

Write Your C Extension for Ruby

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Bonjour



簡煥航

Jian, Weihang

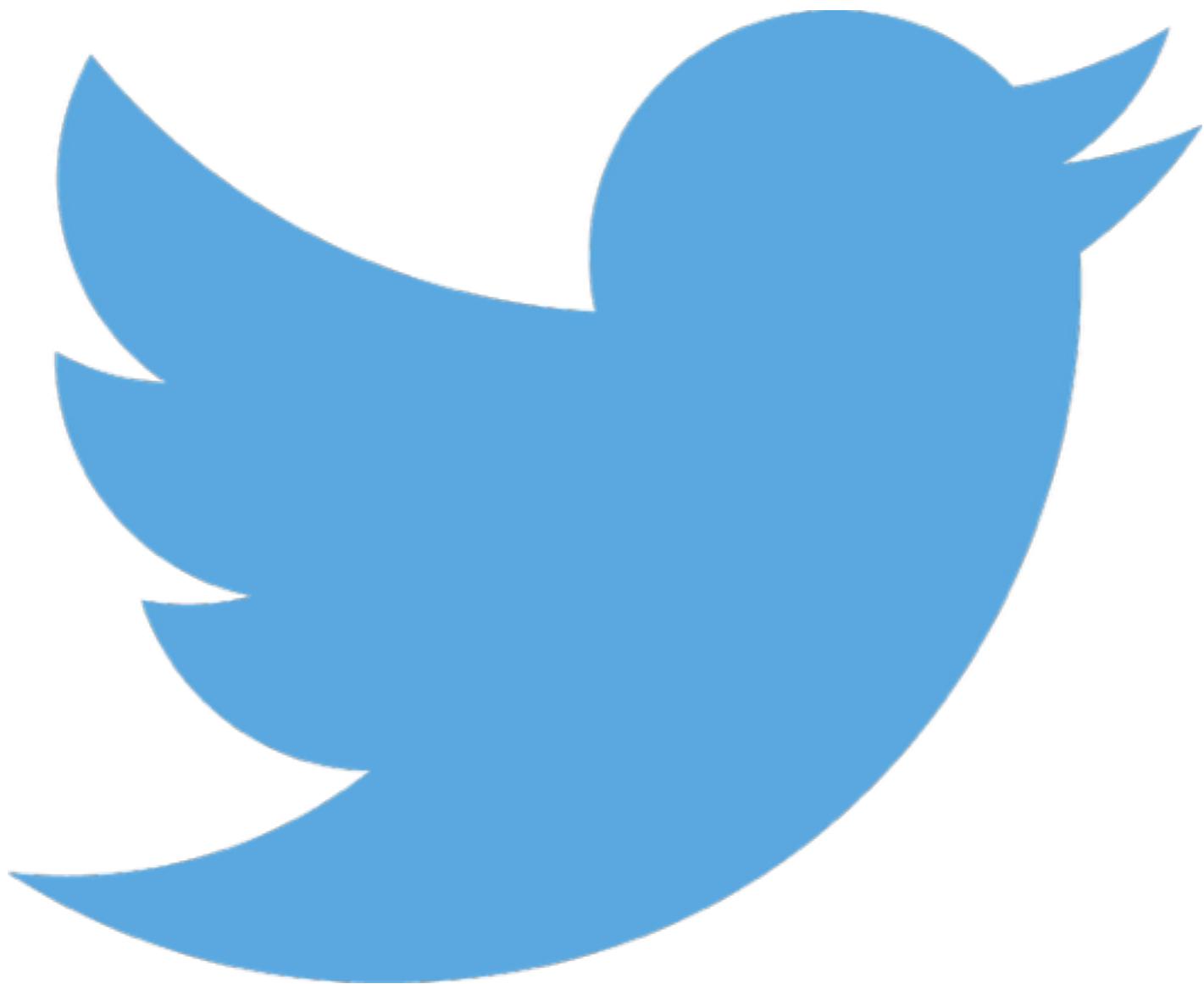
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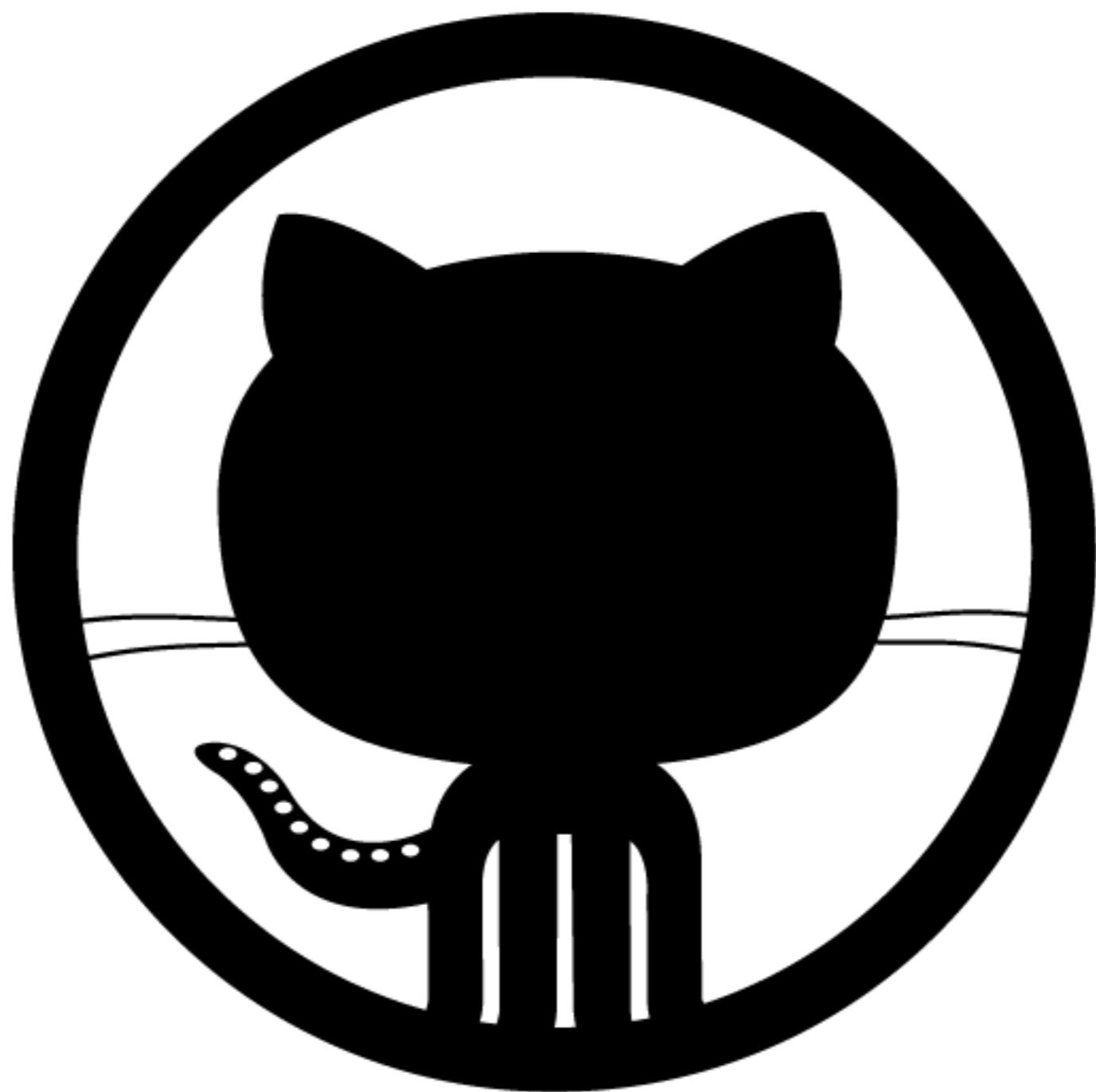
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Double Keyboard Player

