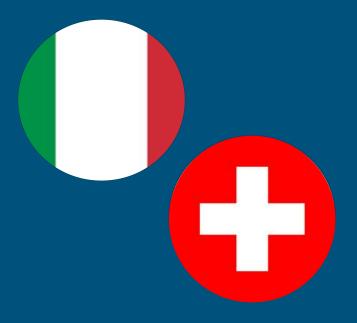
C++: Python bindings

Pallini Andrea

About me





About Leica Geosystems









Road map of the presentation

Introduction to python bindings Examples of python bindings

Setup for integration of python in Leica devices

Examples of python bindings in Leica

Python bindings

Why extending python with C++: for python developers





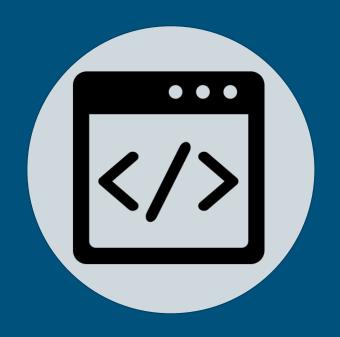




Integrations

Why embedding python with C++: for C++ developers





Add python scripting in your app

Python-C++ extensions



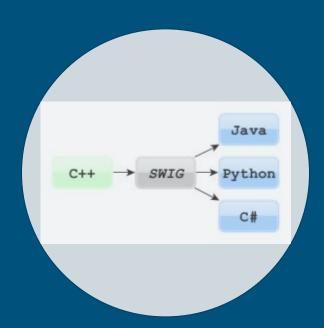
Python code

- Ctypes

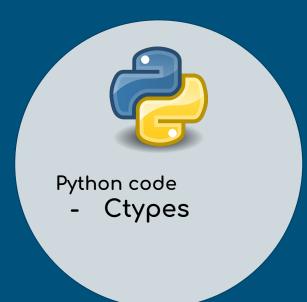


C C++ code

- Python C API (CPython)
- Pybind11
- Boost.Python



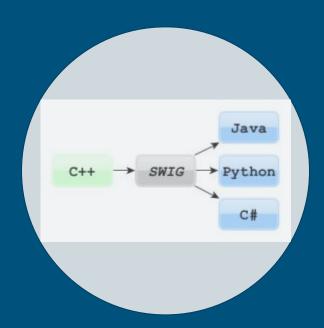
Python-C++ extensions





C C++ code

- Python C API (CPython)
- Pybind11
 - Boost.Python



Python-C++ extensions



Python code

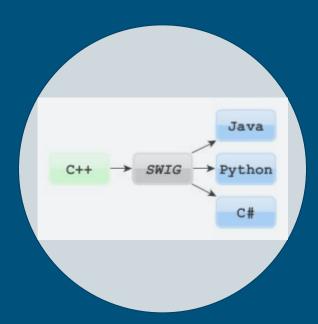
Ctypes



C C++ code

- Python C API (CPython)
- Pybind11

Boost.Python



Python 3.4.0a0 on win32

- >>import myfunctions
- >>myfunctions.sum(2,3)
- >>5.0

Approach 1: C-API

```
#include <Python.h>
// FIRST, before any other header!!
#include <stdlib.h>
```

```
#include <Python.h>
#include <stdlib.h>
static PyObject *
module function(PyObject *self, PyObject *args){
   float a, b, c;
   if (!PyArg ParseTuple(args, "ff", &a, &b))
       return NULL;
   c = a + b;
   return Py BuildValue("f", c);
```

```
static PyObject *
module function(PyObject *self, PyObject *args) {
   float a, b, c;
   if (!PyArg ParseTuple(args, "ff", &a, &b))
       return NULL;
   c = a + b;
   return Py BuildValue("f", c);
static PyMethodDef MyMethods[] = {
   {"sum", module function, METH VARARGS, "Adds two
numbers"},
   {NULL, NULL, 0, NULL}
};
```

```
static PyObject * module function(PyObject *self, PyObject *args){
   float a, b, c;
   if (!PyArg ParseTuple(args, "ff", &a, &b)) return NULL;
   c = a + b;
   return Py BuildValue("f", c);}
static PyMethodDef MyMethods[] = {
   {"add", module function, METH VARARGS, "Adds two numbers"},
   {NULL, NULL, 0, NULL}};
PyMODINIT FUNC initmyfunctions(void) {
   (void) Py InitModule("myfunctions", MyMethods,
                  "My documentation of the myfunctions module");
```

