Babel
Users' Guide

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LAWRENCE LIVERMORE NATIONAL LABORATORY
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Babel
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February 17, 2009

Preface

This document applies to Babel 1.4.0. It, like the software it documents, is a work in progress.
– The Babel Development Team

Babel in a Nutshell

Babel is a tool that enables software written in different languages to communicate. It accomplishes this task by using an Interface Definition Language (IDL) similar to COM and CORBA. Babel relies on the Scientific Interface Definition Language (SIDL) that is specifically tuned for scientific applications. By expressing software interfaces, or APIs[1], in SIDL the appropriate glue code stubs and skeletons can be generated to facilitate language interoperability. Features unique to SIDL are:

- Dynamic multi-dimensional arrays
- Complex numbers (e.g. $2 + 3i$)
- In-process optimizations
- Syntax for specifying interface contracts
- Special directives for large-scale parallel distributed programming (future)

Babel enables true object-oriented techniques even in non object-oriented languages. The object model that SIDL supports is similar to Java and Objective C where a class can extend at most one class, but implement many interfaces. In C++ speak, an interface is simply a class of all pure-virtual methods. Furthermore, if library developers want object-oriented features but are required to be 100% ANSI C compliant, Babel can meet those constraints. Although the Babel code generator is implemented in Java, the runtime libraries and generated files for C bindings are 100% ANSI C compliant.

Babel can be used as the basis for a component framework, but it is *not* a complete framework by itself. We've added a tiny CCA-compliant framework, called *Decaf*, in our examples/ directory. Decaf demonstrates how Babel can be used to implement a component framework.

SIDL is also a useful communications tool for code development teams since it only expresses the public API. That is, implementation details, which often prove distracting during collaborative design, can be safely avoided by restricting discussions to the interfaces described in SIDL. Furthermore, since SIDL is simple and clean it can be used by Computer Scientists, Math Programmers, and Application Scientists to debate APIs even using only email.

Scope of this Manual

This document is intended as an introduction and tutorial on the use of Babel tools for the generation and use of component software. The Babel tools were designed specifically for scientific applications, therefore most of the examples and exercises here also deal with scientific applications.

This manual assumes the reader is a programmer who is proficient in two or more of the following languages: C, C++, FORTRAN 77, Fortran 90, Java, or Python. Furthermore, this manual assumes the reader is familiar with the

[1] Application Programming Interfaces

SPMD[2] programming model that pervades the scientific computing community. Knowledge of and experience with MPI programming is helpful, but not strictly required.

Getting the Software

Babel source is available free of charge on the web. Developed by the Components Project at the Lawrence Livermore National Laboratory Center for Applied Scientific Computing (CASC), it is licensed under the Lesser GNU Public License (LGPL). See the source distribution for details.

The homepage for the Components Project is

http://www.llnl.gov/CASC/components

Conventions

The following typographic conventions are used throughout this manual.

Italic	is used for file and command names. It is also used to highlight comments in examples and to define terms the first time they appear in a document.
`Constant Width`	is used in examples to show the text that is generated, and in regular text to show operators, variables, and the output from commands or programs.
`Constant Slanted`	is used for displaying for SIDL source code. We use a separate font to distinguish SIDL code from generated code.
`Constant Bold`	is used to show user's modifications to generated code and in examples to show user's actual input at a terminal.
Sans Serif Slanted	is used in examples to show variables for which a context-specific substitution should be made. The variable *filename*, for example, would be replaced by the actual filename.

Additionally, we may use specific blocks of text as sidebars to call the readers attention to particular information. Here's one kind.

> **Rationale:** *Often when listing restrictions or requirements, we find it helpful to also explain and document the rationale behind a design decision. In time, the context in which the rationale was based may become irrelevant, making the rationale blocks very useful for understanding when to change a decision.*

We Appreciate Your Feedback

We have tested and verified the information in this manual. Nonetheless, features may have changed or oversights may exist. Please contact us with any issues, corrections, or suggestions for future versions of this manual through snail mail at:

Components Project
Center for Applied Scientific Computing
Lawrence Livermore National Laboratory
P.O. Box 808, L–365
Livermore, CA 94551

[2] Single Program Multiple Data

or through email to:

`components@llnl.gov`

To find out more about Babel, feel free to subscribe to one or more of the associated distribution lists given below.

- `babel-announce@llnl.gov` is a moderated email forum to which anyone can subscribe (though no-one can post). This is a low-volume alternative for people who want to know about releases and major announcements.
- `babel-dev@llnl.gov` is an open discussion forum about Babel for serious babel users who want to talk about the internal workings of the tools. Anyone can subscribe or send email to this list.
- `babel-users@llnl.gov` is an open discussion forum about Babel for users. Anyone can subscribe or send email to this list.

To subscribe, simply send email to `majordomo@lists.llnl.gov` with the appropriate line(s):

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Software Notices

Babel depends on a great deal of third-party software.

- **JavaCC** is used to generate the SIDL Parser. This is a java.net community project. JavaCC is available under a BSD-style license here: `https://javacc.dev.java.net/`).
- **gnu.getopt** is an implementation of GNU Getopt in Java and is distributed with Babel as a JAR file. It can be downloaded (along with sourcecode) from either the GNU website

http://www.gnu.org/software/java/packages.html

or the author's website

http://www.urbanophile.com/arenn/hacking/download.html.

The following is the copyright notice for gnu.getopt:

```
/*************************************************************************
/* Getopt.java -- Java port of GNU getopt from glibc 2.0.6
/*
/* Copyright (c) 1987-1997 Free Software Foundation, Inc.
/* Java Port Copyright (c) 1998 by Aaron M. Renn (arenn@urbanophile.com)
/*
/* This program is free software; you can redistribute it and/or modify
/* it under the terms of the GNU Library General Public License as published
/* by  the Free Software Foundation; either version 2 of the License or
/* (at your option) any later version.
/*
/* This program is distributed in the hope that it will be useful, but
/* WITHOUT ANY WARRANTY; without even the implied warranty of
/* MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.  See the
/* GNU Library General Public License for more details.
/*
/* You should have received a copy of the GNU Library General Public License
/* along with this program; see the file COPYING.LIB.  If not, write to
/* the Free Software Foundation Inc., 59 Temple Place - Suite 330,
/* Boston, MA  02111-1307 USA
/*************************************************************************/
```

The text for the GNU Library GPL is available at http://www.gnu.org/copyleft/library.html.

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Chapter 1

Introduction

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1.1 Babel Facilitates Language Interoperability

Babel was conceived, designed, and built to solve a problem; namely, to make scientific software libraries equally accessible from all of the standard languages. Hence, its goal is language interoperability. The vision goes far beyond calling BLAS[1] implemented in FORTRAN 77 from a C program. At its heart, Babel lets programmers use their tool of choice in developing complete applications using components implemented in one or more distinct programming languages.

For instance, let us say that an application scientist is running a sophisticated C++ code from a Python scripting environment. This can already be easily accomplished with technologies like SWIG. Now let's say that the simulation is showing some erratic behavior and the application scientist wants to extend the `ConvergenceCheck` class to also report some information to a log file. Let's also assume that this application scientist doesn't want to write a new C++ class much less rewrite the current application. What this individual wants to do is derive and utilize a new class in Python from the C++ `ConvergenceCheck` class. Thus, the C++ simulation code will now have to invoke a method on a class implemented in Python, which then dispatches back to the C++ base class after doing its additional logging. In Babel, this situation is normal and expected. In SWIG, one must use special settings to enable the director feature to have this level of flexibility, which increases the code size and complexity. Figure 1.1 shows a high level view of what Babel's solution looks like. The developers write the application in Python, the library in C++, and the extended `ConvergenceCheck` in Python. All the glue code is generated by running Babel on a SIDL file.

Figure 1.2 lists many of the primary languages that are of interest to scientific simulation software developers and users. The good news is that there is a path from each language to every other; meaning that calling from one to another is possible. However, the technologies to get from one language to another vary widely, are fraught with pitfalls, and may require calling through a completely different language.

Babel works by providing the technology to define and support the multi-language interoperation of a common subset of functionality through programming language-neutral interface specifications. See Fig. 1.3 to see a graphical representation of the supported languages. It is important to note that this common functionality subset is *far* from a lowest common denominator solution in that Babel actually adds functionality when it is lacking in the host language.

[1] BLAS: Basic Linear Algebra Subroutines

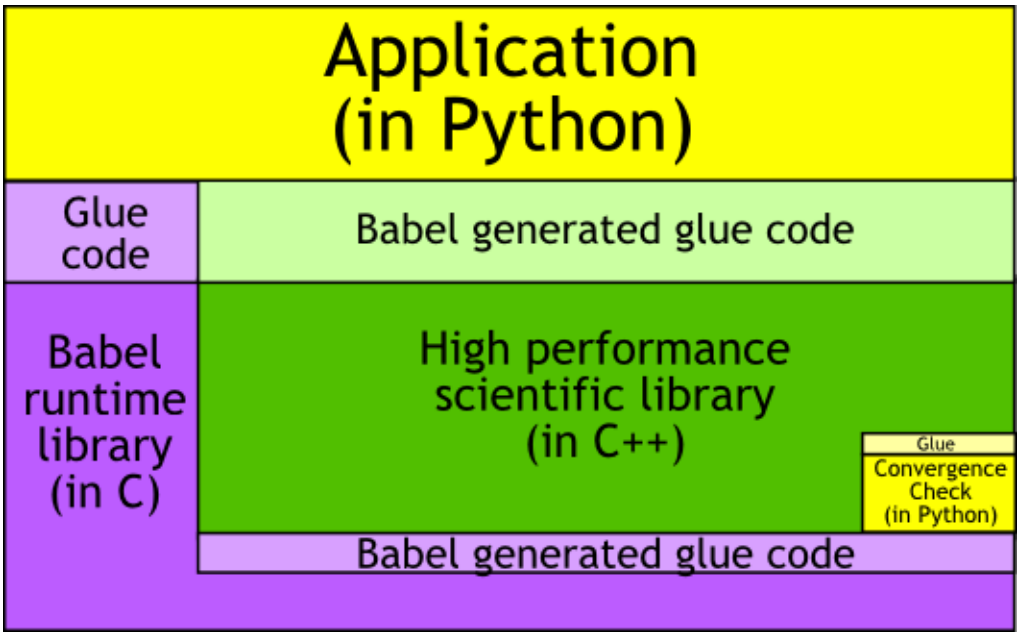

Figure 1.1: Example Babel multi-language application

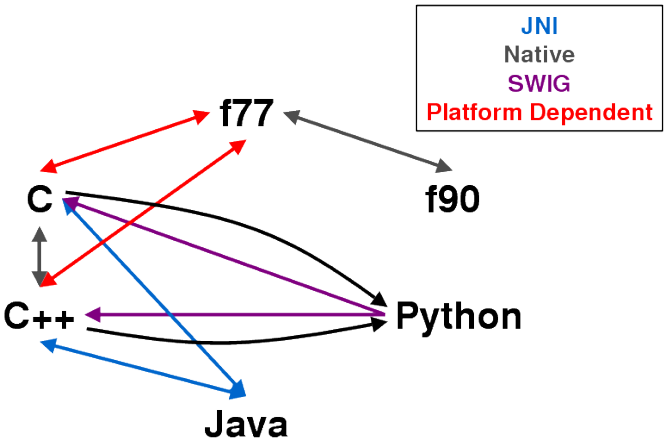

Figure 1.2: Language Interoperability Using Current Technology.

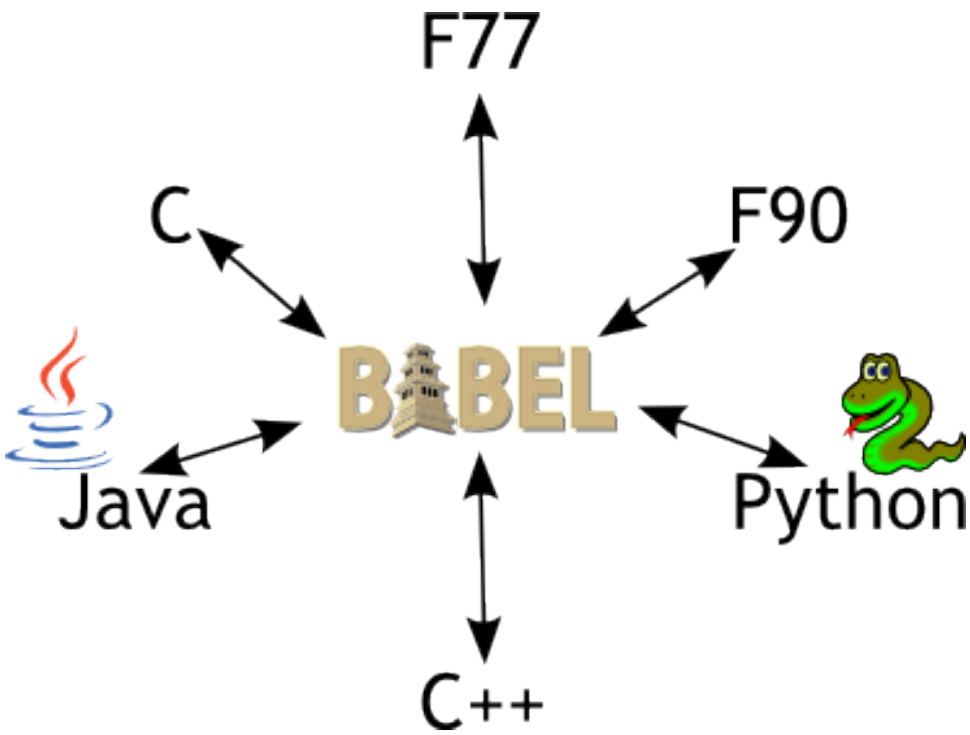

Figure 1.3: Language Interoperability Using Babel.

1.2 Scientific Interface Definition Language (SIDL)

In order to support multi-language interoperability, Babel relies on the specification of interfaces in the Scientific Interface Definition Language (SIDL) (pronounced "SIGH-dull"). SIDL is similar to COM and CORBA IDLs, but was designed with an emphasis on scientific computing. Specifically, SIDL supports dynamic multi-dimensional arrays and has built-in complex numbers. SIDL also supports interface contracts, which define properties that must hold true during execution — before and/or after method invocation — when contract enforcement is enabled. It will acquire a set of directives to aid in the description of massively parallel distributed objects.

When it comes to deciding what programming idioms to support across all languages and which ones to reject, SIDL strikes a careful balance between minimalism and completeness. It is *not* a lowest common denominator solution. SIDL is minimal to keep the learning curve as low as possible. It is complete so developers do not feel constrained in how to express their solutions.

SIDL is object-oriented. Its object model closely resembles that of Java and Objective C. In this model there is single inheritance of implementation and multiple inheritance of interfaces. It supports the typical notions of virtual, static, and final methods. SIDL also provides a basic set of features by defining and implementing the basic types for interfaces, classes and exceptions. All types implicitly inherit from these basic types.

The most important concept to grasp about SIDL is that SIDL only defines a public interface that other programs may use to access your code. As a result, all methods defined as part of a SIDL file are public; if you do not want a method to be globally usable, simply do not define it in your SIDL file. Furthermore, all object and class data is implicitly private. There is no way to declare or define data in a SIDL file. Instead, any data required for your code should be declared in the implementation language files. This way, the languages that use your code through Babel may create your objects and pass them around just like any normal piece of data, but they may only access the data through the provided interface.

SIDL also has a complete set of fundamental data types, from booleans to double precision complex numbers. It also supports more sophisticated types such as enumerations, strings, objects, and dynamic multi-dimensional arrays.

SIDL is still a work in progress. Of particular research interest are directives that will be added for parallel distributed object interaction and features to specify computational quality of service semantics associated with the

interfaces.

1.3 Benefits to Customers

Babel has two types of customers: *developer* and *user*. The developer implements a library that will be used by one or more users, and the user uses libraries via their Babel generated interfaces. Babel provides value to developers by making their software accessible to a larger customer base because their software can be used from more different programming languages. Users, on the other hand, may not care or even know that they are interacting with a library through Babel. Babel provides value to users by making more software accessible to them.

Babel provides some features that benefits user and developer alike. The most important aspect to note here is that all Babel objects are reference counted. This feature is critical to encapsulate the memory allocation library (e.g. C's malloc/free or C++'s new/delete) used in the implementation of the object. Users never need concern themselves with when to free up a resource, they only declare when they're done with their reference to that resource. Developers are free to use different memory allocation subsystems in different parts of their code if need be.

Babel also provides a consistent type system. This is particularly important when you want to make object-oriented libraries written in C++, Python or Java accessible in procedural languages like FORTRAN 77, Fortran 90 and C. Babel maps the object-oriented concepts like inheritance, polymorphism and object identity into all supported languages.

Interface contracts, which identify conditions that must hold at the interface, can be used to improve the quality of software for both developers and users. Interface contracts consist of precondition, postcondition, and/or invariant clauses belonging to the interface, not the underlying implementation(s). *Precondition* clauses consist of assertions on properties which must hold prior to method execution. *Postcondition* clauses contain assertions which must hold upon method completion. *Invariant* clauses apply before and after method execution. Consequently, in addition to providing useful documentation, SIDL interface contracts are enforceable. So developers can enable contract enforcement as an aid to testing and debugging. Users can enable full or partial contract enforcement during deployment to gain confidence in unfamiliar software.

1.4 Beyond Babel's Scope

The language interoperability problem is a large one, and though the Babel tools address much of it, there is still a lot that is beyond the scope of our tool. Babel is at its heart a code generator and a runtime library. Consequently, the following features are currently limitations of the Babel tool kit:

Reverse engineering is not supported. That is, there is no support for inspecting or modifying compiled code. In addition, scanning existing software to generate SIDL wrappers is not supported. There are other groups who are pursuing a C++ to SIDL converter. Since SIDL contains different information than what is in a C++ header file, however, such a converter cannot be fully automated without additional help.

Library compatibility is limited. Since Python and Java dynamically load libraries into their virtual machines, using these languages requires the ability to build shared libraries. In general, building shared libraries (particularly from C++) is difficult and error prone. This is compounded by the fact that compiler vendors have no standard way of doing this, and many tools that help building shared libraries don't support C++. One can build a legitimate shared library that still won't work because there are unresolved symbols, or the library was loaded in the wrong mode.

Compiler compatibility is limited. Since the C++ standard does not specify a binary interface and uses a lot of hashing in their symbol tables, there have been no attempts to get libraries from dissimilar C++ compilers to work together. Similarly, although we support FORTRAN 77 and Fortran 90, all libraries of Fortran code must be compiled with the same compiler... again because of the lack of a standard binary interface.

Despite the aforementioned limitations, Babel does facilitate the development of language interoperable software. However, issues of robust packaging, building, and deployment of language interoperable software still loom on the horizon.

1.5 Summary

Babel consists of a set of tools intended to facilitate language interoperability in the scientific computing community. Using interfaces for libraries or components specified in Scientific Interface Definition Language (SIDL) files, Babel can generate corresponding XML representations as well as the source code for the corresponding stubs, intermediate object representations, and implementation skeletons. The generated source code then becomes the foundation for the glue code used for language interoperability between callers of libraries and components.

In addition to providing generated code automatically handling mapping fundamental data type parameters between different languages, Babel has built-in support for complex numbers and multi-dimensional arrays. Additional benefits include object reference counting to facilitate memory management.

Optional SIDL interface contract features are also provided. Interface contracts aid in improving the quality of software. Contracts added to interfaces document constraints and can be used to enhance testing. When enabled at runtime, contracts can also be used to help users gain confidence in unfamiliar software.

Finally, Babel's primary goal is to facilitate the development of language interoperable libraries and components. Hence, support for reverse engineering is not provided. Given that Babel has been developed by a research team, there are also limitations associated with shared library and programming language-specific compiler interoperability support that have been looked into but probably will not be addressed in the foreseeable future. Regardless, Babel has proved to be useful to its stakeholders to the point that it is becoming an integral part of the Common Component Architecture (CCA). Refer to papers and presentations on our web site for more information.

1.6 Organization

The remainder of this document is separated into two parts: foundations and supported language bindings. Part I is devoted to describing the SIDL and the Babel tools. It starts with a tutorial to gently introduce the reader to the development of glue code from both the implementation (or server) and user (or client) sides. The following chapter introduces SIDL and Babel basics. Finally, a chapter on advanced topics, such as linking options, is provided.

Part II describes the language bindings currently supported by Babel. Most of the bindings are programming languages. In which case, most have both client- and server-side bindings. However, Babel also supports textual language backends. At this time, Extensible Markup Language (XML), Hypertext Markup Language (HTML) and Scientific Interface Definition Language (SIDL) are the only textual backends.

Appendices are included to provide more information on topics such as acronyms, the SIDL Grammar, and SIDL XML. In addition, sections are included that provide advice and tips on troubleshooting.

Part I

Foundations

Chapter 2

Installation

Ideally, Babel will configure and make "out-of-the-box" on most Unix-like machines. If the configuration process detects that certain resources are unavailable, it will correctly disable support for languages or features needing those resources. If this instance of correct behavior is not the intended behavior, then the installer is left to install the external resources and then re-configure, make, and install Babel. This chapter is intended to provide help and reassurance that Babel is indeed configured and installed correctly.

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2.1 Simple Installation

These instructions assume you have a "tarball" (e.g. *.tar.gz file). We have volunteers who put together and manage RedHat RPMs and Debian *.deb distributions of Babel. If you have one of these distros, read their documentation first as it may have details that supersede our own.

A typical build is a simple sequence of

```
% ./configure -C
# lots of stuff
...
Fortran77 enabled.
C++ enabled.
Java enabled.
Python enabled.
Fortran90 enabled.
```

```
% make
# lots more stuff
...
% make install
# not so much stuff
...
```

The **-C** tells configure to cache its results in a file. This improves the overall speed of configuration because the runtime configure script reuses the results of the top-level configure.

There are many circumstances where the configuration step will properly terminate with an error, but if the configuration works, the build and installation shouldn't terminate abnormally. If you have problems or note bugs during configuration, installation or later Babel usage, please send an email to `babel-bugs@cca-forum.org` including the version of babel you are working with, if possible the output from **babel-config --version-full**, and the exact output that indicates the presence of a bug. **babel-config** is Bourne shell script that the configure creates in the `bin` directory. If your current directory is the top directory of the Babel distribution, normally you can invoke **babel-config** as follows:

```
% bin/babel-config --version-full
```

2.1.1 Configure

There are two main choices to be made at configure time: "Where does the software get built?" and "Where does the software get installed?". The mechanisms for effecting these choices are quite different.

If you want to build software in a separate directory from where the tarball was untarred, this is called a "VPATH build". VPATH builds are useful if you want to build Babel multiple times with various compilers, flags, or you have a shared filesystem across multiple platforms. It separates the code you generate from things that you were given. The downside is that its more complex to remember where to edit what since original sources will be in the source directory tree and the generated sources and compiled assets will be in the build directory tree.

If you run configure in the directory it appears, (i.e. you typed **./configure**) you are performing an "non-VPATH build". To do a VPATH build, simply cd to the directory you want to be the build directory root, then launch configure from there. The following sequence demonstrates a vpath build

```
% tar zxvf babel-x.x.x.tar.gz
% mkdir babel-linux-build
% cd babel-linux-build
% ../babel-x.x.x/configure -C
```

Note that the directory where you build Babel should be different from the directory where you install Babel. The default install directory is `/usr/local`, but can be set to any directory that you have read/write access to. To change the install directory, run configure with the **--prefix** option. Since many people do not have root access on their machine (or prefer to install in a local directory when dealing with unfamiliar software), this option is probably the second most heavily used option for configure (first being **--help**, which is a good one to try also.)

At the time of this writing (1.1.0), there are two configure scripts in Babel, about 47K lines of shell script each. These configure scripts will then propagate the information they acquire to Makefiles by perform approximately 190 sed substitutions (per Makefile), to the source code by setting approximately 170 preprocessor macros in babel_config.h, and various bits of shell script in the build that do not get propagated to the install directory. The configure script does not modify any source code in Babel's runtime system or code generator. This means that source code generated by a different Babel installation is usable as long as it gets compiled against the local babel_config.h and linked with the local Babel runtime libraries.

2.1.2 Make

The makefiles are generated by the configure script from Makefile.in templates. The configure script is generated by a tool called autoconf. The Makefile.in's are generated from Makefile.am files by a separate, related tool called

automake. We also use a tool called libtool to help with libraries. Libtool is written in shell, automake in perl, and autoconf in m4.

After a successful configuration step, if your build fails it is most likely that there is a bug in Babel, autoconf, libtool, or a library of m4 macros from any of the above. It is less likely to be an issue with automake, but possible. Perl and m4 themselves are no longer involved in the process after the configure script is produced, so while there may be a nascent bug in the files they generated, it is unlikely.

2.1.3 Make Check (Optional)

This is an exhaustive check that can take hours to complete on an average workstation. The number of actual tests run depends on the number of languages that are enabled. In general a driver and an implementation of each test is generated in each enabled language. Then each combination of driver and implementation are run (both statically linked libraries and dynamically loaded libraries, as appropriate) and tested. A test script can actually launch multiple tests, and tests can have multiple parts. At the time of this writing (babel-0.9.3) there are over 13,000 parts tested when all languages are enabled.

2.1.4 Make Install

This transfers built software to the final installation directory. Examples and tests are not installed, nor are Makefiles or dozens of other types of files. Make install also builds javadoc documentation for Babel's code generator. Since some libraries are built with install paths in mind, libtool uses a lot of scripts to make things work in their build directory with binaries actually hidden in .lib subdirectories. Make install strips this extra scaffolding away as well.

2.1.5 Make Installcheck (Optional)

This is the same test suite as with make check. The only difference is that it is run against the code in the install directories, not the build directories.

2.2 External Software Requirements

Babel builds on a lot of available software; some optional, some required. Some we ship in our tarball, some we require users to install separately.

2.2.1 Required & Included

- **Java GetOpt:** This is a Java rewrite of GNU GetOpt available at http://www.urbanophile.com/arenn/hacking/download.html. The Babel code generator uses this to parse command line arguments. The JAR file, download information, and licensing details are in the lib/ subdirectory of the Babel distribution.

- **Xerces-J:** Xerces-J is a Java implementation of SAX and DOM XML parsers available from the Apache Software Foundation at http://www.apache.org. The Babel code generator uses this for XML I/O. The JAR file, download information, and licensing details are in the lib/ subdirectory of the Babel distribution.

- **libparsifal:** libparsifal is a lightweight XML parser implemented in C, and Babel uses it to parse its `.scl` files.

- **libchasmlite:** Babel uses a simplified form of the Fortran array descriptor library from Chasm (see http://chasm-interop.sourceforge.net). Chasm is a language interoperability tool in its own right, but as of version 1.0.1, only the array library is considered complete. Without libchasmlite, the configuration script will disable Fortran 90 support.

- **libltdl:** The libtool dynamic loading library.

2.2.2 Required but Separate

- **Unix shell & bintools:** On early 64bit Linux boxes, we found it necessary to rebuild even these basic tools with all 64bit options enabled. Apparently they were originally installed with less attention to detail than necessary. Bintools includes things like cp and mv.

- **C/C++ compiler:** The Babel runtime library and much of the code generated by the Babel code generator will be ANSI C. So that must be available. The C++ compiler should be optional, but at the time of this writing the configure and makefiles didn't reliably support disabling C++.

- **Java:** The Babel code generator is implemented in Java. One can disable the support for Java language bindings, but a working Java would still be needed for just about everything else. We generally stick with Sun's java developer kits (available at http://java.sun.com). Others have run Babel with Kaffe and GJC.

2.2.3 Recommended

- **Python:** Needed for the python language binding (obviously) and for the testing harness. Since the Linux kernel is often configured with a Python-based tool, its hard to find a Linux without python already installed. Python can be downloaded from http://www.python.org.

  One important gotcha is a special case where non-python applications create Babel objects implemented in python. In this case, the Babel runtime needs to dynamically load the python virtual machine (libpython.so). Unfortunately, python does not always build a dynamically loadable version of this library by default. If the Babel configure script cannot find a libpython.so, it will disable server-side Python support.

  At the time of this writing, Python cannot be coerced to build a libpython.so on AIX.

- **NumPy:** This is a scientific array python extension module. It provides native C arrays (and the ability to manipulate very big arrays) similar to python lists. Babel's python language binding requires this extension module available at http://numpy.scipy.org.

- **Python Meta Widgets (Pmw):** This is a library of GUI widgets built on top of Python's native tcl/tk interface (tkinter). Its available on SourceForge http://pmw.sourceforge.net Pmw is only needed by the GUI in the babel-life supercomputing demo. This Babel implementation of Conway's Game of Life is a separate tarball found in the contrib/ directory of the Babel distro. There is no test for Pmw in Babel's configuration script.

- **pthreads:** Needed for Java language binding.

2.2.4 Optional

These packages are used by Babel maintainers in the course of normal development. You'll need these only if you start rewriting code in Babel's distribution.

- **Automake:** Part of GNU Autotools (see http://www.gnu.org/software/automake). Check the configure.ac file to determine exactly which version we use. The configure script will disable autoconf if it detects the slightest variation from the version we prescribe.

- **Autoconf:** Part of GNU Autotoolssee http://www.gnu.org/software/automake). Check the configure.ac file to determine exactly which version we use. The configure script will disable autoconf if it detects the slightest variation from the version we prescribe.

- **Libtool:** Part of GNU Autotools (see http://www.gnu.org/software/libtool). Note that we often find need to make minor tweeks to ltmain.sh so a fresh download may generate slightly worse results on some platforms.

- **m4:** Contact us for a patched version that we use (we overflow buffers in the distributed version).

- **JavaCC:** This Java Compiler Compiler is what we use to generate the SIDL parser in Babel. If you are interested in experimenting with changing the SIDL grammar, then edit the compiler/gov/llnl/babel/parsers/sidl/sidl.jj file and rebuilt the parser with this tool. Information available at https://javacc.dev.java.net.

- **LaTeX2HTML:** This is used to generate HTML the HTML version of our manuals.
- **perl:** Needed by automake, LaTeX2HTML and other bits and pieces.

Chapter 3

Basic Babel Code Generation

This chapter describes the Babel code generator and its command line options.

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3.1 Babel is a Compiler

Babel is a compiler. It takes symbols and their interfaces as input and generates either code or a given textual representation. These interfaces may be specified in either Scientific Interface Definition Language (SIDL) or Extensible Markup Language (XML). The form the output takes depends upon the options specified on the command line. Refer to the Section 3.2 for details on command line options. More information on the supported bindings can be found in Part II of this document.

3.2 Command Line Options

The entire Babel code generator is written in Java and compiled into a jar file. For convenience, a small script called **`babel`** is provided that *should* set the appropriate environment variables and invoke the Java Virtual Machine on the jar file. To test that the script and jar file are working together properly, simply type **`babel --help`**.

Using Babel

Babel requires exactly one of the following mutually exclusive arguments on the command line unless you use the **`--multi`** option.

- **`--help`** : Print options to stdout.
- **`--version`** : Print version of Babel.
- **`--text=`*`form`*** : Generate text equivalent ("sidl" or "xml") of associated package(s) or generate interface documentation with "html".
- **`--client=`*`lang`*** : Generate client, or proxy, classes to access library.
- **`--server=`*`lang`*** : Generate the server and client classes to implement the library.
- **`--parse-check`** : Check the SIDL file only.

By far, the three most common uses of Babel will be to generate the Client-side proxies, Server-side implementations, and XML associated with the SIDL file. The last option is essentially used internally when the Babel runtime library is being developed.

The `--multi` option lets you generate multiple targets for a given set of files in a single run. Put it first on the command line, each `--client` or `--server` can have a different set of settings.

Additionally, there are a few supplemental arguments that complete the picture.

- `--output-directory=`***dir*** : Specifies the root directory associated with the generated files. The default setting is the current working directory.
- `--generate-hooks` : Generate additional methods in the implementation files that allow developers to put additional code to be called before and after the actual method call. These hooks are useful for implementation-specific method invocation instrumentation. Their execution can be disabled at run-time.
- `--generate-subdirs` : Generates files in a directory tree matching the packaging scope of the SIDL file. This is on by default for languages that have this requirement, such as Java and Python, but off by default for languages that have no such requirement. Hence, code generation for only the latter languages (e.g. C, C++, F77, F90) is effected by this option.
- `--generate-subdirs-off` : Turn the `--generate-subdirs` feature off. This is useful with `--multi` option.
- `--short-file-name` : When the --generate-subdirs and --short-file-names options are used simultaneously, the generated file names will not include package names, just the class or interface symbol. Thus, either long or short names must be used in all clients or servers that have interdependencies; mixing short and long names will result in compile and/or runtime errors.
- `--repository-path=`***path*** : Specifies a semicolon separated list of directories, or URLs[1] to search for XML Type descriptions. The need for these XML types is to resolve references in the SIDL file. This option can be used multiple times on the same command line. If appropriate, the Babel script adds the default repository path to the command line before dispatching to the Java Virtual Machine.
- `--no-default-repository` : Prohibits the use of the default repository in resolving symbols.
- `--suppress-contracts` : Refrain from generating checks associated with contracts specified in the SIDL file.
- `--suppress-ior` : Refrain from generating IOR source and header files.
- `--suppress-timestamp` : Suppresses the insertion of meta-information that could result in generated files that would otherwise not differ from prior executions on the same, unchanged input file. Typically Babel inserts meta-information such as creation time into files it generates. Although this information is useful, it does result in the creation of excessive changes when using version control systems.
- `--exclude=`***regex*** : This options can be used multiple times. Each time you add a regular expression that will be used to exclude symbols from code generation. No code or XML will be generated for any symbol matching the user provided regular expression. This command line option requires version 1.4.0 or later of the Java runtime environment.
- `--cca-mode` : This flag changes the contents of splicer blocks to match the requirements for the Common Component Architecture (CCA). Unimplemented methods throw exceptions, and there are some extra indications for Bocca about which sections still require editing.
- `--comment-local-only` : This option reduces the amount of comments in stub C header files. It will only include the doc comments for locally defined method. It will not include doc comments for inherited methods.

[1] URLs have colons in them, so this path has to be semi-colon separated, even though UNIX paths are traditionally colon separated.

- **--hide-glue** : This option causes all non-impl files to be generated in a `glue/` subdirectory. This reduces the "clutter" in the current directory.
- **--hide-glue-off** : Turn off the **--hide-glue** setting.
- **--language-subdir** : This options causes all generated files to be stored in a language-dependent subdirectory; if the **--generate-subdirs** option is also used, the language directory will be at the bottom of the hierarchy.
- **--language-subdir-off** : Turn the **--language-subdir** setting off.
- **--make-prefix=*prefix*** : The string *prefix* is prepended to the name of `babel.make` and the symbols defined inside `babel.make` to allow Babel to be run multiple times in a single directory without overwriting files.
- **--makefile** : This instructs Babel to generate a sample GNU Makefile named `GNUmakefile`. The sample GNU Makefile uses `babel-config` to determine the appropriate build flags. It's meant to be a simple, example Makefile, and it will likely require editing before incorporating it in a larger project build. It may not work correctly with other options that change where files are generated such as the `--hide-glue` option.
- **--exclude-external** : This option causes code to be generated only for the symbols specified on the command line. If you list a SIDL file on the command line, all the symbols it contains will be included. No code is generated for symbols on which the users symbols depend. This behavior is now the default behavior, so this option is not usually required.
- **--include-referenced** : This option causes code to be generated for symbols specified on the command line and for all symbols referenced by symbols on the command line. It is the opposite behavior to **--exclude-external**.
- **--cxx-ior-exception** : Earlier versions of the Babel C++ bindings checked the IOR pointer in a given stub before making any calls on it. If the IOR was null, a NullIORException was thrown. It was later found that in certain cases these checks were taking an inordinent amount of time, and since C++ does not normally check pointers before dereferencing them, it was decided that this feature was out of line with the spirit of C++. However, since some code had already been written that used this feature, we could not completely eliminate the checks. Therefore, this command line option was added. Calling babel with it will generate C++ stubs with the checks in them. This option has no effect on other languages.
- **--vpath=*dir*** : This option sets the root directory Babel searches first when trying to load implementation files to preserve splicer block contents in the hand edited implementation files. If you are generating server-side C for a concrete class `x.y.z` and you used **--vpath=/tmp**, Babel would try to read splicer blocks from `/tmp/x_y_z_Impl.h` and `/tmp/x_y_z_Impl.c`. If it does not find either file in `/tmp`, it also checks the current directory. If you are using **--generate-subdirs** with **--vpath**, the vpath directory is the root of the tree, so for the example, Babel would search for `/tmp/x/y/z_Impl.h` and `/tmp/x/y/z_Impl.c`. When appropriate, Babel inserts `#line` directives to refer debuggers to the original file. As its name suggests, this option is useful when making vpath builds using make. Some people also use it to avoid spurious changes to the files managed by their revision control system.

Long and Short Forms

So far, we've shown described the long forms of command line arguments, starting with two hyphens "--". There are also short forms for many of the more frequently used commands. See Table 3.1 for details.

Examples

To create a new XML version of a SIDL file, use the following command:

```
% babel -E -tXML -omydepot mystuff.sidl
```

Table 3.1: Command Line Arguments.