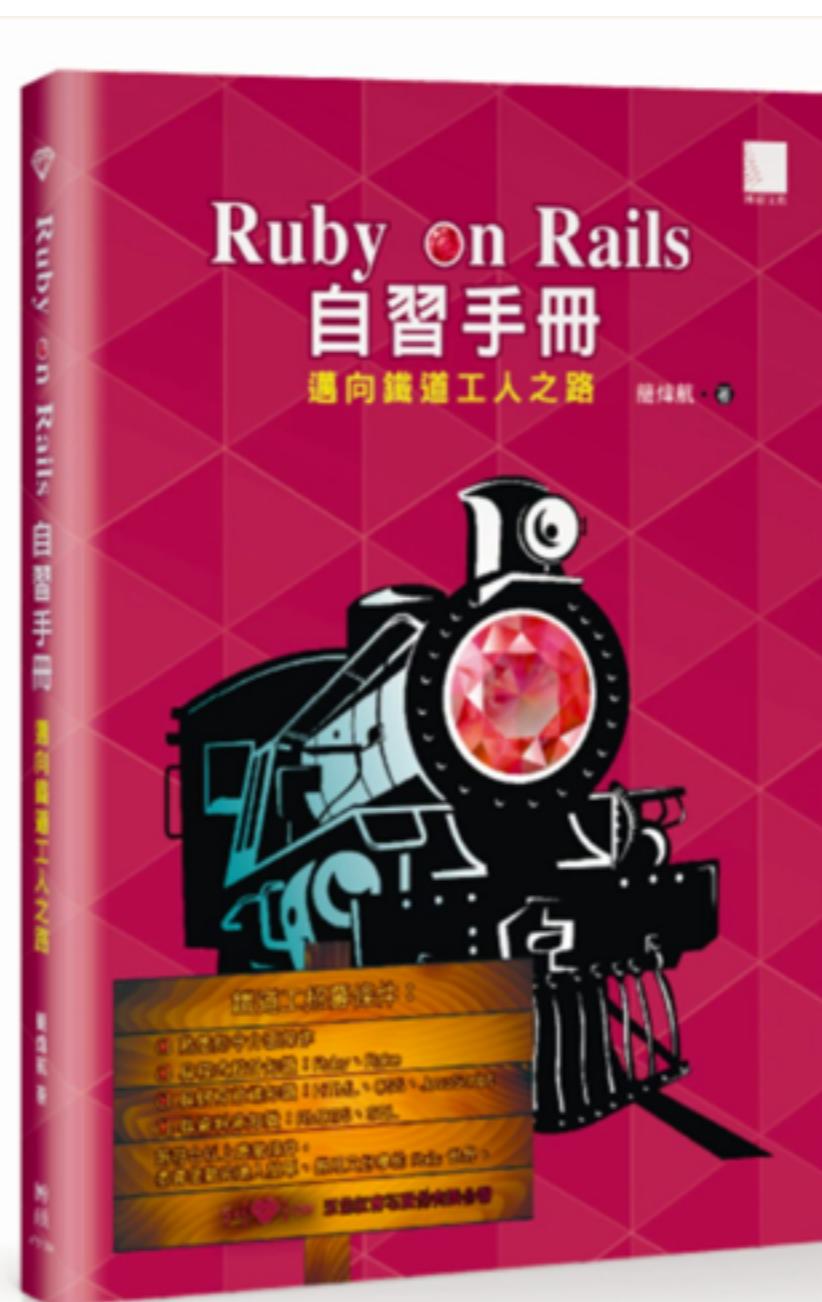


Ruby

Postgraduate

Freelancer

Book Writer



Coach of Rails Girls Taipei



Startup



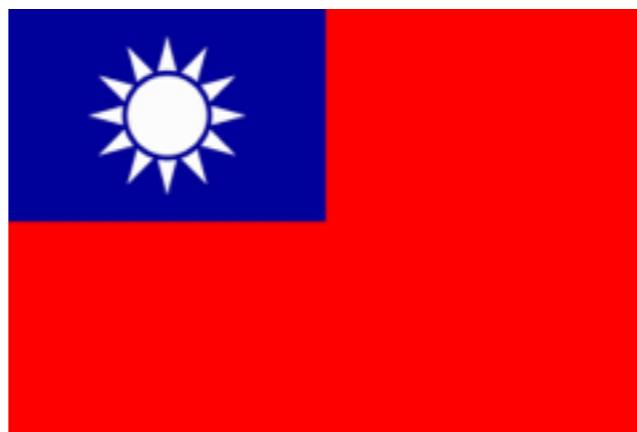
brainana.com

5x{}-tw

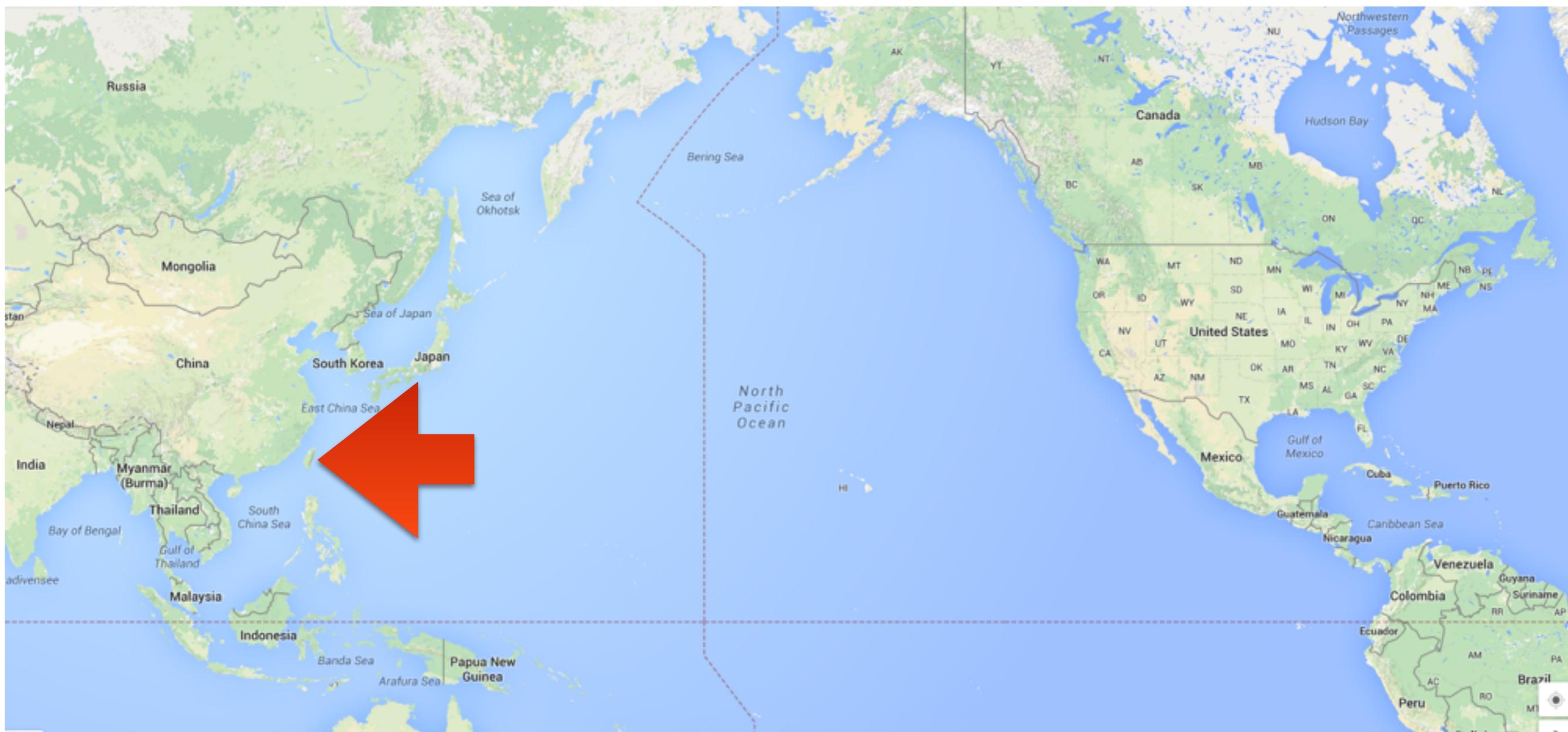