Python 2.7 API

```
static PyObject * module function(PyObject *self, PyObject *args){
   float a, b, c;
   if (!PyArg ParseTuple(args, "ff", &a, &b)) return NULL;
   c = a + b:
   return Py_BuildValue("f", c);}
static PyMethodDef MyMethods[] = {
   {"add", module function, METH VARARGS, "Adds two numbers"},
   {NULL, NULL, 0, NULL}};
PyMODINIT FUNC initmyfunctions(void) {
   (void) Py InitModule("myfunctions", MyMethods,
                  "My documentation of the myfunctions module");
```

Python 3.X API

```
static PyObject * module function(PyObject *self, PyObject *args){
   float a, b, c;
   if (!PyArg ParseTuple(args, "ff", &a, &b)) return NULL;
   c = a + b:
   return Py_BuildValue [7", c);}
static PyMethodDef My thods[]
                                    RARGS, " ds two numbers"},
   {"add", module function, M
   {NULL, NULL, 0, NU
                                        This NAME COMPULSORY
PyMODINIT FUNC initmyfunc (void) {
   (void) Py InitModule("myfunctions", MyMethods,
                  "My documentation of the myfunctions module");
```

Drawbacks

- Changes in API
- Creation of objects is complicated
- Emulation of constructor

Emulation of constructor

```
PyVarObject HEAD INITNULL, 0) "example.Classy," /* tp name */
Classy methods,
Classy new,
```

Approach 2: boost python

BOOST



https://www.boost.org/

https://theboostcpplibraries.com/

#include <boost/python.hpp>

```
#include <boost/python.hpp>
int sum(int i, int j) {
    return i + j;
}
```

```
#include <boost/python.hpp>
int sum(int i, int j) {
    return i + j;
BOOST PYTHON MODULE (boost myfunctions) {
    boost::python::def("sum", &sum);
```

Python 3.4.0a0 on win32

>>

Python 3.4.0a0 on win32

>>import boost_myfunctions

>>

Python 3.4.0a0 on win32

- >>import boost_myfunctions
- >>boost_myfunctions.sum(2,3)
- >>5.0

Export a class

```
world.hpp
struct World
    World(std::string msg): msg(msg) {}
    void set(std::string msg) { this->msg = msg; }
    std::string greet() { return msg; }
    std::string msg;
```

Export a class

```
worldPY.cpp
#include <boost/python.hpp>
#include <world.hpp>
using namespace boost::python;
BOOST PYTHON MODULE (hello)
    class <World>("World", init<std::string>())
        .def("greet", &World::greet)
        .def("set", &World::set)
```

ENUM

```
struct World
    enum CompassE{
         NORTH,
         EST,
         WEST,
         SOUTH
```

ENUM

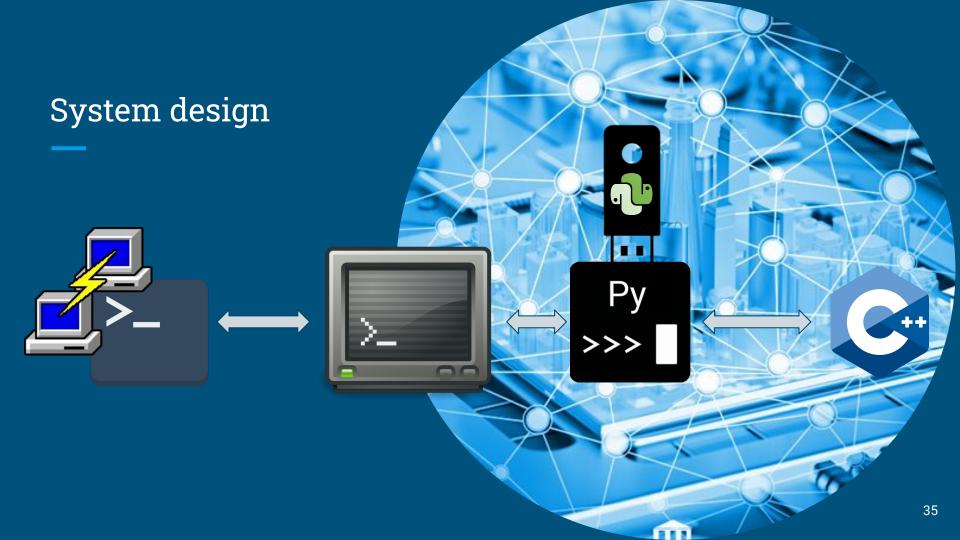
```
#include <boost/python.hpp>
#include <world.hpp>
using namespace boost::python;
BOOST PYTHON MODULE (hello)
     enum <World::CompassE>("CompassE")
       .value("North", World::CompassE::NORTH)
       .value("East", World::CompassE::EAST)
       .value("West", World::CompassE::WEST)
       .value("South", World::CompassE::SOUTH)
```