SHORT FORM	LONG FORM	NOTES
-h	−−help	Print options to stdout.
-v	−−version	Print version of Babel.
-t*form*	−−text=*form*	Generate text.
-c*lang*	−−client=*lang*	Generate client classes.
-s*lang*	−−server=*lang*	Generate server and client classes.
-p	−−parse-check	Only check parsing of the SIDL file.
	−−cca-mode	New splicer blocks get CCA-required content.
-i	−−generate-hooks	Generate pre-/post-method hooks.
	−−generate-sidl-stdlib	Regenerate the Babel runtime library.
-o*dir*	−−output-directory=*dir*	Root directory to contain generated files.
-g	−−generate-subdirs	Generate sources in directory tree matching SIDL packaging.
	−−generate-subdirs-off	Turn off generate-subdirs.
-m	−−make-prefix=*prefix*	Prepend *prefix* to names for babel.make.
	−−makefile	Generate a simple GNU Makefile.
	−−multi	Generate multiple targets in a single run.
-R*path*	−−repository-path=*path*	Use specified XML repository(ies) to resolve symbols.
-e*regex*	−−exclude=*regex*	Do not generate output for matching symbol(s).
	−−no-default-repository	Do not use the default repository to resolve symbols.
	−−suppress-contracts	Don't generate contract checks in IOR files.
	−−suppress-ior	Don't generate IOR files.
	−−suppress-stubs	Don't generate client-side stub files.
	−−suppress-timestamp	Suppress time-related metadata generation.
	−−comment-local-only	Reduce doc comments in C stub header.
-E	−−exclude-external	Do not generate code for dependencies.
	−−include-referenced	Generate code for dependencies.
-u	−−hide-glue	Put glue code in a subdirectory.
	−−hide-glue-off	Turn off hide-glue.
-l	−−language-subdir	Put code in a language dependent directory.
	−−language-subdir-off	Turn off language-subdir.
-x	−−cxx-ior-exception	Include Null IOR checks in C++ Stubs.
-V	−−vpath	Set the impl (splicer block) root directory.

To exclude code generation for types whose name begins with "MPI.", use the following command:

```
% babel -sUC++ --exclude='^MPI\.'  mystuff.sidl
```

Note, at this time, there are two C++ bindings in Babel. The current and future binding is called `UC++` or `UCxx`, and the old, deprecated binding is called `DC++` or `DCxx`. This manual will focus on the `UC++` binding.

Now suppose a developer wants to implement a library in C++ that corresponds to these types in the SIDL file.

```
% babel -E -sUC++ mystuff.sidl
```

Alternatively, the developer could also create C++ implementation files based on the XML repository. In this case, a list of symbols to be implemented would need to be specified. Assuming that all of the types are in a package called "mystuff", the following command can be issued:

```
% babel -E -sUC++ -Rmydepot mystuff
```

Now suppose a second developer wants to extend this software. A second SIDL file is created then the implementation files in Fortran 90 are generated with the following command:

```
% babel -E -sf90 -Rmydepot newstuff.sidl
```

A user now can download both SIDL files and create their Python bindings to use both libraries with the following command:

```
% babel -cPython -Rhttp://localhost/mystuff/mydepot;
http://www.otherhost.com/newstuff mystuff newstuff
```

Finally, to generate SIDL files for each package based on the XML stored in the repository, the following command is used:

```
% babel -tSIDL -Rhttp://localhost/mystuff/mydepot;
http://www.otherhost.com/newstuff mystuff newstuff
```

Chapter 4

Hello World Tutorial

For the things we have to learn before we can do them, we learn by doing them.
— Aristotle (384 BCE – 322 BCE)

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4.1 Introduction

This tutorial guides you through the process of writing the classic "Hello World!" example using the Babel tools. In the process, you will learn that the most vexing problem is getting the compiler and linker flags set up properly. Closely followed by the hassles of encoding this information in portable Makefiles.

This section offers a spectrum of possible solutions, from the minimalist but not portable, to the very robust and portable but not trivial, and a few options in between. The following sections start from the simplest setup, and work up in terms of complexity and features.

Assuming Babel is built, installed and your PATH environment variable has been set, we need to set up a few directories for this exercise. One can verify it was built and installed properly by going to the directory where it was built and typing `make installcheck`. (Warning: It can take a few hours on a good workstation for Babel's exhaustive tests to complete.) To verify Babel is in your path, simply try running it with the `--version` or `--help` option. Now pick a starting directory and issue the following commands to create some directories

```
% mkdir -p hello/minimal/libCxx
% mkdir -p hello/minimal/libF90
% cd hello
```

Now we write a SIDL file to describe the calling interface. It will be used by the Babel tools to generate glue code that hooks together different programming languages. A complete description of SIDL can be found in Chapter 5. We will use the same SIDL file for several different coding exercises and Makefile setups, so the SIDL file need not be large or complex for our purposes.

For this particular application, we will write a SIDL file that contains a class World in a package Hello. Method getMsg() in class World returns a string containing the traditional computer greeting. Using your favorite text editor, create a file called hello.sidl in the hello/ directory containing the following:

```
1 package Hello version 1.0 {
2   class World {
3     string getMsg();
4   }
5 }
```

SIDL

The package statement provides a scope (or namespace) for class World, which contains only one method, getMsg(). The version clause of the statement identifies this as version 1.0 of the Hello package.

4.2 Minimal Makefiles

Babel has the ability to generate simple, minimal GNU Makefiles using the `--makefile` command-line option. The generated GNU Makefiles require GNU `make` and are intended primarily as an aid to get you started. They assume that `babel` and `babel-config` are in your path.

4.2.1 Writing the C++ Implementation

We will write the C++ implementation in the minimal/libCxx/ subdirectory of hello/. The first step is to run the Babel code generator on the SIDL file and have it generate the appropriate code. The simplified command to generate the Babel library code (assuming Babel is in your PATH) is [1]:

```
% cd minimal/libCxx
% babel -sC++ --makefile ../../hello.sidl
```

In this Babel command, the "`-sC++`" flag, or its long form "`--server=C++`", indicates that we wish to generate C++ bindings for an implementation[2]. This command will generate a large number of C and C++ header and source files. It is often surprising to newcomers just how much code is generated by Babel. Rest assured, each file has a purpose and there is a lot of important things being done as efficiently as possible under the hood.

Files are named after the fully-qualified class-name. For instance, a package *`Hello`* and class *`World`* would have a fully qualified name (in SIDL) as *`Hello.World`*. This corresponds to file names beginning with `Hello_World`[3]. For each class, there will be files with `_IOR`, `_Skel`, or `_Impl` appended after the fully qualified name. Stubs often go without the `_Stub` suffix. *IOR files* are always in ANSI C (source and headers), containing Babel's Intermediate Object Representation. *Impl files* contain the actual implementation, and can be in any language that Babel supports, in this case, they're C++ files. Impl files are the only files that a developer need look at or touch after generating code from the SIDL source. *Skel files* perform translations between the IORs and the Impls. In some cases (like Fortran) the Skels are split into a few files: some in C, some in the Impl language. In the case of C++, the Skels are pure C++ code wrapped in `extern "C" {}` declarations. If the file is neither an IOR, Skel, nor Impl, then it is likely a *Stub*. Stubs are the proxy classes of Babel, performing translations between the caller language and the IOR. Finally, the file `babel.make` is a Makefile fragment that is used by `GNUmakefile` or to simplify making your own custom build. You may ignore the babel.make file if you wish. There are also babel.make.depends and babel.make.package files. These were added by external contributors, and we will ignore them in this document.

The only files that should be modified by the developer (that's you since you're implementing Hello World) are the "Impls", which are in this case files ending with `_Impl.hxx` or `_Impl.cxx` Babel generates these implementation files as a starting point for developers. These files will contain the implementation of the Hello library. Every implementation file contains many pairs of comment "splicer" lines such lines 4 and 6 in the following sample:

```
1 ::std::string
2 Hello::World_impl::getMsg_impl ()
3 {
4   // DO-NOT-DELETE splicer.begin(Hello.World.getMsg)
```

C++

[1] For information on additional command line options, refer to Section 3.2.
[2] You can also try the "`--help`" flag to list all of the Babel command-line options.
[3] Note: dots are converted to underscores for file naming.

```
  // Insert-Code-Here {Hello.World.getMsg} (getMsg method)
  // DO-NOT-DELETE splicer.end(Hello.World.getMsg)
}
```

Any modifications between these splicer lines will be saved after subsequent invocations of the Babel tool. Any changes outside the splicer lines will be lost. This splicer feature was developed to make it easy to do incremental development using Babel. By keeping your edits within the splicer blocks, you can add new methods to the hello.sidl file and rerun Babel without the loss of your previous method implementations. You shouldn't ever need to edit the file outside the splicer blocks.

For our hello application, the implementation is trivial. Add the following return statement between the splicer lines in the `lib/Hello_World_Impl.cxx` file:

```
::std::string
Hello::World_impl::getMsg_impl ()
{
  // DO-NOT-DELETE splicer.begin(Hello.World.getMsg)
  return "Hello from C++!";
  // DO-NOT-DELETE splicer.end(Hello.World.getMsg)
}
```

The following is a listing of the generated GNUmakefile excluding the boilerplate copyright notice. It uses some of the tools installed along with Babel to automated generating a static and shared library provided that the machine supports both. The `babel-config` provides information about which compilers and compiler flags to use, and `babel-libtool` manages the building of object files and libraries.

```
include babel.make
# please name the server library here
LIBNAME=hello
# please name the SIDL file here
SIDLFILE=../../hello.sidl
# extra include/compile flags
EXTRAFLAGS=
# extra librarys that the implementation needs to link against
EXTRALIBS=
# library version number
VERSION=0.1.1
# PREFIX specifies the top of the installation directory
PREFIX=/usr/local
# the default installation installs the .la and .scl (if any) into the
# LIBDIR
LIBDIR=$(PREFIX)/lib
# the default installation installs the stub header and IOR header files
# in INCLDIR
INCLDIR=$(PREFIX)/include

# most of the rest of the file should not require editing

ifeq ($(IMPLSRCS),)
  SCLFILE=
  BABELFLAG=--client=cxx
  MODFLAG=
else
  SCLFILE=lib$(LIBNAME).scl
  BABELFLAG=--server=cxx
  MODFLAG=-module
```

```
endif

all : lib$(LIBNAME).la $(SCLFILE)

CC=`babel-config --query-var=CC`
CXX=`babel-config --query-var=CXX`
INCLUDES=`babel-config --includes-cxx`
CFLAGS=`babel-config --flags-c`
CXXFLAGS=`babel-config --flags-cxx`
LIBS=`babel-config --libs-cxx-client`

STUBOBJS=$(STUBSRCS:.cxx=.lo)
IOROBJS=$(IORSRCS:.c=.lo)
SKELOBJS=$(SKELSRCS:.cxx=.lo)
IMPLOBJS=$(IMPLSRCS:.cxx=.lo)

PUREBABELGEN=$(IORHDRS) $(IORSRCS) $(STUBSRCS) $(STUBHDRS) $(SKELSRCS)
BABELGEN=$(IMPLHDRS) $(IMPLSRCS)

$(IMPLOBJS) : $(STUBHDRS) $(IORHDRS) $(IMPLHDRS)

lib$(LIBNAME).la : $(STUBOBJS) $(IOROBJS) $(IMPLOBJS) $(SKELOBJS)
        babel-libtool --mode=link --tag=CXX $(CXX) -o lib$(LIBNAME).la \
          -rpath $(LIBDIR) -release $(VERSION) \
          -no-undefined $(MODFLAG) \
          $(CXXFLAGS) $(EXTRAFLAGS) $^ $(LIBS) \
          $(EXTRALIBS)

$(PUREBABELGEN) $(BABELGEN) : babel-stamp
        @if test -f $@; then \
            touch $@; \
        else \
            rm -f babel-stamp ; \
            $(MAKE) babel-stamp; \
        fi

babel-stamp: $(SIDLFILE)
        @rm -f babel-temp
        @touch babel-temp
        babel $(BABELFLAG) $(SIDLFILE)
        @mv -f babel-temp $@

lib$(LIBNAME).scl : $(IORSRCS)
ifeq ($(IORSRCS),)
        echo "lib$(LIBNAME).scl is not needed for client-side C bindings."
else
        -rm -f $@
        echo '<?xml version="1.0" ?>' > $@
        echo '<scl>' >> $@
        if test `uname` = "Darwin"; then scope="global"; else scope="local"; \
           fi ; \
          echo ' <library uri="'`pwd`/lib$(LIBNAME).la'" scope="'"$$scope"'" resolution="
        grep __set_epv $^ /dev/null | awk 'BEGIN {FS=":"} { print $$1}' | sort -u | sed -
<class name=\"%s\" desc=\"ior/impl\" />\n", $$1 }' >>$@
```

```
84          echo "  </library>" >>$@
85          echo "</scl>" >>$@
86  endif
87
88  .SUFFIXES: .lo .cxx .c
89
90  .c.lo:
91          babel-libtool --mode=compile --tag=CC $(CC) $(INCLUDES) $(CFLAGS) $(EXTRAFLAGS) -
92
93  .cxx.lo:
94          babel-libtool --mode=compile --tag=CXX $(CXX) $(INCLUDES) $(CXXFLAGS) $(EXTRAFLAG
95
96  clean :
97          -rm -f $(PUREBABELGEN) babel-temp babel-stamp *.o *.lo
98
99  realclean : clean
100         -rm -f lib$(LIBNAME).la lib$(LIBNAME).scl
101         -rm -rf .libs
102
103 install : install-libs install-headers install-scl
104
105
106 install-libs : lib$(LIBNAME).la
107         -mkdir -p $(LIBDIR)
108         babel-libtool --mode=install install -c lib$(LIBNAME).la \
109           $(LIBDIR)/lib$(LIBNAME).la
110
111 install-scl : $(SCLFILE)
112 ifneq ($(IORSRCS),)
113         -rm -f $(LIBDIR)/lib$(LIBNAME).scl
114         -mkdir -p $(LIBDIR)
115         echo '<?xml version="1.0" ?>' > $(LIBDIR)/lib$(LIBNAME).scl
116         echo '<scl>' >> $(LIBDIR)/lib$(LIBNAME).scl
117         if test `uname` = "Darwin"; then scope="global"; else scope="local"; \
118            fi ; \
119           echo ' <library uri="'$(LIBDIR)/lib$(LIBNAME).la'" scope="'"$$scope"'" resoluti
120         grep __set_epv $^ /dev/null | awk 'BEGIN {FS=":"} { print $$1}' | sort -u | sed -
    <class name=\"%s\" desc=\"ior/impl\" />\n", $$1 }' >>$(LIBDIR)/lib$(LIBNAME).scl
121         echo "  </library>" >>$(LIBDIR)/lib$(LIBNAME).scl
122         echo "</scl>" >>$(LIBDIR)/lib$(LIBNAME).scl
123 endif
124
125 install-headers : $(IORHDRS) $(STUBHDRS)
126         -mkdir -p $(INCLDIR)
127         for i in $^ ; do \
128           babel-libtool --mode=install cp $$i $(INCLDIR)/$$i ; \
129         done
130
131 .PHONY: all clean realclean install install-libs install-headers install-scl
```

The details of this makefile deserve careful explanation.

line 1: `babel.make` is a file that Babel generates when it generates code. It defines some standard names so our makefiles don't have to know every SIDL type declared in the file.

line 3: `LIBNAME` defines the name of the library file that will be generated. *This is the only line that I*

had to edit in the babel-generated GNUmakefile.

line 7: Use `EXTRAFLAGS` to define additional compile flags to be used when compiling files. For this example, it should be empty.

line 9: `EXTRALIBS` should hold any extra libraries needed for your application. For this example, it should be empty.

line 11: The `VERSION` should be three numbers separated by periods.

line 13: The `PREFIX` is for libraries that will be installed.

line 21–end: This part of the `GNUmakefile` works from the definitions above and usually does not require changes unless you are incorporating it into a more complex build system.

line 33: The first build target in a Makefile is also the default target. Common convention is to make this target's name "all."

lines 35–40: Note that we use a script called `babel-config` to hand us some information. This tool is very useful for getting the same information that Babel's configure script was given as Babel configuring itself. Increasingly, it is being used to also get information about tools and flags used in Babel's makefiles, and its utility for getting at this level of information is limited... mostly because we rely on a multilayered stack of tools and some are less forthcoming than others.

lines 42–45: Here you see some of the variables defined in `babel.make` and some fancy suffix substitution to define `STUBOBJS`, `IOROBJS`, `SKELOBJS`, and `IMPLOBJS`.

lines 53: This is the rule to combine the `.o` files into a static and dynamic library using `babel-libtool`.

line 88: This is a often misunderstood detail. To override the default suffix rules, one must give the list of new suffices to consider.

line 90–94: Here we start to override make's default suffix rules for converting C and C++ sourcecode into `.o` files.

lines 96 & 99: How you go about various levels of cleanliness in your makefiles largely depends on matters of taste. The important point here is what is *not* removed. One thing not cleaned up is `babel.make` it is generated by Babel, but the makefile won't work without the file present because of the include in line 5. Another important thing to *not* remove is the Impl files, since they have hand-edited regions in the generated file.

line 103–129: Here we define some simple rules for installing libraries into standard system locations.

line 131: Technically, any phony targets like "clean" and "new" are supposed to be listed in this variable. Many makefile implementations will work well if you skip this line, but.

With the GNUmakefile in place we can simply go to that directory and build everything by typing make.

4.2.2 Writing the Fortran 90 Implementation

Before writing the client, let's generate a Fortran implementation as well. It is highly instructive to see how the makefiles differ between the different language bindings. From within the `minimal/libCxx` directory we do.

```
% cd ../libF90
% babel --makefile -sF90 ../../hello.sidl
```

This time there's even more files generated (Fortran 90 bindings are harder after all), and we need to add our implementation to the `Hello_World_Impl.F90` file. The modified code will look like this.

Fortran 90

```
!
! Method:  getMsg[]
!

recursive subroutine Hello_World_getMsg_mi(self, retval, exception)
```

```
6    use sidl
7    use sidl_BaseInterface
8    use sidl_RuntimeException
9    use Hello_World
10   use Hello_World_impl
11   ! DO-NOT-DELETE splicer.begin(Hello.World.getMsg.use)
12   ! Insert-Code-Here {Hello.World.getMsg.use} (use statements)
13   ! DO-NOT-DELETE splicer.end(Hello.World.getMsg.use)
14   implicit none
15   type(Hello_World_t) :: self ! in
16   character (len=*) :: retval ! out
17   type(sidl_BaseInterface_t) :: exception ! out
18
19 ! DO-NOT-DELETE splicer.begin(Hello.World.getMsg)
20 retval='Hello from Fortran 90!'
21 ! DO-NOT-DELETE splicer.end(Hello.World.getMsg)
22 end subroutine Hello_World_getMsg_mi
```

Note that the C function appears as a subroutine in Fortran. What was the return value appears here as the argument `retval` (line 5). For Fortran 90 there are also two splicer blocks per subroutine, one for use statements (lines 11–13) and another for the actual implementation (lines 19–21). This is where we put our implementation by setting `retval` to the string we want.

There are important differences in this Makefile from the C++ implementation, so we reproduce it in its entirety here.

```
include babel.make
# please name the server library here
LIBNAME=hello
# please name the SIDL file here
SIDLFILE=../../hello.sidl
# extra include/compile flags
EXTRAFLAGS=
# extra librarys that the implementation needs to link against
EXTRALIBS=
# library version number
VERSION=0.1.1
# PREFIX specifies the top of the installation directory
PREFIX=/usr/local
# the default installation installs the .la and .scl (if any) into the
# LIBDIR
LIBDIR=$(PREFIX)/lib
# the default installation installs the stub header and IOR header files
# in INCLDIR
INCLDIR=$(PREFIX)/include

# most of the rest of the file should not require editing

ifeq ($(IMPLSRCS),)
  SCLFILE=
  BABELFLAG=--client=f90
  MODFLAG=
else
  SCLFILE=lib$(LIBNAME).scl
  BABELFLAG=--server=f90
  MODFLAG=-module
```

make

```
endif

all : lib$(LIBNAME).la $(SCLFILE)

CC=`babel-config --query-var=CC`
CPP=`babel-config --query-var=CPP`
FC=`babel-config --query-var=FC`
INCLUDES=`babel-config --includes` `babel-config --includes-f90`
CFLAGS=`babel-config --flags-c`
FCFLAGS=`babel-config --flags-f90`
MODINCLUDES=`babel-config --includes-f90-mod`
LIBS=`babel-config --libs-f90-client`
F90CPPSUFFIX=`babel-config --query-var=F90CPPSUFFIX`

STUBOBJS=$(STUBSRCS:.c=.lo)
STUBMODULEOBJS=$(STUBMODULESRCS:.F90=.lo)
TYPEMODULEOBJS=$(TYPEMODULESRCS:.F90=.lo)
IOROBJS=$(IORSRCS:.c=.lo)
SKELOBJS=$(SKELSRCS:.c=.lo)
IMPLOBJS=$(IMPLSRCS:.F90=.lo)
IMPLMODULEOBJS=$(IMPLMODULESRCS:.F90=.lo)
BASICMODULEOBJ=$(BASICMODULESRC:.F90=.lo)
ARRAYMODULEOBJS=$(ARRAYMODULESRCS:.F90=.lo)
ALLOBJS=$(STUBOBJS) $(STUBMODULEOBJS) $(TYPEMODULEOBJS) $(IOROBJS) \
        $(SKELOBJS) $(IMPLOBJS) $(IMPLMODULEOBJS) $(BASICMODULEOBJ) \
        $(ARRAYMODULEOBJS)

PUREBABELGEN=$(ARRAYMODULESRCS) $(BASICMODULESRC) $(STUBMODULESRCS) \
        $(TYPEMODULESRCS) \
        $(IORHDRS) $(IORSRCS) $(STUBSRCS) $(STUBHDRS) $(SKELSRCS)
BABELGEN=$(IMPLSRCS) $(IMPLMODULESRCS)

$(TYPEMODULEOBJS)  : $(BASICMODULEOBJ)
$(ARRAYMODULEOBJS)  : $(TYPEMODULEOBJS)
$(STUBMODULEOBJS) : $(ARRAYMODULEOBJS) $(TYPEMODULEOBJS)
$(IMPLMODULEOBJS) : $(STUBMODULEOBJS)
$(IMPLOBJS) : $(IMPLMODULEOBJS) $(STUBMODULEOBJS) \

lib$(LIBNAME).la : $(ALLOBJS)
        babel-libtool --mode=link --tag=FC $(FC) -o lib$(LIBNAME).la \
          -rpath $(LIBDIR) -release $(VERSION) \
          -no-undefined $(MODFLAG) \
          $(FCFLAGS) $(EXTRAFLAGS) $^ $(LIBS) \
          $(EXTRALIBS)

$(PUREBABELGEN) $(BABELGEN) : babel-stamp
        @if test -f $@; then \
            touch $@; \
        else \
            rm -f babel-stamp ; \
            $(MAKE) babel-stamp; \
        fi

babel-stamp: $(SIDLFILE)
```

```
        @rm -f babel-temp
        @touch babel-temp
        babel $(BABELFLAG) $(SIDLFILE)
        @mv -f babel-temp $@

lib$(LIBNAME).scl : $(IORSRCS)
ifeq ($(IORSRCS),)
        echo "lib$(LIBNAME).scl is not needed for client-side C bindings."
else
        -rm -f $@
        echo '<?xml version="1.0" ?>' > $@
        echo '<scl>' >> $@
        if test `uname` = "Darwin"; then scope="global"; else scope="local"; \
           fi ; \
          echo ' <library uri="'`pwd`/lib$(LIBNAME).la'" scope="'"$$scope"'" resolution="
        grep __set_epv $^ /dev/null | awk 'BEGIN {FS=":"} { print $$1}' | sort -u | sed -
<class name=\"%s\" desc=\"ior/impl\" />\n", $$1 }' >>$@
        echo "  </library>" >>$@
        echo "</scl>" >>$@
endif

.SUFFIXES: .lo .F90 .c

.c.lo:
        babel-libtool --mode=compile --tag=CC $(CC) $(INCLUDES) $(CFLAGS) $(EXTRAFLAGS) -

.F90.lo:
        $(CPP) -traditional $(INCLUDES) -P -o $(@:.lo=.tmp) -x c $<
        sed -e 's/^#pragma.*$$//' < $(@:.lo=.tmp) > $(@:.lo=$(F90CPPSUFFIX))
        babel-libtool --mode=compile --tag=FC $(FC) $(MODINCLUDES) $(FCFLAGS) -c -o $@ $(
        rm -f $(@:.lo=$(F90CPPSUFFIX)) $(@:.lo=.tmp)

clean :
        -rm -f $(PUREBABELGEN) babel-temp babel-stamp *.o *.lo *.mod

realclean : clean
        -rm -f lib$(LIBNAME).la lib$(LIBNAME).scl
        -rm -rf .libs

install : install-libs install-headers install-scl


install-libs : lib$(LIBNAME).la
        -mkdir -p $(LIBDIR)
        babel-libtool --mode=install install -c lib$(LIBNAME).la \
          $(LIBDIR)/lib$(LIBNAME).la

install-scl : $(SCLFILE)
ifneq ($(IORSRCS),)
        -mkdir -p $(LIBDIR)
        -rm -f $(LIBDIR)/lib$(LIBNAME).scl
        echo '<?xml version="1.0" ?>' > $(LIBDIR)/lib$(LIBNAME).scl
        echo '<scl>' >> $(LIBDIR)/lib$(LIBNAME).scl
        if test `uname` = "Darwin"; then scope="global"; else scope="local"; \
```

```
138            fi ; \
139          echo ' <library uri="'$(LIBDIR)/lib$(LIBNAME).la'" scope="'"$$scope"'" resoluti
140        grep __set_epv $^ /dev/null | awk 'BEGIN {FS=":"} { print $$1}' | sort -u | sed -
   <class name=\"%s\" desc=\"ior/impl\" />\n", $$1 }' >>$(LIBDIR)/lib$(LIBNAME).scl
141        echo "  </library>" >>$(LIBDIR)/lib$(LIBNAME).scl
142        echo "</scl>" >>$(LIBDIR)/lib$(LIBNAME).scl
143 endif
144
145 install-headers : $(IORHDRS) $(STUBHDRS) $(STUBDOCS)
146        -mkdir -p $(INCLDIR)
147        for i in $^ ; do \
148          babel-libtool --mode=install cp $$i $(INCLDIR)/$$i ; \
149        done
150
151 .PHONY: all clean realclean install install-libs install-headers install-scl
```

line 1: Again Babel will generate a `babel.make` file, but we will see that its contents are different.

line 3: The name of the library will be `libhello.la` again. *This is the only line that I had to edit in the babel-generated GNUmakefile.*

lines 7–19: These variables have the same meanings as above. `EXTRAFLAGS` are extra compile flags, and `EXTRALIBS` defines extra libraries to list when linkings. `PREFIX` defines where the library should be installed.

lines 35–43: Note that we use `babel-config` to generate the proper flag for the preprocessor to find the Babel Fortran headers, and the compiler to find the Babel MOD files.

lines 45–56: Are building a `$(OBJS)` variable like before, but this time we see suffix substitutions for more kinds of files.

lines 63–67: The order that files are compiled is important because Fortran 90's use of MOD files[4] makes the ordering of these items very important. (Not Babel's fault, blame the Fortran 90 language designers.) C/C++ has no such constraint on the order that individual units of compilation are performed. As long as Fortran 90 programmers stick with the ordering shown in these lines, they should not encounter compiler complaints about dependent MOD files not found.

lines 110–114: This bit of code admittedly looks very strange, but the explanation is simple. We preprocess our Fortran 90 source to workaround the 31 character limit specified in the language. Check out Chapter 9 for more details about this issue.

Again, we simply type make, and should end up with another `libhello.la` file.

4.2.3 Writing the C Client

Now, finally, we are ready to write a client. For this exercise, we wrote our driver in C and built two executables; each one linking in one of the two implementation libraries. We will put our driver in the `minimal/` directory (which happens to be the parent directory of where the C++ and Fortran 90 implementations are, though this detail is only relevant to makefile construction). From our Fortran 90 subdirectory, we go up one and generate the client-side C bindings.

```
% cd ..
% babel --makefile -cC ../hello.sidl
```

The "`-cC`" flag, or its equivalent long-form "`--client=C`", tells the Babel code generator to create only the C stub calling code, not the entire library implementation.

[4] A kind of precompiled header.

There are a few details worth noting here. The C bindings generate function names by combining packages, classes, and method names with underscores (e.g. `Hello_World_getMsg()`. Whenever you see double underscores in Babel generated symbols, they indicate something built-in to (and sometimes specific to) the language binding. The `_create()` method is built-in to every instantiatable class defined in SIDL, triggering the creation of Babel internal data structures as well as the constructor of the actual object implementation.

The code listing below shows a well crafted driver with full error checking. To try this example, use your favorite text editor to copy this text into a file named `main.c`.

ANSI C

```c
#include <stdio.h>
#include "Hello_World.h"
#include "sidl_BaseInterface.h"
#include "sidl_Exception.h"


int main() {
  Hello_World h;
  sidl_BaseInterface ex;
  char * msg;

  /* create instance of Hello World */
  h = Hello_World__create(&ex); SIDL_CHECK(ex);
  if ( h == NULL ) {
    fprintf(stderr,"%s:%d Failed to create an instance of Hello_World!\n",
            __FILE__,__LINE__);
    return 2;
  }

  /* get the message from the object */
  msg = Hello_World_getMsg(h, &ex); SIDL_CHECK(ex);
  if ( msg == NULL ) {
    fprintf(stderr, "%s:%d Hello_World_getMsg() returned a NULL instead "
                    "of a string!\n",__FILE__,__LINE__);
    return 3;
  }

  /* done with object so we can release it */
  Hello_World_deleteRef(h,&ex); SIDL_CHECK(ex);

  /* print the string */
  printf("%s\n",msg);

  /* release the string */
  sidl_String_free(msg);

  return 0;

 EXIT: /* this is error handling code for any exceptions that were thrown */
  {
    fprintf(stderr,"%s:%d: Error, exception caught\n",__FILE__,__LINE__);
    sidl_BaseInterface ignore = NULL;
    sidl_BaseException be = sidl_BaseException__cast(ex,&ignore);

    msg = sidl_BaseException_getNote(be, &ignore);
    fprintf(stderr,"%s\n",msg);
    sidl_String_free(msg);
```

```
48
49      msg = sidl_BaseException_getTrace(be, &ignore);
50      fprintf(stderr,"%s\n",msg);
51      sidl_String_free(msg);
52
53      sidl_BaseException_deleteRef(be, &ignore);
54      SIDL_CLEAR(ex);
55      return 1;
56    }
57  }
```

As with other examples, we will go through this one line by line. It is important to note that no where in this file is any indication of what language the Babel object is implemented in. When you see the makefile, we will show that this code can be linked against multiple implementations in different languages.

line 2: This line includes the C stub for the *`Hello.World`* type.

line 3: We also include the C stub for the *`sidl.BaseInterface`* type which all classes and interfaces ultimately inherit from. In C, we often use this type to hold the exception argument.

line 4: There is no *`sidl.Exception`* type. This header actually introduces some useful macros for dealing with exception handling in C.

line 13: This is where the object is `_create()`'ed. Note that the creation may fail, so we use the `SIDL_CHECK` macro introduced from `sidl_Exception.h` to test the exception and goto `EXIT` (line 39), if necessary.

line 21: With a live reference to the object, we now try to get the message out of it. Note that we check if the exception is thrown *and* if the string is `NULL`.

line 29: Once we have the message, we can dispose of our reference to the object.

line 32: Print the message

line 35: Free the string. Return values have the same semantics as out parameters which is the caller always recieves a reference count and is obligied to dispose of it when done.

line 37: Normal termination.

lines 39–56: This is exception handling code. Its hard to imagine so many possibilities for failure in our little example, but it is useful to see how exception classes can be cast to appropriate types (line 43), and be queried for both original error message and the trace of the call stack from which it was thrown.

line 42: Note that Babel generated methods always throw exceptions, but in exception handling code, we often ignore them. Do not call `SIDL_CHECK` after the `EXIT` as this can easily result in an infinite loop.

Now we need to edit the GNUmakefile that builds the code in this directory and links it with the C++ or Fortran 90 implementations in the two subdirectories. This case requires more editing that the previous two examples.

make

```
1  include babel.make
2  # please name the server library here
3  LIBNAME=client
4  # please name the SIDL file here
5  SIDLFILE=../hello.sidl
6  # extra include/compile flags
7  EXTRAFLAGS=
8  # extra libraries that the implementation needs to link against
9  EXTRALIBS=
10 # library version number
11 VERSION=0.1.1
```

```
12 # PREFIX specifies the top of the installation directory
13 PREFIX=/usr/local
14 # the default installation installs the .la and .scl (if any) into the
15 # LIBDIR
16 LIBDIR=$(PREFIX)/lib
17 # the default installation installs the stub header and IOR header files
18 # in INCLDIR
19 INCLDIR=$(PREFIX)/include
20
21
22 # most of the rest of the file should not require editing
23
24 ifeq ($(IMPLSRCS),)
25   SCLFILE=
26   BABELFLAG=--client=c
27   MODFLAG=
28 else
29   SCLFILE=lib$(LIBNAME).scl
30   BABELFLAG=--server=c
31   MODFLAG=-module
32 endif
33
34 all : lib$(LIBNAME).la $(SCLFILE) runC2Cxx runC2F90
35
36 CXX=`babel-config --query-var=CXX`
37 runC2Cxx: lib$(LIBNAME).la libCxx/libhello.la main.lo
38         babel-libtool --mode=link --tag=CXX $(CXX) -static main.lo \
39             lib$(LIBNAME).la libCxx/libhello.la -o runC2Cxx
40
41 runC2F90: lib$(LIBNAME).la libF90/libhello.la
42         babel-libtool --mode=link --tag=CC $(CC) -static main.lo  \
43             lib$(LIBNAME).la libF90/libhello.la -o runC2F90
44
45 CC=`babel-config --query-var=CC`
46 INCLUDES=`babel-config --includes`
47 CFLAGS=`babel-config --flags-c`
48 LIBS=`babel-config --libs-c-client`
49
50 STUBOBJS=$(STUBSRCS:.c=.lo)
51 IOROBJS=$(IORSRCS:.c=.lo)
52 SKELOBJS=$(SKELSRCS:.c=.lo)
53 IMPLOBJS=$(IMPLSRCS:.c=.lo)
54
55 PUREBABELGEN=$(IORHDRS) $(IORSRCS) $(STUBSRCS) $(STUBHDRS) $(SKELSRCS)
56 BABELGEN=$(IMPLHDRS) $(IMPLSRCS)
57
58 $(IMPLOBJS) : $(STUBHDRS) $(IORHDRS) $(IMPLHDRS)
59
60 lib$(LIBNAME).la : $(STUBOBJS) $(IOROBJS) $(IMPLOBJS) $(SKELOBJS)
61         babel-libtool --mode=link --tag=CC $(CC) -o lib$(LIBNAME).la \
62           -rpath $(LIBDIR) -release $(VERSION) \
63           -no-undefined $(MODFLAG) \
64           $(CFLAGS) $(EXTRAFLAGS) $^ $(LIBS) \
65           $(EXTRALIBS)
```

```

$(PUREBABELGEN) $(BABELGEN) : babel-stamp
        @if test -f $@; then \
            touch $@; \
        else \
            rm -f babel-stamp ; \
            $(MAKE) babel-stamp; \
        fi

babel-stamp: $(SIDLFILE)
        @rm -f babel-temp
        @touch babel-temp
        babel $(BABELFLAG) $(SIDLFILE)
        @mv -f babel-temp $@

lib$(LIBNAME).scl : $(IORSRCS)
ifeq ($(IORSRCS),)
        echo "lib$(LIBNAME).scl is not needed for client-side C bindings."
else
        -rm -f $@
        echo '<?xml version="1.0" ?>' > $@
        echo '<scl>' >> $@
        if test `uname` = "Darwin"; then scope="global"; else scope="local"; \
           fi ; \
          echo '  <library uri="'`pwd`/lib$(LIBNAME).la'" scope="'"$$scope"'" resolution=
        grep __set_epv $^ /dev/null | awk 'BEGIN {FS=":"} { print $$1}' | sort -u | sed -
<class name=\"%s\" desc=\"ior/impl\" />\n", $$1 }' >>$@
        echo "  </library>" >>$@
        echo "</scl>" >>$@
endif

.SUFFIXES: .lo

.c.lo:
        babel-libtool --mode=compile --tag=CC $(CC) $(INCLUDES) $(CFLAGS) $(EXTRAFLAGS) -

clean :
        -rm -f $(PUREBABELGEN) babel-temp babel-stamp *.o *.lo

realclean : clean
        -rm -f lib$(LIBNAME).la lib$(LIBNAME).scl
        -rm -rf .libs

install : install-libs install-headers install-scl


install-libs : lib$(LIBNAME).la
        -mkdir -p $(LIBDIR)
        babel-libtool --mode=install install -c lib$(LIBNAME).la \
          $(LIBDIR)/lib$(LIBNAME).la

install-scl : $(SCLFILE)
ifneq ($(IORSRCS),)
        -rm -f $(LIBDIR)/lib$(LIBNAME).scl
```

```
119         -mkdir -p $(LIBDIR)
120         echo '<?xml version="1.0" ?>' > $(LIBDIR)/lib$(LIBNAME).scl
121         echo '<scl>' >> $(LIBDIR)/lib$(LIBNAME).scl
122         if test `uname` = "Darwin"; then scope="global"; else scope="local"; \
123            fi ; \
124           echo '  <library uri="'$(LIBDIR)/lib$(LIBNAME).la'" scope="'"$$scope"'" resolut
125         grep __set_epv $^ /dev/null | awk 'BEGIN {FS=":"} { print $$1}' | sort -u | sed -
<class name=\"%s\" desc=\"ior/impl\" />\n", $$1 }' >>$(LIBDIR)/lib$(LIBNAME).scl
126         echo "  </library>" >>$(LIBDIR)/lib$(LIBNAME).scl
127         echo "</scl>" >>$(LIBDIR)/lib$(LIBNAME).scl
128 endif
129
130 install-headers : $(IORHDRS) $(STUBHDRS)
131         -mkdir -p $(INCLDIR)
132         for i in $^ ; do \
133           babel-libtool --mode=install cp $$i $(INCLDIR)/$$i ; \
134         done
135
136 .PHONY: all clean realclean install install-libs install-headers install-scl
```

line 1: Again we include the Babel-generated makefile fragment. Again we see that its contents depend on the language being generated.

line 3: Here we edit the name to be `client`.

lines 5–19: These have the same meanings as in the examples above.

lines 34–43: Here we must modify the `all` target definition and add lines to link `runC2Cxx` and `runC2F90`. Note that when linking C to C++, we must use the C++ compiler.