The Ruby logo is a red diamond shape with white lines forming a grid pattern.

5xruby.tw

Taiwan



臺灣 (Taiwan)



臺灣 (Taiwan)



2015-02-18

Montreal

Taipei

-18°C

19°C



Happy Chinese New Year

It's Year of the RAM Ram

Write Your C Extension for Ruby

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Overview

- Compilation
- File Structure
- Basic MRI API
- Pointer Wrapper

Why C Extension?



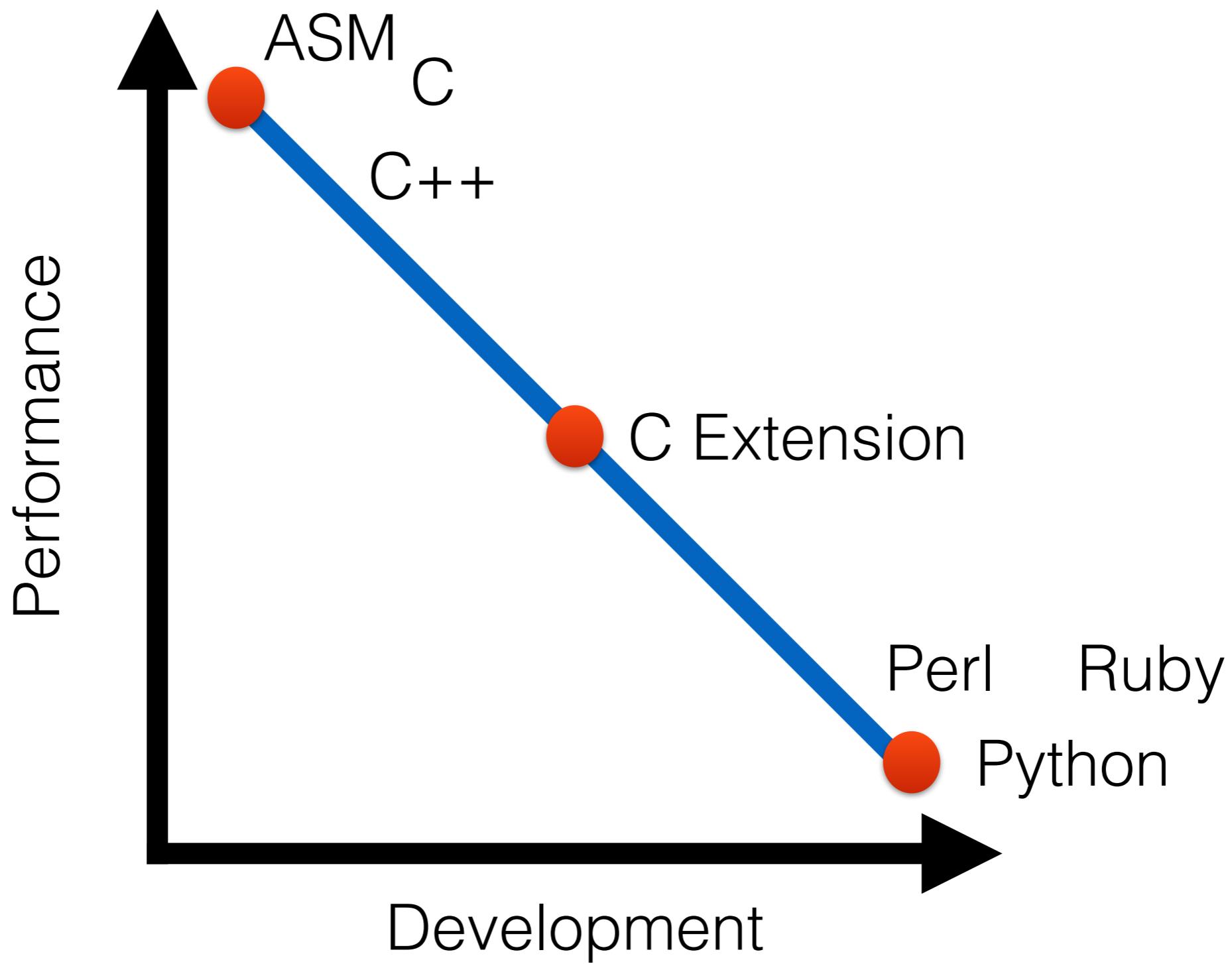
In the world of code, speed defines the winner.

