

session 15 - Serialization Formats: YAML

There are a couple of formats which we need to learn how to read and write so that we can be productive. The big ones for us are Yaml, Json, and Xml. Now that is certainly a healthy list, and we cannot cover all those formats in one chapter, so lets start with the one we use the most - YAML. Yaml is a markup language which we have been using for quite some time. Its “clever” title stands for “YAML Ain’t Markup Language”. Its spec may be found at yaml.org.

YAML in Python

We certainly should be familiar with reading and writing YAML in python. Reading YAML is pretty simple. The library for this is called PyYaml. First, we need to import Yaml. If you are lucky, then your sys admin built PyYaml with libyaml. Because PyYaml can use libyaml to load and write yaml. There is a particular import that we use to grab the faster, c loader and dumper, but fall back to the python in the event that they don’t exist:

```
from yaml import load, dump
try:
    from yaml import CLoader as Loader, CDumper as Dumper
except ImportError:
    from yaml import Loader, Dumper
```

Now when we load the data, we are going to reference the loader like so:

```
data = load(stream, Loader=Loader)
```

And we are going to write data like so:

```
output = dump(data, Dumper=Dumper)
```

Loading string rep

You can use the load method from yaml to convert a yaml string to python:

```
authors = yaml.load("""
- Vladimir Nabokov
- Italo Calvino
""", Loader=Loader)

print authors
```

Loading from a file

Loading from a file is not much different

```
with open("books.yaml", 'r') as fh: # assume that books.yaml is real
    myfile = yaml.load(fh, Loader=Loader)
    print myfile
```

Writing to a stream

We can dump standard python objects using `yaml.dump`:

```
foo = {}
foo["bar"] = "bla"
fool = [1,2,3]
foo["barlist"] = fool

print yaml.dump(foo, Dumper=dumper)
```

Writing to a File

Like the reading exercise, we simply pass a file handle to the dump function, and Bob's your Uncle.

```
foo = {}
foo["bar"] = "bla"
fool = [1,2,3]
foo["barlist"] = fool

with open("/tmp/test.yaml", 'w') as fh:
    yaml.dump(fh, Dumper=Dumper)
```

And that is about all she wrote.

Ok well that is not exactly true. There is a lot more you can do with PyYaml, but this isn't about Python, it is about C++, so read up on the [pyyaml site](#) for more info on python. Meanwhile, we are going to take a look at the C++ story.

YAML in C++

I cannot promise that reading and writing yaml in C++ is going to be as simple as Python. That would be a foolish lie. However, it ain't all that hard either. In

order to handle yaml, we are going to use a popular library - [yaml-cpp](#). So, open your favorite browser, and go over to the yaml-cpp project on github, because we have to download and build the library before we can use it.

Downloading and Building yaml-cpp

As I said, in order to use yaml-cpp, we need to pull it down from github. When you go to the url, you will notice a couple of things. First, this is not a header only library, which means we have to build and install it somewhere. Second, its last major tagged release is dependent upon BOOST. Now, we love boost, but we don't want the hassle of dealing with a boost dependency if we don't need to. Fortunately, the trunk code has attempted to excise boost. It just needs some additional testing. Well, that's what we are going to do. So, click on the *clone or download* button and do as it says. Navigate to the place you want to run the build from (I do it it ~/src on my machine) in a shell and type the following:

```
git clone https://github.com/jbeder/yaml-cpp.git
```

Next, follow the directions on github for building it. Navigate into the project, create a *build* directory, and go into it. Then run `cmake ..` with appropriate flags to build the library. You might be wondering what those appropriate flags are. Well, there are at least two that I can think of:

If we want to build a shared library, we need to specify `-DBUILD_SHARED_LIBS=ON`. Otherwise, we will build a static library (which is fine by the way).