At last, we can make the two executables and run them.

```
% make all
% ./runC2Cxx
Hello from C++!
% ./runC2F90
Hello from Fortran 90!
```

4.3 Portable Makefiles: using `babel-config`

Since Babelized software must be built the same way that Babel itself was configured, it seems reasonable to lean on `babel-config` quite heavily. By now you are probably wondering how many secrets `babel-config` holds and can provide on request. The simplest way to find out is to ask it. (Though you may get a slightly different result than what is shown here depending on the version of Babel.)

```
% babel-config --dump-vars | wc -l
128
```

`babel-config` can provide a wealth of information determined by Babel during its configuration and installation. Even if you do not use the GNUmakefile's that Babel can generate, you will likely end up using `babel-config` to determine important information about Babel's installation

4.4 Final Remarks

Congratulations! You are now ready to develop a parallel scalable linear solver package.

The preceding process may seem to be the most complicated way to write the world's simplest program but, of course, the same process will also work for significantly more complex applications. "Hello World" is small enough to experiment with in the language of your choice. Parallel, multithreaded, scientific simulation codes are another matter entirely.

Chapter 5

SIDL Basics

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5.1 Introduction

This chapter describes the basics of the Scientific Interface Definition Language (SIDL). The goal is to provide sufficient information to enable most library and component developers to begin using SIDL to wrap their software. It begins with an overview of SIDL files followed by an introduction to the fundamental data types. More complex topics such as the object arrays, exceptions, objects, and the XML repository are then addressed.

5.2 SIDL Files

SIDL files are human-readable, language- and platform- independent interface specifications for objects and their methods. SIDL allows you to specify classes, interfaces, and the methods therein. All methods defined in SIDL are public, since the developer is writing them as part of an interface description. Any data you wish a SIDL object to hold is not declared in the SIDL file, and is private. Data should be placed in the implementation skeleton files, and cannot be publicly exported.

Babel reads the SIDL files to generate the appropriate programming language bindings. These bindings, in the form of stub, intermediate object representation (IOR), and implementation skeleton sources, provide the basis for language interoperable software using Babel. In addition, SIDL files are used to populate the XML symbol repository that can serve as an alternate source of interface specifications during the generation of programming language bindings.

Basic Structure

The basic structure of a SIDL file is illustrated below.

```
package <identifier> [version <version>]                    SIDL
{
```

```
  interface <identifier> [ <inheritance> ]
  {
    [<type>] <identifier> ( [<parameters>] ) [throws <exception>];
      [require <contract-clause>]
      [ensure <contract-clause>]

      .
      .
      .


    [<type>] <identifier> ( [<parameters>] ) [throws <exception>];
      [require <contract-clause>]
      [ensure <contract-clause>]
  }


  class <identifier> [ <inheritance> ]
  {
    [<type>] <identifier> (<parameters>) [throws <exception>];
      [require <contract-clause>]
      [ensure <contract-clause>]
      .
      .
      .


    [<type>] <identifier> ( [<parameters>] ) [throws <exception>];
      [require <contract-clause>]
      [ensure <contract-clause>]
  }


  package <identifier> [version <version>]
  {
      .
      .
      .
  }
}
```

The main elements are *packages*, *interfaces*, *classes*, *methods*, *types*, and *contract clauses*. For a more detailed description, refer to Appendix B.

Packages provide a mechanism for specifying name space hierarchies. That is, it enables grouping sets of interface and/or class descriptions as well as nested packages. Identified by the *package* keyword, packages have a *scoped* name that consists of one or more identifiers, or name strings, separated by a period (“.”). A package can contain multiple interfaces, classes and nested packages. By default, packages are now re-entrant. In order to make them non-re-entrant, they must be declared as `final`.

Interfaces define a set of methods that a caller can invoke on an object of a class that implements the methods. Multiple inheritance of interfaces is supported, which means an interface or a class can be derived from one or more interfaces.

Classes also define a set of methods that a caller can invoke on an object. A class can extend only one other class

but it can implement multiple interfaces. So we have single inheritance of classes and multiple inheritance of interfaces.

Methods define services that are available for invocation by a caller. The signature of the method consists of the return *type*, identifier, arguments, and exceptions. Each parameter has a *type* and a *mode*. The *mode* indicates whether the value of the specified *type* is passed from caller to callee (*in*), from callee to caller (*out*), or both (*inout*). All methods are implicitly capable of throwing a `sidl.RuntimeException` exception. A `sidl.RuntimeException` is used to indicate an error in the Babel generated code or potentially a network exception. Each additional exception that a method can *throw* when it detects an error must be listed. These exceptions can be either interfaces or classes so long as they inherit from `sidl.BaseException`. For a default implementation of the exception interfaces, the exception classes should extend `sidl.SIDLException`. Methods and parameter passing modes are discussed in greater detail in Section 5.7.

Types are used to constrain the the values of parameters, exceptions, and return values associated with methods. SIDL supports basic types such as `int`, `bool`, and `long` as well as strings, complex numbers, classes, and arrays.

Contract clauses are used to define properties that must hold before and/or after method invocation.

Comments and Doc-Comments

SIDL has the same commenting style as C++/Java and even has a special documentation comment (so called *doc-comment*) similar to those used in Javadoc. One can embed comments anywhere in their SIDL file. Documentation comments should immediately precede the class, interface, or method with which they are associated. Babel replicates documentation comments in the files it generates. It does not replicate plain comments.

SIDL

```
/*
 *  1. This is a multi-line comment.
 *
 */

//  2. This comment fits entirely on a single line.

/*  3. This comment can fill less than a line. */

/** 4. This is a documentation comment. */

/**
 *  5. Documentation comments can span
 *     multiple lines without the beginning
 *     space-asterisk-space combinations
 *     getting in the way.
 */
```

Consider the above SIDL file fragment.

1. This comment is a regular multi-line comment that is delimited by a slash-star , star-slash ("/*", "*/") pair.
2. This is a single-line comment that starts with a double slash "//" and continues to the end of the line.
3. This comment is the same as # 1 except that it is completely contained on a single line. It can be embedded in the middle of a line anywhere a space naturally occurs.
4. This is a documentation comment. In keeping with Javadoc, Doc++, and other tools, it is delimited by slash-star-star and star-slash ("/**", "*/") combinations. Documentation comments are important because their contents are preserved by Babel in the corresponding generated files. Doc-comments must directly precede the interface, class, or method that they document.

5. This is a multi-line variant of a doc-comment. Note that initial asterisks on a line are assumed to be for human readers only and are discarded by Babel when it reads in the text. The multi-line doc-comment is the preferred way of documenting SIDL.

Packages and Versions

SIDL has both a packaging and versioning mechanism built in. Packages are essentially named scopes, serving a similar function as Java packages or C++ namespaces. Versions are decimal separated integer values where it is assumed larger numbers imply more recent versions. All classes and interfaces in that package get that same version number. If subpackages are specified, they can have their own version number assigned. If a package is declared without a version, it can only contain other packages. If a package declares interfaces or classes, a version number for that package is required.

```
package mypkg {

}
```

This SIDL file represents the minimum needed for each and every SIDL file. The package statement defines a scope where all classes within the package must reside. Since no version clause is included, the version number defaults to 0.

Packages can be nested. This is shown in the example below. The version numbers assigned to all the types is determined by the package, or subpackage, in which it resides. In the design of the SIDL file, remember that some languages get very long function names from excessively nested packages or excessively long package names.

```
package mypkg version 1.0 {

  package thisIsAReallyLongPackageName {
  }

  package this version 0.6 {
    package is {
      package a {
        package really {
          package deeply version 0.4 {
            package nested {
              package packageName version 0.1 {
              }
            }
          }
        }
      }
    }
  }
}
```

In SIDL you can use as much or as little of a type name as necessary to uniquely identify it. If absolute specificity is required, a leading dot can be used to identify the global (top) package.

```
1 package foo {
2   class A {}
3   package foo {
4     class A {
5       foo.A bar();  //which foo.A?
6       .foo.A wuux(); //first foo.A.
7       .foo.foo.A wuxx(); //second foo.A.
```

```
      }
    }
  }
```

External types can be expressed in one of two ways. The fully scoped external type can be used anywhere in the class description. Alternatively, an *import* statement can be used to put the type in the local package-space. *import* statements can request a specific version of the package, if that version is not found, Babel will print an error. If no version is specified, Babel will take whatever version it is being run on. Babel can not be run on two versions of a given package at the same time, even if you only import or require one of them.

Another way to restrict the package version you use is the *restrict* statement. *restrict* does not import the package, but if you do later import the package or refer to something in that package by it's fully scoped name, Babel will guarantee that the correct version of the package will be used. Also note that all restrict statements must come before the first import statement.

Below is a sample SIDL file, that should help bring all of these concepts together.

```
require pkgC version 2.0; // restrict pkgC to version 2.0, not imported

import pkgA version 1.0; // restrict pkgA version 1.0. Includes class pkgA.A

import pkgB;      // import pkgB regaurdless of version.  Includes class pkgB.B

package mypkg version 2.0 {
  class foo {
    setA( A ); // imported from pkgA, must be pkgA.A-v1.0
    setB( B ); // imported from pkgB, must be pkgB.B, no version restriction
    setC( pkgC.C ); // must be pkgC.C-v2.0
    setD( pkgD.D ); // no version restriction
  }
}
```

Re-entrant Packages

By default, SIDL packages are re-entrant. This means that Babel allows sub-packages to be broken into separate files, but you'd still have to run Babel on all the files at the same time. Here's how it works.

First define the outermost package in a file.

```
package mypkg version 2.0 {

}
```

Then define a sub-package in a second file.

```
package mypkg.subpkg version 2.0 {

}
```

Note that both files begin with the identical version statement. Now as long as you run Babel on both SIDL files at the same time (with the outermost one first on the commandline), all is fine.

This works because the package statement takes a scoped identifier as an argument. As long as Babel knows that a package *mypkg* exists, it can handle a new package called *subpkg*. (This would also work if *subpkg* were a class. Version statements require an identifier for the outermost package. Since packages cannot have dots "." in their names, the only dots in version statements should appear at the numbers, not the package names.

Running the second file without the first will (and should) generate an error since the enclosing package was not declared. Re-entrance should be used judiciously. This feature may be disabled by labeling a given package as *final*.

The From Clause

The from clause is a special SIDL statement that allows an implementor of multiple interfaces to add or rename the extensions of conflicting methods from interfaces. However, only method extensions can be changed, and the methods must have different signatures. For example, one can change the name of conflicting methods from two interfaces:

```
interface A {
  void set(in int i);
}
interface B{
  void set(in float i);
}
class C implements A, B {
  void set[Int](in int i) from A.set;
  void set[Float](in float i) from B.set;
}
```

Or change the name of an interface method that conflicts with your inherited class methods:

```
interface A {
  void set(in int i);
}
class B {
  void set(in float i);
}
class C extends B implements A  {
  void set[Int](in int i) from A.set;
  void set(in float i); //Cannot use the from clause on class methods
}
```

But it doesn't work for methods that have the same signature:

```
/* X THIS WILL NOT COMPILE X */

interface A {
  void set(in int i);
}
interface B{
  void set(in int i);
}
class C implements A, B {
  void set[A](in int i) from A.set; //ERROR
  void set[B](in int i) from B.set; //signature conflict
}

/* X THIS WILL NOT COMPILE X */
```

5.3 Fundamental Types

Table 5.1 briefly shows the different data types that are supported in Babel. Refer to each chapter for the language specific bindings for each SIDL type. The "S" in SIDL stands for "Scientific." This emphasis is reflected in the fundamental support for complex numbers (`fcomplex` and `dcomplex`) and dynamic multidimensional arrays (`array<Type,Dim>`).

C++ developers looking at the SIDL syntax for arrays, might think that SIDL is a templated IDL, but this is not so. Although the syntax for SIDL arrays looks like a template, it is specific only to the array type. Developers cannot create templated classes or methods in SIDL.

Table 5.1: SIDL Types

SIDL TYPE	SIZE (BITS)
`bool`	1
`char`	8
`int`	32
`long`	64
`float`	32
`double`	64
`fcomplex`	64
`dcomplex`	128
`opaque`	64
`string`	varies
`enum`	32
`interface`	varies
`class`	varies
`array<Type,Dim>`	varies
`array< >`	varies
`rarray<Type,Dim>` (*index variables*)	varies

Rationale: *Although C++ templates are a very powerful programming mechanism, they apply only to C++. For Babel to implement similar hashing routines, method names in languages other than C++ would become prohibitively (thousands of characters) long. Moreover, this C++ template hashing mechanism is compiler specific so while C++ is very good at hiding the expanded template names (unless there is an error to report) we would have to add babel C++ bindings on a compiler by compiler basis.*

Discussion of the various types is broken up into sections. Numeric types such as `bool`, `char`, `int`, `long`, `float`, `double`, `fcomplex`, `dcomplex`, `string`s, as well as information about enumerated types and the opaque type are all covered in this Subsection 5.3.

Information about extended types such as Interfaces and Classes along with the methods they contain are described in Section 5.7, and Section 5.4 covers Array.

Numeric Types

The SIDL types `bool`, `char`, `int`, `long`, `float`, `double`, `fcomplex`, and `dcomplex` are the smallest and easiest data types to transfer between languages transparently. They all have a fixed size and can just as reasonably be copied as passed by reference.

Most languages natively support all of these data types (though perhaps less so with complex types). There are a few notable exceptions that may be of interest.

ANSI C does not define the size of `int` and `long`, only that the latter be at least as big as the former. As of the C99 standard, there are types `int32_t` and `int64_t` that are signed integers that explicitly support a fixed number of bits. Most compilers already have these symbols defined appropriately in `sys/types.h` (pre C99 standard) or `inttypes.h`.

Python defines its `int` and `long` to be equivalent to C, and therefore suffers the same platform dependent integer size problem with less flexibility for a workaround. It is not uncommon for regression tests involving longs and Python to fail on certain platforms. Python 2.2 has a patch to make SIDL long support better.

Strings

Strings are an interesting datatype because they are fundamental to many pieces of software, but represented differently by practically every single programming language. Strings can have a high overhead to support language interoperability because there is invariably so much copying involved.

FORTRAN 77 and Fortran 90 support for strings is limited to a predetermined buffer size. Since the results of a string assignment into that buffer in Fortran does not propagate the length of the string, trailing whitespace is always trimmed for any string begin passed out from a Fortran implementation.

Opaque

The `opaque` type is dangerous and rarely useful. However, there are particular times when an opaque type is the only way to solve a problem; for example, it is one of the few portable ways to implement an object with state in FORTRAN 77 (see Section **??**). When a SIDL file uses an `opaque` type, Babel guarantees only bits will be relayed exactly between caller and callee. If there is a need to pass more information than an opaque provides, than the developer can simply pass a pointer to that information.

Use of a `opaque` carries a heavy penalty. When Babel matures enough to support distributed computing, any method calls with `opaque` in the argument list (or return type) will be restricted to in-process calls only.

> **Rationale:** *Since `opaque` is typically used for a pointer to memory, this sequence of bits has no meaning outside of its own process space.*

Enumerations

An enumeration is typically used in programming languages to specify a limited range of states to enable dealing with them by names instead of hard-coded values. For language interoperability purposes — especially to support this concept on languages with no native support — we've had to create specific rules for the integer values associated with enumerated types.

```
package enumSample version 1.0 {                                    SIDL

  // undefined integer values
  enum color {
    red, orange, yellow, green, blue, violet
  };

  // completely defined integer values
  enum car {
    /**
     * A sports car.
     */
    porsche = 911,
    /**
     * A family car.
     */
    ford = 150,
    /**
     * A luxury car.
     */
    mercedes = 550
  };

  // partially defined integer value
  enum number {
    notZero,    // This non-doc comment will not be retained.
    notOne,
    zero=0,
    one=1,
    negOne=-1,
    notNeg
```

```
  };
}
```

Above is a sample of enumerations taken directly from our regression tests. It defines a package `enumSample` that contains three enumerations. C/C++ developers will find the syntax very familiar. When defining an enumeration, the actual integer values assigned can be undefined, completely defined, or partially defined.

SIDL defines the following rules for adding integer values to enumerated states that don't have a value explicitly defined.

1. Error if two states are explicitly assigned the same value
2. Assign all explicit values to their named state.
3. Assign smallest unused non-negative value to first unassigned state in enumeration.
4. Repeat 3 until all states have assigned (unique) values.

To verify the application of these rules, the `enumSample.number` enumeration will have the following values assigned to its states: `NotZero`=2, `NotOne`=3, `zero`=0; `one`=1, `negOne`=-1, `notNeg`=4.

5.4 Arrays

Support for multi-dimensional arrays is one of the features that separates SIDL/Babel language interoperability from Microsoft's COM/DCOM and the OMG's CORBA. SIDL supports two kinds of arrays: normal and raw. Normal SIDL arrays provide all the features of a normal SIDL type, while raw SIDL arrays, called r-arrays, exist to provide more efficient, lower level access to numeric arrays. For example, a one-dimensional r-array in C appears as a double pointer and a length parameter. To highlight the contrast, normal SIDL arrays appear as a struct in C, a template class in C++, an 64-bit integer in FORTRAN 77, and a derived type in Fortran 90.

The SIDL array API and data structure can be used in client code to prepare arguments for passing to a SIDL method. It is used inside the implementation code to get data and meta-data from incoming array arguments. The remainder of this section will focus on the C API for arrays because it is the basis for the other language APIs.

SIDL Arrays

Normal SIDL arrays provide all the features of a normal SIDL type. They are meant to generalize the array types built into many languages. They are not parallel array classes or particularly sophisticated, but are very, very general. It is expected that developers requiring parallel array libraries build them on top of the SIDL array type.

Characteristics of normal SIDL arrays are:

- reference counted;
- can be passed as `in`, `inout`, or `out` parameters;
- can be returned from a method;
- can be allocated or borrowed;
- can be set to `NULL`; and
- can be "row-major" or "column-major".

Generic Arrays

The design of the (normal) array data structure enables the concept of a generic array, an array whose data type and dimension are unspecified. In SIDL, a generic array is indicated with the type `array< >`. There is no type or dimension information between the < and >.

Generic arrays are useful for making interfaces that are very flexible without requiring numerous methods to be defined. For example, if you were writing an interface to serialize an array, you could write one method `void`

serialize(in array< > array); to handle an array of any type or dimension. Without generic arrays, you would have to define 77 different *serialize* methods to handle each possible array type and dimension.

In C, you can use the macro API to determine the dimension, bounds on each dimension and stride for a generic array. All other languages except Python provide a function API to determine the same information for a generic array.

Starting with Babel 1.1.0, Babel's Python binding now uses either the Python NumPy or Numeric Python array API. This switch in Babel follows a switch in the Python community where the Python community has deprecated Numeric Python and appointed NumPy as its successor. If you need examples about how to write code that can work with either Python array API look at Babel's array regression tests, arrays and ordering.

The function API for generic arrays includes the following methods: `addRef`, `smartCopy`, `deleteRef`, `dimen`, `lower`, `upper`, `length`, `stride`, `isColumnOrder`, `isRowOrder`, and `type`. With the exception of `type`, these methods have all been presented above. The name of the method has the type left empty. Where the name for `addRef` in C on a double array is `sidl_double_array_addRef`, its name is `sidl__array_addRef` for a generic array. Note, there are two underscores between `sidl` and `array` in the generic array case.

The `type` method is defined as follows in the case of C.

ANSI C

```
/**
 * Return an integer indicating the type of elements held by the
 * array. Zero is returned if array is NULL.
 */
int32_t
sidl__array_type(const struct sidl__array* array);
```

It returns a value that indicates what the underlying type of the array actually is. The return value is either zero or one of the values in `sidl_array_type`.

ANSI C

```
enum sidl_array_type {
  /* these values must match values used in F77 & F90 too */
  sidl_bool_array      = 1,
  sidl_char_array      = 2,
  sidl_dcomplex_array  = 3,
  sidl_double_array    = 4,
  sidl_fcomplex_array  = 5,
  sidl_float_array     = 6,
  sidl_int_array       = 7,
  sidl_long_array      = 8,
  sidl_opaque_array    = 9,
  sidl_string_array    = 10,
  sidl_interface_array = 11 /* an array of sidl.BaseInterface's */
};
```

Once you've discovered the underlying type of the generic array, you can safely cast its pointer to the actual pointer type (in languages like C). Each language binding provides a way to cast generic array pointers to specific types and vice versa.

In the case of a `sidl_interface_array`, you can case the array to an array of *sidl.BaseInterface* interface references. Your code should treat it as such. You can downcast individual elements of the array as you need. Your code should consider the possibility that downcasting may fail. Babel can only guarantee that the elements of the array are *sidl.BaseInterface*'s.

R-arrays

Since SIDL was designed to serve the high performance computing community, both SIDL object developers and clients may require direct access to the underlying array data structure for optimization purposes, such as instruction pipelining or cache performance. Hence, support for raw SIDL arrays was introduced for low level access to numeric arrays. At present, they are limited use in C, C++, FORTRAN 77, and Fortran 90.

Unlike normal SIDL arrays, the use of r-arrays are more restricted. More specifically, they have the following constraints:

1. Only the `in` and `inout` parameter modes are available for r-arrays. R-arrays cannot be used as return values or as `out` parameters.

2. R-arrays must be contiguous in memory, and multi-dimensional arrays must be in column-major order (i.e., Fortran order).

3. `NULL` is not an allowable value for an r-array parameter.

4. The semantics for `inout` r-array parameters are different. The implementation is not allowed to deallocate the array and return a new r-array. `inout` means that the array data is transferred from caller to callee at the start of a method invocation and from callee to caller at the end of the a method invocation.

5. The implementation of a method taking an r-array parameter cannot change the shape of the array.

6. The lower index is always 0, and the upper index is $n - 1$ where n is the length in a particular dimension. This is contrary to the normal convention for Fortran arrays.

7. It can only be used for arrays of SIDL `int`, `long`, `float`, `double`, `fcomplex`, and `dcomplex` types.

Rationale: *The way r-arrays are passed to the server-side code, particularly FORTRAN 77, makes it impossible for them to be allocated or deallocated. This makes* `out` *and return values impossible. Because the data has to be accessible directly from FORTRAN 77 without any additional meta-data, the array data must be in column-major order.*

Arrays of char are not currently supported for r-arrays because in some languages characters are treated as 16-bit Unicode characters.

The advantages of r-arrays include:

- Arrays appear more "natural" in C, C++, FORTRAN 77, Fortran 90 and future low level languages.
- Developers need less or no code to tranlate between their array data structure and SIDL's array data structure.
- SIDL generated APIs can have signatures very similar if not identical to well known legacy APIs.
- Less performance overhead because r-arrays can avoid a call to `malloc` and `free`.

When you declare an r-array, you also declare the index variables that will hold the size of the array in each dimension. For example, here is an method to solve one of the fundamental problems of linear algebra, $Ax = b$:

```
void solve(in    rarray<double,2> A(m,n),
           inout rarray<double>   x(n),
           in    rarray<double>   b(m),
           in    int              m,
           in    int              n);
```

SIDL

In this example, `A` is a 2-D array of doubles with `m` rows and `n` columns. `x` is a 1-D array of doubles of length `n`, and `b` is a 1-D array of doubles of length `m`. Note that by explicitly declaring the index variables, SIDL takes avoid using extra array size parameters by taking advantage of the fact that the sizes of `A`, `x` and `b` are all inter-related. The explicit declaration also allows the developer to control where the index parameters appear in the argument list. In many cases, the argument types and order can match existing APIs.

The mapping for the solve method will be shown for C, C++, FORTRAN 77 and Fortran 90 in the following chapters. In languages that do not support low level access such as Python and Java, r-arrays are treated just like normal SIDL arrays, and the redundant index arguments are dropped from the argument list. The indexing information is available from the SIDL array data structure.

SIDL Language Features

As of release 0.6.5, interface definitions can specify that an array argument or return value must have a particular ordering for a method. The type `array<int, 2, row-major>` indicates a dense, [1] two-dimensional array of 32 bit integers in row-major order; and likewise, the type `array<int, 2, column-major>` indicates an dense array in column-major order. Some numerical routines can only provide high performance with a particular type of array. The ordering is part of the interface definition to give clients the information they need to use the underlying code efficiently. The ordering specification is optional.

For one-dimensional arrays, specifying `row-major` or `column-major` allows you to specify that the array must be dense, that is stride 1. Otherwise, for one-dimensional arrays row-major and column-major are identical.

If you pass an array into a method and the array does not have the specified ordering, the skeleton code will make a copy of the array with the required ordering and pass the copy to the method. This copying is necessary for correctness, but it will cause a decrease in performance. The implementor of the method can count on an incoming array to have the required ordering.

For `out` parameters and return values, an ordering specification means that the method promises to return an array with the specified ordering. The implementation should create the `out` arrays with the proper ordering; because if it does not, the skeleton code will have to copy the outgoing array into a new array with the required ordering.

For `inout` parameters, an ordering specification means the ordering specification will be enforced by the skeleton code for the incoming and outgoing array value.

At the time of writing this, the ordering constraints are enforced for Python implementation because Python uses NumPy or Numeric Python arrays, so Babel cannot control the array ordering as fully. The Python skeletons do force outgoing arrays (i.e., arrays passed back from Python) to have the required ordering.

Independent and borrowed arrays

From a memory perspective, there are two main kinds of arrays: independent and borrowed. The independent arrays owns and manages its data. It allocates space for the array elements when the array is created, and it deallocates that space when the array is finally destroyed.

The borrowed array does not own or manage its data. It borrows its array element data from another source that it cannot manage, and it only allocates space for the index bounds and stride information. The rationale for borrowed arrays is to allow data from another source to temporarily appear as a SIDL array without requiring data be copied.

If you `slice` an independent array, the resulting array is also considered independent even though it borrows data from the original independent array. The resulting array can still manage its data by retaining a reference to the original array; hence, its element data cannot disappear until the resulting array is destroyed. If you `slice` a borrowed array, the resulting array is also borrowed because like its original array, it doesn't manage the underlying data.

In the Babel generated code, r-arrays are converted to borrowed arrays. These borrowed arrays are allocated on the stack rather than on the heap to improve performance of r-arrays.

The Life of an Array

The existence of borrowed arrays causes the arrays to deviate from the normal reference counting pattern. You may recall that all arrays are reference counted, and an array's resources are reclaimed when the reference count goes to zero. However, a borrowed array's array element data will disappear whenever the source of the borrowed data determines that it should regardless of the reference count in corresponding the SIDL array. This behavior means that developers should consider any SIDL array that they did not create themselves, for example incoming arguments to methods, as potential borrowed arrays. When a method wants to keep a copy of an array that might be a borrowed array, it should use the `smartCopy` method documented below.

Here are some rules of thumb about the use of borrowed arrays:

- The creator of a borrowed array should guarantee that the data for the borrowed array will exist through the duration of any method calls using the borrowed array.
- Methods should not return a borrowed array as a return value or `out` parameter unless the method can guarantee that the array element data will be available until the process shuts down.

[1] meaning non-strided

Table 5.2: SIDL types to array function prefixes

SIDL TYPE	ARRAY FUNCTION PREFIX	VALUE TYPE
bool	sidl_bool	sidl_bool
char	sidl_char	char
dcomplex	sidl_dcomplex	struct sidl_dcomplex
double	sidl_double	double
fcomplex	sidl_fcomplex	struct sidl_fcomplex
float	sidl_float	float
int	sidl_int	int32_t
long	sidl_long	int64_t
opaque	sidl_opaque	void *
string	sidl_string	char *

- There is a negligible performance cost when using `smartCopy` when the array is not borrowed, and there is a huge correctness benefit when the array is borrowed.

The `NULL` Array

`NULL` is a special array reference value that refers to no array. It's used to indicate that an array reference currently points to nothing. The way you refer to `NULL` varies from language to language, but the concept is the same. In C++ and FORTRAN 77, `0` (numeral zero) is the value of the `NULL` array. In C, the preprocessor symbol `NULL` is the value for the `NULL` array. In Python, it's the special constant `None`, and in Java it's `null`. In Fortran 90, there is a function `set_null`, to initialize a pointer to the `NULL` value, and there is a logical function `is_null` to test whether an array is equal to `NULL`.

The Language Bindings

The C++ binding for array provides access to the C API in case you need to take the gloves off and revel in the data directly. But the C++ binding also provides a templated wrapper class to provide a more natural look and feel for C++ programmers.

In some cases, the Python binding for arrays must copy SIDL arrays to/from NumPy or Numeric Python arrays; it should not happen for normally strided arrays except when an ordering constraint requires it. Arrays in Python don't have the SIDL methods available. They just have the NumPy or Numeric Python API available.

The FORTRAN 77 API mimics the C API; all the C functions have been Fortran'ified and have _f appended to their names. The Fortran 90 API uses function overloading to allow programmers to use the short array method names.

The Array API

In the following presentation, we use the SIDL *`double`* type; however, everything in this section applies to all types except where noted. The basic types are in the SIDL namespace. Table 5.2 shows the prefix for SIDL base types and the actual value type held by the array...

For arrays of interfaces or classes, the name of the array function prefix is derived from the fully qualified type name. For example, for the type *`sidl.BaseClass`*, the array functions all begin with `sidl_BaseClass`. For *`sidl.BaseInterface`*, they all begin with `sidl_BaseInterface`.

When you add an object or interface to an array, the reference count of the element being overwritten is decremented, and the reference count of the element being added is incremented. When you get an object or interface from an array, the caller owns the returned reference.

For arrays of strings when you add a string to any array, the array will store a copy of the string. When you retrieve a string from an array, you will receive a copy of the string. You should `sidl_String_free` the returned string when you are done with it.

When you create an array of interfaces, classes, or strings, all elements of the array are initialized to NULL. Other arrays are not initialized. When an array of interfaces, classes, or strings is destroyed, it releases any held references in the case of objects or interfaces. In the case of strings, it frees any non-NULL pointers.

The name of the data structure that holds the array if double is `struct sidl_double__array`. For some types, the data structure is an opaque type, and for others, it is defined in a public C header file.

The functions are listed succinctly in Table 5.3 as well as in detail over the next few pages.

Function: createCol

SIDL

```
/* C */
struct sidl_double__array*
sidl_double__array_createCol(int32_t       dimen,
                             const int32_t lower[],
                             const int32_t upper[]);
//
// C++
static sidl::array<double>
sidl::array<double>::createCol(int32_t       dimen,
                               const int32_t lower[],
                               const int32_t upper[]);
C
C FORTRAN 77
       subroutine sidl_double__array_createCol_f(dimen, lower, upper, result)
       integer*4 dimen
       integer*4 lower(dimen), upper(dimen)
       integer*8 result
!
! FORTRAN 90
subroutine createCol(lower, upper, result)
  integer (selected_int_kind(9)), dimension(:), intent(in) :: lower, upper
  type (sidl_double_3d), intent(out) :: result ! type depends on dimension
! dimension of result is inferred from the size of lower

// Java
// (isRow should be false to get a column order array)
  public Array(int dim, int[] lower, int[] upper, boolean isRow);
```

This method creates a column-major, multi-dimensional array in a contiguous block of memory. `dimen` should be strictly greater than zero, and `lower` and `upper` should have `dimen` elements. `lower[i]` must be less than or equal to `upper[i]-1` for `i` $\geq$ `0` and `i` $<$ `dimen`. If this function fails for some reason, it returns `NULL`. `lower[i]` specifies the smallest valid index for dimension `i`, and `upper[i]` specifies the largest. Note this definition is somewhat un-C like where the upper bound is often one past the end. In SIDL, the size of dimension `i` is `1 + upper[i] - lower[i]`.

The function makes copies of the information provided by `dimen`, `lower`, and `upper`, so the caller is not obliged to maintain those values after the function call.

For Fortran, the new array is returned in the last parameter, `result`. A zero value in `result` indicates that the operation failed. For Fortran 90, you can use the function `not_null` to verify that `result` is a valid array.

Function: createRow

ANSI C

```
/* C */
struct sidl_double__array*
sidl_double__array_createRow(int32_t       dimen,
                             const int32_t lower[],
                             const int32_t upper[]);
```

Table 5.3: SIDL Array Functions

SHORT NAME	DESCRIPTION
`createCol`	Creates a column-major order SIDL array
`createRow`	Creates a row-major order SIDL array
`create1d`	Creates a dense one-dimensional SIDL array
`create2dCol`	Creates a dense, column-major, two-dimensional SIDL array
`create2dRow`	Creates a dense, column-major, two-dimensional SIDL array
`slice`	Creates a sub-array of another array. Takes parameters to define array properties.
`borrow`	Makes a SIDL array from thrid party data without copying it
`smartCopy`	Copies a borrowed array or addRefs a non-borrowed array
`addRef`	Increments the reference count.
`deleteRef`	Decrements the reference count.
`get1`	Returns the indexed element from a one-dimensional array
`get2`	Returns the indexed element from a two-dimensional array
`get3`	Returns the indexed element from a three-dimensional array
`get4`	Returns the indexed element from a four-dimensional array
`get5`	Returns the indexed element from a five-dimensional array
`get6`	Returns the indexed element from a six-dimensional array
`get7`	Returns the indexed element from a seven-dimensional array
`get`	Returns the indexed element from an array of any dimension
`set1`	Sets the indexed element in a one-dimensional array
`set2`	Sets the indexed element in a two-dimensional array
`set3`	Sets the indexed element in a three-dimensional array
`set4`	Sets the indexed element in a four-dimensional array
`set5`	Sets the indexed element in a five-dimensional array
`set6`	Sets the indexed element in a six-dimensional array
`set7`	Sets the indexed element in a seven-dimensional array
`set`	Sets the indexed element in an array of any dimension
`dimen`	Returns the dimension of the array
`lower`	Returns the lower bound of the specified dimension
`upper`	Returns the upper bound of the specified dimension
`stride`	Returns the stride of the specified dimension
`length`	Returns the length of the Array in the specified dimension
`isColumnOrder`	Returns true if the array is a dense column-major order array, false otherwise
`isRowOrder`	Returns true if the array is a dense row-major order array, false otherwise
`copy`	Copies the contents of source array to dest array
`ensure`	Returns an array with guaranteed ordering and dimension from any array.
`first`	Provides direct access to the element data of the array.

```
//
// C++
static sidl::array<double>
sidl::array<double>::createRow(int32_t       dimen,
                               const int32_t lower[],
                               const int32_t upper[]);
C
C FORTRAN 77
       subroutine sidl_double__array_createRow_f(dimen, lower, upper, result)
       integer*4 dimen
       integer*4 lower(dimen), upper(dimen)
       integer*8 result
!
! FORTRAN 90
subroutine createRow(lower, upper, result)
  integer (selected_int_kind(9)), dimension(:), intent(in) :: lower, upper
  type(sidl_double_3d), intent(out) :: result ! type depends on dimension
! dimension of result is inferred from the size of lower

// Java
// (isRow should be true to get a row order array)
  public Array(int dim, int[] lower, int[] upper, boolean isRow);
```

This method creates a row-major, multi-dimensional array in a contiguous block of memory. Other than the difference in the ordering of the array elements, this method is identical to `createCol`.

Function: create1d

ANSI C

```
/* C */
struct sidl_double__array*
sidl_double__array_create1d(int32_t len);

// C++
static sidl::array<double>
sidl::array<double>::create1d(int32_t len);

C FORTRAN 77
       subroutine sidl_double__array_create1d_f(len, result)
       integer*4 len
       integer*8 result

! FORTRAN 90
subroutine create1d(len, result)
  integer (selected_int_kind(9)), intent(in) :: len
  type(sidl_double_1d), intent(out) :: result

// Java
  public Array1(int s0, boolean isRow);
```

This method creates a dense, one-dimensional vector of ints with a lower index of 0 and an upper index of $len - 1$. This is defined primarily as a convenience for C and C++ programmers; Fortran programmers should note that this subroutine creates arrays whose lower index is *0* not like standard Fortran arrays whose lower index is 1. If $len \leq 0$, this routine returns NULL.

Function: create2dCol

```
/* C */
struct sidl_double__array*
sidl_double__array_create2dCol(int32_t m, int32_t n);

// C++
static sidl::array<double>
sidl::array<double>::create2dCol(int32_t m, int32_t n);

C FORTRAN 77
       subroutine sidl_double__array_create2dCol_f(m, n, result)
       integer*4 m, n
       integer*8 result

! FORTRAN 90
subroutine create2dCol(m, n, result)
  integer (selected_int_kind(9)), intent(in) :: m, n
  type(sidl_double_2d), intent(out) :: result

// Java
// isRow should be false to get a column order array
  public Array2(int s0, int s1, boolean isRow);
```

ANSI C

This method creates a dense, column-major, two-dimensional array of ints with a lower index of $(0,0)$ and an upper index of $(m-1, n-1)$. If $m \leq 0$ or $n \leq 0$, this method returns NULL. This is defined primarily as a convenience for C and C++ programmers; Fortran programmers should note that this subroutine creates arrays whose lower index is *0* not like standard Fortran arrays whose lower index is 1.

Function: create2dRow

```
/* C */
struct sidl_double__array*
sidl_double__array_create2dRow(int32_t m, int32_t n);

// C++
static sidl::array<double>
sidl::array<double>::create2dRow(int32_t m, int32_t n);

C FORTRAN 77
       subroutine sidl_double__array_create2dRow_f(m, n, result)
       integer*4 m, n
       integer*8 result

! FORTRAN 90
subroutine create2dRow(m, n, result)
  integer (selected_int_kind(9)), intent(in) :: m, n
  type(sidl_double_2d), intent(out) :: result

// Java
// isRow should be false to get a column order array
  public Array2(int s0, int s1, boolean isRow);
```

ANSI C

This method creates a dense, row-major, two-dimensional array of ints with a lower index of $(0,0)$ and an upper index of $(m-1, n-1)$. If $m \leq 0$ or $n \leq 0$, this method returns NULL. This is defined primarily as a convenience

for C and C++ programmers; Fortran programmers should note that this subroutine creates arrays whose lower index is *0* not like standard Fortran arrays whose lower index is 1.