Beast from “Kung Fu Hustle”

“What a fast code!”

“You code fast!”

Code Performance vs Development Efficiency



First step?

Profiling Tool

gem install ruby-prof

Jaro-winkler Distance

Pure Ruby Implementation

1.6918 ms

Total Time: 1.691791

Sort by: total_time

%total	%self	total	self	wait	child	calls	Name
100.00%	27.55%	1.692	0.466	0.000	1.226	1	Global#[No method]
		1.226	0.016	0.000	1.210	1/1	Integer#times
72.45%	0.92%	1.226	0.016	0.000	1.210	1/1	Global#[No method]
		1.226	0.016	0.000	1.210	1	Integer#times
		1.210	0.118	0.000	1.092	10000/10000	JaroWinkler#distance
71.52%	6.98%	1.210	0.118	0.000	1.092	10000/10000	Integer#times
		1.210	0.118	0.000	1.092	10000	JaroWinkler#distance
		0.881	0.133	0.000	0.748	10000/10000	JaroWinkler#jaro_distance
		0.092	0.013	0.000	0.079	10000/60000	Enumerable#each_with_index
		0.042	0.014	0.000	0.028	10000/10000	Hash#merge

Replace with C Extension

0.5103 ms

Total Time: 0.5103410000000004

Sort by: total_time

%total	%self	total	self	wait	child	calls	Name
100.00%	95.59%	0.510	0.488	0.000	0.022	1	Global#[No method]
		0.022	0.013	0.000	0.009	1/1	Integer#times
4.41%	2.61%	0.022	0.013	0.000	0.009	1/1	Global#[No method]
		0.009	0.009	0.000	0.000	1	Integer#times
		0.009	0.009	0.000	0.000	10000/10000	JaroWinkler#distance
1.80%	1.80%	0.009	0.009	0.000	0.000	10000/10000	Integer#times
		0.009	0.009	0.000	0.000	10000	JaroWinkler#distance

* indicates recursively called methods

Ruby EXIF Readers

```
$ ruby exif_benchmark.rb
```

	user	system	total	real
mini_exiftool	0.150000	0.050000	12.400000	(12.540122)
exifr	0.080000	0.000000	0.080000	(0.083251)
exif	0.010000	0.000000	0.010000	(0.009855)

- mini_exiftool - CLI wrapper of Exiftool
- exifr - Pure Ruby
- exif - C Extension of libexif

GitHub

tonytonyjan/jaro_winkler
tonytonyjan/exif

Make C Extension

Solutions

- C API of Ruby
- rubyinline - mixing C code into Ruby
- SWIG - Simplified Wrapper and Interface Generator

rubyinline

```
require "inline"
class MyTest
  inline do |builder|
    builder.c "
      long factorial(int max) {
        int i=max, result=1;
        while (i >= 2) { result *= i--; }
        return result;
      }"
  end
end
t = MyTest.new()
factorial_5 = t.factorial(5)
```