If we want to control where the install directive puts the results of the build (assuming we are not copying files out by hand or we are just relying on the default pathing), we need to use the `-DCMAKE_INSTALL_PREFIX=`. This is going to prepend the provided path to the location of the install. So, if the project in question normally installs to `/usr/local/bin`, and you use `-DCMAKE_INSTALL_PREFIX=/home/jlgerber` (or better yet your own home directory instead of mine), then you will end up installing to `/home/jlgerber/usr/local/bin`. It is important to note this, as you will need to subsequently USE these paths to configure our upcoming project. Also, if you are on windows, this **ISN'T** going to work, due to those pesky drive letters. Anyway, I am going to run the following:

```
cmake .. -DCMAKE_INSTALL_PREFIX=/home/<your homedir name>
make
make install
```

If you installed to your home directory, please note the addition of two subdirectories - *include* for all of the headers, and *lib/* where it puts your `libyaml-cpp.a` file.

While you are in the build directory, cd into the *test* subdirectory and run the provided tests. You might as well, they took longer to build than the actual library.

```
cd test
./run-tests
```

Setting up a simple yaml file for reading

Before we can read a yaml file, we need one. Lets create a dummy file to go over the fun things we can do with YAML. Create a books.yaml somewhere with the following contents:

```
---
-
  name: Remembrance of Things Past
  author: Marcel Proust
  opening:
    For a long time I used to go to bed early. Sometimes, when I had put out my candle,
    quickly that I had not even time to say I'm going to sleep.
  cost: 36.95
-
  name: Look Homeward Angel
  author: Thomas Wolfe
  opening:
    A destiny that leads the English to the Dutch is strange enough; but one that leads
    and thence into the hills that shut Altamont over the proud coral cry of the cock, a
    an angel, is touched by the dark miracle of chance which makes new magic in a dusty
  cost: 15.00
-
  name: Clia
  author: Lawrence Durrell
  opening:
    The oranges were more plentiful than usual that year. They glowed in their arbours o
    lanterns, flickering up there among the sunny woods.
  cost: 4.99
-
  name: Hunger
  author: Knut Hamsun
  opening:
    All of this happened while I was walking around starving in Christiania -- that stra
    until it has left its mark on him....
  cost: 10.00
-
```

```

name: Speak, Memory
author: Vladimir Nabokov
opening:
    The cradle rocks above an abyss, and common sense tells us that our existence is but a
    two eternities of darkness. Although the two are identical twins, man, as a rule, views
    more calm than the one he is heading for.
cost: 12.00

```

So now that you (a) know a least four books sitting on my shelf, and (b) have a suitably complex yaml example, lets learn how to deserialize yaml.

Reading Yaml

Time to create a new project. Remember to configure the include path and library path to look at the yaml library we just installed. If you are using cmake, your CMakeLists.txt will look something like this:

```

cmake_minimum_required(VERSION 3.2)

project(ReadingYaml)

set(CMAKE_CXX_STANDARD 11)

include_directories( /home/jlgerber/include )

link_directories( /home/jlgerber/lib )

file(GLOB cpps src/*.cpp)
file(GLOB hpps src/*.hpp)

add_executable( read-yaml ${cpps} ${hpps})
target_link_library( read-yaml yaml-cpp)

```

Now, create your main function and lets get down to brass tacks.

```

#include <iostream>
#include <cassert>

#include "yaml-cpp/yaml.h"

int main() {
    readYaml();
    return 0;
}

```

Reading from a String Ok, lets ease into reading some yaml. Before we tackle the file above, we are going to get our feet wet with some basics. First, Yaml is stored in memory as a tree of `YAML::Nodes`. Each document has a root node, and child nodes. Let's create a sequence:

```
void readYaml() {
    YAML::Node node = YAML::Load("[1, 2, 3]");
    assert(node.Type() == YAML::NodeType::Sequence);
    assert(node.IsSequence()); // a shortcut to the code above
}
```

Sequences and Maps are contained in special Collection nodes, which act a bit like STL vectors and maps. In our example above, we can iterate over the sequence one of two ways:

```
for(std::size_t i=0; i < node.size(); i++) {
    std::cout << node[i].as<int>() << "\n";
}
```

Or using iterators:

```
for(YAML::const_iterator it=node.begin(); it != node.end(); ++it) {
    std::cout << it->as<int>() << "\n";
}
```

In either case, we have to fetch the contents of the child, and we have to provide type information when we do so. This is handled by the `as` template function.