Function: slice

ANSI C

```
/* C */
struct sidl_double__array *
sidl_double__array_slice(struct sidl_double__array *src,
                         int32_t                    dimen,
                         const int32_t              numElem[],
                         const int32_t             *srcStart,
                         const int32_t             *srcStride,
                         const int32_t             *newStart);
//
// C++
array<double>
sidl::array<double>::slice(int dimen,
                           const int32_t numElem[],
                           const int32_t *srcStart = 0,
                           const int32_t *srcStride = 0,
                           const int32_t *newStart = 0);
C
C FORTRAN 77
       subroutine sidl_double__array_slice_f(src, dimen, numElem, srcStart,
      $                       srcStride, newStart, result)
       integer*8 src, result
       integer*4 dimen
       integer*4 numElem(srcDimen), srcStart(srcDimen)
       integer*4 srcStride(srcDimen),  newStart(dimen)
!
! FORTRAN 90
subroutine slice(src, dimen, numElem, srcStart, srcStride, newStart, result)
  type(sidl_double_3d), intent(in) :: src     ! type depends on dimension
  type(sidl_double_2d), intent(out) :: result ! type depends on dimension
  integer (selected_int_kind(9)), intent(in) :: dimen
  integer (selected_int_kind(9)), intent(in), dimension(:) :: &
     numElem, srcStart, srcStride, newStart

// Java
  public native Array _slice(int dimen, int[] numElem, int[] srcStart,
                             int[] srcStride, int[] newStart);
```

This method will create a sub-array of another array. The resulting array shares data with the original array. The new array can be of the same dimension or potentially less than the original array. If you are removing a dimension, indicate the dimensions to remove by setting `numElem[i]` to zero for any dimension `i` that should go away in the new array. The meaning of each argument is covered below.

src the array to be created will be a subset of this array. If this argument is NULL, NULL will be returned. The returned array borrows data from `src`, so modifying one array modifies both. In C++, the `this` pointer takes the place of `src`.

dimen this argument must be greater than zero and less than or equal to the dimension of `src`. An illegal value will cause a NULL return value.

numElem this specifies how many elements from src should be in the new array in each dimension. A zero entry indicates that the dimension should not appear in the new array. This argument should be an array with an entry

for each dimension of `src`. `NULL` will be returned for `src` if either

```
srcStart[i] + numElem[i] * srcStride[i]  >  upper[i], or
srcStart[i] + numElem[i] * srcStride[i]  <  lower[i]
```

srcStart this parameter specifies which element of `src` will be the first element of the new array. If this argument is NULL, the first element of `src` will be the first element of the new array. If non-NULL, this argument provides the coordinates of an element of `src`, so it must have an entry for each dimension of `src`. `NULL` will be returned for `src` if either

`srcStart[i] < lower[i]`, or `srcStart[i] > upper[i]`.

srcStride this argument lets you specify the stride between elements of `src` for each dimension. For example with a stride of 2, you could create a sub-array with only the odd or even elements of `src`. If this argument is NULL, the stride is taken to be one in each dimension. If non-NULL, this argument should be an array with an entry for each dimension of `src`. The stride values are relative to the original source array, `src`, so the default stride of one in each dimension is appropriate for cases where you want a dense subsection of the original array.

newLower this argument is like the `lower` argument in a create method. It sets the coordinates for the first element in the new array. If this argument is NULL, the values indicated by `srcStart` will be used. If non-NULL, this should be an array with `dimen` elements.

Assuming the method is successful and the return value is named newArray, `src[srcStart]` refers to the same underlying element as `newArray[newStart]`.

If `src` is not a borrowed array (i.e., it manages its own data), the returned array can manage its by keeping a reference to `src`. It is not considered a borrowed array for purposes of `smartCopy`.

Function: borrow

ANSI C

```
/* C */
struct sidl_double__array*
sidl_double__array_borrow(double*       firstElement,
                          int32_t       dimen,
                          const int32_t lower[],
                          const int32_t upper[],
                          const int32_t stride[]);
//
// C++
void
sidl::array<double>::borrow(double*       firstElement,
                            int32_t       dimen,
                            const int32_t lower[],
                            const int32_t upper[],
                            const int32_t stride[]);
C
C FORTRAN 77
      subroutine sidl_double__array_borrow_f(firstElement, dimen, lower,
     $      upper, stride, result)
      real*8 firstElement()
      integer*4 dimen, lower(dimen), upper(dimen), stride(dimen)
      integer*8 result
!
! FORTRAN 90
subroutine borrow(firstElement, dimen, lower, upper, stride, &
                                  result)
```

```
  real (selected_real_kind(17,308)), intent(in) :: firstElement
  integer (selected_int_kind(9)), intent(in) :: dimen
  integer (selected_int_kind(9)), dimension(:), intent(in) :: lower, upper,&
                                                stride
  type(sidl_double_1d), intent(out) :: result ! type depends on array dimension
```

This method creates a proxy SIDL multi-dimensional array using data provided by a third party. In some cases, this routine can be used to avoid making a copy of the array data. `dimen`, `lower`, and `upper` have the same meaning and constraints as in `SIDL_double__array_createCol`. The `firstElement` argument should be a pointer to the first element of the array; in this context, the first element is the one whose index is `lower`.

`stride[i]` specifies the signed offset from one element in dimension `i` to the next element in dimension `i`. For a one dimensional array, the first element has the address `firstElement`, the second element has the address `firstElement + stride[0]`, the third element has the address `firstElement + 2 * stride[0]`, etc. The algorithm for determining the address of the element in a multi-dimensional array whose index is in array `ind[]` is as follows:

ANSI C

```
int32_t* addr = firstElement;
for(int i = 0; i < dimen; ++i) {
  addr += (ind[i] - lower[i])*stride[i];
}
/* now addr is the address of element ind */
```

Note elements of stride need not be positive.

The function makes copies of the information provided by `dimen`, `lower`, `upper`, and `stride`. The type of `firstElement` is changed depending on the array value type (see Table 5.2).

Function: smartCopy

ANSI C

```
/* C */
struct sidl_double__array*
sidl_double__array_smartCopy(struct sidl_double__array *array);

// C++
void
sidl::array<double>::smartCopy();

C FORTRAN 77
       subroutine sidl_double__array_smartCopy_f(array, result)
       integer*8 array, result

! FORTRAN 90
subroutine smartCopy(array, result)
  type(sidl_double_1d), intent(in) :: array   ! type depends on dimension
  type(sidl_double_1d), intent(out) :: result ! type depends on dimension

// Java
  public native Array _smartCopy();
```

This method will copy a borrowed array or increment the reference count of an array that is able to manage its own data. This method is useful when you want to keep a copy of an incoming array. The C++ method operates on `this`.

Function: addRef

ANSI C

```
/* C */
void
sidl_double__array_addRef(struct sidl_double__array* array);
```

```
// C++
void
sidl::array<double>::addRef() throw ( NullIORException );

C FORTRAN 77
       subroutine sidl_double__array_addRef_f(array)
       integer*8 array

! FORTRAN 90
subroutine addRef(array)
  type(sidl_double_1d), intent(in) :: array ! type depends on array dimension
```

This increments the reference count by one. In C++, this method should be avoided because the C++ wrapper class manages the reference count for you.

Function: deleteRef

ANSI C

```
/* C */
void
sidl_double__array_deleteRef(struct sidl_double__array* array);

// C++
void
sidl::array<double>::deleteRef() throw ( NullIORException );

C FORTRAN 77
       subroutine sidl_double__array_deleteRef_f(array)
       integer*8 array

! FORTRAN 90
subroutine deleteRef(array)
  type(sidl_double_1d), intent(out) :: array ! type depends on dimension
```

This decreases the reference count by one. If this reduces the reference count to zero, the resources associated with the array are reclaimed. In C++, this method should be avoided because the C++ wrapper class manages the reference count for you.

Function: get1

ANSI C

```
/* C */
double
sidl_double__array_get1(const struct sidl_double__array* array,
                        int32_t                          i1);

// C++
double
sidl::array<double>::get(int32_t i1);

C FORTRAN 77
       subroutine sidl_double__array_get1_f(array, i1, result)
       integer*8 array
       integer*4 i1
       real*8 result
```

```
! FORTRAN 90
subroutine get(array, i1, result)
  type(sidl_int_1d), intent(in) :: array
  integer (selected_int_kind(9)), intent(in) :: i1
  real (selected_real_kind(17,308)), intent(out) :: result

// Java
  public double get(int i);
```

This method returns the element with index `i1` for a one dimensional array. The return type of this method is the value type for the SIDL type being held (see Table 5.2). This method must only be called for one dimensional arrays. For objects and interfaces, the client owns the returned reference (i.e., the client is obliged to call `deleteRef()` when they are done with the reference unless it is `NULL`). For arrays of strings, the client owns the returned string (i.e., the client is obliged to call free on the returned pointer unless it is `NULL`). There is no reliable way to determine from the return value cases when i1 is out of bounds.

Function: get2

ANSI C

```
/* C */
double
sidl_double__array_get2(const struct sidl_double__array* array,
                        int32_t                          i1,
                        int32_t                          i2);

// C++
double
sidl::array<double>::get(int32_t i1, int32_t i2);

C FORTRAN 77
       subroutine sidl_int__array_get2_f(array, i1, i2, result)
       integer*8 array
       integer*4 i1, i2
       real*8 result

! FORTRAN 90
subroutine get(array, i1, i2, result)
  type(sidl_int_2d), intent(in) :: array
  integer (selected_int_kind(9)), intent(in) :: i1, i2
  real (selected_real_kind(17,308)), intent(out) :: result

// Java
  public double get(int i, int j);
```

This method returns the element with indices (`i1`, `i2`) for a two dimensional array. The return type of this method is the value type for the SIDL type being held (see Table 5.2. This method must only be called for two dimensional arrays. For objects and interfaces, the client owns the returned reference (i.e., the client is obliged to call `deleteRef` when they are done with the reference unless it is `NULL`). For arrays of strings, the client owns the returned string (i.e., the client is obliged to call free on the returned pointer unless it is `NULL`). There is no reliable way to determine from the return value cases when `i1`, `i2` are out of bounds.

Function: get3

ANSI C

```
/* C */
double
sidl_double__array_get3(const struct sidl_double__array* array,
```

```
                        int32_t                         i1,
                        int32_t                         i2,
                        int32_t                         i3);
// C++
double
sidl::array<double>::get(int32_t i1, int32_t i2, int32_t i3);

C FORTRAN 77
       subroutine sidl_double__array_get3_f(array, i1, i2, i3, result)
       integer*8 array
       integer*4 i1, i2, i3
       real*8 result

! FORTRAN 90
subroutine get(array, i1, i2, i3, result)
  type(sidl_double_3d), intent(in) :: array
  integer (selected_int_kind(9)), intent(in) :: i1, i2, i3
  real (selected_real_kind(17,308)), intent(out) :: result

// Java
  public double get(int i, int j, int k);
```

This method returns the element with indices (`i1`, `i2`, `i3`) for a three dimensional array. The return type of this method is the value type for the SIDL type being held (see Table 5.2). This method must only be called for three dimensional arrays. For objects and interfaces, the client owns the returned reference (i.e., the client is obliged to call `deleteRef()` when they are done with the reference unless it is `NULL`). For arrays of strings, the client owns the returned string (i.e., the client is obliged to call `free()` on the returned pointer unless it is `NULL`). There is no reliable way to determine from the return value cases when i1, i2, i3 are out of bounds.

Function: get4

ANSI C

```
/* C */
double
sidl_double__array_get4(const struct sidl_double__array* array,
                     int32_t                        i1,
                     int32_t                        i2,
                     int32_t                        i3,
                     int32_t                        i4);
// C++
double
sidl::array<double>::get(int32_t i1, int32_t i2, int32_t i3, int32_t i4);

C FORTRAN 77
       subroutine sidl_double__array_get4_f(array, i1, i2, i3, i4, result)
       integer*8 array
       integer*4 i1, i2, i3, i4
       real*8 result

! FORTRAN 90
subroutine get(array, i1, i2, i3, i4, result)
  type(sidl_double_4d), intent(in) :: array
  integer (selected_int_kind(9)), intent(in) :: i1, i2, i3, i4
  real (selected_real_kind(17,308)), intent(out) :: result

// Java
```

```
  public double get(int i, int j, int k, int l);
```

This method returns the element with indices(`i1`, `i2`, `i3`, `i4`) for a four dimensional array. The return type of this method is the value type for the SIDL type being held (see Table 5.2). This method must only be called for four dimensional arrays. For objects and interfaces, the client owns the returned reference (i.e., the client is obliged to call `deleteRef()` when they are done with the reference unless it is `NULL`). For arrays of strings, the client owns the returned string (i.e., the client is obliged to call `free()` on the returned pointer unless it is `NULL`). There is no reliable way to determine from the return value cases when `i1`, `i2`, `i3`, or `i4` are out of bounds.

Function: get5-7

Methods `get5`–`get7` are defined in an analogous way.

Function: get

ANSI C

```
/* C */
double
sidl_double__array_get(const struct sidl_double__array* array,
                       const int32_t                    indices[]);

// C++
double
sidl::array<double>::get(const int32_t indices[]);

C FORTRAN 77
       subroutine sidl_double__array_get_f(array, indices, result)
       integer*8 array
       integer*4 indices()
       real*8 result

! FORTRAN 90
subroutine get(array, indices, result)
  type(sidl_real_1d), intent(in) :: array ! type depends on dimension
  integer (selected_int_kind(9)), dimension(:), intent(in) ::indices
  real (selected_real_kind(17,308)), intent(out) :: result

// Java
  public native double _get(int i, int j, int k, int l, int m, int n, int o);
```

This method returns the element whose index is indices for an array of any dimension. The return type of this method is the value type for the SIDL type being held (see Table 5.2). This method can be called for any positively dimensioned array. For objects and interfaces, the client owns the returned reference (i.e., the client is obliged to call `deleteRef()` when they are done with the reference unless it is `NULL`). For arrays of strings, the client owns the returned string (i.e., the client is obliged to call `free()` on the returned pointer unless it is `NULL`). There is no reliable way to determine from the return value cases when indices has an element out of bounds.

Function: set1

ANSI C

```
/* C */
void
sidl_double__array_set1(struct sidl_double__array* array,
                        int32_t                    i1,
                        double                     value));

// C++
```

```
void
sidl::array<double>::set(int32_t i1, double value);

C FORTRAN 77
       subroutine sidl_double__array_set1_f(array, i1, value)
       integer*8 array
       integer*4 i1
       real*8 value

! FORTRAN 90
subroutine set(array, i1, value)
  type(sidl_double_1d), intent(in) :: array
  integer (selected_int_kind(9)), intent(in) :: i1,
  real (selected_real_kind(17,308)), intent(in) :: value

// Java
  public void set(int i, double value) {
```

This method sets the value in index `i1` of a one dimensional array to value. The type of the argument value is the value type for the SIDL type being held (see Table 5.2). This method must only be called for one dimensional arrays. For arrays of objects and interfaces, the array will make its own reference by calling `addRef()` on value, so the client retains its reference to value. For arrays of strings, the array will make a copy of the string, so the client retains ownership of the value pointer.

Function: set2

ANSI C

```
/* C */
void
sidl_double__array_set2(struct sidl_double__array* array,
                        int32_t                    i1,
                        int32_t                    i2,
                        double                     value));

// C++
void
sidl::array<double>::set(int32_t i1, int32_t i2, double value);

C FORTRAN 77
       subroutine sidl_double__array_set2_f(array, i1, i2, value)
       integer*8 array
       integer*4 i1, i2
       real*8 value

! FORTRAN 90
subroutine set(array, i1, i2, value)
  type(sidl_int_2d), intent(in) :: array
  integer (selected_int_kind(9)), intent(in) :: i1, i2
  real (selected_real_kind(17,308)), intent(in) :: value

// Java
  public void set(int i, int j, double value) {
```

This method sets the value in index (`i1`, `i2`) of a two dimensional array to value. The type of the argument value is the value type for the SIDL type being held (see table 5.2). This method must only be called for two dimensional arrays. For arrays of objects and interfaces, the array will make its own reference by calling `addRef()` on value, so

the client retains its reference to value. For arrays of strings, the array will make a copy of the string, so the client retains ownership of the value pointer.

Function: set3

```
/* C */                                                                ANSI C
void
sidl_double__array_set3(struct sidl_double__array* array,
                        int32_t                    i1,
                        int32_t                    i2,
                        int32_t                    i3,
                        double                     value));

// C++
void
sidl::array<double>::set(int32_t i1, int32_t i2, int32_t i3, double value);

C FORTRAN 77
       subroutine sidl_double__array_set3_f(array, i1, i2, i3, value)
       integer*8 array
       integer*4 i1, i2, i3
       real*8 value

! FORTRAN 90
subroutine set(array, i1, i2, i3, value)
  type(sidl_double_3d), intent(in) :: array
  integer (selected_int_kind(9)), intent(in) :: i1, i2, i3
  real (selected_real_kind(17,308)), intent(in) :: value

// Java
  public void set(int i, int j, int k, double value) {
```

This method sets the value in index (`i1`, `i2`, `i3`) of a three dimensional array to value. The type of the argument value is the value type for the SIDL type being held (see table 5.2). This method must only be called for three dimensional arrays. For arrays of objects and interfaces, the array will make its own reference by calling `addRef()` on value, so the client retains its reference to value. For arrays of strings, the array will make a copy of the string, so the client retains ownership of the value pointer.

Function: set4

```
/* C */                                                                ANSI C
void
sidl_double__array_set4(struct sidl_double__array* array,
                        int32_t                    i1,
                        int32_t                    i2,
                        int32_t                    i3,
                        int32_t                    i4,
                        double                     value));
//
// C++
void
sidl::array<double>::set(int32_t i1, int32_t i2,
                         int32_t i3, int32_t i4, double value);
C
C FORTRAN 77
```

```
      subroutine sidl_double__array_set4_f(array, i1, i2, i3, i4, value)
      integer*8 array
      integer*4 i1, i2, i3, i4
      real*8 value
!
! FORTRAN 90
subroutine set(array, i1, i2, i3, i4, value)
  type(sidl_double_4d), intent(in) :: array
  integer (selected_int_kind(9)), intent(in) :: i1, i2, i3, i4
  real (selected_real_kind(17,308)), intent(in) :: value

// Java
  public void set(int i, int j, int k, int l, double value) {
```

This method sets the value in index (`i1`, `i2`, `i3`, `i4`) of a four dimensional array to value. The type of the argument value is the value type for the SIDL type being held (see table 5.2). This method must only be called for four dimensional arrays. For arrays of objects and interfaces, the array will make its own reference by calling `addRef()` on value, so the client retains its reference to value. For arrays of strings, the array will make a copy of the string, so the client retains ownership of the value pointer.

Function: set5-7

Methods `set5`–`set7` are defined in an analogous way.

Function: set

ANSI C

```
/* C */
void
sidl_double__array_set(struct sidl_double__array* array,
                       const int32_t              indices[],
                       double                     value);

// C++
void
sidl::array<double>::set(const int32_t indices[], double value);

C FORTRAN 77
      subroutine sidl_double__array_set_f(array, indices, value)
      integer*8 array
      integer*4 indices()
      real*8 value

! FORTRAN 90
subroutine set(array, indices, value)
  type(sidl_double_1d), intent(in) :: array ! type depends on dimension
  integer (selected_int_kind(9)), intent(in), dimension(:) :: indices
  real (selected_real_kind(17,308)), intent(in) :: value

// Java
  public native void _set(int i, int j, int k, int l, int m, int n,
                          int o, double value);
```

This method sets the value in index indices for an array of any dimension to value. The type of the argument value is the value type for the SIDL type being held (see table 5.2). For arrays of objects and interfaces, the array will make

its own reference by calling `addRef()` on value, so the client retains its reference to value. For arrays of strings, the array will make a copy of the string, so the client retains ownership of the value pointer.

Function: dimen

ANSI C

```
/* C */
int32_t
sidl_double__array_dimen(const struct sidl_double__array *array);

// C++
int32_t
sidl::array<double>::dimen() const;

C FORTRAN 77
       subroutine sidl_double__array_dimen_f(array, result)
       integer*8 array
       integer*4 result

! FORTRAN 90
integer (selected_int_kind(9)) dimen(array)
  type(sidl_double_1d) :: array ! type depends on dimension

// Java
public native int _dim();
```

This method returns the dimension of the array.

Function: lower

ANSI C

```
/* C */
int32_t
sidl_double__array_lower(const struct sidl_double__array *array, int32_t ind);

// C++
int32_t
sidl::array<double>::lower(int32_t ind) const;

C FORTRAN 77
       subroutine sidl_double__array_lower_f(array, ind, result)
       integer*8 array
       integer*4 ind, result

! FORTRAN 90
integer (selected_int_kind(9)) function lower(array, ind)
  type(sidl_double_1d), intent(in) :: array ! type depends on dimension
  integer (selected_int_kind(9)) :: ind

// Java
  public native int _lower(int dim);
```

This method returns the lower bound on the index for dimension `ind` of array.

Function: upper

```
/* C */                                                                ANSI C
int32_t
sidl_double__array_upper(const struct sidl_double__array *array, int32_t ind);

// C++
int32_t
sidl::array<double>::upper(int32_t ind) const;

C FORTRAN 77
       subroutine sidl_double__array_upper_f(array, ind, result)
       integer*8 array
       integer*4 ind, result

! FORTRAN 90
integer (selected_int_kind(9)) function upper(array, ind)
  type(sidl_double_1d), intent(in) :: array ! type depends on dimension
  integer (selected_int_kind(9)), intent(in) :: ind

// Java
  public native int _upper(int dim);
```

This method returns the upper bound on the index for dimension ind of array. If the upper bound is greater than or equal to the lower bound, the upper bound is a valid index (i.e., it is not one past the end).

Function: stride

```
/* C */                                                                ANSI C
int32_t
sidl_double__array_stride(const struct sidl_double__array *array, int32_t ind);

// C++
int32_t
sidl::array<double>::stride(int32_t ind) const;

C FORTRAN 77
       subroutine sidl_double__array_stride_f(array, ind, result)
       integer*8 array
       integer*4 ind, result

! FORTRAN 90
integer (selected_int_kind(9)) function stride(array, ind)
  type(sidl_double_1d), intent(in) :: array ! type depends on dimension
  integer (selected_int_kind(9)) :: ind

// Java
  public native int _stride(int dim);
```

This method returns the stride for a particular dimension. This stride indicates how much to add to a pointer to get for the current element this the particular dimension to the next.

Function: length

```
/* C */                                                                ANSI C
int32_t
sidl_double__array_length(const struct sidl_double__array *array, int32_t ind);
```

```
// C++ Default dimension is 1.
int32_t
sidl::array<int32_t>::length(int32_t ind = 0) const;

C FORTRAN 77
       subroutine sidl_double__array_length_f(array, ind, result)
       integer*8 array
       integer*4 ind, result

! FORTRAN 90
integer (selected_int_kind(9)) function length(array, ind)
  type(sidl_double_1d), intent(in) :: array ! type depends on dimension
  integer (selected_int_kind(9)) :: ind

// Java
  public native int _length(int dim);

// For one dimensional Java arrays. Array1:
  public int lenth();
```

This method returns the length for a particular dimension. It is equivalent to the statement `upper(dim) - lower(dim) + 1`.

There is also a shortcut for one-dimensional arrays available in C++ and Java. In C++, if `length` is called with no arguments, it defaults to the first dimension. In Java `Array1` one-dimensional Java arrays have a length function that takes no arguments.

Function: isColumnOrder

ANSI C

```
/* C */
sidl_bool
sidl_double__array_isColumnOrder(const struct sidl_double__array *array);

// C++
bool
sidl::array<double>::isColumnOrder() const;

C FORTRAN 77
       subroutine sidl_double__array_isColumnOrder_f(array, result)
       integer*8 array
       logical   result

! FORTRAN 90
logical function isColumnOrder(array)
  type(sidl_double_2d), intent(in) :: array ! type depends on dimension

// Java
  public native boolean _isColumnOrder();
```

This method returns a true value if and only if `array` is dense, column-major ordered array. It does not modify the array at all.

Function: isRowOrder

```
/* C */                                                              ANSI C
sidl_bool
sidl_double__array_isRowOrder(const struct sidl_double__array *array);

// C++
bool
sidl::array<double>::isRowOrder() const;

C FORTRAN 77
       subroutine sidl_double__array_isRowOrder_f(array, result)
       integer*8 array
       logical   result

! FORTRAN 90
logical function isRowOrder(array)
  type(sidl_double_1d), intent(int) :: array ! type depends on dimension

// Java
  public native boolean _isRowOrder();
```

This method returns a true value if and only if `array` is dense, row-major ordered array. It does not modify the array at all.

Function: copy

```
/* C */                                                              ANSI C
void
sidl_double__array_copy(const struct sidl_double__array *src
                        struct sidl_double__array *dest);

// C++
void
sidl::array<double>::copy(const sidl::array<double> &src);

C FORTRAN 77
       subroutine sidl_double__array_copy_f(array, dest)
       integer*8 array, dest

! FORTRAN 90
subroutine copy(array, dest)
  type(sidl_double_1d), intent(in) :: array ! type depends on array dimension
  type(sidl_double_1d), intent(in) :: dest  ! type depends on array dimension

// Java
  public void _copy(sidl.Double.Array dest);
```

This method copies the contents of `src` to `dest`. For the copy to take place, both arrays must exist and be of the same dimension. This method will not modify `dest`'s size, index bounds, or stride; only the array element values of `dest` may be changed by this function. No part of `src` is changed by this method.

If `dest` has different index bounds than `src`, this method only copies the elements where the two arrays overlap. If `dest` and `src` have no indices in common, nothing is copied. For example, if `src` is a 1-d array with elements 0-5 and dest is a 1-d array with element 2-3, this function will copy element 2 and 3 from `src` to `dest`. If `dest` had elements 4-10, this method could copy elements 4 and 5.

Function: ensure

```
/* C */                                                          ANSI C
struct sidl_double__array *
sidl_double__array_ensure(const struct sidl_double__array *src,
                          int32_t                          dimen,
                          int                              ordering);

// C++
void
sidl::array<double>::ensure(int32_t dimen, int ordering);

C FORTRAN 77
       subroutine sidl_double__array_ensure_f(src, dimen, ordering, result)
       integer*8 src, result
       integer*4 dimen, ordering

! FORTRAN 90
subroutine ensure(src, dimen, ordering, result)
   type(sidl_double_1d), intent(in) :: src    ! type depends on array dimension
   type(sidl_double_1d), intent(out) :: result! type depends on array dimension
   integer (selected_int_kind(9)) :: dimen, ordering
```

This method is used to obtain a matrix with a guaranteed ordering and dimension from an array with uncertain properties. If the incoming array has the required ordering and dimension, its reference count is incremented, and it is returned. If it doesn't, a copy with the correct ordering is created and returned. In either case, the caller knows that the returned matrix (if not NULL) has the desired properties.

This method is used internally to enforce the array ordering constraints in SIDL. Clients can use it in similar ways. However, because the method was intended as an internal Babel feature, is not available in Java or Python.

The ordering parameter should be one of the constants defined in `enum sidl_array_ordering` (e.g. `sidl_general_order`, `sidl_column_major_order`, or `sidl_row_major_order`). If you pass in `sidl_general_order`, this routine will only check the dimension of the matrix.

Function: first

```
/* C */                                                          ANSI C
double *
sidl_double__array_first(const struct sidl_double__array *src);

// C++
double* first() throw();

C FORTRAN 77
      subroutine sidl_double__array_access_f(array, ref, lower, upper,
     $   stride, index)
      integer*8 array, index
      integer*4 lower(), upper(), stride()
      integer*4 ref()
```

This method provides direct access to the element data. Using this pointer and the stride information, you can perform your own array accesses without function calls. This method isn't available for arrays of strings, interface and objects because of memory/reference management issues. There is no equivalent of this function in Java or Python. To see how to get direct array access in Fortran 90, see Chapter 9.

The Fortran versions of the method return the lower, upper and stride information in three arrays, each with enough elements to hold an entry for each dimension of `array`. Because FORTRAN 77 does not have pointers, you must

pass in a reference array, `array`. Upon exit, `ref(index)` is the first element of the array. The type of `ref` depends on the type of the array.

WARNING:

While calling the Fortran direct access routines, there is a possibility of an alignment error between your reference pointer, `ref`, and the pointer to the first element of the array data. The problem is more likely with arrays of `double` or `dcomplex`; although, it could occur with any type on some future platform. If `index` is zero on return, an alignment error occurred. If an alignment error occurs, you may be able to solve it by recompiling your Fortran files with flags to force doubles to be aligned on 8 byte boundaries. For example, the `-malign-double` flag for g77 forces doubles to be aligned on 64-bit boundaries. An alignment error occurs when `(char *)ref` minus `(char *)sidl_double__array_first(array)` is not integer divisible by `sizeof(datatype)` where `ref` refers to the address of the reference array.

Here is an example FORTRAN 77 subroutine to output each element of a 1-dimensional array of doubles using the direct access routine. Fortran 90 has a pointer in the array derived type when direct access is possible.

Fortran 77

```
C This subroutine will print each element of an array of doubles
      subroutine print_array(dblarray)
      implicit none
      integer*8 dblarray, index
      real*8 refarray(1)
      integer*4 lower(1), upper(1), stride(1), dimen, i
      if (dblarray .ne. 0) then
         call sidl_double__array_dimen_f(dblarray, dimen)
         if (dimen .eq. 1) then
            call sidl_double__array_access_f(dblarray, refarray,
     $           lower, upper, stride, index)
            if (index .ne. 0) then
               do i = lower(1), upper(1)
                  write(*,*) refarray(index + (i-lower(1))*stride(1))
               enddo
            else
               write(*,*) 'Alignment error occured'
            endif
         endif
      endif
      end
```

For a 2-dimensional array, the loop and array access is

Fortran 77

```
      do i = lower(1), upper(1)
         do j = lower(2), upper(2)
            write(*,*) refarray(index+(i-lower(1))*stride(1)+
     $           (j - lower(2))*stride(2))
         enddo
      enddo
```

Suppose you are wrapping a legacy Fortran application and you need to pass a SIDL array to a Fortran subroutine. Further suppose there is a FORTRAN 77 and Fortran 90 version of the subroutine. For example, the FORTRAN 77 subroutine has a signature such as:

Fortran 77

```
      subroutine TriedAndTrue(x, n)
      integer n
```

```
      real*8 x(n)
C insert wonderful, efficient, debugged code here
      end
```

The Fortran 90 subroutine has basically the same signature as follows:

Fortran 90

```
subroutine TriedAndTrue(x, n)
  integer (selected_int_kind(9))      :: n
  real (selected_real_kind(17, 308)) :: x(n)

  ! insert wonderful, efficient, debugged code here
end subroutine TriedAndTrue
```

Here is one way to wrap this method using SIDL. First of all, the SIDL method definition specifies that the array must be a 1-dimensional, column-major ordered array. This forces the incoming array to be a dense column.

SIDL

```
    static void TriedAndTrue(inout array<double,1,column-major> arg);
```

Given that method definition in a class named Class and a package named Pkg, the implementation of the wrapper should look something like the following for FORTRAN 77:

Fortran 77

```
        subroutine Pkg_Class_TriedAndTrue_fi(arg)
        implicit none
        integer*8 arg
C       DO-NOT-DELETE splicer.begin(Pkg.Class.TriedAndTrue)
        real*8 refarray(1)
        integer*4 lower(1), upper(1), stride(1)
        integer*8 index
        integer n
        call sidl_double__array_access_f(arg, refarray,
     $       lower, upper, stride, index)
        if (index .ne. 0) then
c we can assume stride(1) = 1 because of column-major specification
           n = 1 + upper(1) - lower(1)
           call TriedAndTrue(refarray(index), n)
        else
           write(*,*) 'ERROR: array alignment'
        endif
C       DO-NOT-DELETE splicer.end(Pkg.Class.TriedAndTrue)
        end
```

Similarly, it should look something like the following for Fortran 90, where the include statements are required at the top of the Impl file to ensure proper handling of subroutine names that have automatically been mangled by the Babel compiler:

Fortran 90

```
#include "Pkg_Class_fAbbrev.h"
#include "sidl_BaseClass_fAbbrev.h"
#include "sidl_BaseInterface_fAbbrev.h"
! DO-NOT-DELETE splicer.begin(_miscellaneous_code_start)
#include "sidl_double_fAbbrev.h"
! DO-NOT-DELETE splicer.end(_miscellaneous_code_start)
.
.
.
subroutine Pkg_Class_TriedAndTrue_mi(arg)
  ! DO-NOT-DELETE splicer.begin(Pkg.Class.TriedAndTrue.use)
```

```
  use SIDL_double_array
  ! DO-NOT-DELETE splicer.end(Pkg.Class.TriedAndTrue.use)
  implicit none
  type(sidl_double_a) :: arg

! DO-NOT-DELETE splicer.begin(Pkg.Class.TriedAndTrue)
  real (selected_real_kind(17,308)), dimension(1) :: refarray
  integer (selected_int_kind(8)), dimension(1)    :: low, up, str
  integer (selected_int_kind(8))    :: index, n
  call access(arg, refarray, low, up, str, index)
  if (index .ne. 0) then
    ! We can assume stride(1) = 1 because of column-major specification
    n = 1 + upper(1) - lower(1)
    call TriedAndTrue(refarray(index), n)
  else
    write(*,*) 'ERROR: array alignment'
  endif
! DO-NOT-DELETE splicer.end(Pkg.Class.TriedAndTrue)
end subroutine Pkg_Class_TriedAndTrue_mi
```

The C Macro API

Many of the SIDL array access functions have a corresponding C macro API for those who fear the function overhead of the C function API. When efficiency is not a concern, we recommend using the function API, but the C macro API is preferable to the direct access to the data structure. Parts of the macro API are not available for arrays of strings, interfaces or objects because the issues associated with memory and object reference management.

The macro API is very similar to the function API; however, a single set of macros applies to all the supported array types. The macro names are independent of the type of array you're accessing.

```
sidlArrayDim(array)
```
ANSI C

Return the dimension of array.

```
sidlLower(array,ind)
```
ANSI C

Return the lower bound on dimension ind.

```
sidlUpper(array,ind)
```
ANSI C

Return the upper bound on dimension ind.

```
sidlLength(array,ind)
```
ANSI C

Return the extent on dimension ind. The extent is equal to `sidlUpper(array,ind) - sidlLower(array,ind) + 1`.

```
sidlStride(array,ind)
```
ANSI C

Return the stride for dimension ind. The stride is the offset between elements in a particular dimension. It can be positive or negative. It is in terms of number of value types (i.e., it's 1 means contiguous regardless of what data type).

The macros to access array elements of array elements are unavailable for arrays of strings, classes and interfaces.

ANSI C

```
sidlArrayElem1(array, ind1)
sidlArrayElem2(array, ind1, ind2)
sidlArrayElem3(array, ind1, ind2, ind3)
sidlArrayElem4(array, ind1, ind2, ind3, ind4)
sidlArrayElem5(array, ind1, ind2, ind3, ind4, ind5)
sidlArrayElem6(array, ind1, ind2, ind3, ind4, ind5, ind6)
sidlArrayElem7(array, ind1, ind2, ind3, ind4, ind5, ind6, ind7)
```

Provide access to array elements to arrays of dimension 1–7. This macro can appear on the left hand side of an assignment or on the right hand side in an expression. These macros blindly assume that the dimension and indices are correct.

The macros to access the address of array elements are unavailable for arrays of strings, classes, and interfaces.

ANSI C

```
sidlArrayAddr1(array, ind1)
sidlArrayAddr2(array, ind1, ind2)
sidlArrayAddr3(array, ind1, ind2, ind3)
sidlArrayAddr4(array, ind1, ind2, ind3, ind4)
sidlArrayAddr5(array, ind1, ind2, ind3, ind4, ind5)
sidlArrayAddr6(array, ind1, ind2, ind3, ind4, ind5, ind6)
sidlArrayAddr7(array, ind1, ind2, ind3, ind4, ind5, ind6, ind7)
```

Return the address of elements in arrays of dimension 1–7. This macro can appear on the left hand side of an assignment or on the right hand side in an expression. These macros blindly assume that the dimension and indices are correct.

The C Data Structure

If even the macro interface is not fast enough for you, you can access the internal data structure for all the basic types except string. You cannot access the internal data structure for arrays of strings, interfaces and objects.

The basic form of the C data structure for type XXXX is:

ANSI C

```
struct sidl__array_vtable {

  /* Release resources associted with the array (refcount at zero) */
  void (*d_destroy)(struct sidl__array *);

  /* Clone or addRef depending on whether data is borrowed */
  struct sidl__array *(*d_smartcopy)(struct sidl__array *);

  /* Return the type of the array. */
  int32_t (*d_arraytype)(void);
};

struct sidl__array {
  int32_t                        *d_lower;
  int32_t                        *d_upper;
  int32_t                        *d_stride;
  const struct sidl__array_vtable *d_vtable;
  int32_t                         d_dimen;
  int32_t                         d_refcount;
};


struct sidl_XXXX__array {
  struct sidl__array       d_metadata;
  <value type for XXXX>   *d_firstElement;
};
```

The string "<value type for XXXX>" should be replaced by something like `sidl_bool`for an array of *bool*, `int32_t` for any array of *int*, `double` for an array of *double*, `int64_t` for an array of *long*, etc. (See Table 5.2)

d_dimen tells the dimension of the multi-dimensional array. `d_lower`, `d_upper`, and `d_stride` each point to arrays of `d_dimen` `int32_t`'s. `d_lower[i]` provides the lower bound for the index in dimension `i`, and

`d_upper[i]` provides the upper bound for the index in dimension `i`. Both the lower and upper bounds are valid index values; the upper bound is not one past the end.

`d_borrowed` is true if the array does not managed the data that `d_firstElement` points too, and it is false otherwise. This mainly influences the behavior of the destructor.

Clients should not modify `d_lower`, `d_upper`, `d_stride`, `d_dimen`, `d_borrowed` or (in the case of pointers) the values to which they point.

`d_stride[i]` determines how elements are packed in dimension `i`. A value of 1 means that to get from element `j` to `j+1` in dimension `i`, you add one to the data pointer. Negative values for `d_stride` can be used to express a transposed matrix. The definition also allows either column or row major ordering for the data, and it also allows treating a subsection of an array as an array.