SWIG

1 function

foo.c

1 declaration

foo.h

libfoo.i



\$ swig -ruby libfoo.i



foo.c

foo.h

libfoo_wrap.c

2k lines

clang/gcc

libfoo.so

3x bigger than MRI C API implementation

SWIG is similar to C, but not C

```
/* libfoo.i */
%module libfoo
%{
    #include "libfoo.h"
%}

%typemap(in, numinputs=0) (double *tax, double *rate) {
    $1 = (double *)malloc(1 * sizeof(double));
    $2 = (double *)malloc(1 * sizeof(double));
};
```

MRI API is just Fine

What happen in “require”

```
require 'foo'
```

It will load “**foo.rb**”

foo.so, foo.o and foo.bundle

RbConfig::CONFIG['DLEXT']

**To write a loadable Ruby
module is easy.**

**What about write a
native loadable module?**

Entry of a C Program

```
// main.c
#include <stdio.h>
int main(int argc, char const *argv[]){
    printf("Hello World");
    return 0;
}
```

Entry of C Extension

```
#include <ruby.h>
```

```
int Init_foo(){
    printf("Hello World\n");
    return 0;
}
```

```
$ ruby -e 'require "foo"'
Hello World
```

Compilation

How to compile?

- Compile in-line
- autoconf/pkg-config
- MakeMakefile (recommended)

Compile in-line

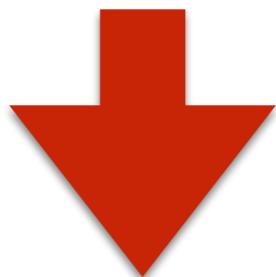
```
clang \
-I/RUBY/PATH/include/ruby-2.2.0/PLATFORM_NAME \
-I/RUBY/PATH/include/ruby-2.2.0 \
-Wl,-undefined,dynamic_lookup -Wl,-multiply_defined,suppress \
-lpthread -lgmp -ldl -lobjc \
-o foo.bundle foo.c
```

pkg-config

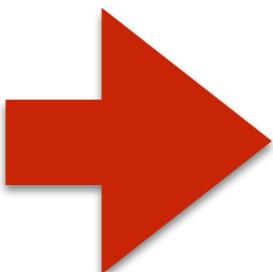
```
export PKG_CONFIG_PATH=/RUBY/PATH/lib/pkgconfig  
clang $(pkg-config --libs --cflags ruby-2.2) -o foo.bundle foo.c
```

mkmf (Make Makefile)

```
# extconf.rb
require 'mkmf'
create_makefile('foo')
```



```
$ ruby extconf.rb
$ make
```



```
.
├── Makefile
├── extconf.rb
├── foo.bundle
├── foo.c
└── foo.o

0 directories, 5 files
```

installation path

```
create_makefile("foo_ext")
```

```
require 'foo_ext'
```

```
create_makefile("foo/bar")
```

```
require 'foo/bar'
```

custom source path

```
create_makefile("foo_ext" "src")
```

```
•
  └── extconf.rb
  └── src
      ├── bar.c
      ├── bar.h
      ├── foo.c
      └── foo.h
```

```
$ ruby extconf.rb
$ make
```



```
•
  └── Makefile
  └── bar.o
  └── extconf.rb
  └── foo.o
  └── foo_ext.bundle
  └── src
      ├── bar.c
      ├── bar.h
      ├── foo.c
      └── foo.h
```

Conditional Processing

Conditional Processing

```
AC_CHECK_HEADERS([foo.h])
AC_CHECK_HEADERS([bar.h], [], [],
[#ifdef HAVE_FOO_H
# include <foo.h>
#endif
])
```

AutoConfig - Generic Header Checks

Conditional Processing

mkmf methods	Compiler Options
have_header("foo")	-DHAVE_FOO_H
have_library("foo")	-lexif
have_type("foo")	-DHAVE_TYPE_FOO
have_var("foo")	-DHAVE_FOO
have_struct_member('struct foo', 'bar')	-DHAVE_STRUCT_FOO_BAR
have_func("foo")	-DHAVE_FOO

It's just DSL

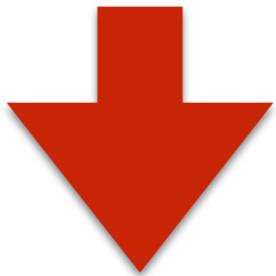
```
have_func 'PQconnectionUsedPassword' or
  abort "Your PostgreSQL is too old. Either install an older version " +
        "of this gem or upgrade your database."
have_func 'PQisthreadsafe'
have_func 'PQprepare'
have_func 'PQexecParams'
have_func 'PQescapeString'
```

Configurable Target Path

```
gem install mysql2 -- --with-mysql-dir=prefix  
gem install mysql2 -- --with-mysql-include=lib --with-mysql-lib=dir
```

dir_config

```
dir_config('foo')
```



```
gem install foo -- --with-foo-dir=prefix
```

```
gem install foo -- --with-foo-include=lib --with-foo-lib=dir
```

