or Pythonic?
- How to **manage** different types?
 - Marshalling?
- How to handle **memory**?
 - GC vs Manual Management



What to Expose?

- It's important to define what you want to expose to the Python side
- Typically, native code **isn't** Pythonic, so you need to create a Pythonic interface
- **Flow:** Native  Direct Python Binding  Pythonic Interface

Managing Different Types

- **Marshalling:** the process of transforming data to pass between the two platforms
- Two mindsets:
 - C ➡ Focused on performance
 - Python ➡ Focused on simplicity
- Examples:
 - Integers: C has int, short, long, long long; Python has int
 - Floats: C has float, double; Python has float

Managing Memory

- Different paradigms:
 - C  Manual memory management
 - Python  Garbage collection
- Key challenges:
 - Memory ownership tracking
 - Cross-language memory management
 - Object lifetime synchronization
- Important considerations:
 - Memory allocation origin
 - Immutability concerns

Main Alternatives

Python offers several ways to create bindings with native code, from completely manual to automatic:

- **ctypes**: Built-in Python library for calling C functions directly
- **cffi**: Modern alternative to ctypes with cleaner API and better performance
- **Cython**: A language that makes writing C extensions for Python as easy as Python itself
- **SWIG**: A code generator for creating bindings in different languages (including Python)

Ctypes

- Built-in Python library for calling C functions directly
 - No need to write C code
 - No need to compile anything
 - Part of the Python standard library
- How it works:
 - Load a shared library
 - Wrap input for C functions (marshalling)
 - Wrap output from C functions (unmarshalling)

Load a Shared Library

Ctypes needs to load a shared library to access C functions

```
import ctypes

# Load the shared library (local)
lib = ctypes.CDLL('path/to/shared/library.so')

# Find a library by name

lib = ctypes.CDLL(find_library("library"))
```

Wrap Input for C Functions

Giving this simple C function:

```
float cmult(int int_param, float float_param)
```

You can call it from Python like this:

```
# Define the function signature
cmult = lib.cmult
cmult.argtypes = [ctypes.c_int, ctypes.c_float]
cmult.restype = ctypes.c_float

# Call the function
result = cmult(2, 3.14)
```

Wrap structs

You can also wrap C structs in Python

```
typedef struct {  
    int x;  
    float y;  
} Point;
```

In python you can define the struct like this:

```
class Point(ctypes.Structure):  
    _fields_ = [('x', ctypes.c_int), ('y', ctypes.c_float)]
```

Pass structs to functions

You can pass structs to C functions

```
void move_point(Point p, int dx, float dy) {  
    p.x += dx;  
    p.y += dy;  
}
```

In Python you can call it like this:

```
move_point = lib.move_point  
move_point.argtypes = [Point, ctypes.c_int, ctypes.c_float]  
move_point.restype = None  
  
p = Point(1, 2.0)  
move_point(p, 3, 4.0)
```