The data structure was inspired by the data structure used by Numeric Python; although, in Numeric Python, the stride is in terms of bytes. In SIDL, the stride is in terms of number of objects. One can convert to the Numeric Python view of things by multiplying the stride by the sizeof the value type.

5.5 Interface Contracts

NOTE:

This section is under construction.

Interface contracts provide a mechanism for helping ensure software is implemented and used correctly. They define the semantics of interfaces in terms of the behaviors expected of callers and callees (or implementations) of methods. Contracts are formed by precondition, postcondition, and/or class invariant clauses in the interface specification. Clauses apply to all classes inheriting their specification. Hence, all implementations of the specification — regardless of programming language used — are expected to comply with the defined contracts. Compliance is checked at runtime when enforcement is enabled.

WARNING:

Interface contracts are an experimental feature so not all of the capabilities described in this document have been tested. In particular, regression tests exercising class invariants and a number of the built-in functions available for use in contract clauses are still pending.

Contract Clauses

Contracts are specified through the addition of clauses to the methods defined in interfaces and classes. Relevant clauses are listed below.

Precondition clauses consist of assertions on properties that must hold prior to method execution.

Postcondition clauses contain assertions that must hold upon method completion.

Class invariants apply before and after execution of all defined methods.

Contract Enforcement

Checks to enforce contracts are automatically generated by the Babel compiler along with the language interoperability middleware. This approach allows interface contracts to be defined once in the specification and applied to all associated implementations in any of the supported languages.

WARNING: The routines used to specify contract enforcement options are not currently available in all language bindings. Refer to language-specific chapters for more information.

5.6 SIDL Runtime

Inheritance

There is a collection of interfaces and classes that are defined by the SIDL runtime library. Some of these objects are implicitly inherited by objects and classes.

All classes that do not explicitly extend another class implicitly extend `sidl.BaseClass`. All interfaces that do not explicitly extend another interface implicitly extend `sidl.BaseInterface`. Furthermore, `sidl.BaseClass` implements `sidl.BaseInterface`. This means that all classes can be cast to a `sidl.BaseClass` and all objects can be cast to `sidl.BaseInterface`.

All exceptions must explicitly implement the interfaces in `sidl.BaseException`. The easiest way to do this is to is to extend the provided class `sidl.SIDLException`. This is a class the implements the basic Exception functionality for you, including `getNote` and `setNote`. You may also override one or more of these functions if you wish.

If a method in SIDL claims to throw an object that does not inherit from `sidl.BaseException`, this is an error and will be reported by Babel.

Interfaces

The SIDL runtime library provides six sets of interfaces:

Base The base class, interface, and exception upon which all Babel-enabled software builds.

Contract Enforcement Contract enforcement policy class and contract clause exceptions used to establish enforcement options and identify, at runtime, contract clause violations, respectively.

Library Handler The DLL and Loader classes facilitate dynamic loading of objects at runtime.

Introspection The ClassInfo interface and ClassInfoI class enable checking meta-data associated with a class.

I/O The input-output package used for serializing and deserializing SIDL types.

RMI The rmi package used for managing remote method invocations.

The interfaces for the runtime library, as described in SIDL, are:

SIDL

```
//
// File:        sidl.sidl
// Revision:    @(#) $Revision: 1709 $
// Date:        $Date: 2008-07-03 18:04:01 -0700 (Thu, 03 Jul 2008) $
// Description: sidl interface description for the basic sidl run-time library
//
// Copyright (c) 2001-2007, The Regents of the University of Calfornia.
// Produced at the Lawrence Livermore National Laboratory.
// Written by the Components Team <components@llnl.gov>
// UCRL-CODE-2002-054
// All rights reserved.
//
// This file is part of Babel. For more information, see
// http://www.llnl.gov/CASC/components/. Please read the COPYRIGHT file
```

```
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//
// You should have recieved a copy of the GNU Lesser General Public License
// along with this program; if not, write to the Free Software Foundation,
// Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA

/**
 * The <code>sidl</code> package contains the fundamental type and interface
 * definitions for the <code>sidl</code> interface definition language.  It
 * defines common run-time libraries and common base classes and interfaces.
 * Every interface implicitly inherits from <code>sidl.BaseInterface</code>
 * and every class implicitly inherits from <code>sidl.BaseClass</code>.
 *
 */
final package sidl version 0.9.17 {

  /**
   * Every interface in <code>sidl</code> implicitly inherits
   * from <code>BaseInterface</code>, and it is implemented
   * by <code>BaseClass</code> below.
   */
  interface BaseInterface {

    /**
     * <p>
     * Add one to the intrinsic reference count in the underlying object.
     * Object in <code>sidl</code> have an intrinsic reference count.
     * Objects continue to exist as long as the reference count is
     * positive. Clients should call this method whenever they
     * create another ongoing reference to an object or interface.
     * </p>
     * <p>
     * This does not have a return value because there is no language
     * independent type that can refer to an interface or a
     * class.
     * </p>
     */
    void addRef();

    /**
     * Decrease by one the intrinsic reference count in the underlying
     * object, and delete the object if the reference is non-positive.
     * Objects in <code>sidl</code> have an intrinsic reference count.
     * Clients should call this method whenever they remove a
```

```
     * reference to an object or interface.
     */
    void deleteRef();

    /**
     * Return true if and only if <code>obj</code> refers to the same
     * object as this object.
     */
    bool isSame(in BaseInterface iobj);

    /**
     * Return whether this object is an instance of the specified type.
     * The string name must be the <code>sidl</code> type name.  This
     * routine will return <code>true</code> if and only if a cast to
     * the string type name would succeed.
     */
    bool isType(in string name);

    /**
     * Return the meta-data about the class implementing this interface.
     */
    ClassInfo getClassInfo();
  }

  /**
   * Every class implicitly inherits from <code>BaseClass</code>.  This
   * class implements the methods in <code>BaseInterface</code>.
   */
  class BaseClass implements BaseInterface {
    /**
     * <p>
     * Add one to the intrinsic reference count in the underlying object.
     * Object in <code>sidl</code> have an intrinsic reference count.
     * Objects continue to exist as long as the reference count is
     * positive. Clients should call this method whenever they
     * create another ongoing reference to an object or interface.
     * </p>
     * <p>
     * This does not have a return value because there is no language
     * independent type that can refer to an interface or a
     * class.
     * </p>
     */
    final void addRef();

    /**
     * Decrease by one the intrinsic reference count in the underlying
     * object, and delete the object if the reference is non-positive.
     * Objects in <code>sidl</code> have an intrinsic reference count.
     * Clients should call this method whenever they remove a
     * reference to an object or interface.
     */
    final void deleteRef();
```

```
  /**
   * Return true if and only if <code>obj</code> refers to the same
   * object as this object.
   */
  final bool isSame(in BaseInterface iobj);

  /**
   * Return whether this object is an instance of the specified type.
   * The string name must be the <code>sidl</code> type name.  This
   * routine will return <code>true</code> if and only if a cast to
   * the string type name would succeed.
   */
  bool isType(in string name);

  /**
   * Return the meta-data about the class implementing this interface.
   */
  final ClassInfo getClassInfo();
}

/**
 * This package has some I/O capability that's not core to the
 * SIDL object model, but still needed by parts of the generated code
 */
package io {
  /**
   *   Objects that implement Serializable will be serializable (copyable)
   * over RMI, or storable to streams.  Classes that can pack or unpack
   *  themselves should implement this interface
   */
  interface Serializable {
    void packObj( in Serializer ser );
    void unpackObj( in Deserializer des );
  }
}

/**
 * Every exception implements <code>BaseException</code>. This interface
 * declares the basic functionality to get and set error messages and stack
 * traces.
 */
interface BaseException extends sidl.io.Serializable{

  /**
   * Return the message associated with the exception.
   */
  string getNote();

  /**
   * Set the message associated with the exception.
   */
  void setNote(in string message);

  /**
```

```
    * Returns formatted string containing the concatenation of all
    * tracelines.
    */
  string getTrace();

  /**
    * Adds a stringified entry/line to the stack trace.
    */
  void add[Line](in string traceline);

  /**
    * Formats and adds an entry to the stack trace based on the
    * file name, line number, and method name.
    */
  void add(in string filename, in int lineno, in string methodname);
}

/**
 * This exception type is the default exception for every method.
 *
 */
interface RuntimeException extends BaseException {}

/**
 * <code>SIDLException</code> provides the basic functionality of the
 * <code>BaseException</code> interface for getting and setting error
 * messages and stack traces.
 */
class SIDLException implements-all BaseException {
}

/**
 * <code>PreViolation</code> indicates an assertion within a precondition
 * clause of the interface contract has been violated.
 */
class PreViolation extends SIDLException implements RuntimeException {
}

/**
 * <code>PostViolation</code> indicates an assertion within a postcondition
 * clause of the interface contract has been violated.
 */
class PostViolation extends SIDLException implements RuntimeException {
}

/**
 * <code>InvViolation</code> indicates an assertion within a invariant
 * clause of the interface contract has been violated.
 */
class InvViolation extends SIDLException implements RuntimeException {
}

/**
 * Contract clause types.
```

```
  */
 enum ClauseType {
   INVARIANT,
   PRECONDITION,
   POSTCONDITION,
 };

 /**
  * Contract classification.  The classification is used to filter
  * contract clauses by the corresponding characteristic(s).
  */
 enum ContractClass {
   /**
    * All classifications of interface contract clauses.
    */
   ALLCLASSES,
   /**
    * Only constant-time complexity, or O(1), clauses.
    */
   CONSTANT,
   /**
    * Only cubic-time complexity, or O(n^3), clauses.
    */
   CUBIC,
   /**
    * Only invariant clauses.
    */
   INVARIANTS,
   /**
    * Invariant plus postcondition clauses.
    */
   INVPOST,
   /**
    * Invariant plus precondition clauses.
    */
   INVPRE,
   /**
    * Only linear-time complexity, or O(n), clauses.
    */
   LINEAR,
   /**
    * Method calls.  Only clauses containing at least one method call.
    */
   METHODCALLS,
   /**
    * Only postcondition clauses.
    */
   POSTCONDS,
   /**
    * Only precondition clauses.
    */
   PRECONDS,
   /**
    * Precondition plus postcondition clauses.
```

```
    */
  PREPOST,
  /**
   * Only quadratic-time complexity, or O(n^2), clauses.
   */
  QUADRATIC,
  /**
   * Only quartic-time complexity, or O(n^4), clauses.
   */
  QUARTIC,
  /**
   * Only quintic-time complexity, or O(n^5), clauses.
   */
  QUINTIC,
  /**
   * Results.  Only clauses containing at least one assertion on an
   * in, inout, or result argument.
   */
  RESULTS,
  /**
   * Only septic-time complexity, or O(n^7), clauses.
   */
  SEPTIC,
  /**
   * Only sextic-time complexity, or O(n^6), clauses.
   */
  SEXTIC,
  /**
   * Simple expressions.  Only clauses consisting solely of
   * simple expressions (i.e., no method calls).
   */
  SIMPLEEXPRS,
};

/**
 * Contract clause enforcement frequency.
 */
enum EnforceFreq {
  /**
   * Never.  Disable enforcement by completely by-passing checks
   * regardless of the selected contract classification.
   */
  NEVER,
  /**
   * Always.  Every clause of the selected contract classification
   * is enforced.
   */
  ALWAYS,
  /**
   * Adaptive fit.  Check clauses of the selected contract classification
   * only if they will not result in exceeding the overhead limit based
   * on accumulations of estimated execution times.
   */
  ADAPTFIT,
```

```
    /**
     * Adaptive timing.  Check clauses of the selected contract classification
     * only if their estimated execution time is within the overhead limit
     * applied to the estimated time of the corresponding method.
     */
    ADAPTTIMING,
    /**
     * Periodic.  Check clauses of the selected contract classification
     * at the specified interval.
     */
    PERIODIC,
    /**
     * Random.  Check clauses of the selected contract classifcation on a
     * random basis using the specified maximum.
     */
    RANDOM,
    /**
     * Simulated Annealing.  Essentially Adaptive fit but checks are
     * allowed to randomly exceed the overhead limit with decreasing
     * probability over time.
     */
    SIMANNEAL,
  };

  /**
   * Contract enforcement tracing levels.  Enforcement traces rely on
   * runtime timing automatically inserted within the middleware.
   */
  enum EnfTraceLevel {
    /**
     * None.  No tracing is to be performed.
     */
    NONE,
    /**
     * Core.  Time trace start and end only.  This can be useful for
     * simple program timing.
     */
    CORE,
    /**
     * Basic enforcement tracing.  CORE plus interface contract clause timing.
     */
    BASIC,
    /**
     * Overhead of enforcement decisions.  BASIC plus timing of
     * enforcement decisions.  (Experimental feature.)
     */
    OVERHEAD,
  };

  /**
   * <code>EnfPolicy</code> maintains the current interface
   * contract enforcement policy.
   */
  class EnfPolicy {
```

```
/**
 * Sets the enforcement policy to always check the specified
 * type(s) of contracts.  This is equivalent to calling
 * setPolicy() with ALWAYS as the enforcement frequency
 * and the specified (or default) contract class.
 *
 * @param contractClass  Contract classification
 *                         [Default = ALLCLASSES]
 * @param clearStats      TRUE if enforcement statistics are to be
 *                          cleared; FALSE otherwise.
 */
static void setEnforceAll(in ContractClass contractClass,
                          in bool          clearStats);

/**
 * Sets the policy options to disable all contract enforcement.
 * This is equivalent to calling setPolicy() with NEVER as the
 * enforcement frequency.
 *
 * @param clearStats  TRUE if enforcement statistics are to be
 *                      cleared; FALSE otherwise.
 */
static void setEnforceNone(in bool clearStats);

/**
 * Sets enforcement policy and options.  This method should be
 * invoked directly to avoid the default enforcement behavior.
 *
 * @param contractClass  Contract classification
 *                         [Default = ALLCLASSES]
 * @param enforceFreq    Enforcement frequency
 *                         [Default = ALWAYS]
 * @param interval       Sampling interval representing the
 *                         period (for PERIODIC) or maximum
 *                         random number/window (for RANDOM)
 *                         [Default = 0 if negative specified]
 * @param overheadLimit  Limit on performance overhead [0.0 .. 1.0)
 *                         [Default = 0.0 (or 0%) if negative]
 * @param appAvgPerCall  Average extra, application-specific
 *                         execution time, normalized by calls
 *                         to annotated methods
 *                         [Default = 0.0 if negative]
 * @param annealLimit    Limit on simulated annealing function
 *                         to ensure its termination
 *                         (0.0 .. 2.72]
 *                         [Default = 2.72 if negative specified]
 * @param clearStats      TRUE if enforcement statistics are to be
 *                          cleared; FALSE otherwise.
 */
static void setPolicy(in ContractClass contractClass,
                      in EnforceFreq   enforceFreq,
                      in int           interval,
                      in double        overheadLimit,
                      in double        appAvgPerCall,
```

```
                        in double        annealLimit,
                        in bool          clearStats);

/**
 * Returns TRUE if contract enforcement is enabled; FALSE otherwise.
 */
static bool areEnforcing();

/**
 * Returns the contract classification policy option.
 */
static ContractClass getContractClass();

/**
 * Returns the enforcement frequency policy option.
 */
static EnforceFreq getEnforceFreq();

/**
 * Returns the interval for PERIODIC (i.e., the interval) or
 * RANDOM (i.e., the maximum random number).  Returns 0 by default.
 */
static int getSamplingInterval();

/**
 * Returns the desired enforcement overhead limit for
 * performance-driven frequency options (i.e., ADAPTFIT,
 * ADAPTTIMING, and SIMANNEAL).  Returns 0.0 by default.
 */
static double getOverheadLimit();

/**
 * Returns the average assumed execution time associated
 * with the program or application.  Returns 0.0 by default.
 */
static double getAppAvgPerCall();

/**
 * Returns the annealing limit for SIMANNEAL enforcement
 * frequency option.  Returns 0.0 by default.
 */
static double getAnnealLimit();

/**
 * Returns the name, or description, of the enforcement policy.
 * The caller is responsible for calling sidl_String_free()
 * on the name when done with it.
 *
 * @param useAbbrev   TRUE if the abbreviated name is to be
 *                    returned.
 */
static string getPolicyName(in bool useAbbrev);

/**
```

```
     * Prints statistics data to the file with the specified name.
     * The file is opened (for append) and closed on each call.
     *
     * @param filename   Name of the file to which the statistics
     *                     data should be written.
     * @param header     TRUE if the header line is to be printed
     *                     prior to the statistics line (for compressed
     *                     output only).
     * @param prefix     String description for identifying information,
     *                     if any, intended to preceed the statistics
     *                     data.  Useful for distinguishing between
     *                     different objects, for example.
     * @param compressed TRUE if the enforcer state is to be dumped
     *                     on a single line with semi-colon separators
     *                     between fields.
     */
    static void dumpStats(in string filename,
                          in bool   header,
                          in string prefix,
                          in bool   compressed);

    /**
     * Starts enforcement trace file generation.
     *
     * @param filename    Name of the destination trace file.
     * @param traceLevel  Level of trace timing and reporting required.
     *                      [Default = NONE]
     */
    static void startTrace(in string        filename,
                           in EnfTraceLevel traceLevel);

    /**
     * Returns TRUE if contract enforcement tracing is enabled;
     * FALSE otherwise.
     */
    static bool areTracing();

    /**
     * Returns the name of the trace file.  If one was not provided,
     * the default name is returned.
     */
    static string getTraceFilename();

    /**
     * Returns the level of enforcement tracing.
     */
    static EnfTraceLevel getTraceLevel();

    /**
     * Terminates enforcement trace file generation.  Takes a final
     * timestamp and logs the remaining trace information.
     */
    static void endTrace();
  }
```

```
/**
 * When loading a dynamically linked library, there are three
 * settings: LOCAL, GLOBAL and SCLSCOPE.
 */
enum Scope {
    /** Attempt to load the symbols into a local namespace. */
    LOCAL,
    /** Attempt to load the symbols into the global namespace. */
    GLOBAL,
    /** Use the scope setting from the SCL file. */
    SCLSCOPE
    }

/**
 * When loading a dynmaically linked library, there are three
 * settings: LAZY, NOW, SCLRESOLVE
 */
enum Resolve {
  /** Resolve symbols on an as needed basis. */
  LAZY,
    /** Resolve all symbols at load time. */
    NOW,
    /** Use the resolve setting from the SCL file. */
    SCLRESOLVE
    }

/**
 * The <code>DLL</code> class encapsulates access to a single
 * dynamically linked library.  DLLs are loaded at run-time using
 * the <code>loadLibrary</code> method and later unloaded using
 * <code>unloadLibrary</code>.  Symbols in a loaded library are
 * resolved to an opaque pointer by method <code>lookupSymbol</code>.
 * Class instances are created by <code>createClass</code>.
 */
class DLL {

  /**
   * Load a dynamic link library using the specified URI.  The
   * URI may be of the form "main:", "lib:", "file:", "ftp:", or
   * "http:".  A URI that starts with any other protocol string
   * is assumed to be a file name.  The "main:" URI creates a
   * library that allows access to global symbols in the running
   * program's main address space.  The "lib:X" URI converts the
   * library "X" into a platform-specific name (e.g., libX.so) and
   * loads that library.  The "file:" URI opens the DLL from the
   * specified file path.  The "ftp:" and "http:" URIs copy the
   * specified library from the remote site into a local temporary
   * file and open that file.  This method returns true if the
   * DLL was loaded successfully and false otherwise.  Note that
   * the "ftp:" and "http:" protocols are valid only if the W3C
   * WWW library is available.
   *
```

```
 * @param uri          the URI to load. This can be a .la file
 *                     (a metadata file produced by libtool) or
 *                     a shared library binary (i.e., .so,
 *                     .dll or whatever is appropriate for your
 *                     OS)
 * @param loadGlobally <code>true</code> means that the shared
 *                     library symbols will be loaded into the
 *                     global namespace; <code>false</code>
 *                     means they will be loaded into a
 *                     private namespace. Some operating systems
 *                     may not be able to honor the value presented
 *                     here.
 * @param loadLazy     <code>true</code> instructs the loader to
 *                     that symbols can be resolved as needed (lazy)
 *                     instead of requiring everything to be resolved
 *                     now (at load time).
 */
bool loadLibrary(in string uri,
                 in bool loadGlobally,
                 in bool loadLazy);

/**
 * Get the library name.  This is the name used to load the
 * library in <code>loadLibrary</code> except that all file names
 * contain the "file:" protocol.
 */
string getName();

/**
 * Return true if the library was loaded into the global namespace.
 */
bool isGlobal();

/**
 * Return true if the library was loaded using lazy symbol resolution.
 */
bool isLazy();

/**
 * Unload the dynamic link library.  The library may no longer
 * be used to access symbol names.  When the library is actually
 * unloaded from the memory image depends on details of the operating
 * system.
 */
void unloadLibrary();

/**
 * Lookup a symbol from the DLL and return the associated pointer.
 * A null value is returned if the name does not exist.
 */
opaque lookupSymbol(in string linker_name);

/**
 * Create an instance of the sidl class.  If the class constructor
```

```
    * is not defined in this DLL, then return null.
    */
   BaseClass createClass(in string sidl_name);
 }

 /**
  * Interface <code>Finder</code> is an interface for classes that resolve
  * dynamic libraries.
  * Class <code>Loader</code> takes one of these interfaces through the
  * method <code>setFinder</code>.  If NULL is passed to setFinder, the
  * class <code>DefaultFinder</code> is used.
  */
 interface Finder {
   /**
    * Find a DLL containing the specified information for a sidl
    * class. This method searches through the files in set set path
    * looking for a shared library that contains the client-side or IOR
    * for a particular sidl class.
    *
    * @param sidl_name  the fully qualified (long) name of the
    *                   class/interface to be found. Package names
    *                   are separated by period characters from each
    *                   other and the class/interface name.
    * @param target     to find a client-side binding, this is
    *                   normally the name of the language.
    *                   To find the implementation of a class
    *                   in order to make one, you should pass
    *                   the string "ior/impl" here.
    * @param lScope     this specifies whether the symbols should
    *                   be loaded into the global scope, a local
    *                   scope, or use the setting in the file.
    * @param lResolve   this specifies whether symbols should be
    *                   resolved as needed (LAZY), completely
    *                   resolved at load time (NOW), or use the
    *                   setting from the file.
    * @return a non-NULL object means the search was successful.
    *         The DLL has already been added.
    */
   DLL findLibrary(in string  sidl_name,
                   in string  target,
                   in Scope   lScope,
                   in Resolve lResolve);

   /**
    * Set the search path, which is a semi-colon separated sequence of
    * URIs as described in class <code>DLL</code>.  This method will
    * invalidate any existing search path.
    */
   void setSearchPath(in string path_name);

   /**
    * Return the current search path.  If the search path has not been
    * set, then the search path will be taken from environment variable
    * SIDL_DLL_PATH.
```

```
    */
  string getSearchPath();

  /**
   * Append the specified path fragment to the beginning of the
   * current search path.  If the search path has not yet been set
   * by a call to <code>setSearchPath</code>, then this fragment will
   * be appended to the path in environment variable SIDL_DLL_PATH.
   */
  void addSearchPath(in string path_fragment);

}

/**
 *  This class is the Default Finder.  If no Finder is set in class Loader,
 *  this finder is used.  It uses SCL files from the filesystem to
 *  resolve dynamic libraries.
 *
 * The initial search path is taken from the SIDL_DLL_PATH
 * environment variable.
 */

class DFinder implements-all Finder {
}


/**
 * Class <code>Loader</code> manages dyanamic loading and symbol name
 * resolution for the sidl runtime system.  The <code>Loader</code> class
 * manages a library search path and keeps a record of all libraries
 * loaded through this interface, including the initial "global" symbols
 * in the main program.
 *
 * Unless explicitly set, the <code>Loader</code> uses the default
 * <code>sidl.Finder</code> implemented in <code>sidl.DFinder</code>.
 * This class searches the filesystem for <code>.scl</code> files when
 * trying to find a class. The initial path is taken from the
 * environment variable SIDL_DLL_PATH, which is a semi-colon
 * separated sequence of URIs as described in class <code>DLL</code>.
 */
class Loader {

  /**
   * Load the specified library if it has not already been loaded.
   * The URI format is defined in class <code>DLL</code>.  The search
   * path is not searched to resolve the library name.
   *
   * @param uri           the URI to load. This can be a .la file
   *                      (a metadata file produced by libtool) or
   *                      a shared library binary (i.e., .so,
   *                      .dll or whatever is appropriate for your
   *                      OS)
   * @param loadGlobally <code>true</code> means that the shared
   *                      library symbols will be loaded into the
```

```
 *                      global namespace; <code>false</code>
 *                      means they will be loaded into a
 *                      private namespace. Some operating systems
 *                      may not be able to honor the value presented
 *                      here.
 * @param loadLazy      <code>true</code> instructs the loader to
 *                      that symbols can be resolved as needed (lazy)
 *                      instead of requiring everything to be resolved
 *                      now.
 * @return if the load was successful, a non-NULL DLL object is returned.
 */
static DLL loadLibrary(in string uri,
                       in bool loadGlobally,
                       in bool loadLazy);

/**
 * Append the specified DLL to the beginning of the list of already
 * loaded DLLs.
 */
static void addDLL(in DLL dll);

/**
 * Unload all dynamic link libraries.  The library may no longer
 * be used to access symbol names.  When the library is actually
 * unloaded from the memory image depends on details of the operating
 * system.
 */
static void unloadLibraries();

/**
 * Find a DLL containing the specified information for a sidl
 * class. This method searches SCL files in the search path looking
 * for a shared library that contains the client-side or IOR
 * for a particular sidl class.
 *
 * This call is implemented by calling the current
 * <code>Finder</code>. The default finder searches the local
 * file system for <code>.scl</code> files to locate the
 * target class/interface.
 *
 * @param sidl_name  the fully qualified (long) name of the
 *                   class/interface to be found. Package names
 *                   are separated by period characters from each
 *                   other and the class/interface name.
 * @param target     to find a client-side binding, this is
 *                   normally the name of the language.
 *                   To find the implementation of a class
 *                   in order to make one, you should pass
 *                   the string "ior/impl" here.
 * @param lScope     this specifies whether the symbols should
 *                   be loaded into the global scope, a local
 *                   scope, or use the setting in the SCL file.
 * @param lResolve   this specifies whether symbols should be
 *                   resolved as needed (LAZY), completely
```

```
 *                    resolved at load time (NOW), or use the
 *                    setting from the SCL file.
 * @return a non-NULL object means the search was successful.
 *         The DLL has already been added.
 */
static DLL findLibrary(in string  sidl_name,
                       in string  target,
                       in Scope   lScope,
                       in Resolve lResolve);

/**
 * Set the search path, which is a semi-colon separated sequence of
 * URIs as described in class <code>DLL</code>.  This method will
 * invalidate any existing search path.
 *
 * This updates the search path in the current <code>Finder</code>.
 */
static void setSearchPath(in string path_name);

/**
 * Return the current search path.  The default
 * <code>Finder</code> initializes the search path
 * from environment variable SIDL_DLL_PATH.
 *
 */
static string getSearchPath();

/**
 * Append the specified path fragment to the beginning of the
 * current search path.  This method operates on the Loader's
 * current <code>Finder</code>. This will add a path to the
 * current search path. Normally, the search path is initialized
 * from the SIDL_DLL_PATH environment variable.
 */
static void addSearchPath(in string path_fragment);

/**
 * This method sets the <code>Finder</code> that
 * <code>Loader</code> will use to find DLLs.  If no
 * <code>Finder</code> is set or if NULL is passed in, the Default
 * Finder <code>DFinder</code> will be used.
 *
 * Future calls to <code>findLibrary</code>,
 * <code>addSearchPath</code>, <code>getSearchPath</code>, and
 * <code>setSearchPath</code> are deligated to the
 * <code>Finder</code> set here.
 */
static void setFinder(in Finder f);

/**
 * This method gets the <code>Finder</code> that <code>Loader</code>
 * uses to find DLLs.
 */
static Finder getFinder();
```

```
}

/**
 * This provides an interface to the meta-data available on the
 * class.
 */
interface ClassInfo {
  /**
   * Return the name of the class.
   */
  string getName();

  /**
   * Return the version number of the class. This should be a string
   * with a sequence of numbers separated by periods.
   */
  string getVersion();

  /**
   * Get the version of the intermediate object representation.
   * This will be in the form of major_version.minor_version.
   */
  string getIORVersion();
}

/**
 * An implementation of the <code>ClassInfo</code> interface. This
 * provides methods to set all the attributes that are read-only in
 * the <code>ClassInfo</code> interface.
 */
class ClassInfoI implements-all ClassInfo {
  /**
   * Set the name of the class.
   */
  final void setName(in string name);

  /**
   * Set the version number of the class.
   */
  final void setVersion(in string ver);

  /**
   * Set the IOR major and minor version numbers.
   */
  final void setIORVersion(in int major, in int minor);
}

/**
 * Exception thrown from Babel internals when memory allocation
 * fails.  This exception is special in that it avoids any memory
 * allocation.  For this reason, the trace or note may be truncated
 * to fit in the preallocated buffers.
 */
class MemAllocException extends sidl.SIDLException
```

```
  implements RuntimeException {

  /**
   * Returns the preallocated copy of this exception.  Any
   * failure of memory allocation should throw the exception returned
   * by this method to avoid further allocation failures.
   */
  static MemAllocException getSingletonException();

  /**
   * Return the message associated with the exception.
   */
  string getNote();

  /**
   * Set the message associated with the exception.
   */
  void setNote(in string message);

  /**
   * Returns formatted string containing the concatenation of all
   * tracelines.
   */
  string getTrace();

  /**
   * Adds a stringified entry/line to the stack trace.
   */
  void add[Line](in string traceline);

  /**
   * Formats and adds an entry to the stack trace based on the
   * file name, line number, and method name.
   */
  void add(in string filename, in int lineno, in string methodname);

}

/**
 * Exception is thrown when a cast fails and the failure needs to
 * be communicated up the call stack.  (Note: babel _cast does NOT
 * throw this exception)
 */
class CastException extends sidl.SIDLException
  implements RuntimeException {
}

/**
 * This Exception is thrown by the Babel runtime when a non SIDL
 * exception is thrown from an exception throwing language such as
 * C++ or Java.
 */
class LangSpecificException extends sidl.SIDLException
  implements RuntimeException {
```

```
}

/**
 * This Exception is thrown when a method is called that an
 * implmentation has not been written for yet.  The throw code is
 * placed into the _Impl files automatically when they are generated.
 */
class NotImplementedException extends sidl.SIDLException
  implements RuntimeException {
}


/**
 * This package has some I/O capability that's not core to the SIDL
 * object model, but still needed by parts of the generated code
 */
package io {

  /** generic exception for I/O issues */
  class IOException extends sidl.SIDLException
    implements RuntimeException {
  }


  /**
   * Standard interface for packing Babel types
   */
  interface Serializer {
    void packBool( in string key, in bool value )
       ;
    void packChar( in string key, in char value )
       ;
    void packInt( in string key, in int value )
       ;
    void packLong( in string key, in long value )
       ;
    void packOpaque(  in string key, in opaque value )
       ;
    void packFloat( in string key, in float value )
       ;
    void packDouble( in string key, in double value )
       ;
    void packFcomplex( in string key, in fcomplex value )
       ;
    void packDcomplex( in string key, in dcomplex value )
       ;
    void packString( in string key, in string value )
       ;
    void packSerializable( in string key, in Serializable value )
      ;

    /**
     * pack arrays of values.  It is possible to ensure an array is
     * in a certain order by passing in ordering and dimension
```

```
     * requirements.  ordering should represent a value in the
     * sidl_array_ordering enumeration in sidlArray.h If either
     * argument is 0, it means there is no restriction on that
     * aspect.  The boolean reuse_array flag is set to true if the
     * remote unserializer should try to reuse the array that is
     * passed into it or not.
     */
    void packBoolArray( in string key, in array<bool> value,
                        in int ordering, in int dimen,
                        in bool reuse_array );
    void packCharArray( in string key, in array<char> value,
                        in int ordering, in int dimen,
                        in bool reuse_array );
    void packIntArray( in string key, in array<int> value,
                       in int ordering, in int dimen,
                       in bool reuse_array );
    void packLongArray( in string key, in array<long> value,
                        in int ordering, in int dimen,
                        in bool reuse_array );
    void packOpaqueArray( in string key, in array<opaque> value,
                          in int ordering, in int dimen,
                          in bool reuse_array );
    void packFloatArray( in string key, in array<float> value,
                         in int ordering, in int dimen,
                         in bool reuse_array );
    void packDoubleArray( in string key, in array<double> value,
                          in int ordering, in int dimen,
                          in bool reuse_array );
    void packFcomplexArray( in string key, in array<fcomplex> value,
                            in int ordering, in int dimen,
                            in bool reuse_array );
    void packDcomplexArray( in string key, in array<dcomplex> value,
                            in int ordering, in int dimen,
                            in bool reuse_array );
    void packStringArray( in string key, in array<string> value,
                          in int ordering, in int dimen,
                          in bool reuse_array );
    void packGenericArray( in string key, in array<> value,
                           in bool reuse_array );
    void packSerializableArray( in string key,
                                in array<Serializable> value,
                                in int ordering, in int dimen,
                                in bool reuse_array );
  }

  /**
   * Standard interface for unpacking Babel types
   */
  interface Deserializer {
    /* unpack values */
    void unpackBool( in string key, inout bool value );
    void unpackChar( in string key, inout char value );
    void unpackInt( in string key, inout int value );
    void unpackLong( in string key, inout long value );
```

```
void unpackOpaque( in string key, inout opaque value );
void unpackFloat( in string key, inout float value );
void unpackDouble( in string key, inout double value );
void unpackFcomplex( in string key, inout fcomplex value );
void unpackDcomplex( in string key, inout dcomplex value );
void unpackString( in string key, inout string value );
void unpackSerializable( in string key, inout Serializable value );

/** unpack arrays of values
 * It is possible to ensure an array is
 * in a certain order by passing in ordering and dimension
 * requirements.  ordering should represent a value in the
 * sidl_array_ordering enumeration in sidlArray.h If either
 * argument is 0, it means there is no restriction on that
 * aspect.  The rarray flag should be set if the array being
 * passed in is actually an rarray.  The semantics are slightly
 * different for rarrays.  The passed in array MUST be reused,
 * even if the array has changed bounds.
 */
void unpackBoolArray( in string key, inout array<bool> value,
                      in int ordering, in int dimen,
                      in bool isRarray );
void unpackCharArray( in string key, inout array<char> value,
                      in int ordering, in int dimen,
                      in bool isRarray  );
void unpackIntArray( in string key, inout array<int> value,
                     in int ordering, in int dimen,
                     in bool isRarray  );
void unpackLongArray( in string key, inout array<long> value,
                      in int ordering, in int dimen,
                      in bool isRarray  );
void unpackOpaqueArray( in string key, inout array<opaque> value,
                        in int ordering, in int dimen,
                        in bool isRarray  );
void unpackFloatArray( in string key, inout array<float> value,
                       in int ordering, in int dimen,
                       in bool isRarray  );
void unpackDoubleArray( in string key, inout array<double> value,
                        in int ordering, in int dimen,
                        in bool isRarray  );
void unpackFcomplexArray( in string key, inout array<fcomplex> value,
                          in int ordering, in int dimen,
                          in bool isRarray  );
void unpackDcomplexArray( in string key,
                          inout array<dcomplex> value,
                          in int ordering, in int dimen,
                          in bool isRarray  );
void unpackStringArray( in string key, inout array<string> value,
                        in int ordering, in int dimen,
                        in bool isRarray  );
void unpackGenericArray( in string key, inout array<> value);
void unpackSerializableArray( in string key,
                              inout array<Serializable> value,
                              in int ordering, in int dimen,
```

```
                                    in bool isRarray  );
  }

} //end package io

/**
 * This package contains necessary interfaces for RMI protocols to
 * hook into Babel, plus a Protocol Factory class.  The intention is
 * that authors of new protocols will create classes that implement
 * InstanceHandle, Invocation and Response (they could even have one
 * object that implements all three interfaces).
 */
package rmi {

  /**
   * Generic Network Exception
   */
  class NetworkException extends sidl.io.IOException {
    int getHopCount();
    void packObj( in sidl.io.Serializer ser );
    void unpackObj( in sidl.io.Deserializer des );
    void setErrno(in int err);
    int getErrno();
  }

  /**
   * This exception is thrown by the RMI library when a
   * host can not be found by a DNS lookup.
   */
  class UnknownHostException extends NetworkException {}

  /**
   * This exception is normally thrown by the RMI library when the
   * server is started up and the port it is assigned to use is
   * already in use.
   */
  class BindException extends NetworkException {}

  /**
   * This exception is thrown by the RMI library when an
   * attempt to connect to a remote host fails.
   */
  class ConnectException extends NetworkException {}

  /**
   * This exception is thrown by the RMI library when a host
   * can be found by DNS, but is not reachable.  It usually means
   * a router is down.
   */
  class NoRouteToHostException extends NetworkException {}

  /**
   * This exception is thrown by the RMI library when a request
   * times out.
```

```
 */
class TimeOutException extends NetworkException {}

/**
 * This exception is thrown by the RMI library when the network
 * unexpected loses it's connection.  Can be caused by reset,
 * software connection abort, connection reset by peer, etc.
 */
class UnexpectedCloseException extends NetworkException {}

/**
 * This exception is thrown by a server when a passed in object
 * id does not match any known object.
 */
class ObjectDoesNotExistException extends NetworkException {}

/**
 * This exception is thrown by the RMI library when a passed in URL
 * is malformed.
 */
class MalformedURLException extends NetworkException {}

/**
 * This is a base class for all protocol specific exceptions.
 */
class ProtocolException extends NetworkException {}

/**
 * This exception thrown when one attempts to pass a local object remotely but
 * there is no local server running to serve the object
 */
class NoServerException extends NetworkException {}

/**
 * This singleton class keeps a table of string prefixes
 * (e.g. "babel" or "proteus") to protocol implementations.  The
 * intent is to parse a URL (e.g. "babel://server:port/class") and
 * create classes that implement
 * <code>sidl.rmi.InstanceHandle</code>.
 */
class ProtocolFactory {
  /**
   * Associate a particular prefix in the URL to a typeName
   * <code>sidl.Loader</code> can find.  The actual type is
   * expected to implement <code>sidl.rmi.InstanceHandle</code>
   * Return true iff the addition is successful.  (no collisions
   * allowed)
   */
  static bool addProtocol( in string prefix, in string typeName );

  /**
   * Return the typeName associated with a particular prefix.
   * Return empty string if the prefix
   */
```

```
    static string getProtocol( in string prefix );

    /**
     * Remove a protocol from the active list.
     */
    static bool deleteProtocol( in string prefix );

    /**
     * Create a new remote object and return an instance handle for that
     * object.
     * The server and port number are in the url.  Return nil
     * if protocol unknown or InstanceHandle.init() failed.
     */
    static InstanceHandle createInstance( in string url,
                                          in string typeName );

    /**
     * Create an new connection linked to an already existing
     * object on a remote server.  The server and port number are in
     * the url, the objectID is the unique ID of the remote object
     * in the remote instance registry.  Return null if protocol
     * unknown or InstanceHandle.init() failed.  The boolean addRef
     * should be true if connect should remotely addRef
     */
    static InstanceHandle connectInstance( in string url,
                                           in string typeName,
                                           in bool ar);

    /**
     * Request that a remote object be serialized to you.  The server
     * and port number are in the url, the objectID is the unique ID
     * of the remote object in the remote instance registry.  Return
     * null if protocol unknown or InstanceHandle.init() failed.
     */
    static sidl.io.Serializable unserializeInstance( in string url);

  }

  /**
   * This interface holds the state information for handles to
   * remote objects.  Client-side messaging libraries are expected
   * to implement <code>sidl.rmi.InstanceHandle</code>,
   * <code>sidl.rmi.Invocation</code> and
   * <code>sidl.rmi.Response</code>.
   *
   * Every stub with a connection to a remote object holds a pointer
   * to an InstanceHandle that manages the connection. Multiple
   * stubs may point to the same InstanceHandle, however.  Babel
   * takes care of the reference counting, but the developer should
   * keep concurrency issues in mind.
   *
   *  When a new remote object is created:
   *       sidl_rmi_InstanceHandle c =
   *         sidl_rmi_ProtocolFactory_createInstance( url, typeName,
```

```
 *                _ex );
 *
 *  When a new stub is created to connect to an existing remote
 * instance:
 *        sidl_rmi_InstanceHandle c =
 *          sidl_rmi_ProtocolFactory_connectInstance( url, _ex );
 *
 *  When a method is invoked:
 *       sidl_rmi_Invocation i =
 *          sidl_rmi_InstanceHandle_createInvocation( methodname );
 *       sidl_rmi_Invocation_packDouble( i, "input_val" , 2.0 );
 *       sidl_rmi_Invocation_packString( i, "input_str", "Hello" );
 *       ...
 *       sidl_rmi_Response r = sidl_rmi_Invocation_invokeMethod( i );
 *       sidl_rmi_Response_unpackBool( i, "_retval", &succeeded );
 *       sidl_rmi_Response_unpackFloat( i, "output_val", &f );
 *
 */
interface InstanceHandle {

  /** initialize a connection (intended for use by the
   * ProtocolFactory, (see above).  This should parse the url and
   * do everything necessary to create the remote object.
   */
  bool initCreate( in string url, in string typeName );

  /**
   * initialize a connection (intended for use by the ProtocolFactory)
   * This should parse the url and do everything necessary to connect
   * to a remote object.
   */
  bool initConnect( in string url, in string typeName, in bool ar);


  /** Get a connection specifically for the purpose for requesting a
   * serialization of a remote object (intended for use by the
   * ProtocolFactory, (see above).  This should parse the url and
   * request the object.  It should return a deserializer..
   */
  sidl.io.Serializable initUnserialize( in string url);


  /** return the short name of the protocol */
  string getProtocol();

  /** return the object ID for the remote object*/
  string getObjectID();

  /**
   * return the full URL for this object, takes the form:
   * protocol://serviceID/objectID (where serviceID would = server:port
   * on TCP/IP)
   * So usually, like this: protocol://server:port/objectID
   */
```

```
  string getObjectURL();

  /** create a serializer handle to invoke the named method */
  Invocation createInvocation( in string methodName );

  /**
   * closes the connection (called by the destructor, if not done
   * explicitly) returns true if successful, false otherwise
   * (including subsequent calls)
   */
  bool close();
}

/**
 * This type is used to pack arguments and make the Client->Server
 * method invocation.
 */
interface Invocation extends sidl.io.Serializer {

  /**
   * this method is one of a triad.  Only one of which
   * may be called, and it must the the last method called
   * in the object's lifetime.
   */
  Response invokeMethod();

  /**
   * This method is second of the triad.  It returns
   * a Ticket, from which a Response is later extracted.
   */
  Ticket invokeNonblocking();

  /**
   * This method is third of the triad.  It returns
   * and exception iff the invocation cannot be delivered
   * reliably.  It does not wait for the invocation to
   * be acted upon and returns no values from the invocation.
   */
  void invokeOneWay();
}

/**
 * This type is created when an invokeMethod is called on an
 * Invocation.  It encapsulates all the results that users will
 * want to pull out of a remote method invocation.
 */
interface Response extends sidl.io.Deserializer {

  /**
   * May return a communication exception or an execption thrown
   * from the remote server.  If it returns null, then it's safe
   * to unpack arguments
   */
  sidl.BaseException getExceptionThrown();
```

```
}

/**
 * This interface is implemented by the Server side deserializer.
 * Deserializes method arguments in preperation for the method
 * call.
 */
interface Call extends sidl.io.Deserializer { }

/**
 * This interface is implemented by the Server side serializer.
 * Serializes method arguments after the return from the method
 * call.
 */
interface Return extends sidl.io.Serializer {

  /**
   * This method serialized exceptions thrown on the server side
   * that should be returned to the client.  Assumed to invalidate
   * in previously serialized arguments.  (Also assumed that no
   * more arguments will be serialized.)
   */
  void throwException(in sidl.BaseException ex_to_throw);
}

/**
 * Used in lieu of a Response in nonblocking calls
 */
interface Ticket {

  /** blocks until the Response is recieved */
  void block();

  /**
   * returns immediately: true iff the Response is already
   * received
   */
  bool test();

  /** creates an empty container specialized for Tickets */
  TicketBook createEmptyTicketBook();

  /** returns immediately: returns Response or null
   *  (NOTE: needed for implementors of communication
   *         libraries, not expected for general use).
   */
  Response getResponse();

}

/**
 * This is a collection of Tickets that itself can be viewed
 * as a ticket.
```

```
 */
interface TicketBook extends Ticket {

  /** insert a ticket with a user-specified ID */
  void insertWithID( in Ticket t, in int id );

  /** insert a ticket and issue a unique ID */
  int insert( in Ticket t );

  /** remove a ready ticket from the TicketBook
   *  returns 0 (and null) on an empty TicketBook
   */
  int removeReady( out Ticket t );

  /**
   * immediate, returns the number of Tickets in the book.
   */
  bool isEmpty();

}

/**
 * This singleton class is implemented by Babel's runtime for RMI
 * libraries to invoke methods on server objects.  It maps
 * objectID strings to sidl_BaseClass objects and vice-versa.
 *
 * The InstanceRegistry creates and returns a unique string when a
 * new object is added to the registry.  When an object's refcount
 * reaches 0 and it is collected, it is removed from the Instance
 * Registry.
 *
 * Objects are added to the registry in 3 ways:
 * 1) Added to the server's registry when an object is
 *    create[Remote]'d.
 * 2) Implicity added to the local registry when an object is
 *    passed as an argument in a remote call.
 * 3) A user may manually add a reference to the local registry
 *    for publishing purposes.  The user hsould keep a reference
 *    to the object.  Currently, the user cannot provide their own
 *    objectID, this capability should probably be added.
 */
class InstanceRegistry {

  /**
   * Register an instance of a class.
   *
   * the registry will return an objectID string guaranteed to be
   * unique for the lifetime of the process
   */
  static string registerInstance( in sidl.BaseClass instance );

  /**
   * Register an instance of a class with the given instanceID
   *
```

```
     * If a different object already exists in registry under
     * the supplied name, a false is returned, if the object was
     * successfully registered, true is returned.
     */
    static string registerInstance[ByString]( in sidl.BaseClass instance,
                                              in string instanceID);

    /**
     * returns a handle to the class based on the unique objectID
     * string, (null if the handle isn't in the table)
     */
    static sidl.BaseClass getInstance[ByString]( in string instanceID );

    /**
     * takes a class and returns the objectID string associated
     * with it.  (null if the handle isn't in the table)
     */
    static string getInstance[ByClass]( in sidl.BaseClass instance );

    /**
     * removes an instance from the table based on its objectID
     * string..  returns a pointer to the object, which must be
     * destroyed.
     */
    static sidl.BaseClass removeInstance[ByString]( in string instanceID );

    /**
     * removes an instance from the table based on its BaseClass
     * pointer.  returns the objectID string, which much be freed.
     */
    static string removeInstance[ByClass]( in sidl.BaseClass instance );
  }

  /**
   * This singleton class is implemented by Babel's runtime for to
   * allow RMI downcasting of objects.  When we downcast an RMI
   * object, we may be required to create a new derived class object
   * with a connect function.  We store all the connect functions in
   * this table for easy access.
   *
   * This Class is for Babel internal use only.
   */
  class ConnectRegistry {

    /**
     * The key is the SIDL classname the registered connect belongs
     * to.  Multiple registrations under the same key are possible,
     * this must be protected against in the user code.  Babel does
     * this internally with a static boolean.
     */
    static void registerConnect( in string key, in opaque func);

    /**
     * Returns the connect method for the class named in the key
```

```
    */
  static opaque getConnect( in string key );

  /**
   * Returns the connect method for the class named in the key,
   * and removes it from the table.
   */
  static opaque removeConnect( in string key );
}

/**
 * ServerInfo is an interface (possibly implemented by the ORB
 * itself) that provides functions to deal with the problems
 * associated with passing local object remotely.  It should be
 * registered with the ServerRegistry for general use.
 */
interface ServerInfo {
  string getServerURL(in string objID);

  /**
   * For internal Babel use ONLY. Needed by Babel to determine if
   * a url points to a local or remote object.  Returns the
   * objectID if is local, Null otherwise.
   */
  string isLocalObject(in string url);

  /**
   * This gets an array of logged exceptions.  If an exception
   * can not be thrown back to the caller, we log it with the
   * Server.  This gets the array of all those exceptions.  THIS
   * IS SOMETHING OF A TEST! THIS MAY CHANGE!
   */
  array<sidl.io.Serializable,1> getExceptions();
}

/**
 * This singleton class is simply a place to register a
 * ServerInfo interface for general access.  This ServerInfo
 * should give info about the ORB being used to export RMI objects
 * for the current Babel process.
 *
 * This Registry provides two important functions, a way to get
 * the URL for local object we wish to expose over RMI, and a way
 * to tell if an object passed to this process via RMI is actually
 * a local object.  This abilities are protocol specific, the
 * ServerInfo interface must by implemented by the protocol
 * writer.
 *
 * THIS CLASS IS NOT DESIGNED FOR CONCURRENT WRITE ACCESS.  (Only
 * one server is assumed per Babel process)
 */
class ServerRegistry {
  /**
   * Register the server with the ServerRegistry.
```

```
      */
      static void registerServer(in sidl.rmi.ServerInfo si);

      /**
       * Get the registered server from the Server Registery.
       */
      static sidl.rmi.ServerInfo getServer();

      /**
       * Perhaps this should take BaseClass and look the objectID up in
       * the Instance Registry
       */
      static string getServerURL(in string objID);

      /**
       * For internal Babel use ONLY. Needed by Babel to determine if a
       * url points to a local or remote object.  Returns the objectID
       * if is local, Null otherwise.
       */
      static string isLocalObject(in string url);

      /**
       * This gets an array of logged exceptions.  If an exception
       * can not be thrown back to the caller, we log it with the
       * Server.  This gets the array of all those exceptions.  THIS
       * IS SOMETHING OF A TEST! THIS MAY CHANGE!
       */
      static array<sidl.io.Serializable,1> getExceptions();

    }

  } //end package rmi
}
```