Reading from a File We are going to read that yaml file from above, starting with a blank `readYaml` function, and filling out out slowly.

```
void readYamlFile() {
}
```

Ok, well lets load the file. We can do this using the `YAML::LoadFile` function

```
YAML::Node books_root = YAML::LoadFile("../..chapter_15/books.yaml");
```

Ok, we now have a `YAML::Node`. Let's check to make sure it is what we think it is. Looking at our document, the top node should be a sequence type.

```
assert(books_root.IsSequence());
```

Great, now we have the top node of a yaml file. We can iterate through it using `YAML::const_iterator`. Remember, we are expecting a sequence of maps. Both sequences and maps can be accessed via iterators, so this should be simple.

```
for(YAML::const_iterator i = books_root.begin(); i != books_root.end(); ++i) {
    for(YAML::const_iterator mit = i->begin(); mit != i->end(); ++mit) {
        std::cout << "key: " << mit->first.as<std::string>() << " value: "
        << mit->second.as<std::string>() << std::endl;
    }
    std::cout << std::endl;
}
```

We can also access values using bracket notation. As a bonus, accessing non-existent values does not raise an exception. In fact, a pretty nice pattern is as follows:

```
if(books_root[0] && books_root[0]["author"])
    std::cout << books_root[0]["author"] << std::endl;
```

What Type do we have Here? As mentioned above, there are a couple ways of introspecting node type. The first is by using the method `type()` and testing against `YAML::NodeType`, which provides a set of enums which are appropriate fodder for switch statements, and the like.

Additionally, `yaml-cpp` provides a number of `Is*` methods (`IsNull`, `IsSequence`, `IsMap`, etc) which are more convenient than calling `Type()`.

Emitting Yaml

Of course, it would be nice if we could actually emit yaml as well eh? Well, this is pretty simple too. `Yaml-cpp` implements a stream style operator for us to use.

No matter what data type we want to emit we first need to create an emitter.

```
YAML::Emitter out;
```

Once created, we can use it like any other stream instance (more or less).

Scalars The simplest type of data we can encode is a scalar. We do this trivially, once we have an emitter:

```
out << "Hello, World!";
```

We can always convert to a c string by calling `'c_str()'`:

```
std::cout << out.c_str() << std::endl;
```

Sequences Yaml-cpp has special stream manipulators to indicate beginning and ending of sequences. You begin outputting a sequence using `YAML::BeginSeq` and end it using `YAML::EndSeq`. Any output between these two manipulators is treated as elements of the sequence.

```
out << YAML::BeginSeq;
out << "eggs";
out << "bread";
out << "milk" ;
out << "cheese";
out << YAML::EndSeq;
```

And of course, you can nest sequences, as long as you balance `BeginSeq` and `EndSeq`.

Maps Emitting maps is nearly as simple as emitting sequences. Like sequences, maps provide a begin and end manipulator to delineate it. Additionally, yaml-cpp provides a Key and Value stream manipulator to encode key and value:

```
out << YAML::BeginMap;
out << YAML::Key << "author";
out << YAML::Value << "Haruki Mirukami";
out << YAML::Key << "name";
out << YAML::Value << "South of the Border, West of the Sun";
out << YAML::EndMap;
```

Additional Manipulators

Literal (|) You can use `YAML::Literal` to emit a literal string:

```
out << YAML::Literal << "A\n B\n  C"
```

Flow You can also produce more compact map and sequence output by using the `YAML::Flow` manipulator.

```
out << YAML::Flow;
out << YAML::BeginSeq << 2 << 3 << 4 << 5 << YAML::EndSeq;
```


Comments You can embed comments into the document using the `YAML::Comment` manipulator like so:

```
YAML::Emitter out;
out << YAML::BeginMap;
out << YAML::Key << "author";
out << YAML::Value << "Henry Miller";
out << YAML::Key << "name";
out << YAML::Value << "The Air-Conditioned Nightmare";
out << YAML::Comment("An oft overlooked Miller Novel");
out << YAML::EndMap;
```

