Non-canonical XS Objects With a Bit of Perl Magic

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Canonical XS objects

```
MODULE = DateTime
                   PACKAGE = DateTime
SV*
new(const char* CLASS)
CODE:
    DateTime* THIS = new DateTime();
    RETVAL = newRV noinc(newSViv(PTR2IV(THIS)));
    sv bless(RETVAL, gv stashpv(CLASS, 0));
OUTPUT:
    RETVAL
```

Accessing canonical object

```
MODULE = DateTime
                        PACKAGE = DateTime
void
dump(SV* obj)
   CODE:
   if (!sv isobject(obj))
       croak("Not a DateTime object");
   DateTime* THIS = (DateTime*)SvIV(SvRV(obj));
    THIS->dump();
```

Typemaps - write less

typemap

DateTime* O_OBJECT

```
MODULE = DateTime PACKAGE = DateTime
DateTime*
DateTime::new()
CODE:
    RETVAL = new DateTime();
OUTPUT:
    RETVAL
void
DateTime::dump()
    CODE:
    THIS->dump();
```

Why not?

Pros

- Straightforward
- Inside a default typemap
- Fast unpack

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Cons

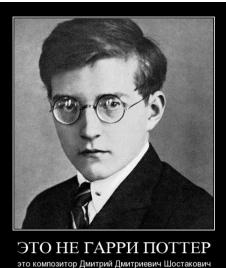
- No additional data
- One C object per Perl object
- Visible at Perl level

What is Perl magic?



 $perl -e \ `\$??s:;s:s;;\$?::s;;=] => \% - \{<-|\} < \&|`\{;;y; -/:-@[-`\{-\};`-\{/" -;;s;;\$_;see', -/:-@[-`[-];] < \&|`[-]; -/:-@[-]; -/:-@[-]; < [-]; -/:-@[-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [-]; < [$

What is Perl magic indeed?



- @ISA
- %^H
- %SIG
- \$!
- \$DB::single

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- more than 40 types of built-in magic

Acts on event trigger

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 - svt_free
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- PERL_MAGIC_ext reserved for extensions
- sv_magicext API call

Creating magical object

```
STATIC MGVTBL marker;
MODULE = DateTime
                        PACKAGE = DateTime
SV*
new(const char* CLASS)
CODE:
    SV* obj = (SV*)newHV();
    DateTime* THIS = new DateTime();
    sv magicext(obj, NULL, PERL MAGIC ext, &marker,
        (const char*)THIS, 0);
    SvRMAGICAL off(obj);
    RETVAL = newRV noinc(obj);
    sv bless(RETVAL, gv stashpv(CLASS, 0));
OUTPUT:
    RETVAL
```

Accessing magical object

```
MODULE = DateTime PACKAGE = DateTime
void
dump(SV* obj)
   CODE:
   if (!SvROK(obj)) croak("Not a DateTime object");
   MAGIC* mg = mg findext(SvRV(obj), PERL MAGIC ext, &marker);
    if (!mg) croak("Not a DateTime object");
   DateTime* THIS = (DateTime*)(mg->mg_ptr);
    THIS->dump();
```

Lifecycle

Example

```
use DateTime;
use DDP;

my $foo = DateTime->new;
$foo->{bar} = 1;

$f->dump;
p $foo;
```

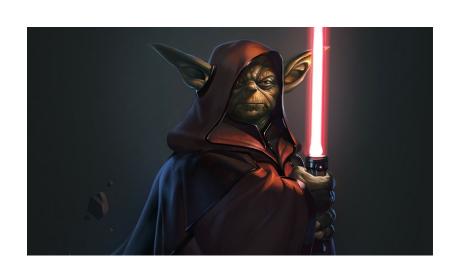
```
dump
DateTime {
    internals: {
       bar 1,
    }
}
```

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- Add data to perl hashes
- Attach multiple C++ objects
- Attach Perl data to CV*



Closures?

```
PACKAGE ->install accessor("foo", $bar);
 PACKAGE ->install accessor("bar", $baz);
sub install accessor {
    my ($package, $name, $data) = @_;
    no strict 'refs';
    *{$package.'::'.$name} = sub {
        return $data;
    };
```

Real magic

Real magic

```
void
install_accessor(pTHX_ const char* accessor_name, SV* data) {
    CV* cv = newXS_flags(accessor_name, xs_accessor, __FILE__, NULL, 0);
#ifndef MULTIPLICITY
    CvXSUBANY(cv).any_ptr = (void*)data;
#endif

    sv_magicext((SV*)cv, data, PERL_MAGIC_ext, &marker, NULL, 0);
    SvREFCNT_dec_NN(data);
    SvRMAGICAL_off((SV*)cv);
}
```

Questions?

github://Class::Accessor::Inherited::XS

cpan://Panda::XS