5.7 Objects

One of the strategies that SIDL uses to enforce language interoperability is to define an object model that it supports across all language bindings. This enables real object-oriented programming in non-OO languages such as C and FORTRAN 77. This also means that the inheritance mechanisms inside real OO languages may be circumvented.

Contrary to newer scripting languages such as Python and Ruby, not everything in SIDL is an object. Only classes (abstract or not) and interfaces are objects. Everything else (e.g. arrays, enums, strings, ints) is something other than an object and therefore outside the scope of this section.

Babel's Object Model

SIDL defines three types of objects: interfaces, classes, and abstract classes. A SIDL `interface` is akin to a Java interface or a C++ pure abstract base class. It is an object that defines methods (aka member functions), but carries no implementation of those methods. A `class` by comparison is always concrete; meaning that there is an implementation for each of its methods and it can be instantiated. An `abstract class` falls somewhere between an `interface` and a `class`. It has at least one method unimplemented, so it cannot be instantiated, but it also may have several methods that are implemented and these implementations can be inherited.

SIDL supports multiple inheritance of interfaces and single inheritance of implementation. This is a strategy found in other OO languages such as Java and ObjectiveC. The words to distinguish these two forms of inheritance are

extends and *implements*. Interfaces can extend multiple interfaces, but they cannot implement anything. Classes can extend at most one other class (abstract or not), but can implement multiple interfaces.

Furthermore, any inherited abstract methods (inherited from either and abstract parent class or and implemented interface) will default to abstract unless they are re-declared in the current class. If a concrete class implements many large interfaces, this can result in a fairly large list of redeclared functions in the class definition. As a shortcut, we included the `implements-all` directive, a short hand that states explicitly that we intend to implement every method in the named interface concretely. That's why, in the following example, class B must be declared abstract, but class D is concrete. Class B does not redeclare the `printMe` function, but class D `implements-all`. There is no similar directive for inheritance from abstract classes.

We display a small SIDL file below and finish this subsection with a discussion of its details.

SIDL

```
package object version 1.0 {

  interface A {
    void display();
    void printMe();
  }

  abstract class B implements A {
    void display();
  }

  class C extends B {
    void printMe();
  }

  class D implements-all A {
  }
}
```

object.A is an interface that has two methods *display()* and *print()*. Both of these methods take no arguments and return no value. (We will discuss arguments and return values in the next section.) Since *object.A* is an interface, there is no implementation associated with it, and Babel will not generate any implementation code associated with it.

object.B is an abstract class that inherits from *object.A*. Since it redeclares the *display()* method, Babel will generate the appropriate code for an implementation of this method only. It will not generate code for the other inherited method *print()* (since it wasn't declared in the SIDL file) and it will not generate constructors/destructors since the class is abstract.

object.C is a concrete class that extends the abstract class *object.B* it then lists only the unimplemented method *print()*, implying that it will use the implementation of *display()* it inherited from its parent.

object.D is also a concrete class that uses the *implements-all*

directive. This is identical to using *implements* and then listing all the methods declared in the interface. The *implements-all* directive was added to SIDL as a convenience construct and to save excessive typing in the SIDL file. By virtue of the *implements-all* directive, *object.D* will provide its own implementation of all of *object.A*'s methods, namely *display()* and *print()*.

Methods on Objects

Methods in SIDL are virtual by default. This means that the actual binding of a method invocation to an actual implementation is determined at runtime, based on the concrete type of the object.

SIDL currently defines three modifiers to methods that change their default behavior.

- *final* : Final methods are the opposite of virtual. While they may still be inherited by child classes, they cannot be overridden.

- *static* : Static methods are sometimes called "class methods" because they are part of a class, but do not depend on an object instance. In non-OO languages, this means that the typical first argument of an instance is removed. In OO languages, these are mapped directly to an Java or C++ static method.

- *local* : local is a keyword that relates to RMI. A local method cannot be called on a remote object. Any call on a local method must be an in-process call, or a PreViolation will be thrown.

- *oneway* : oneway is a keyword that relates to RMI. A oneway method can only take in arguments, no out arguments. This allows the oneway method to be called with a oneway network message, so the user doesn't need to wait for a response.

- *nonblocking* : nonblocking is a keyword that relates to RMI. A nonblocking method is split into two methods, method_send() and method_recv(). method_send() takes the in arguments and immediately returns a sidl.rmi.Ticket. This Ticket can be used to determine when the remote method returns, and get the out arguemnts.

Starting with Babel `0.11.0`, all SIDL methods implicitly throw *sidl.RuntimeException*. A *sidl.RuntimeException* can be generated by the Babel generated glue code. For example, if the code is making a call across the network using remote method invocation and the network goes down, Babel's glue code would generate a *RuntimeException*. In cases where the implementation throws an unexpected exception (i.e., not one that is declared in the method's SIDL declaration), the glue code can generate a *RuntimeException*.

Parameter Passing

Each parameter in a method call obeys the following syntax

```
[ (modifier) ] (mode) (type) (name)
```

Where `(mode)` is one of *in*, *out*, or *inout*; `(type)` is any SIDL recognized type; and `(name)` is any non-reserved word[2]. The `(modifier)` is optional, and currently unimplemented. SIDL currently reserves the word *copy* for future use as an parameter modifier, and may add others in the future[3].

For new users, the parameter's mode (e.g. *in*, *out*, or *inout*) is perhaps the most troublesome. On the surface, it's easy to explain that *in* parameters are passed into the code, *out* parameters come out, and *inout* parameters do both. More specifically the rules are:

1. *in* does not mean `const`.

2. *in* arguments are passed by value, therefore what happens inside the function has no effect on the value passed in (from the perspective of the caller).

3. *inout* arguments are passed by reference. The callee is allowed to do whatever it wants with the data passed in, and changes made by the callee are sent back to the caller. For interfaces, classes, and normal arrays, the callee can even destroy the reference, create a new object or array, and return a reference to it.

4. Objects, interfaces and arrays should be allocated using the create methods provided. Types created on the stack should never be passed as an *inout* argument, since the implementation may want to destroy it.

5. *out* arguments are also passed by reference, but the incoming value is ignore and typically overwritten. *Do Not* attempt to pass in a value to a function through an out argument. There is no guarantee that the data will make it to the Implementation, and if the data is lost, there is no guarantee the reference will be correctly destroyed.

[2] Refer to Section A.2 for the list of reserved words
[3] Babel is still pre-1.0 after all!

Method Overloading

Method overloading is the object-oriented practice of defining more than one method with the same name in a class. Doing so allows the convenient reuse of a method name when, for example, the underlying implementations differ based on the types of the arguments. Actually, support for overloaded methods typically relies on the signature of each method to ensure uniqueness. In this case, the signature consists of the method name along with the number, types, and ordering of its arguments.

Since Babel supports languages that do not support method overloading, a mechanism for generating unique names was needed. These are typically generated by compilers based on hashing the argument types into the method name. However, developers often manually address this with far fewer characters than would be used by a compiler. Consequently, it was determined it would be more efficient to leave the task of identifying the unique name to the developer. Therefore, Babel allows the specification of the base, or short, method name along with an optional method name extension as illustrated in the SIDL file below for the `getValue` method.

SIDL

```
package Overload version 1.0 {

  class Sample {
    int      getValue ( );
    int      getValue[Int]( in int v );
    double   getValue[Double]( in double v );
  }
}
```

Thus, the full method name is the concatenation of the short name followed by the name extension. When generating code for supported languages, Babel makes use of either the short or full method name as appropriate for the language(s) involved. For those that support method overloading, such as C++ and Java, Babel relies only on the short method name, thus ignoring the extension. For the rest, like C, Fortran, and Python, Babel must make use of the full name to ensure methods are uniquely identified.

In the example above, the first method specification takes no arguments so has no name extension. This is acceptable because there are no potentially conflicting methods at this point for any programming language supported by Babel. The second method, with the user-defined name extension of `Int`, takes a single int argument, resulting in the unique method name `getValueInt`. The last method, with a user-defined name extension of `Double`, takes a single double argument, resulting in the unique method name of `getValueDouble`. Examples of calling overloaded methods from Babel-supported languages can be found in the respective language binding chapters.

5.8 XML Repositories

Even though SIDL is currently the primary input format for Babel, it is not the only format Babel understands. For type repositories (similar in function to include directories for C/C++ headers) the preferred language to articulate types is XML.

Babel has the capabilities to convert SIDL files into XML files adhering to the `sidl.dtd`. This capability is explained further in Chapter 13. The XML files in these repositories can be included in subsequent runs quickly since all the external references were resolved by Babel during their creation. A SIDL file may refer to unresolved types.

Part II

Supported Language Bindings

Chapter 6

C Bindings

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6.1 Introduction

This chapter gives an overview of the C bindings for SIDL. Common aspects of the bindings, such as the mapping of SIDL data types to their C representatives, are presented in Section 6.2. Issues of concern to callers written in C are addressed in the client-side bindings discussion in Section 6.3, while callees written in C would benefit from a review of implementation-side issues in Section 6.4. Although it would defeat the multilingual interoperability goals of Babel, programs can be written solely with a C compiler since Babel's Intermediate Object Representation (IOR) and all objects in the `sidl` name space (e.g. `sidl.BaseClass`, etc.) are implemented in C.

6.2 Basics

As with any programming language-neutral technology, translations must be made between abstract constructs supported by the technology and the corresponding concrete constructs in the native programming language. Due to the need to identify types in a global context, Subsection 6.2.1 describes the convention used to establish name spaces. Conventions for generating language-specific method signatures are given in Subsection 6.2.2. The mapping of SIDL fundamental types is given in Subsection 6.2.3. Finally, the process of casting between different types is described in Subsection 6.2.4.

6.2.1 Name space

Since C does not have built-in mechanisms for protecting the global name space, generated bindings avoid name space collisions by using struct and method names that incorporate all relevant naming information. Without this approach, there would be multiple structures or routines with the same name. For a type `Z` in package `X.Y`, for example, the name of the type that C clients use for an object reference is `X_Y_Z`. The name is defined as follows in the `X_Y_Z.h` header file:

ANSI C
```
struct X_Y_Z__object;
struct X_Y_Z__array;
typedef struct X_Y_Z__object* X_Y_Z;
```

Method names, as discussed in Subsection 6.2.2, are built in a similar manner.

6.2.2 Method signatures

The name of a C routine used to call a SIDL method is a concatenation of the package, class (or interface), and method name, with period characters replaced with underscores. If the method is specified as overloaded (i.e., has a name extension), the extension is appended. The object (or interface) pointer is automatically inserted as the first parameter in the signature of non-static methods. This parameter operates like an *in* parameter. With the addition of remote method invocation (RMI) support, all methods now implicitly throw exceptions. Hence, an extra *out* parameter for the exception is added as the last parameter of the signature.

The following SIDL method — taken from the Babel regression tests — is an example of a method that can throw multiple exception types:

SIDL
```
int getFib(in int n, in int max_depth, in int max_value, in int depth)
  throws NegativeValueException, FibException;
```

The corresponding C API is:

ANSI C
```
int32_t
ExceptionTest_Fib_getFib(
  ExceptionTest_Fib self,
  int32_t n,
  int32_t max_depth,
  int32_t max_value,
  int32_t depth,
  sidl_BaseInterface *_ex);
```

Note the addition of the object pointer (i.e., `self`) and exception (i.e., `_ex`) parameters.

6.2.3 Data types

Basic SIDL types are mapped into C according to Table 6.1. The remainder of this subsection illustrates use of enumerations and arrays.

Table 6.1: SIDL to C Type Mappings

SIDL TYPE	C TYPE
int	int32_t
long	int64_t
float	float
double	double
bool	typedef sidl_bool
char	char
string	char *
fcomplex	struct sidl_fcomplex
dcomplex	struct sidl_dcomplex
enum	enum
opaque	void *
interface	typedef
class	typedef
array	struct *

Enumerations

Since SIDL enumerations map to C enumerations, their use is fairly straight-forward. The appropriate header file must be included. The naming convention for enumerations is `enums` followed by the specified enumeration type and enumeration value name, where an underscore is used to separate each part. For example, a variable can be assigned the `blue` constant for the `color` enumeration of the sample in Subsection 5.3 as follows:

ANSI C

```
#include "enums_color.h"

/* ...deleted lines... */
enum enums_color__enum myColor = enums_color_blue;
```

Arrays

As discussed in Section 5.4, SIDL supports both normal and raw arrays (i.e., r-arrays). Normal SIDL arrays can be used by any supported language; whereas, r-arrays are restricted to numeric types and use in languages such as C, C++, and Fortran. This subsection discusses both within the context of C bindings. More information on the C version of the SIDL array API can be found in Subsection 5.4.

In addition to defining the object structure and associated type for user-defined interfaces and classes, Babel also defines a corresponding array structure for normal SIDL arrays. The C mappings for the SIDL base interface and class are:

ANSI C

```
/**
 * Symbol "sidl.BaseInterface" (version 0.9.12)
 *
 * Every interface in <code>SIDL</code> implicitly inherits
 * from <code>BaseInterface</code>, which is implemented
 * by <code>BaseClass</code> below.
 */
struct sidl_BaseInterface__object;
struct sidl_BaseInterface__array;
typedef struct sidl_BaseInterface__object* sidl_BaseInterface;

/**
```

```
 * Symbol "sidl.BaseClass" (version 0.9.12)
 *
 * Every class implicitly inherits from <code>BaseClass</code>.  This
 * class implements the methods in <code>BaseInterface</code>.
 */
struct sidl_BaseClass__object;
struct sidl_BaseClass__array;
typedef struct sidl_BaseClass__object* sidl_BaseClass;
```

Given the package `num` and class `Linsol` with the `solve` method specified in Subsection 5.4, the corresponding generated C API is:

```
/** C client-side API for solve method */                    ANSI C
void num_Linsol_solve(/* in */ num_Linsol self,
                      /* in rarray[m,n] */ double* A,
                      /* inout rarray[n] */ double* x,
                      /* in */ int32_t m,
                      /* in */ int32_t n,
                      /* out */ sidl_BaseInterface *_ex);
```

In this example, data for each array is passed as a `double` pointer with the index parameters being normal *in* integers. The one catch for C programmers is that `A` is in column-major order — not the typical row-major ordering used in C.

Access to the element in row `i` and column `j` can be facilitated using `RarrayElem2(A,i,j,m)`. `RarrayElem2`, defined in `sidlArray.h`, is a convenience macro — for C and C++ programmers — supplied to facilitate accessing r-arrays in column-major order. Access to memory by stride one involves making the first index argument to `RarrayElem2`, `i`, the inner loop. Since valid pointers are always required for raw arrays, passing `NULL` for `A`, `x`, or `b` is not allowed.

6.2.4 Type casting

C bindings for interfaces and classes include two implicitly defined methods for performing type casts. The methods are: `_cast` and `_cast2`. The `_cast` method casts a SIDL interface or object pointer to a `sidl.BaseClass` pointer. The `_cast2` method casts a SIDL interface or object pointer to a named `type` pointer. In the latter case, the client is responsible for casting the return value into the proper pointer type. Using `sidl.BaseClass` as an example, signatures of the two methods are:

```
sidl_BaseClass                                                ANSI C
sidl_BaseClass__cast(void* obj, /* out */ sidl_BaseInterface *_ex);

void*
sidl_BaseClass__cast2(void* obj, const char* type,
                      /* out */ sidl_BaseInterface *_ex);
```

Using either method results in the reference count of the underlying object being increased if the cast succeeded. Success can be determined by checking the return value for a non-`NULL` result. That is, if a `NULL` value is returned from either method, then the cast failed or `obj` was `NULL`.

NOTE: *These methods did not increment the reference count in Babel releases prior to 0.11.0.*

6.3 Client-side

This section summarizes aspects of generating and using the C bindings associated with software wrapped with Babel's language interoperability middleware. The bindings generation process is presented before the conventions used to name C header files are described. Object management and invocation of static and overloaded methods are also summarized. The process of catching exceptions is then discussed. Finally, the processes for enabling and disabling implementation-specific pre- and post-method instrumentation — referred to as "hooks" — are illustrated.

6.3.1 Bindings generation

C stubs (i.e. code to support C clients for a set of SIDL-specified classes or interfaces), are created by invoking Babel as follows[1]:

```
% babel --exclude-external --client=C file.sidl
```

or more cryptically

```
% babel -E -cC file.sidl
```

Using the `--exclude-external` flag avoids generation of files for symbols referenced (but not specified) in `file.sidl`; thereby, reducing the total number of generated files. Of the files generated, those ending in `_IOR.h` and `_IOR.c` contain the Intermediate Object Representation (IOR). Files ending with `_Stub.c` are the C stubs — the interface between C clients and the IOR. The remaining header files contain the C client API.

To use the bindings, you must compile and link the stub files against the SIDL runtime library and an implementation of the API.

6.3.2 Header files

The hierarchical nature of SIDL packages lends itself to multiple options for including enumerations, interfaces, and classes. The naming convention for associated header files uses underscore-separated parts corresponding to the package hierarchy. That is, type `X.Y.Z` — where X is the name of the package, Y the subpackage, and Z the class — is included with `#include "X_Y_Z.h"`. The header files for the whole subpackage, `X.Y`, are included with `#include "X_Y.h"`. For instance, all types in the `sidl` name space are included in `#include "sidl.h"`.

Babel ensures each generated client-side header file automatically includes `sidl_header.h`, which defines:

1. `struct sidl_dcomplex` for the SIDL dcomplex type with parts named `real` and `imaginary`;
2. `struct sidl_fcomplex` for the SIDL fcomplex type with parts named `real` and `imaginary`;
3. `int32_t` and `int64_t` for the SIDL int and long types;
4. a typedef for `sidl_bool` for the SIDL bool type;
5. preprocessor symbols `TRUE` and `FALSE`; and
6. function prototypes for the multi-dimensional array APIs for the basic SIDL types.

6.3.3 Object management

SIDL-specified objects are managed through explicit creation and reference counting. An additional implicit method, called `_create`, must be invoked to create new instances of a concrete class. The `_create` method returns a new reference that must be managed by the client. The following is an example of its signature:

ANSI C

```
/**
 * Constructor function for the class.
 */
sidl_BaseClass
sidl_BaseClass__create(/* out */sidl_BaseInterface *_ex);
```

References are then managed through methods inherited from `sidl.BaseInterface`. The methods are `addRef` and `deleteRef`, where `addRef` is used to increment the reference counter while `deleteRef` decrements it and, if the count reaches zero, frees any associated memory — assuming the developer properly implemented the destructor. Their C APIs for `sidl.BaseInterface` are:

[1] For information on additional command line options, refer to Section 3.2.

```
void
sidl_BaseInterface_addRef(/* in */ sidl_BaseInterface self,
                          /* out */ sidl_BaseInterface *_ex);

void
sidl_BaseInterface_deleteRef(/* in */ sidl_BaseInterface self,
                             /* out */ sidl_BaseInterface *_ex);
```

ANSI C

These same methods can be called from the `sidl.BaseClass` bindings. In fact, since all SIDL-specified interfaces inherit from `sidl.BaseInterface` and all classes from `sidl.BaseClass`, every C binding for an interface or class will inherit `addRef` and `deleteRef` methods. Their C APIs for `sidl.BaseClass` are:

```
void
sidl_BaseClass_addRef(/* in */  sidl_BaseClass self,
                      /* out */ sidl_BaseInterface *_ex);

void
sidl_BaseClass_deleteRef(/* in */  sidl_BaseClass self,
                         /* out */ sidl_BaseInterface *_ex);
```

ANSI C

6.3.4 Static methods

Static methods are class-wide so not associated with an object. As a result, `self` is *not* automatically added as the first argument to the method signature in the bindings.

6.3.5 Overloaded methods

Using the `overload_sample.sidl` file from Section 5.7 as an example, recall that three versions of the `getValue` method are specified. The first signature takes no arguments, the second takes an integer, and the third a boolean. The code snippet below illustrates object creation, method invocation for each of the overloaded methods, and exception handling.

```
  int32_t b1, i1, iresult, nresult;
  sidl_BaseInterface ex;

  Overload_Sample t  = Overload_Sample__create (&ex); SIDL_CHECK(ex);

  nresult = Overload_Sample_getValue(t, &ex); SIDL_CHECK(ex);
  iresult = Overload_Sample_getValueInt(t, i1, &ex); SIDL_CHECK(ex);
  bresult = Overload_Sample_getValueBool(t, b1, &ex); SIDL_CHECK(ex);
```

ANSI C

`SIDL_CHECK` is used to check if an exception has been thrown. If so, control jumps to the code after the `EXIT` label, which is not illustrated here but is in the example presented in Subsection 6.3.6.

6.3.6 Exception catching

Since all methods can now throw *`sidl.RuntimeException`*, Babel ensures there is an *`out`* argument to hold an exception. If not explicitly specified, Babel will automatically add the argument. For maximum backward compatibility and consistency, the argument is of type `sidl.BaseInterface`. When the exception parameter value is not `NULL`, an exception has been thrown. In that case, the caller should ignore the value of the other *`out`* parameters as well as any return value.

To facilitate exception management, `sidl_Exception.h` provides several helper utilities. Chief among them are: `SIDL_CHECK`, `SIDL_CATCH`, and `SIDL_CLEAR`. Their use follows from their names. Their signatures are:

```
/* Macros to facilitate managing exceptions */
SIDL_CHECK(EX_VAR)
SIDL_CLEAR(EX_VAR)

/* Helper function to facilitate catching exceptions of a specific type */
int
SIDL_CATCH(struct sidl_BaseInterface__object *ex_var,
           const char *sidl_Name);
```

ANSI C

EX_VAR (or ex_var) is the exception object itself and sidl_NAME is the string name of the exception type expected to be caught.

The following example, based on the getFib method from Subsection 6.2.2, illustrates not only catching an exception but determining whether it is one of the types identified in the specification:

```
#include "sidl_Exception.h"
/* ...numerous lines deleted... */
  int x;
  sidl_BaseInterface _ex = NULL;

  x = ExceptionTest_Fib_getFib(f, 10, 1, 100, 0, &_ex);
  if (SIDL_CATCH(_ex, "ExceptionTest.TooDeepException")) {
    traceback(_ex);
    SIDL_CLEAR(_ex);
  }
  else if (SIDL_CATCH(_ex, "ExceptionTest.TooBigException")) {
    traceback(_ex);
    SIDL_CLEAR(_ex);
  }
  else if (_ex == NULL) {
    return FALSE;
  }
  SIDL_CHECK(_ex);
  return TRUE;

  EXIT:;
    traceback(_ex);
    SIDL_CLEAR(_ex);
    return FALSE;
```

ANSI C

As an alternative to using SIDL_CHECK, _ex can be compared to NULL directly. Similarly, instead of using SIDL_CATCH, type casting can used to determine which of the potential exception types was actually thrown.

6.3.7 Hooks execution

If a given component supports pre- and post-method invocation instrumentation, also known as "hooks", their execution can be enabled or disabled at runtime through the built-in _set_hooks method. For example, given the following SIDL specification:

```
package hooks version 1.0
{
  class Basics {
    /**
     * Basic illustration of hooks for static methods.
     */
    static int aStaticMeth(in int i, out int o, inout int io);
```

SIDL

```
    /**
     * Basic illustration of hooks for static methods.
     */
    int aNonStaticMeth(in int i, out int o, inout int io);
  }
}
```

which has a single static function and a member function for the `Basics` class, the processes for enabling and disabling execution of the implementation-specific hooks are:

ANSI C

```
hooks_Basics obj;
sidl_BaseInterface _ex = NULL;

obj = hooks_Basics__create(&exception); SIDL_CHECK(exception);

/* Enable hooks execution (enabled by default if hooks generated) */
/* ... for static methods */
hooks_Basics__set_hooks_static(TRUE, &_ex); SIDL_CHECK(exception);

/* ... for non-static methods */
hooks_Basics__set_hooks(obj, TRUE, &_ex); SIDL_CHECK(exception);


/* ...do something meaningful... */


/* Disable hooks execution */
/* ... for static methods */
hooks_Basics__set_hooks_static(FALSE, &_ex); SIDL_CHECK(exception);

/* ... for non-static methods */
hooks_Basics__set_hooks(obj, FALSE, &_ex); SIDL_CHECK(exception);


/* ...do something meaningful... */
```

It is important to keep in mind that the `_set_hooks_static` method must be used to enable/disable invocation of hooks for static methods and the `_set_hooks` method must be used for those of non-static methods. Also, Babel does not provide client access to the `_pre` and `_post` methods; therefore, they cannot be invoked directly. More information on the instrumentation process is provided in Subsection 6.4.5.

6.3.8 Contract enforcement

If the specification of a class directly or indirectly (through inheritance) defines interface contract clauses, the corresonding checks can be made at runtime.

NOTE: This section is under construction.

6.4 Implementation-side

This section summarizes aspects of generating and wrapping software written in C. The bindings generation and basic implementation processes are presented first. Since access to private data requires special steps in C, the process for defining and managing that data is discussed. Throwing exceptions in the implementation is then illustrated. Finally, the results of generating implementations with pre- and post-method "hooks" are shown.

6.4.1 Bindings generation

To create the C implementation bindings for a set of SIDL classes, Babel should be invoked as follows:

```
% babel --exclude-external --server=C file.sidl
```

or use the short form

```
% babel -E -sC file.sidl
```

The command creates a number of files. Specifically, a makefile fragment, called `babel.make`, headers, and source files are generated. The only files needing hand-editing are the C "Impl" files — which are header and source files whose names end in `_Impl.h` or `_Impl.c`, respectively. More on this in Subsection 6.4.2.