Boost python at Leica

Boost python @Leica







```
#include <boost/python.hpp>

void ExportSensorWorkflow();

BOOST_PYTHON_MODULE(SensorModule)
{
    ExportSensorWorkflow();
}
```

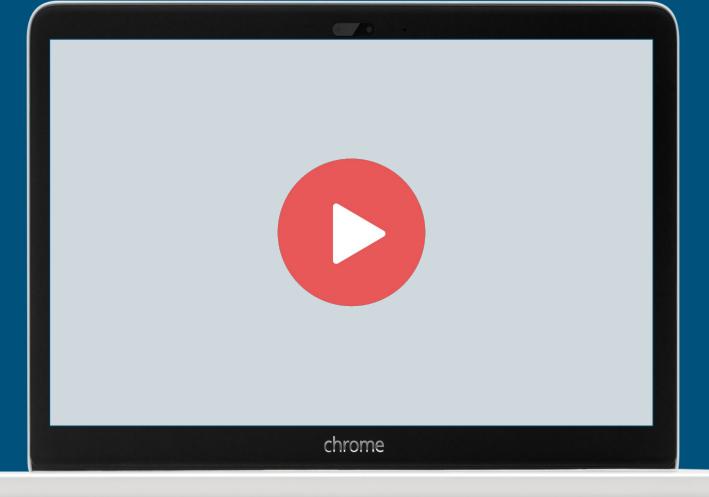
```
void ExportSensorWorkflow()
boost::python::enum <SWF::StateE>
("SensorWorkflowStateE")
    .value("Idle", SWF::IDLE)
    .value("ReadyToStart", SWF::READYTOSTART)
    .value("AcquiringData", SWF::ACQUIRINGDATA)
    .value("ProvidingData", SWF::PROVIDINGDATA);
```

```
void ExportSensorWorkflow() {
(void) boost::python::class
<SWF::SensorI,boost::noncopyable>
    ("SensorI", boost::python::no init)
         .def("Start",
        boost::python::pure virtual
         &SWF::SensorI::Start)
         .def("StartAcquisition",
        boost::python::pure virtual
         &SWF::SensorI::StartAcquisition)
```

```
void ExportSensorWorkflow() {
(void) boost::python::class
<SWF::SensorC, boost::noncopyable,
boost::python::bases<SWF::SensorI>>
("SensorC", boost::python::no init)
    .def("Start", &SWF::SensorC::Start)
    .def("StartAcquisition",
    &SWF::SensorC::StartAcquisition)
    .def("StopAcquisition",
    &SWF::SensorC::StopAcquisition)
    .def("OnErrorOccurred",
    &SWF::SensorC::OnErrorOccurred);
```

```
void ExportSensorWorkflow() {
(void) boost::python::class
<ADP::SensorsWorkflowAccessorC, boost::noncopyable>
("SensorsWorkflowAccessorC", boost::python::no init)
    .def("resolve", &GetSensorsWorkflowAccessor,
    boost::python::return value policy
    <boost::python::reference existing object>())
    .staticmethod("resolve");
```

Video



```
### GS1500 VO.00 Build 0 (Sp:0 Tt:0)
...
Still ID: 3[PIN VIDEO CAPTUME): resulution set: 60
D 450m oMediaEventMatex release ... Plute configurat
or started ....
Pluto configurator finished ....
BSS::HAL::RTCControllerC::clearAlarm
RSS:: HAL:: RYCControllerC:: clearAlarm
 []-wirel New device: p (0/0) id (0x08) s (C)
 [1-wire] New device: p (0/1) 1d (0x4h) s (C)
 [I-wire] New device: p (0/3) Id (0x4D) s (C)
# HONOR HATS
                                                                   S CORC WITTIN
Goofy terminal
 ython 3.4.9* () [MSC v.150] 33 hit [ARN]]
 >>import swxpy.HalTools
 >> import swxpy.lengingWorkflows
 >>import swxpy.ImageGroupCapture
 >> ing gen mud-swapy. ImageGroupCapture. ImageGroupCaptureModulet
.qetinatance()
>> img gen=img gen mod.getImageGenerator ()
>> last gen. Start ()
 >> Ing gen. StartAcquisition()
```

Summary



- Python bindings can help us to add scripts to our C++ code.
- Python bindings are easy to start with (if python.dll is available)
- Python interpreter can be included in a project and accessed from remote
- Several **possibilities of usage**: sensor checks, calibrations, automatic test etc.
- Add vertical opportunities for an agile development of the features



Question time

Rule: before each question tell me one thing (positive or negative) that you will take with you.

Author

Andrea Pallini

Contact me on Linkedin



Or write me an email: andrea.pallini@leica-geosystems.com

Thank you