Setup Gemspec

```
# foo.gemspec
Gem::Specification.new 'foo', '1.0.0' do |s|
  s.name = 'foo'
  s.summary = 'foo'
  s.authors = %w[tonytonyjan]
  s.files = %w[foo.c]
  s.extensions = %w[extconf.rb]
end
```

That's it

**You't need autotools,
mkmf gives you the best.**

File Structure

```
$ bundle gem NAME --ext
```

Typical File Structure

```
.  
├── Gemfile  
├── Rakefile  
├── ext  
│   └── foo  
│       ├── extconf.rb  
│       ├── foo.c  
│       └── foo.h  
└── foo.gemspec  
└── lib  
    └── foo  
        ├── version.rb  
        └── foo.rb  
  
4 directories, 8 files
```

```
# ext/extconf.rb  
require "mkmf"  
create_makefile("foo/foo")
```

```
# lib/foo.rb  
require "foo/version"  
require "foo/foo"
```

mysql2, nokogiri, sqlite3

```
require 'foo/foo'
```

It's ambiguous!

Better File Structure

```
.
├── Gemfile
├── Rakefile
└── ext
    ├── extconf.rb
    ├── foo.c
    └── foo.h
└── foo.gemspec
└── lib
    ├── foo
    │   └── version.rb
    └── foo.rb
3 directories, 8 files
```

```
# ext/extconf.rb
require "mkmf"
create_makefile("foo_ext")
```

```
# lib/foo.rb
require "foo/version"
require "foo_ext"
```

pg, bcrypt, eventmachine

Development Workflow

**`gem install` will generate
Makefile & build
automatically.**

While developing...

```
$ cd ext/  
$ ruby extconf.rb  
$ make  
$ cd ..  
$ ruby -l ext -r foo_ext -e '...'
```

It's too tedious.

Life can be easier.

gem install rake-compiler

```
# Rakefile
require "rake/extensontask"

Rake::ExtensionTask.new("foo_ext") do |ext|
  ext.ext_dir = "ext"
end
```

\$ rake -D

rake clean

Remove any temporary products.

rake clobber

Remove any generated file.

rake compile

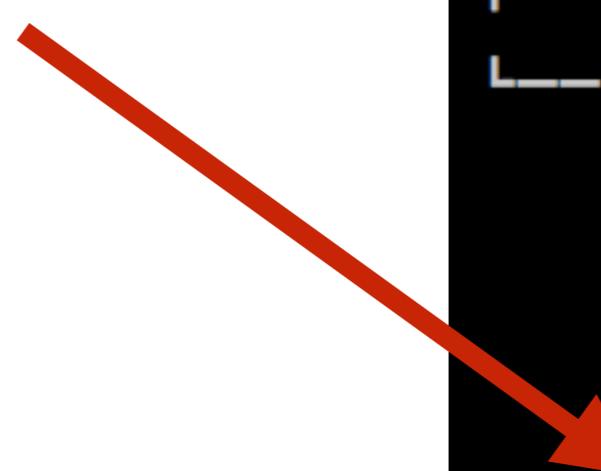
Compile all the extensions

rake compile:foo_ext

Compile foo_ext

Using rake-compiler

```
$ rake compile test
```



```
.  
├── Gemfile  
├── Rakefile  
└── ext  
    ├── extconf.rb  
    ├── foo.c  
    └── foo.h  
└── foo.gemspec  
└── lib  
    └── foo  
        └── version.rb  
└── foo.rb  
└── foo_ext.bundle
```

**rake-compiler is for
development.**

**It's nothing to do with
gem installation.**

Basic C API

Key Knowledge

- Ruby is OO, C is not.
- C variables have types but data don't.
- Ruby variables have no types but data do.
- Data in Ruby are represented by C type “VALUE”, and “VALUE” data has its own data-type.

Define Module/Class

Ruby

```
module Foo; end  
class Bar; end
```

```
Bar.superclass #=> Object
```

C

```
void  
Init_foo_ext(void)  
{  
    VALUE rb_mFoo = rb_define_module("Foo");  
    VALUE rb_cBar = rb_define_class("Bar", rb_cObject);  
}
```

Nested Class/Module

Ruby

```
module Foo
  class Bar; end
  module Buz; end
end
```

C

```
void Init_foo_ext(void){
  VALUE rb_mFoo = rb_define_module("Foo");
  VALUE rb_cBar = rb_define_class_under(rb_mFoo, "Bar", rb_cObject);
  VALUE rb_mBuz = rb_define_module_under(rb_mFoo, "Buz");
}
```

```
VALUE rb_define_class(const char *name, VALUE super);
VALUE rb_define_module(const char *name);
VALUE rb_define_class_under(VALUE outer, const char *name, VALUE super);
VALUE rb_define_module_under(VALUE outer, const char *name);
```