6.4.2 Bindings implementation

Implementation details must be added to the "Impl" files generated in Subsection 6.4.1. Changes to these files must be made between code splicer pairs to ensure their retention in subsequent invocations of Babel. The following is an example of a code splicer pair in C:

ANSI C

```
/* DO-NOT-DELETE splicer.begin(num.Linsol._includes) */
/* Insert-Code-Here {num.Linsol._includes} (includes and arbitrary code) */
/* DO-NOT-DELETE splicer.end(num.Linsol._includes) */
```

A snippet from the Babel-generated implementation file for the `solve` example from Subsection 5.4 is given below, wherein r-array data are presented as `double` pointers, and index variables are normal integers.

ANSI C

```
void
impl_num_Linsol_solve(/* in */ num_Linsol self,
                      /* in rarray[m,n] */ double* A,
                      /* inout rarray[n] */ double* x,
                      /* in */ int32_t m,
                      /* in */ int32_t n,
                      /* out */ sidl_BaseInterface *_ex)
{
  *_ex = 0;
  /* DO-NOT-DELETE splicer.begin(num.Linsol.solve) */
  /* Insert-Code-Here {num.Linsol.solve} (solve method) */
  /* DO-NOT-DELETE splicer.end(num.Linsol.solve) */
}
```

Data for the 2-D array, `A`, is in column-major order. The `RarrayElem2` helper macro, described in Subsection 6.2.3, can be used to access `A`.

6.4.3 Private data

Any variables declared in the implementation source file will, by virtue of Babel's encapsulation, be private. The data can be global to the class — as in static variables declared within the `_includes` splicer block at the top of the class's `_Impl.c` file — or local to an instance — as in variables declared through the private data structure automatically generated in the class's `_Impl.h` file. In the former case, special initialization procedures can be added to the built-in `_load()` method that is guaranteed to be called exactly once per class — *before* any user-defined methods can even be invoked. The latter case relies on the class-specific data structure automatically generated in the implementation's header file. As illustrated in the `foo.bar` example below, the implementor is free to define suitable contents.

ANSI C

```
/*
 * Private data for class foo.bar
 */

struct foo_bar__data {
/* DO-NOT-DELETE splicer.begin(foo.bar._data) */
  int    d_my_int_array[MY_MAX_ARRAY_SIZE];
  double d_my_double;
/* DO-NOT-DELETE splicer.end(foo.bar._data) */
}
```

Upon instantiation, the object's data structure is automatically initialized to `NULL` before the built-in `_ctor()` method is invoked. Initialization of private data first requires sufficient memory be allocated, as follows:

ANSI C

```
void
impl_foo_bar__ctor(
   /* in */ foo_bar self)
{
  /* DO-NOT-DELETE splicer.begin(foo.bar._ctor) */
  int i;
  struct foo_bar__data *dataPtr = malloc(sizeof(struct foo_bar__data));
  TSTT_Triangle_Mesh__set_data(self, dataPtr);
  if (dataPtr) {
    for (i=0; i<MY_MAX_ARRAY_SIZE; i++) {
      dataPtr->d_my_int_array[i] = i;
    }
    dataPtr->d_my_double = 0.0;
  }
  /* DO-NOT-DELETE splicer.end(foo.bar._ctor) */
}
```

To avoid leaking memory, allocated private data must be released during instance destruction. This is accomplished through the built-in `_dtor()` method. Continuing with the `foo.bar` example, the memory is freed as follows:

ANSI C

```
void
impl_foo_bar__dtor(
   /* in */ foo_bar self)
{
  /* DO-NOT-DELETE splicer.begin(foo.bar._dtor) */
  struct foo_bar__data *dataPtr = foo_bar__get_data(self);
  if (dataPtr) {
    memset(dataPtr, 0, sizeof(struct foo_bar__data));
    free((void*)dataPtr);
  }
  foo_bar__set_data(self, NULL);
  /* DO-NOT-DELETE splicer.end(foo.bar._dtor) */
```

```
}
```

Notice all memory locations are initialized to zero before being freed and the internal data pointer set to NULL. These practices are recommended.

Hence, Babel supports the declaration and maintenance of private data on class and instance basis.

6.4.4 Exception throwing

In addition to the helpers discussed in Subsection 6.3.6, sidl_Exception.h provides the following SIDL_THROW macro for throwing exceptions:

```
SIDL_THROW(EX_VAR,EX_CLS,MSG)
```
ANSI C

The first argument to the macro is the exception output parameter; the second is the type of exception being thrown; and the third provides a textual description of the exception. The following code snippet, which is an extension of the Subsection 6.3.6 example, illustrates the process of using the macro to throw an exception:

```
#include "sidl_Exception.h"
/* ...numerous lines deleted... */
int32_t
impl_ExceptionTest_Fib_getFib(
  ExceptionTest_Fib self, int32_t n, int32_t max_depth, int32_t max_value,
    int32_t depth, sidl_BaseInterface* _ex)
{
  /* DO-NOT-DELETE splicer.begin(ExceptionTest.Fib.getFib) */
  if (n < 0) {
    SIDL_THROW(*_ex,
               ExceptionTest_NegativeValueException,
               "called with negative n");
  }
  /* ...lines deleted... */
  EXIT:;
    /* SIDL_THROW macro will jump here. */
    /* Clean up code should be here. */
    return theValue;
  /* DO-NOT-DELETE splicer.end(ExceptionTest.Fib.getFib) */
}
```
ANSI C

EX_VAR is the exception object itself; EX_CLS is the string containing the name of the desired SIDL exception type; and MSG is the string containing the message to be included with the exception. As with the other helpers, the presence of the EXIT label is assumed in the macro. Statements following EXIT should be used to conduct clean up operations, such as deleting any references that were to be returned to the caller.

A good practice we recommend is to set all *inout* and *out* array, interface or class pointers to NULL. This makes things work out better for clients who forget to check if an exception occurred or willfully choose to ignore it.

6.4.5 Hooks implementation

As discussed in Subsection 6.3.7, when hooks execution is enabled, implementation-specific instrumentation is executed. Using the **--generate-hooks** option on the Babel command line when generating implementation-side bindings results in the automatic generation of a _pre and _post method for every static and non-static method associated with each class in the specification. For the aStaticMethod specified in Subsection 6.3.7, the generated _pre method implementation is:

```
void
impl_hooks_Basics_aStaticMeth_pre(int32_t i, int32_t io,
```
ANSI C

```
                                    sidl_BaseInterface *_ex)
{
  *_ex = 0;
  {
  /* DO-NOT-DELETE splicer.begin(hooks.Basics.aStaticMeth_pre) */
  /*
   * Add instrumentation here to be executed immediately prior
   * to dispatch to aStaticMeth().
   */
  /* DO-NOT-DELETE splicer.end(hooks.Basics.aStaticMeth_pre) */
  }
}
```

while that of the _post method is:

```
void                                                                ANSI C
impl_hooks_Basics_aStaticMeth_post(int32_t i, int32_t o, int32_t io,
                                    int32_t _retval, sidl_BaseInterface *_ex)
{
  *_ex = 0;
  {
  /* DO-NOT-DELETE splicer.begin(hooks.Basics.aStaticMeth_post) */
  /*
   * Add instrumentation here to be executed immediately after
   * return from dispatch to aStaticMeth().
   */
  /* DO-NOT-DELETE splicer.end(hooks.Basics.aStaticMeth_post) */
  }
}
```

Per the normal implementation process, the desired instrumentation should be added within the splicer blocks of aStaticMethod_pre and aStaticMethod_post. As stated in the comments within those blocks, aStaticMethod_pre will be executed immediately prior to dispatch to aStaticMethod when the latter is invoked by a client. Assuming no exceptions are encountered, aStaticMethod_post is executed immediately upon return from aStaticMethod.

Chapter 7

C++ Bindings

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7.1 Introduction

This chapter gives an overview of the C++ bindings for SIDL as of Babel 1.0. The original C++ bindings, available in the first public release (0.5.0 in July 2001), underwent a significant redesign thanks to Steve Parker at the University of Utah. The result became known as the Utah C++ (i.e., initially tagged UCxx) alternative to the original bindings (0.10.0 January 2005). As of 1.0.0, the Utah version is the only binding released for C++.

Common aspects of those bindings, such as the mapping of SIDL data types to their C++ counterparts, are presented in Section 7.2. Issues of concern to callers written in C++ are addressed in the client-side discussion in Section 7.3, while issues for callees appear in the implementation-side discussion in Section 7.4.

7.2 Basics

This section summarizes basic features that are common to both client and implementation bindings. Subsection 7.2.1 describes conventions used to establish name spaces, while those associated with the generation of subroutines from methods are given in Subsection 7.2.2. The mapping of fundamental and key SIDL types is given in Subsection 7.2.3. Finally, casting between different types is discussed in Subsection 7.2.4.

7.2.1 Name space

The C++ bindings take advantage of language features to protect the global name space. In particular, SIDL packages are mapped to C++ name spaces. Interfaces and classes are mapped to proxy classes, called "stubs", which serve as the firewall between the application in C++ and Babel's internal workings. Static SIDL methods are translated into static C++ member functions, while non-static methods are mapped to non-static C++ member functions.

NOTE: *For backward compatibility, as of the 1.0 release, the* `SIDL_USE_UCXX`, `UCXX`, *and* `UCXX_LOCAL` *preprocessor macros are undefined.* `SIDL_USE_UCXX` *is used in* `#ifdef SIDL_USE_CXX/#endif` *blocks to specify the* `ucxx` *name space. Hence,* `UCXX` *was to be used where* `::ucxx` *would normally appear and* `UCXX_LOCAL` *where* `ucxx::` *would appear.*

7.2.2 Method signatures

Since the bindings are able to map well into C++ language constructs, C++ method signatures correspond very closely to those in the specification. Adapted from the Babel regression tests, the following is an example of a package called `ExceptionTest` that has a class named `Fib` with a method, `getFib`, declared in SIDL as follows:

```
int getFib(in int n, in int max_depth, in int max_value, in int depth)
  throws NegativeValueException, FibException;
```
SIDL

The corresponding C++ method signature is:

```
int32_t
getFib (/* in */int32_t n, /* in */int32_t max_depth,
        /* in */int32_t max_value, /* in */int32_t depth
)
// throws:
//     ::ExceptionTest::FibException
//     ::ExceptionTest::NegativeValueException
//     ::sidl::RuntimeException
;
```
C++

7.2.3 Data types

Basic SIDL types are mapped into C++ according to Table 7.1. The remainder of this subsection illustrates the use of enumerations and arrays.

Enumerations

Since SIDL enumerations map to C++ enumerations, their use is fairly straight-forward. The appropriate header file must be included. The naming convention for enumerations is for `enums` to be the name space followed by the specified enumeration type as the name of the enumeration. A given enumeration value name starts with the enumeration type and the name of the constant, with an underscore as the separator. For example, a variable can be assigned the `blue` constant for the `color` enumeration of the sample in Subsection 5.3 as follows:

```
#include "enums_color.hxx"

/* ...deleted lines... */
enums::color myColor = enums::color_blue;
```
C++

Table 7.1: SIDL to C++ Type Mappings

SIDL TYPE	C++ TYPE
int	int32_t
long	int64_t
float	float
double	double
bool	bool
char	char
string	std::string
fcomplex	sidl::fcomplex
dcomplex	sidl::dcomplex
enum	enum
opaque	sidl::opaque
interface	class
class	class
array	sidl::array (template specialization)

Arrays

As discussed in Section 5.4, SIDL supports both normal and raw arrays (i.e., r-arrays). Normal SIDL arrays can be used by any supported language; whereas, r-arrays are restricted to numeric types. This subsection discusses both within the context of C++ bindings.

Although it is feasible to expose the underlying C array API to create, destroy and access normal array elements and meta-data, the C++ bindings provide a `sidl::array<T>` template mechanism that is more in keeping with C++ idioms. For SIDL built-in types, template specializations of `sidl::array<T>` are defined in `sidl_ucxx.hxx`. The array template is specialized in the corresponding stub header for SIDL interfaces and classes. The extensive use of template specialization is used in an effort to hide details that the array implementation shifts between the C++ type externally, and the C-based types stored in the IOR. (See `basearray` in `sidl_ucxx.hxx` for the traits classes and grungy implementation details.) For example, the process to create a one-dimensional SIDL array of prime numbers is:

```
int32_t len = 10; // array length=10
int32_t dim = 1;  // one dimensional
int32_t lower[1] = {0}; // zero offset
int32_t upper[1] = {len-1};
int32_t prime = nextPrime(0);

// create a SIDL array of primes.
sidl::array<int32_t> a = sidl::array<int32_t>::createRow(dim, lower, upper);
for( int i=0; i<len; ++i ) {
   prime = nextPrime( prime );
   a.set(i, v);
}
```

Of course, the example above is only one way to create an array. The list of member functions for all C++ array classes is:

```
// constructors
array ( ior_array_t * src ); // internal
array ( const array & src ); // copy constructor

// destructor
~array() ;
```

```
// create row-size of 1 to 7 dimensions
static array<T>
createRow( int32_t dimen, const int32_t lower[],
           const int32_t upper[]);

// create column-wise of 1 to 7 dimensions
static array<T>
createCol( int32_t dimen, const int32_t lower[],
           const int32_t upper[]);

// create 1-D array of specified length
static array<T> create1d( int32_t len );

// create 1-D array of specified length and init
static array<T> create1d(int32_t len, ior_item_internal_t data)

// create 2-D array of specified extents
static array<T> create2dCol( int32_t m, int32_t n);

// create 2-D array of specified extents
static array<T> create2dRow( int32_t m, int32_t n);

// get a slice of the array
array<T>
slice( int32_t dimen, const int32_t numElem[],
       const int32_t *srcStart = 0,
       const int32_t *srcStride = 0,
       const int32_t *newStart = 0);

void borrow( item_ior_t * first_element, int32_t dimen,
        const int32_t lower[], const int32_t upper[],
        const int32_t stride[]);

void ensure( int32_t dimen, array_ordering ordering );

void addRef();

void deleteRef();

// get/set
cxx_item_t get(int32_t i);
cxx_item_t get(int32_t i1, int32_t i2);
cxx_item_t get(int32_t i1, int32_t i2, int32_t i3);
cxx_item_t get(int32_t i1, int32_t i2, int32_t i3,
                       int32_t i4);
cxx_item_t get(int32_t i1, int32_t i2, int32_t i3,
                       int32_t i4, int32_t i5);
cxx_item_t get(int32_t i1, int32_t i2, int32_t i3,
                       int32_t i4, int32_t i5, int32_t i6);
cxx_item_t get(int32_t i1, int32_t i2, int32_t i3,
                       int32_t i4, int32_t i5, int32_t i6, int32_t i7);
cxx_item_t get(const int32_t *indices);
```

```
void set(int32_t i, cxx_item_t elem);
void set(int32_t i1, int32_t i2, cxx_item_t elem);
void set(int32_t i1, int32_t i2, int32_t i3,
         cxx_item_t elem);
void set(int32_t i1, int32_t i2, int32_t i3, int32_t i4,
         cxx_item_t elem);
void set(int32_t i1, int32_t i2, int32_t i3, int32_t i4,
         int32_t i5, cxx_item_t elem);
void set(int32_t i1, int32_t i2, int32_t i3, int32_t i4,
         int32_t i5, int32_t i6, cxx_item_t elem);
void set(int32_t i1, int32_t i2, int32_t i3, int32_t i4,
         int32_t i5, int32_t i6, int32_t i7, cxx_item_t elem);
void set(const int32_t *indices, cxx_item_t elem);

// [] overloaded to be same as get(i)
cxx_item_t operator[](int32_t i) const ;

bool is1dPacked() const;

// returns STL forward iterator iff 1DPacked, else null
iterator begin();

// returns STL forward iterator iff 1DPacked, else null
const_iterator begin();

// returns STL forward iterator iff 1DPacked, else null
iterator end();

// returns STL forward iterator iff 1DPacked, else null
const_iterator end();

const int32_t* first() const;

int32_t* first();

void copy( const array< T >& src );


// other accessors
int32_t dimen() const;

int32_t lower( int32_t dim ) const;

int32_t upper( int32_t dim ) const;

int32_t stride( int32_t dim ) const;

bool _is_nil() const;

bool _not_nil() const;

// get a const pointer to the actual array ior
const array_ior_t* _get_ior() const;
```

```
// get a non-const pointer to the actual array ior
array_ior_t* _get_ior();

void _set_ior( ior_array_t * s);

array& operator =(const array &rhs);

array& operator =(const basearray &rhs);
```

where cxx_array_t, cxx_item_t, ior_array_t, ior_item_t, ior_item_internal_t, iterator, const_iterator, pointer, and value_type are all public typedefs in the array class. Table 5.3 provides a brief description of each function in the array API.

The values of these typedefs are determined by traits classes, which are a fairly standard, albeit advanced, C++ templating idiom. Refer to any advanced C++ text for a detailed explanation. Both the array_traits<> and array<> template specializations for int32_t are reproduced below. More built-in types and the UCxx stubs for user-defined types can be found in sidl_ucxx.hxx.

C++

```
// template specialization for array_traits<int32_t>
 template<>
 struct array_traits<int32_t> {
   typedef array<int32_t>                          cxx_array_t;
   typedef int32_t                              cxx_item_t;
   typedef struct sidl_int__array                     ior_array_t;
   typedef int32_t                              ior_item_t;
   typedef const int32_t*      ior_item_internal_t;
   typedef cxx_item_t                              value_type;
   typedef value_type*                             pointer;
   typedef const value_type*                       const_pointer;
 };
template<>
 class array< int32_t >
   : public basearray
 {
 public:
   typedef basearray                                  Base;
   typedef array_traits<int32_t>::cxx_array_t          cxx_array_t;
   typedef array_traits<int32_t>::cxx_item_t           cxx_item_t;
   typedef array_traits<int32_t>::ior_array_t          ior_array_t;
   typedef array_traits<int32_t>::ior_item_t           ior_item_t;
   typedef array_traits<int32_t>::ior_item_internal_t  ior_item_internal_t;
   typedef array_iter< array_traits<int32_t> >         iterator;
   typedef const_array_iter< array_traits<int32_t> >   const_iterator;
   typedef array_traits< int32_t > ::pointer         pointer;
   typedef array_traits< int32_t > ::value_type      value_type;

   // lots of methods to follow
 }
```

The C++ mapping for r-arrays is essentially identical to the mapping for C (see Section 6.2.3). The only difference is that the C++ client header provides an overloaded version of each method containing an r-array taking normal SIDL arrays instead of raw data. For example, the solve method from Section 5.4 produces the following code in the header file.

C++

```
   void solve (/*in*/    double* A,
               /*inout*/ double* x,
```

```
                /*in*/     double* b,
                /*in*/     int32_t m,
                /*in*/     int32_t n) throw ();

    void solve (/*in*/     ::sidl::array<double> A,
                /*inout*/  ::sidl::array<double>& x,
                /*in*/     ::sidl::array<double> b) throw();
```

Multi-dimensional arrays, such as `A` in the above example, are stored in column-major order. Babel provides macros to access r-array data correctly. In this case, for example, `RarrayElem2(A, i, j, m)` can be used to access the element in row `i` and column `j`. In addition, memory can be accessed by stride one by making the row index the inner loop and the column index the outer. Similar macros are available in `sidlArray.h` for arrays of dimension 1 through 7.

7.2.4 Type casting

There are two forms of type casting: upcasting and downcasting. Upcasting involves casting from a derived, or subclass, to a more general base class. As a result, it is safely handled with simple assignment. Downcasting works in the other direction; that is, it involves casting an instance of a base class to a more specific subclass. It should be done with `sidl::babel_cast<>()`. Downcasts are successful if the resulting pointer is non-`NULL`. This can be checked by a call using either `_is_nil()` — for determining cast failure — or `_not_nil()` — for success.

NOTE: Never *use `dynamic_cast<>()` on a SIDL object since Babel's runtime system needs to be involved in verifying the legality of the downcast.*

7.3 Client-side

This section summarizes aspects of generating and using the C++ bindings associated with software wrapped with Babel's language interoperability middleware. The bindings generation process is presented before the convention used to name C++ header files is described. Object management and invocation of static and overloaded methods are also summarized. The process of catching exceptions is then discussed. Finally, the processes for enabling and disabling implementation-specific pre- and post-method instrumentation — referred to as "hooks" — are illustrated.

7.3.1 Bindings generation

To create the C++ stubs from a SIDL file, invoke Babel as follows[1]:

```
% babel --exclude-external --client=UC++ file.sidl
```

or simply

```
% babel -E -cUC++ file.sidl
```

This will create a `babel.make` file, some C headers and sources, and many C++ headers and sources. Files ending in ".c" or ".h" are in C, files ending in ".cxx" or ".hxx" are the UC++ binding. The files will need to be compiled and linked together to use the C++ stubs.

There is one command line option particular to this language binding. Using the option `--cxx-ior-exception` (or it's short form `-x`) will generate C++ Babel stubs that check for a null IOR whenever a method is called on them. If a method is called on a stub holding a null IOR, it will throw a `NullIORException`. If this option is not passed to Babel, the program will simply crash, as C++ would do normally with a null pointer.

[1]For information on additional command line options, refer to Section 3.2.

7.3.2 Header files

All C++ code generated by Babel `#include`'s a file called "`sidl_ucxx.hh`". This file includes `babel_config.h`, the C header file that defines configuration information. Finally, `sidl_ucxx.hh` defines some C++ classes in the SIDL name space, such as:

- `UCXX ::sidl::StubBase` [implementation detail] Common base class for all C++ stubs (proxy classes).
- template<T,U,V> UCXX ::sidl::basearray [implementation detail] Common base class for all C++ array classes.
- typedefs for `UCXX ::sidl::fcomplex`, `UCXX ::sidl::dcomplex`, and `UCXX ::sidl::opaque` (usually `std::complex`, `std::complex` and `void*`, respectively).
- `template<T> UCXX ::sidl::array` Template array type for SIDL arrays.
- template specializations [implementation detail] specialization of arrays of all SIDL types are defined in this file.

NOTE: *C++ headers have a ".hh" or a ".hxx" suffix to distinguish them from C header files. In pre-Babel 0.11, all C++ bindings used the ".hh" suffix. Since Babel 0.11, the ".hh" suffix was exclusively for the original, deprecated binding, while ".hxx" was introduced for the current, UCxx binding.*

7.3.3 Object management

SIDL-specified objects are managed through explicit creation with explicit reference counting basically unnecessary. Babel automatically generates a static method called `_create` that must be invoked to instantiate a concrete class. The default constructor creates the equivalent of a `NULL` pointer. Below is an example, using standard Babel classes, that creates an object of the base class then upcasts it to its parent interface.

C++
```
#ifdef SIDL_USE_UCXX
using namespace ucxx;
#endif

sidl::BaseClass object = sidl::BaseClass::_create();
sidl::BaseInterface interface = object;
```

SIDL C++ stubs can be treated as smart-pointers. Constructors, destructors, and operators are overloaded making explicit calls to `addRef()` or `deleteRef()` rarely needed.

7.3.4 Static methods

As one would expect, proxy (or "stub") classes maintain minimal state so that, unlike C or FORTRAN 77, there is no special context argument added to non-static member functions. An example call to the static `addSearchPath` method of the `sidl.Loader` class is:

C++
```
#ifdef SIDL_USE_UCXX
using namespace ucxx;
#endif

std::string s("/try/looking/here");
sidl::Loader::addSearchPath( s );
```

Note the function is invoked directly, through the use of its class name, rather than through an instance.

7.3.5 Overloaded methods

Since C++ is an object-oriented language, the language is much more amenable to the SIDL programming model and less demanding of the programmer than bindings to non-OO languages, such as C and FORTRAN 77.

The basic process of invoking overloaded methods is illustrated below based on the `overload_sample.sidl` file shown in Section 5.7. Recall that the file describes three versions of the `getValue` method. The first takes no arguments, the second an integer, and the third a boolean.

C++

```
#ifdef SIDL_USE_UCXX
using namespace ucxx;
#endif

bool b1, bresult;
int  i1, iresult, nresult;

Overload::Sample t  = Overload::Sample::_create();

nresult = t.getValue();
bresult = t.getValue(b1);
iresult = t.getValue(i1);
```

7.3.6 Exception catching

Since all methods can now throw `sidl.RuntimeException`, Babel ensures there is an `out` argument to hold an exception. If not explicitly specified, Babel will automatically add the argument. Using the example shown in Subsection 7.2.2, a C++ code fragment (from the regression tests) that utilizes the `getFib` method is:

C++

```
#ifdef SIDL_USE_UCXX
using namespace ucxx;
#endif

/* ...lines deleted... */
ExceptionTest::Fib fib = ExceptionTest::Fib::_create();
try {
  int result = fib.getFib( 4, 100, 32000, 0 );
  cout << "Result of fib.getFib() = " << result << endl;
} catch ( ExceptionTest::NegativeValueException  e ) {
  // ...
} catch ( ExceptionTest::FibException e ) {
  // ...
}
/* ...lines deleted... */
```

Note that SIDL exceptions map well into C++ exceptions allowing native exception mechanisms to be employed.

7.3.7 Hooks execution

If a given component supports pre- and post-method invocation instrumentation, also known as "hooks", their execution can be enabled or disabled at runtime through the built-in `_set_hooks` method. For example, given the following SIDL specification:

SIDL

```
package hooks version 1.0
{
  class Basics {
    /**
```

```
     * Basic illustration of hooks for static methods.
     */
    static int aStaticMeth(in int i, out int o, inout int io);

    /**
     * Basic illustration of hooks for static methods.
     */
    int aNonStaticMeth(in int i, out int o, inout int io);
  }
}
```

which has a single static function and a member function for the `Basics` class, the processes for enabling and disabling execution of the implementation-specific hooks are:

```
#ifdef SIDL_USE_UCXX
using namespace ucxx;
#endif

    try {
      hooks::Basics obj = hooks::Basics::_create();

      /* Enable hooks execution (enabled by default) */
      /* ... for static methods */
      hooks::Basics::_set_hooks_static(TRUE);

      /* ... for non-static methods */
      obj._set_hooks(TRUE);


      /* ...do something meaningful... */


      /* Disable hooks execution (on by default) */
      /* ... for static methods */
      hooks::Basics::_set_hooks_static(FALSE);

      /* ... for non-static methods */
      obj._set_hooks(FALSE);


      /* ...do something meaningful... */

    } catch (::sidl::RuntimeException e) {
      cout << e.getNote() << endl;
    }
```

C++

It is important to keep in mind that the `_set_hooks_static` method must be used to enable/disable invocation of hooks for static methods and the `_set_hooks` method must be used for those of non-static methods. Also, Babel does not provide client access to the `_pre` and `_post` methods; therefore, they cannot be invoked directly. More information on the instrumentation process is provided in Subsection 7.4.5.

7.3.8 Contract enforcement

NOTE: Support for setting contract enforcement options in C++ is pending.

7.4 Implementation-side

This section summarizes aspects of generating and wrapping software written in C++. The bindings generation and basic implementation processes are presented first. Accessing private data is then discussed before illustrating the process of throwing exceptions. Finally, the results of generating implementations with pre- and post-method "hooks" are illustrated.

7.4.1 Bindings generation

Much of the information for generating client-side bindings is pertinent to implementing a SIDL class in C++. SIDL type mappings are listed in Table 7.1. An implementation can call other SIDL methods, in which case the rules for client calls must be followed.

To create the implementation, a valid SIDL file must be generated by invoking Babel as follows:

```
% babel --exclude-external --server=UC++ file.sidl
```

or simply

```
% babel -E -sUC++ file.sidl
```

As a result, a makefile fragment called `babel.make`, several C header and source files, and numerous C++ header and source files are created. The only files that need to be hand-edited are the C++ "Impl" files (i.e., header and source files that end in `_Impl.hxx` or `_Impl.cxx`). More on this in Subsection 7.4.2.

7.4.2 Bindings implementation

Implementation details must be added to the "Impl" files generated in Subsection 7.4.1. Changes to these files must be made between code splicer pairs to ensure their retention in subsequent invocations of Babel. Below is an example of a code splicer pair in C++. The actual implementation needs to replace the "// Insert code here..." line.

C++

```
void MyPackage::MyClass_impl::myMethod_impl() {
    // DO-NOT-DELETE splicer.begin(MyPackage.MyClass.myMethod)
    // Insert code here...
    // DO-NOT-DELETE splicer.end(MyPackage.MyClass.myMethod)
}
```

It is important to understand where and why splicer blocks occur. Splicer blocks appear at the beginning and end of each "Impl" header and source file to allow developers to add `#include`'s and other miscellaneous items, respectively. In the headers, there is a splicer block that allows a user to make the "Impl" class inherit from some other class. From SIDL's point of view this is private inheritance — meaning that it is useful for inheriting implementation details — since they cannot be automatically exposed to the SIDL method dispatch mechanism. There is a splicer block inside the class definition for developers to add any desired data members. In the source files, splicer blocks appear in each method implementation. Examples of filling in these splicer blocks are provided in the subsections to follow.

7.4.3 Private data

Any variables declared in the implementation source file will, by virtue of Babel's encapsulation, be private. The data can be global to the class — as in static variables declared within the `_includes` splicer block at the top of the class's `_Impl.cxx` file — or "local" to an instance. In the former case, special initialization procedures can be

added to the built-in `_load()` method that is guaranteed to be called exactly once per class — *before* any user-defined methods can even be invoked. The latter case relies on the class-specific name space automatically generated in the implementation's header file. As illustrated in the `foo.bar` example below, the implementor is free to define suitable contents.

```
namespace foo {

  /**
   * Symbol "foo.bar" (version 0.1)
   */
  class bar_impl : public virtual ::foo::bar
  // DO-NOT-DELETE splicer.begin(foo.bar._inherits)
  // Put additional inheritance here...
  // DO-NOT-DELETE splicer.end(foo.bar._inherits)
  {

  // All data marked protected will be accessable by
  // descendant Impl classes
  protected:
    bool _wrapped;

    // DO-NOT-DELETE splicer.begin(foo.bar._implementation)
    char*  d_timestamp;
    // DO-NOT-DELETE splicer.end(foo.bar._implementation)

  public:
    /* ...lines deleted... */
  }
}
```

If the object has no state, these functions are typically empty. The built-in `_ctor()` method is invoked upon instantiation. Hence, private data should be initialized in the method. For example:

```
void foo::bar_impl::_ctor() {
  // DO-NOT-DELETE splicer.begin(foo.bar._ctor)
  time_t currTime = time(NULL);
  sidl_String_strdup(d_timestamp, ctime(&currTime));
  // DO-NOT-DELETE splicer.end(foo.bar._ctor)
}
```

To avoid leaking memory, private data must be released during instance destruction. This is accomplished through the built-in `_dtor()` method. The memory is then freed as follows:

```
void foo::bar_impl::_dtor() {
  // DO-NOT-DELETE splicer.begin(foo.bar._dtor)
  sidl_String_free(d_timestamp);
  // DO-NOT-DELETE splicer.end(foo.bar._dtor)
}
```

Hence, Babel supports the declaration and maintenance of private data on class and instance basis.

7.4.4 Exception throwing

The example below shows the standard way to throw an exception in C++. Use of `setNote` and `add` methods is not strictly required; however, they do provide information that may be helpful in debugging or error reporting.

```
int32_t
ExceptionTest::Fib_impl::getFib_impl (
  /*in*/ int32_t n,
  /*in*/ int32_t max_depth,
  /*in*/ int32_t max_value,
  /*in*/ int32_t depth )
// throws:
//     ::ExceptionTest::FibException
//     ::ExceptionTest::NegativeValueException
//     ::sidl::RuntimeException
{
  // DO-NOT-DELETE splicer.begin(ExceptionTest.Fib.getFib)
  if (n < 0) {
    UCXX ::ExceptionTest::NegativeValueException ex =
      UCXX ::ExceptionTest::NegativeValueException::_create();
    ex.setNote("n negative");
    ex.add(__FILE__, __LINE__, "ExceptionTest::Fib_impl::getFib");
    throw ex;

  } else if (depth > max_depth) {
    UCXX ::ExceptionTest::TooDeepException ex =
      UCXX ::ExceptionTest::TooDeepException::_create();
    ex.setNote("too deep");
    ex.add(__FILE__, __LINE__, "ExceptionTest::Fib_impl::getFib");
    throw ex;

  } else if (n == 0) {
    return 1;

  } else if (n == 1) {
    return 1;

  } else {
    int32_t a = getFib(n-1, max_depth, max_value, depth+1);
    int32_t b = getFib(n-2, max_depth, max_value, depth+1);
    if (a + b > max_value) {
      UCXX ::ExceptionTest::TooBigException ex =
        UCXX ::ExceptionTest::TooBigException::_create();
      ex.setNote("too big");
      ex.add(__FILE__, __LINE__, "ExceptionTest::Fib_impl::getFib");
      throw ex;
    }
    return a + b;
  }
  // DO-NOT-DELETE splicer.end(ExceptionTest.Fib.getFib)
}
```

7.4.5 Hooks implementation

As discussed in Subsection 7.3.7, when hooks execution is enabled, implementation-specific instrumentation is executed. Using the **--generate-hooks** option on the Babel command line when generating implementation-side bindings results in the automatic generation of a _pre and _post method for every static and non-static method associated with each class in the specification. For the aStaticMethod specified in Subsection 7.3.7, the generated _pre method implementation is:

```
void
hooks::Basics_impl::aStaticMeth_pre_impl(int32_t i, int32_t io )
{
  // DO-NOT-DELETE splicer.begin(hooks.Basics.aStaticMeth_pre)
  /*
   * Add instrumentation here to be executed immediately prior
   * to dispatch to aStaticMeth().
   */
  // DO-NOT-DELETE splicer.end(hooks.Basics.aStaticMeth_pre)
}
```

C++

while that of the _post method is:

```
void
hooks::Basics_impl::aStaticMeth_post_impl(int32_t i, int32_t o, int32_t io,
                                          int32_t _retval)
{
  // DO-NOT-DELETE splicer.begin(hooks.Basics.aStaticMeth_post)
  /*
   * Add instrumentation here to be executed immediately after
   * return from dispatch to aStaticMeth().
   */
  // DO-NOT-DELETE splicer.end(hooks.Basics.aStaticMeth_post)
}
```

C++

Per the normal implementation process, the desired instrumentation should be added within the splicer blocks of aStaticMethod_pre and aStaticMethod_post. As stated in the comments within those blocks, aStaticMethod_pre will be executed immediately prior to dispatch to aStaticMethod when the latter is invoked by a client. Assuming no exceptions are encountered, aStaticMethod_post is executed immediately upon return from aStaticMethod.

Chapter 8

FORTRAN 77 Bindings

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8.1 Introduction

This chapter provides an overview of the FORTRAN 77 bindings for SIDL. Common aspects of the bindings, such as the mapping of SIDL data types to their native FORTRAN 77 representatives, are presented in Section 8.2. Issues of concern to FORTRAN 77 callers are addressed in the client-side bindings discussion in Section 8.3, while FORTRAN 77 callees would benefit from a review of implementation-side issues in Section 8.4.

8.2 Basics

This section summarizes basic features that are common to both client and implementation bindings. Conventions used to protect the global name space are described in Subsection 8.2.1, while those associated with the generation of subroutines from methods are given in Subsection 8.2.2. Translations between SIDL and native FORTRAN 77

constructs are described in Subsection 8.2.3. Finally, the process of casting between different types is illustrated in Subsection 8.2.4.

8.2.1 Name space

As with C bindings, the language does not have built-in mechanisms for protecting the global name space. As a result, FORTRAN 77 bindings also attempt to avoid collisions by incorporating relevant naming information from the package and class. Since interfaces and classes map to `INTEGER*8`, there are no naming issues associated with these SIDL types. However, as discussed in Subsection 8.2.2, name space issues do arise for methods.

8.2.2 Method signatures

All SIDL methods are implemented as FORTRAN 77 subroutines regardless of whether they have return values. The name of a subroutine used to call a SIDL method is a concatenation of the package, class (or interface), and method name, where each part is separated by an underscore. If the method is specified as overloaded (i.e., has a name extension), the extension is appended to the name part. An additional string is appended to further distinguish between client-side methods (to be invoked) and the implementation-side, where the former end in "_f" while the latter end in "_fi".

As for arguments, the object (or interface) pointer is automatically inserted as the first parameter in the signature of non-static methods. This parameter operates like an *in* parameter. When a method has a return value, a variable to hold the return value should be passed as an argument following the formally declared arguments. This extra argument behaves like an *out* parameter. With the addition of remote method invocation (RMI) support, all methods now implicitly throw exceptions. Hence, an extra *out* parameter for the exception is automatically added at the end of the signature.

The following SIDL method — taken from regression tests — is an example of a method that can throw multiple exception types:

SIDL
```
int getFib(in int n, in int max_depth, in int max_value, in int depth)
    throws NegativeValueException, FibException;
```

The corresponding FORTRAN 77 API is:

Fortran 77
```
      subroutine ExceptionTest_Fib_getFib_f(self, n, max_depth,
     &    max_value, depth, retval, exception)
      implicit none
C      in ExceptionTest.Fib self
      integer*8 self
C      in int n
      integer*4 n
C      in int max_depth
      integer*4 max_depth
C      in int max_value
      integer*4 max_value
C      in int depth
      integer*4 depth
C      out int retval
      integer*4 retval
C      out sidl.BaseInterface exception
      integer*8 exception
      end
```

Note the addition of the object (i.e., `self`), return (i.e., `retval`), and exception (i.e., `exception`) parameters.

Table 8.1: SIDL to FORTRAN 77 Type Mappings

SIDL TYPE	FORTRAN 77 TYPE
int	INTEGER*4
long	INTEGER*8
float	REAL
double	DOUBLE PRECISION
bool	LOGICAL
char	CHARACTER*1
string	CHARACTER*(*)
fcomplex	COMPLEX
dcomplex	DOUBLE COMPLEX
enum	INTEGER
opaque	INTEGER*8
interface	INTEGER*8
class	INTEGER*8
array	INTEGER*8

8.2.3 Data types

Basic SIDL types are mapped into FORTRAN 77 according to Table 8.1. The remainder of this subsection elaborates on mappings of strings, pointers, enumerations, and arrays.