Aliases and Anchors Yaml has the ability to name a section and refer to it later in the document. `yaml-cpp` supports this through the `Anchor` and `Alias` tags.

```
YAML::Emitter out;
out << YAML::BeginSeq;
out << YAML::Anchor("fred");
out << YAML::BeginMap;
out << YAML::Key << "name" << YAML::Value << "Fred";
out << YAML::Key << "age" << YAML::Value << "42";
out << YAML::EndMap;
out << YAML::Alias("fred");
out << YAML::EndSeq;
```

Manipulator Lifetimes Manipulators affect the **next** output item in the stream. If that item is a `BeginSeq` or a `BeginMap`, the manipulator lasts until the corresponding `EndSeq` or `EndMap`. Of course, nesting works here as well.

You can permanently change a setting by using a global setter. There are setters corresponding to each manipulator. EG:

```
YAML::Emitter out;
out.SetIndent(8);
out.SetMapFormat(YAML::Flow);
...
out.SetSeqFormat(YAML::Flow);
...
```

Overloaded Conveniences `Yaml-cpp` overloads the operator `<<` for `std::vector`, `std::list`, and `std::map`, allowing us to do things like this:

```

std::vector<int> squares;
squares.push_back(1);
squares.push_back(4);
squares.push_back(9);
squares.push_back(16);

std::map<std::string, int> ages;
ages["Daniel"] = 26;
ages["Jesse"] = 24;

YAML::Emitter out;
out << YAML::BeginSeq;
out << YAML::Flow << squares;
out << YAML::Flow << ages;
out << YAML::EndSeq;

```

Custom Overloading You can support custom data types for encoding and decoding as long as they implement `operator==`.

You accomplish this through template specialization. For example, say we have the following `Vec3` struct:

```

struct Vec3 {
    double m_x, m_y, m_z;

    Vec3() : m_x{0}, m_y{0}, m_z{0} {};

    Vec3(double x, double y, double z) : m_x{x}, m_y{y}, m_z{z} {};

    bool operator==(const Vec3& lhs) const {
        return m_x == lhs.m_x && m_y == lhs.m_y && m_z == lhs.m_z;
    }

    // although not necessary, if we want to use the Emitter, we also have to implement operator<<
    Emitter& operator<<(Emitter& out, const Vec3 &v) {
        out << YAML::Flow << YAML::BeginSeq << v.m_x << v.m_y << v.m_z << YAML::EndSeq;
        return out;
    }
};

```

We can provide support with the following template specialization:

```

namespace YAML {
template<>
struct convert<Vec3> {

```

```

static Node encode(const Vec3& rhs) {
    Node node;
    node.push_back(rhs.m_x);
    node.push_back(rhs.m_y);
    node.push_back(rhs.m_z);
    return node;
}

static bool decode(const Node &node, Vec3 &rhs) {
    if(!node.IsSequence() || node.size() != 3) {
        return false;
    }

    rhs.m_x = node[0].as<double>();
    rhs.m_y = node[1].as<double>();
    rhs.m_z = node[2].as<double>();
    return true;
}
};

}

```

Now we should be able to use Vec3 anywhere we want:

First reading.

```

YAML::Node node = YAML::Load("start: [1, 3, 0]");
Vec3 v = node["start"].as<Vec3>();

```

Then writing.

```

YAML::Emitter out;
out << YAML::BeginMap;
out << YAML::Key << "start";
out << YAML::Value << Vec3(1, -2, 0);
out << YAML::EndMap;

```

Stream State - Detecting Errors If you happen to screw up the stream (like if you forget a `YAML::EndSeq`, or misplace a `YAML::Key`), then `yaml-cpp` will set an error flag on the Emitter. You can check the state using the `good()` method.

If the Emitter's state is not good, then you can output the last known error using the `GetLastError()` method.

```
YAML::Emitter out;  
assert(out.good());  
out << YAML::Key;  
assert(!out.good());  
std::cout << "Emitter error: " << out.GetLastError() << "\n";
```