Define Method

Ruby

```
class Bar
  def self.hello(name); puts "Hello, #{name}" end
  def world; puts "World" end
end
```

function pointer

C

```
rb_define_singleton_method(rb_cBar, "hello", hello, 1);
rb_define_method(rb_cBar, "world", helllo, 0);
```

argc

```
self  
↓  
VALUE hello(VALUE instance, VALUE name){  
    printf("hello %s\n", StringValueCStr(name));  
    return Qnil;  
}  
↓  
Singleton Instance of rb_cNilClass  
(there are also Qfalse, Qtrue)  
Convert Ruby String to C String  
  
VALUE world(VALUE klass){  
    printf("world\n");  
    self  
    return Qnil;  
}
```

Ruby data <-> C data

	Fixnum	Numeric	String
int	FIX2INT(value) INT2FIX(i)	NUM2INT(value) INT2NUM(I)	
long	FIX2LONG(value) LONG2FIX(l)	NUM2LONG(value) LONG2NUM(l)	
double		NUM2DBL(value) rb_float_new(f)	
char*			StringValueCStr(value) rb_str_new_cstr(s)

Steps of implementation

```
VALUE func(VALUE self, VALUE argv...){  
    // 1. Check types of arguments  
    // 2. convert arguments to C data  
    // 3. process C data  
    // 4. return VALUE object  
}
```

Type Checking

Ruby

```
case obj
when Module then # ...
when Class then # ...
else raise 'not valid'
end
```

C

```
switch (TYPE(rb_mFoo)){
    case T_MODULE:
        // process Module
        break;
    case T_CLASS:
        // process Class
        break;
    default:
        rb_raise(rb_eTypeError, "not valid value");
        break;
}
```

internal VALUE Types

T_NIL	T_STRING	T_STRUCT	T_FILE
T_OBJECT	T_REGEXP	T_BIGNUM	T_TRUE
T_CLASS	T_ARRAY	T_FIXNUM	T_FALSE
T_MODULE	T_HASH	T_COMPLEX	T_DATA
T_FLOAT	T_SYMBOL	T_RATIONAL	

Pointer Wrapper

C is not OOP

**However, there is
structure in C.**

```
u = User.new("Weihang", "An engineer")
u.hello # => print: "Hi, I'm Weihang"
```

u1 = User.new(...)



User instance

new()
hello()

Wrapped C Struct

char name[20]
char desc[20]

u2 = User.new(...)



User instance

new()
hello()

Wrapped C Struct

char name[20]
char desc[20]

```
// user.h  
typedef struct {  
    char name[20];  
    char desc[20];  
} User;
```

```
static VALUE new(VALUE self, VALUE name, VALUE desc);  
static VALUE hello(VALUE self);
```

```
VALUE rb_cBar = rb_define_class_under(rb_mFoo, "Bar", rb_cObject);  
rb_define_singleton_method(rb_cBar, "new", new, 2);  
rb_define_method(rb_cBar, "hello", hello, 0);
```

User#new(name, desc)

```
static VALUE new(VALUE self, VALUE name, VALUE desc){  
    User* user;  
    VALUE rb_user = Data_Make_Struct(self, User, 0, -1, user);  
    strncpy(user->name, StringValueCStr(name), 19);  
    strncpy(user->desc, StringValueCStr(desc), 19);  
    return rb_user;  
}
```

Ruby class C struct return

mark function pointer free function pointer

ActiveRecord::Persistence#destroy

User#hello

Ruby instance	C struct	return
<code>VALUE self</code>	<code>User* user;</code>	<code>Qnil</code>
	<code>Data_Get_Struct(self, User, user);</code>	
	<code>printf("Hi, I'm %s\n", user->name);</code>	
	<code>return Qnil;</code>	
	<code>}</code>	



```
static VALUE hello(VALUE self){
    User* user;
    Data_Get_Struct(self, User, user);
    printf("Hi, I'm %s\n", user->name);
    return Qnil;
}
```

What about C++?

```
#include <iostream>
#include "foo.h"
using namespace std;

extern "C" void Init_foo(){
    cout << "Hello, World" << endl;
}
```

That's it!

Learning Resources

- Official Guide
 - <http://guides.rubygems.org/gems-with-extensions/>
- README.EXT in ruby source code
- @tenderlove
 - <http://tenderlovemaking.com/2009/12/18/writing-ruby-c-extensions-part-1.html>
 - <http://tenderlovemaking.com/2010/12/11/writing-ruby-c-extensions-part-2.html>
- Source code of pg, sqlite2, mysql2, nokogiri, kgio, bcrypt, etc
- MRI source code

Thanks for your listening