Strings

When mapping the SIDL string type into FORTRAN 77, some capability was sacrificed to make it possible to use normal looking FORTRAN 77 string handling. One difference is that all FORTRAN 77 strings have a limited fixed size. Specifically, *out* string parameters are automatically limited to 512 characters each.

NOTE: *Modification of the value of* `SIDL_F77_STR_MINSIZE` *in* `runtime/sidl/babel_config.h` *prior to configuring Babel can be used to change the string size limitation.*

Pointers

Pointer types, such as opaque, interface, class, and array, translate into 64-bit integers to enable FORTRAN 77 code portability between systems with 32-bit and 64-bit address spaces. On a 32-bit system, the upper 32 bits of these quantities are ignored. Systems with more than 64-bit pointers aren't currently supported.

Generally, clients should treat opaque, interface, class, and array values as black boxes. However, there is one value that is special. A value of zero for any of these quantities indicates the pointer does not refer to an object, thus making zero the FORTRAN 77 equivalent of `NULL`. Any nonzero value is or should be a valid object reference. Developers should initialize values to be passed as *in* or *inout* parameters to zero or a valid object reference.

Enumerations

SIDL enumerations map to integer values. For compilers that support some form of inclusion, constants are defined in an inclusion file. Specifically, Babel will generate FORTRAN 77 include files in the style of DEC FORTRAN (Compaq FORTRAN? (now HP FORTRAN???)) `%INCLUDE`. These files are named by taking the fully qualified name of the *enum*, changing the periods to underscores, and appending `.inc`.

Given the specification of a *car* enumeration type from Section 5.3, the corresponding include file is:

Fortran 77

```
C       File:           enums_car.inc
C       Symbol:         enums.car-v1.0
C       Symbol Type:    enumeration
C       Babel Version:  0.5.0
```

```
C       Description:   Automatically generated; changes will be lost
C
C       babel-version = 0.5.0
C       source-line   = 25
C
        integer porsche
        parameter (porsche = 911)
        integer ford
        parameter (ford = 150)
        integer mercedes
        parameter (mercedes = 550)
```

The following snippet illustrates the inclusion of the file and an assignment of the `mercedes` constant:

```
        integer*4 myCar                                          Fortran 77

C       include the enumeration constants file
        include 'enums_car.inc'

        myCar = mercedes
```

Arrays

As discussed in Section 5.4, SIDL supports both normal and raw arrays (i.e., r-arrays). Normal SIDL arrays can be used by any supported language; whereas, r-arrays are restricted to numeric types and use in languages such as C, C++, and Fortran. This subsection discusses both within the context of FORTRAN 77 bindings. More information on the FORTRAN 77 version of the SIDL array API can be found in Subsection 5.4.

The difference in how normal SIDL arrays and r-arrays are accessed is profound. A normal SIDL array is passed as an `integer*8`, and accessed using an API or by converting the array data to an index into a known array. R-arrays appear like normal FORTRAN 77 arrays, so there is a big incentive to use r-arrays for performance purposes, when appropriate.

The client-side interface for the `solve` example introduced in Section 5.4 behaves as if it is a FORTRAN 77 function with the following declarations:

```
        subroutine num_Linsol_solve_f(self, A, x, m, n, exception)   Fortran 77
        implicit none
C       in num.Linsol self
        integer*8 self
C       in int m, n
        integer*4 m, n
C       out sidl.BaseInterface exception
        integer*8 exception
C       in rarray<double,2> A(m,n)
        double precision A(0:m-1, 0:n-1)
C       inout rarray<double> x(n)
        double precision x(0:n-1)
        end
```

NOTE: *Array indices go from* ***0*** *to* `m`-1 *instead of the normal 1 to* `m`*. This was a concession to the C/C++ programmers who have to deal with the fact that* `A` *is stored in column-major order.*

The remainder of this section is dedicated to describing how normal SIDL arrays are accessed. The normal SIDL C function API is available to create, destroy, and access array elements and meta-data — with `_f` appended to subroutine names but no extra exception arguments.

For *`dcomplex`*, *`double`*, *`fcomplex`*, *`float`*, *`int`*, and *`long`* SIDL types, a method is provided to get direct access to array elements. For other types, you must use the array API to access elements. For SIDL type `X`, a

FORTRAN 77 function called `sidl_X__array_access_f` provides direct access, as illustrated below. This will **not** work if your FORTRAN 77 compiler does array bounds checking, however.

```
      integer*4 lower(1), upper(1), stride(1), i, index(1)
      integer*4 value, refarray(1), modval
      integer*8 nextprime, refindex, tmp
      lower(1) = 0
      value = 0
      upper(1) = len - 1
      call sidl_int__array_create_f(1, lower, upper, retval)
      call sidl_int__array_access_f(retval, refarray, lower,
     $       upper, stride, refindex)
      do i = 0, len - 1
         tmp = value
         value = nextprime(tmp)
         modval = mod(i, 3)
         if (modval .eq. 0) then
            call sidl_int__array_set1_f(retval, i, value)
         else
            if (modval .eq. 1) then
               index(1) = i
               call sidl_int__array_set_f(retval, index, value)
            else
C this is equivalent to the sidl_int__array_set_f(retval, index, value)
               refarray(refindex + stride(1)*(i - lower(1))) =
     $                 value
            endif
         endif
      enddo
```

Fortran 77

To access a two-dimensional array, the expression referring to element `i`, `j` is:

```
      refarray(refindex + stride(1) * (i - lower(1)) + stride(2) *
     $   (j - lower(2))
```

Fortran 77

The expression referring to element `i`, `j`, `k` of a three-dimensional array is:

```
      refarray(refindex + stride(1) * (i - lower(1)) + stride(2) *
     $   (j - lower(2)) + stride(3) * (k - lower(3))
```

Fortran 77

Software packages such as LINPACK or BLAS can be called, but the stride should be checked to make sure the array is suitably packed. `stride(i)` indicates the distance between elements in dimension `i`, where a value of 1 means elements are packed densely in dimension `i`. Negative stride values are possible and, when an array is a slice of another array, there may be no dimension with a stride of 1.

NOTE: *For a `dcomplex` array, the reference array should be a Fortran array of `REAL*8` instead of a Fortran array of double complex to avoid potential alignment problems. For a `fcomplex` array, the reference array is a `COMPLEX*8` because we don't anticipate an alignment problem in this case.*

8.2.4 Type casting

Babel automatically generates two methods for casting between interfaces and classes: `_cast()` and `_cast2()`. The `_cast()` method, which tries to convert its opaque argument to the type of the class indicated by the method name, is static. Similarly, the non-static `_cast2()` method attempts to convert an object pointer to the named type — specified as a string. For example, the following code snippet creates an instance of `sidl.BaseClass` then casts it to `sidl.BaseInterface` using each of the two methods:

```
      integer*8 object, interface, except                                Fortran 77
      call sidl_BaseClass__create_f(object, except)
      call sidl_BaseInterface__cast_f(object, interface, except)
c     the following call to _cast2 is equivalent to the previous _cast call
      call sidl_BaseClass__cast2_f(object, 'sidl.BaseInterface',
     $     interface, except)
```

In either case, a zero `except` means the cast was successful and the returned reference (i.e., `interface`) should be non-zero. Since Babel 0.11.0, both methods increment the reference count when they are able to successfully cast the object. The caller then owns the returned reference.

8.3 Client-side

This section summarizes aspects of generating and using the FORTRAN 77 bindings associated with software wrapped with Babel's language interoperability middleware. The bindings generation process is presented before summarizing object management and invocation of static and overloaded methods. The process of catching exceptions is then discussed. Finally, the processes for enabling and disabling implementation-specific pre- and post-method instrumentation — referred to as "hooks" — are illustrated.

8.3.1 Bindings generation

The basic command line for creating the FORTRAN 77 stubs for a SIDL file (called "file.sidl") is [1]:

```
% babel --exclude-external --client=f77 file.sidl
```

or simply

```
% babel -E -c=f77 file.sidl
```

The command results in the creation of a makefile fragment, called `babel.make`, numerous C header and source files, and some FORTRAN 77 files. Files ending in `_fStub.c` are the FORTRAN 77 stubs that allow FORTRAN 77 to call a SIDL method. These files (i.e. those listed in `STUBSRCS` in `babel.make`), need to be compiled and linked into the application.

Normally, IOR files (i.e., those ending in `_IOR.c`) are linked together with the implementation file, so do not need to be compiled. Files with the `.fif` extension are documentation for FORTRAN 77 programmers showing how the class and interface would have been defined if they were implemented in FORTRAN 77. Consequently, `.fif` files are only for reference, so should **not** be compiled.

8.3.2 Object management

SIDL-specified objects are managed through explicit creation and reference counting. Babel automatically generates an `_create` method for concrete classes. The method is used to instantiate the class and return the associated reference. The owner of the instance is responsible for its proper disposal. In other words, when processing with the object is done, the owner must invoke `deleteRef` on it. Similarly, any object references returned by a subroutine call must be deleted or given to another part of the code that will take ownership of and, therefore, responsibility for `deleteRef`'ing it.

For example, the following calls `deleteRef()` using the *`sidl.BaseInterface`* version of the method:

```
      integer*8 interface1, except                                       Fortran 77
C     code to initialize interface1 here
      call sidl_BaseInterface_deleteRef_f(interface1, except)
```

[1] For information on additional command line options, refer to Section 3.2.

When it is necessary to determine if two references point to the same object, the built-in `isSame` method can be used. For example, the following attempts to determine if `interface1` and `interface2` point to the same object:

Fortran 77

```
      integer*8 interface1, interface2, except
      logical areSame
C     code to initialize interface1 and interface2 here
      call sidl_BaseInterface_isSame_f(interface1,
     $     interface2, areSame, except)
C     now areSame holds the return value
```

Similarly, it is sometimes necessary to find out if a given method is of a specific type. One case in point is when trying to determine if an exception is of a given type. The built-in `isType` method is provided for that purpose. For example, the following tries to determin if `interface1` is of type `x.y.z`:

Fortran 77

```
      integer*8 interface1, except
      logical typeMatch
C     code to initialize interface1 here
      call sidl_BaseInterface_isType_f(interface1, 'x.y.z',
     $   typeMatch, except)
```

Along those same lines, it is possible to find the name of a SIDL class that implements a particular interface. Using a sequence of calls with *`sidl.BaseInterface`* interface, this can be accomplished as follows:

Fortran 77

```
      integer*8 interface1, classinfo, except
      character*256 className
C     code to initialize interface1 here
      call sidl_BaseInterface_getClassInfo_f(interface1,
     $   classinfo, except)
      call sidl_ClassInfo_getName_f(classinfo, className, except)
      call sidl_BaseInterface_deleteRef_f(classinfo, except)
```

8.3.3 Static methods

Below is an example illustrating a call to `addSearchPath()`, which is a static method in the *`sidl.Loader`* class.

Fortran 77

```
      integer*8 except
      call sidl_Loader_addSearchPath_f('/try/looking/here', except)
```

Note the function is invoked directly, without an object reference argument.

8.3.4 Overloaded methods

Examples of calls to SIDL overloaded methods are based on the `overload_sample.sidl` file shown in Section 5.7. Recall that the file describes three versions of the `getValue` method. The first takes no arguments, the second takes an integer, and the third a boolean. Each is called in the code snippet below:

Fortran 77

```
      integer*8 t, except
      logical b1, bretval
      integer*4 i1, iretval

      call Overload_Sample__create_f (t, except)

      call Overload_Sample_getValue_f (t, iretval, except)
      call Overload_Sample_getValueInt_f (t, i1, iretval, except)
      call Overload_Sample_getValueBool_f (t, b1, bretval, except)
```

8.3.5 Exception catching

Since all methods can now throw *sidl.RuntimeException* , Babel ensures there is an *out* argument to hold an exception. If not explicitly specified, Babel will automatically add the argument. For maximum backward compatibility, the base exception argument type is *sidl.BaseInterface*, while the base exception class is *sidl.SIDLException*. The exception argument appears after the return value when both occur in a method.

After the call, the client should test this argument. If a function does not test the exception argument, thrown exceptions will be utterly ignored — not propagated to higher level functions. If the exception parameter is non-zero, an exception was thrown by the method, and the caller should respond appropriately. When an exception is thrown, the value of all other arguments is undefined (so should be ignored).

One approach to exception handling is to pass the exception on to the caller. In this case, *sidl.BaseException.add* should be called to add another line in the stack trace for the exception. *sidl.BaseException* defines two methods that can be helpful when reporting exceptions to end users: `getNote` and `getTrace`. `getNote` often provides some indication of what went wrong. Its contents are provided by the implementor of the called function, so it can be empty. Similarly, `getTrace` provides a summary of the call stack. Again, implementors are responsible for providing the information.

Alternatively, the caller could try to determine which exception was thrown through casting the argument. A successful cast indicates the type of exception that has occurred. An example of this process is illustrated below, though not all exceptions associated with the method are checked. The SIDL specification and corresponding FORTRAN 77 API are given in Section 8.2.2.

Fortran 77

```
      integer*8 fib, except, except2, except3
      integer*4 index, maxdepth, maxval, depth, result
      call ExceptionTest_Fib__create_f(fib, except)
      if (except .ne. 0) then
C        do something with a runtime exception
      endif
      index = 4
      maxdepth = 100
      maxvalue = 32000
      depth = 0
      call ExceptionTest_getFib_f(fib, index, maxdepth,
     $       maxvalue, depth, result, except)
      if (except .ne. 0) then
        call ExceptionTest_FibException__cast_f(except, except2, except3)
        if (except2 .ne. 0) then
c          do something here with the FibException
           call ExceptionTest_FibException_deleteRef_f(except2, except3)
        else
          call ExceptionTest_NegativeValueException__cast_f
     $          (exception, except2, except3)
c         do something here with the NegativeValueException
           call ExceptionTest_NegativeValueException_
     $          deleteRef_f(except2, except3)
        endif
        call sidl_BaseException_deleteRef_f(except, except3)
      else
        write (*,*) 'getFib for ', index, ' returned ', result
      endif
      call ExceptionTest_Fib_deleteRef_f(fib, except)
```

If one of the possible exception types is a subclass of another, casting to the subclass should be attempted before casting to the superclass — assuming that the distinction between the two exception types results in different exception recovery behavior.

8.3.6 Hooks execution

If a given component supports pre- and post-method invocation instrumentation, also known as "hooks", their execution can be enabled or disabled at runtime through the built-in `_set_hooks` method. For example, given the following SIDL specification:

```
package hooks version 1.0
{
  class Basics {
    /**
     * Basic illustration of hooks for static methods.
     */
    static int aStaticMeth(in int i, out int o, inout int io);

    /**
     * Basic illustration of hooks for static methods.
     */
    int aNonStaticMeth(in int i, out int o, inout int io);
  }
}
```

SIDL

which has a single static function and a member function for the `Basics` class, the processes for enabling and disabling execution of the implementation-specific hooks are:

```
      integer*8 obj, except

      call hooks_Basics__create_f (obj, except)
c
c     Enable hooks execution (enabled by default)
c     ...for static methods
c
      call hooks_Basics__set_hooks_static_f (1, except)
c
c     ...for non-static methods
c
      call hooks_Basics__set_hooks_f (obj, 1, except)

c
c     ...do something meaningful...
c


c
c     Disable hooks execution
c     ...for static methods
c
      call hooks_Basics__set_hooks_static_f (0, except)
c
c     ...for non-static methods
c
      call hooks_Basics__set_hooks_f (obj, 0, except)

c
c     ...do something meaningful...
c
```

Fortran 77

It is important to keep in mind that the `_set_hooks_static` method must be used to enable/disable invocation of hooks for static methods and the `_set_hooks` method must be used for those of non-static methods. Also, Babel does not provide client access to the `_pre` and `_post` methods; therefore, they cannot be invoked directly. More information on the instrumentation process is provided in Subsection 8.4.5.

8.3.7 Contract enforcement

NOTE: Support for setting contract enforcement options in FORTRAN 77 is pending.

8.4 Implementation-side

This section summarizes aspects of generating and wrapping software written in FORTRAN 77. The bindings generation and basic implementation processes are presented first. Since access to object state requires special steps in FORTRAN 77, the process for defining and managing that data is discussed. Throwing exceptions in the implementation is then illustrated. Finally, the results of generating implementations with pre- and post-method "hooks" are shown.

8.4.1 Bindings generation

Much of the information associated with generating client-side bindings is pertinent to implementing a SIDL class in FORTRAN 77. (Recall Table 8.1 listed the type mappings.) If the implementation calls other SIDL methods, client-side caller rules must be followed.

Implementation-side bindings are generated by the following call to Babel:

```
% babel --exclude-external --server=f77 file.sidl
```

or simply

```
% babel -E -s=f77 file.sidl
```

As a result, a makefile fragment called `babel.make`, numerous C header and source files, and some FORTRAN 77 source files are created. Implementation details must be added to the FORTRAN 77 "Impl" files, whose names end with `_Impl.f`. More on this matter is provided in Subsection 8.4.2.

8.4.2 Bindings implementation

Implementation details must be added to the "Impl" files generated in Subsection 8.4.1. Changes to these files must be made between code splicer pairs to ensure their retention in subsequent invocations of Babel. Below is an example of a code splicer pair.

Fortran 77

```
C       DO-NOT-DELETE splicer.begin(_miscellaneous_code_start)
C       Insert-Code-Here {_miscellaneous_code_start} (extra code)
C       DO-NOT-DELETE splicer.end(_miscellaneous_code_start)
```

where the "C Insert-Code-Here..." line should be replaced with the implementation. Examples of filling in these splicer blocks are provided in the subsections to follow.

8.4.3 Private data

Any variables declared in the implementation source file will, by virtue of Babel's encapsulation, be private. Special initialization procedures can be added to the built-in `_load()` method that is guaranteed to be called exactly once per class to set global class data — *before* any user-defined methods can even be invoked. Alternatively, if private data (sometimes referred to as state) needs to be added to a FORTRAN 77 class, SIDL arrays can be used to store the data. This is certainly not the only way to implement a FORTRAN 77 class with state, but it's one that will work wherever Babel works.

The SIDL IOR keeps a pointer (i.e., a C `void *`) for each object in order to support private data. Like their C equivalents, each FORTRAN 77 skeleton provides two functions for accessing the private pointer. Although the pointer arguments to the methods are 64-bit integers in FORTRAN 77, the number of bits actually stored by the IOR is determined by `sizeof(void *)`. Babel/SIDL does not provide a low level mechanism for FORTRAN 77 to allocate memory to use for the private data pointer.

The following example illustrates the process of managing private data using the automatically generated constructor subroutine, `_ctor`:

Fortran 77

```
      subroutine example_withState__ctor_fi(self, exception)
      implicit none
      integer*8 self, exception
C     DO-NOT-DELETE splicer.begin(example.withState._ctor)
      integer*8 statearray, logarray, dblarray
      call sidl_opaque__array_create1d_f(2, statearray)
      call sidl_bool__array_create1d_f(3, logarray)
      call sidl_double__array_create1d_f(2, dblarray)
      if ((statearray .ne. 0) .and. (logarray .ne. 0) .and.
     $       (dblarray .ne. 0)) then
         call sidl_opaque__array_set1_f(statearray, 0, logarray)
         call sidl_opaque__array_set1_f(statearray, 1, dblarray)
      else
C        a real implementation would not leak memory like this one
         statearray = 0
      endif
      call example_withState__set_data_f(self, statearray)
C     DO-NOT-DELETE splicer.end(example.withState._ctor)
      end
```

Of course, it is up to the implementation to associate elements of the arrays with particular state variables. For example, element 0 of the double array could be the kinematic viscosity and element 1 the airspeed velocity of an unladen swallow. Element 0 of the boolean array could specify African (true) or European (false). The destructor implementation for this class could look something like:

Fortran 77

```
      subroutine example_withState__dtor_fi(self, exception)
      implicit none
      integer*8 self, exception
C     DO-NOT-DELETE splicer.begin(example.withState._dtor)
      integer*8 statearray, logarray, dblarray
      call example_withState__get_data_f(self, statearray)
      if (statearray .ne. 0) then
         call sidl_opaque__array_get1_f(statearray, 0, logarray)
         call sidl_opaque__array_get1_f(statearray, 1, dblarray)
         call sidl_bool__array_deleteRef_f(logarray)
         call sidl_double__array_deleteRef_f(dblarray)
         call sidl_opaque__array_deleteRef_f(statearray)
C     the following two lines are not strictly necessary
         statearray = 0
```

```
            call example_withState__set_data_f(self, statearray)
         endif
C        DO-NOT-DELETE splicer.end(example.withState._dtor)
         end
```

Continuing with this example, an accessor function for the airspeed velocity of an unladen swallow could be implemented as follows:

```
         subroutine example_withState_getAirspeedVelocity_fi(
     $      self, velocity, exception)
         implicit none
         integer*8 self, exception
         real*8 velocity
C        DO-NOT-DELETE splicer.begin(example.withState.getAirspeedVelocity)
         integer*8 statearray, dblarray
         call example_withState__get_data_f(self, statearray)
         if (statearray .ne. 0) then
            call sidl_opaque__array_get1_f(statearray, 1, dblarray)
            call sidl_double__array_get1_f(dblarray, 1, velocity)
         endif
C        DO-NOT-DELETE splicer.end(example.withState.getAirspeedVelocity)
         end
```

Fortran 77

8.4.4 Exception throwing

Continuing with the Fibonocci example used in Subsections 8.2.2 and 8.3.5, the FORTRAN 77 code that throws the exceptions is:

```
         subroutine ExceptionTest_Fib_getFib_fi(self, n, max_depth,
     &      max_value, depth, retval, exception)
         implicit none
         integer*8 self, exception, ignored
         integer*4 n, max_depth, max_value, depth, retval
C        DO-NOT-DELETE splicer.begin(ExceptionTest.Fib.getFib)
         character*(*) myfilename
         parameter(myfilename='ExceptionTest_Fib_Impl.f')
C ...lines of code deleted...
         if (n .lt. 0) then
           call ExceptionTest_NegativeValueException__create_f(exception
     $           ,ignored)
           if (exception .ne. 0) then
             call ExceptionTest_NegativeValueException_setNote_f(
     $               exception,
     $               'called with negative n', ignored)
             call ExceptionTest_NegativeValueException_add_f(
     $               exception,
     $               myfilename,
     $               57,
     $               'ExceptionTest_Fib_getFib_impl', ignored)
             return
           endif
C ...lines of code deleted...
C        DO-NOT-DELETE splicer.end(ExceptionTest.Fib.getFib)
         end
```

Fortran 77

Not all exceptions are thrown in this example in order to keep its length down. The interested reader is encouraged to refer to the corresponding regression tests for the complete routine.

When an exception is thrown, the implementation should `deleteRef` any references it was planning to return to the caller because the caller is instructed to ignore any returned values under those circumstances. In general, when throwing an exception, it is good practice to set all *out* and *inout* array, class, and interface arguments to zero before returning. This makes things work out better for clients who forget to check if an exception occurred or willfully choose to ignore it.

NOTE: *It is typically safe to assume that calling `deleteRef`, `_cast` or `_cast2` on an exception will never cause an exception to be thrown because returned exceptions are always local.*

8.4.5 Hooks implementation

As discussed in Subsection 8.3.6, when hooks execution is enabled, implementation-specific instrumentation is executed. Using the **`--generate-hooks`** option on the Babel command line when generating implementation-side bindings results in the automatic generation of a `_pre` and `_post` method for every static and non-static method associated with each class in the specification. For the `aStaticMethod` specified in Subsection 8.3.6, the generated `_pre` method implementation is:

Fortran 77

```
      subroutine hooks_Basics_aStaticMeth_pre_fi(i, io, exception)
      implicit none
C      in int i
      integer*4 i
C      in int io
      integer*4 io
C      out sidl.BaseInterface exception
      integer*8 exception

C     DO-NOT-DELETE splicer.begin(hooks.Basics.aStaticMeth_pre)
C
C     Add instrumentation here to be executed immediately prior
C     to dispatch to aStaticMeth().
C
C     DO-NOT-DELETE splicer.end(hooks.Basics.aStaticMeth_pre)
      end
```

while that of the `_post` method is:

Fortran 77

```
      subroutine hooks_Basics_aStaticMeth_post_fi(i, o, io, retval,
     &    exception)
      implicit none
C      in int i
      integer*4 i
C      in int o
      integer*4 o
C      in int io
      integer*4 io
C      in int retval
      integer*4 retval
C      out sidl.BaseInterface exception
      integer*8 exception

C     DO-NOT-DELETE splicer.begin(hooks.Basics.aStaticMeth_post)
C
C     Add instrumentation here to be executed immediately after
C     return from dispatch to aStaticMeth().
```

```
C
      return
C     DO-NOT-DELETE splicer.end(hooks.Basics.aStaticMeth_post)
      end
```

Per the normal implementation process, the desired instrumentation should be added within the splicer blocks of `aStaticMethod_pre` and `aStaticMethod_post`. As stated in the comments within those blocks, `aStaticMethod_pre` will be executed immediately prior to dispatch to `aStaticMethod` when the latter is invoked by a client. Assuming no exceptions are encountered, `aStaticMethod_post` is executed immediately upon return from `aStaticMethod`.

Chapter 9

Fortran 90 Bindings

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9.1 Introduction

This chapter provides an overview of the Fortran 90 bindings for SIDL. Common aspects of the bindings, such as the mapping of SIDL data types to their native Fortran 90 representatives, are presented in Section 9.2. Issues of concern to Fortran 90 callers are addressed in the client-side bindings discussion in Section 9.3, while issues of interest to callees of Fortran 90 appear in the implementation-side discussion in Section 9.4.

9.2 Basics

This section summarizes basic features that are common to both client and implementation bindings. Conventions used to protect the global name space are described in Subsection 9.2.1, while those associated with the generation of subroutines from methods are given in Subsection 9.2.2. Translations between SIDL and native Fortran 90 constructs are described in Subsection 9.2.3. Finally, the process of casting between different types is illustrated in Subsection 9.2.4.

Table 9.1: SIDL to Fortran 90 Type Mappings

SIDL TYPE	Fortran 90 TYPE
int	INTEGER (kind=sidl_int)
long	INTEGER (kind=sidl_long)
float	REAL (kind=sidl_float)
double	REAL (kind=sidl_double)
bool	LOGICAL
char	CHARACTER (LEN=1)
string	CHARACTER (LEN=*)
fcomplex	COMPLEX (kind=sidl_fcomplex)
dcomplex	COMPLEX (kind=sidl_dcomplex)
enum	INTEGER (kind=sidl_enum)
opaque	INTEGER (kind=sidl_opaque)
interface	*derived type*
class	*derived type*
array	*derived type*

9.2.1 Name space

The name of the module that holds method definitions is derived from the fully qualified name of the class or interface. Module names are essentially formed by replacing all periods in the fully qualified name with underscores. The name of the module holding the derived type of the class or interface is the same as the one holding the methods with the exception of having `_type` appended. For example, the methods for *sidl.SIDLException* are defined in a module named `sidl_SIDLException` in the file `sidl_SIDLException.F90`. Defined in the file `sidl_SIDLException_type.F90`, the types for *sidl.SIDLException* are called `sidl_SIDLException_t` and, for the array, `sidl_SIDLException_a`.

9.2.2 Method signatures

All SIDL methods are implemented as Fortran 90 subroutines regardless of whether they have a return value. The name of a subroutine that clients invoke is the method's full name from the SIDL description. Hence, in cases where the method has a name extension (so is overloaded), the full name is the concatenation of the specified short name and extension. On the implementation-side, the name is formed as the concatenation of the package, class (or interface), full method name, and "mi", with each part separated by an underscore and name mangling used to ensure uniqueness if the resulting name exceeds the character limit.

The same process used for FORTRAN 77, described in Subsection 8.2.2, is used to build up the parameters for generated methods. That is, object (or interface) pointers, return values, and exception pointers are added, as needed. More specifically, the object (or interface) pointer is automatically inserted as the first parameter in the signature of non-static methods. This parameter operates like an *in* parameter. When a method has a return value, a parameter to hold the return value is also added after all of the formally declared arguments. This extra argument behaves like an *out* parameter. With the addition of remote method invocation (RMI) support, all methods now implicitly throw exceptions. Hence, an extra *out* parameter for the exception is automatically added as the last parameter of the signature. An example that illustrates the SIDL specification and corresponding routines can be found in Subsections 9.3.5 and 9.4.4.

9.2.3 Data types

The mapping for simple SIDL types to Fortran 90 is given in Table 9.1. The kind parameters, given in the `sidl` F90 module, define integer parameters for `sidl_int`, `sidl_long`, `sidl_float`, `sidl_double`, `sidl_fcomplex`, `sidl_dcomplex`, `sidl_enum` and `sidl_opaque` to give sizes that match the corresponding SIDL types. The remainder of this subsection elaborates on mappings of strings, pointers, enumerations, and arrays.

Strings

The SIDL string type mapping is currently identical to that of the FORTRAN 77 mapping. That is, all Fortran 90 strings have a limited fixed size. When implementing a subroutine with an `out` parameter, the size of the string is restricted to 512 characters.

NOTE: *Modification of the value of* `SIDL_F90_STR_MINSIZE` *in* `runtime/sidl/babel_config.h` *prior to configuring Babel can be used to change the string size limitation.*

Pointers

Pointer types are: opaque, interface, class, and array. This subsection elaborates on each within the context of the Fortran 90 language bindings. Opaque pointers are mapped to the equivalent of SIDL double. That is, the intermediate object reference (IOR) assumes a 64-bit integer is used to enable portability between systems with 32-bit and 64-bit address spaces. On a 32-bit system, the upper 32 bits of these quantities are ignored. Systems with more than 64-bit pointers aren't currently supported. A derived type is used to hold opaque pointers for interfaces, classes, and arrays. The derived type for arrays of numeric types also has a pointer to an array to provide native access without function calls. For each interface and class, there are two modules created. In the first module, the derived type for the object and array are defined. In the second, methods for the object (or interface) and arrays of the object (or interface) are defined. Clients of a class (or interface), typically `use` the module containing the methods. It, in turn, `uses` the module containing the types.

Generally, clients should treat opaque, interface, class, and array values as black boxes. However, the value zero is special since it is the equivalent of `NULL`. Hence, any non-zero value is or should be a valid object reference. The method module provides built-in functions to test whether an interface, class, or array value `is_null` or is `not_null`. There is also a subroutine to initialize the value to `set_null`. Clients should generally initialize new class (or interface) pointers to `NULL`.

Enumerations

SIDL enumerations map to integer values, which are defined in a module. Given the specification from Section 5.3 for an enumeration type called `car`, Babel will produce the following enumerated type:

Fortran 90

```
! File:          enums_car.F90
! Symbol:        enums.car-v1.0
! Symbol Type:   enumeration
! Babel Version: 0.8.2
! Description:   Client-side module for enums.car

module enums_car
! Symbol "enums.car" (version 1.0)
  use sidl

  integer (kind=sidl_enum), parameter :: porsche = 911
  integer (kind=sidl_enum), parameter :: ford = 150
  integer (kind=sidl_enum), parameter :: mercedes = 550
end module enums_car
```

Arrays

As discussed in Section 5.4, SIDL supports both normal and raw arrays (i.e., r-arrays). Normal SIDL arrays can be used by any supported language; whereas, r-arrays are restricted to numeric types and use in languages such as C, C++, and Fortran. This subsection starts with a discussion normal and generic arrays before proceeding with an example of the interfaces for r-arrays.

The normal SIDL array API is available in a module for creating, destroying, and accessing array elements and meta-data for normal arrays. More information on the API can be found in Subsection 5.4. For `sidl.SIDLException`,

the array module — called sidl_SIDLException_array — is defined in sidl_SIDLException_array-.F90. The derived type for a SIDL array is named after the class, interface, or basic type that it holds and the dimension of the array. For *sidl.SIDLException*, the array derived types are named sidl_SIDLException-_1d, sidl_SIDLException_2d, sidl_SIDLException_3d, ... up to sidl_SIDLException_7d. For basic types, they are treated as *sidl.dcomplex*, *sidl.double*, *sidl.fcomplex*, etc. Each of these derived types has a 64-bit integer to hold an opaque pointer.

NOTE: *Normal Fortran 90 arrays or normal SIDL arrays can be used when calling a Fortran 90 method, but they cannot be mixed.*

Derived types for SIDL types *dcomplex*, *double*, *fcomplex*, *float*, *int*, and *long* have pointers to arrays of the appropriate type and dimension that facilitate direct access to array elements. For example, the derived type for 2d and 3d arrays of *double*s is:

Fortran 90

```
use sidl
type sidl_double_2d
  sequence
  integer (kind=sidl_arrayptr) :: d_array
  real (kind=sidl_double), pointer, &
    dimension(:,:) :: d_data
end type sidl_double_2d

type sidl_double_3d
  sequence
  integer (kind=sidl_arrayptr) :: d_array
  real (kind=sidl_double), pointer, &
    dimension(:,:,:) :: d_data
end type sidl_double_3d
```

For the other types, the array API must be used to access elements. In this case, the array can be accessed with the F90 array pointer d_data just like any other F90 array. However, the F90 built-in methods allocate or deallocate on d_data *must not* be used. Instead, SIDL functions, createCol, createRow, create1d, create2dRow, or create2dCol, must be used to create a new array. These SIDL routines initialize d_data to refer to the data allocated in d_array.

NOTE: *create1d, create2dRow, and create2dCol create arrays whose lower index is* 0 *not 1. To create arrays with a lower index of 1, createCol or createRow must be used.*

Software packages like LINPACK or BLAS can be called, but the stride should be checked to make sure the array is suitably packed. Using stride(i) will provide the distance between elements in dimension i. A value of 1 means elements are packed densely. Negative stride values are possible and, when an array is sliced, the resulting array might not even have one densely packed dimension.

As discussed in Section 5.4, the type of a generic array is not specified. As a result, Fortran 90 represents generic arrays as the derived type sidl__array as defined in the sidl_array_type module. (Note the use of a two underscore separator.) The following subroutines, defined in the sidl_array_array module, apply to generic arrays: addRef, deleteRef, dimen, type, isColumnOrder, isRowOrder, is_null, no_null, set-_null, lower, upper, length, stride, and smartCopy.

Finally, SIDL r-arrays are passed to and from methods as normal Fortran 90 arrays. Index variables do not need to be included because the values are determined from the Fortran 90 array extents in each dimension. For example, the client-side interface for solve — introduced in Section 5.4 — behaves as if it is a Fortran 90 function with the following overloaded interface:

Fortran 90

```
private :: solve_1s, solve_2s
interface solve
  module procedure solve_1s, solve_2s
end interface

recursive subroutine solve_1s(self, A, x, exception)
  implicit none
```

```
    ! in num.Linsol self
    type(num_Linsol_t) , intent(in) :: self
    ! in array<double,2,column-major> A
    type(sidl_double_2d) , intent(in) :: A
    ! inout array<double,column-major> x
    type(sidl_double_1d) , intent(inout) :: x
    ! out sidl.BaseInterface exception
    type(sidl_BaseInterface_t) , intent(out) :: exception
  end subroutine solve_1s

  recursive subroutine solve_2s(self, A, x, exception)
    implicit none
    ! in num.Linsol self
    type(num_Linsol_t) , intent(in) :: self
    ! in rarray<double,2> A(m,n)
    real (kind=sidl_double) , intent(in), dimension(:, :) :: A
    ! inout rarray<double> x(n)
    real (kind=sidl_double) , intent(inout), dimension(:) :: x
    ! out sidl.BaseInterface exception
    type(sidl_BaseInterface_t) , intent(out) :: exception
    ! in int m
    integer (kind=sidl_int) :: m
    ! in int n
    integer (kind=sidl_int) :: n
  end subroutine solve_2s
```

The server-side interface, shown below, is similar.

Fortran 90

```
recursive subroutine num_Linsol_solve_mi(self, A, x, m, n, exception)
  use sidl
  use sidl_BaseInterface
  use sidl_RuntimeException
  use num_Linsol
  use sidl_double_array
  use num_Linsol_impl
  ! DO-NOT-DELETE splicer.begin(num.Linsol.solve.use)
  ! Insert-Code-Here {num.Linsol.solve.use} (use statements)
  ! DO-NOT-DELETE splicer.end(num.Linsol.solve.use)
  implicit none
  type(num_Linsol_t) :: self ! in
  integer (kind=sidl_int) :: m ! in
  integer (kind=sidl_int) :: n ! in
  type(sidl_BaseInterface_t) :: exception ! out
  real (kind=sidl_double), dimension(0:m-1, 0:n-1) :: A ! in
  real (kind=sidl_double), dimension(0:n-1) :: x ! inout

! DO-NOT-DELETE splicer.begin(num.Linsol.solve)
! Insert-Code-Here {num.Linsol.solve} (solve method)
! DO-NOT-DELETE splicer.end(num.Linsol.solve)
end subroutine num_Linsol_solve_mi
```

NOTE: *The lower index of each dimension of every incoming array is* ***always*** *zero.*

9.2.4 Type casting

Babel automatically generates the `cast()` method for casting between different interface and class types. Actually, a set of overloaded methods support every allowable cast between a type and all its parent types (both objects and interfaces). The first argument is the object (or interface) to be cast, and the second is a variable of the desired type. The cast is successful if, after the call to `cast()`, the value of the second argument is `not_null`. The caller then owns (and is responsible for) the returned reference. Examples of type casting can be found in Subsections 9.3.5 and 9.4.4.

9.3 Client-side

This section summarizes aspects of generating and using the Fortran 90 bindings associated with software wrapped with Babel's language interoperability middleware. The bindings generation process is presented first. Object management and invocation of static and overloaded methods are also summarized. The process of catching exceptions is then discussed. Finally, the processes for enabling and disabling implementation-specific pre- and post-method instrumentation — referred to as "hooks" — are illustrated.

9.3.1 Bindings generation

The following is an example of invoking Babel to create the Fortran 90 stubs for a SIDL file[1]:

```
% babel --exclude-external --client=f90 file.sidl
```

or simply

```
% babel -E -c=f90 file.sidl
```

As a result, a makefile fragment called `babel.make`, numerous C header and source files, and some Fortran 90 files will be created. Files ending in `_fStub.c` (i.e., `STUBSRCS` in `babel.make`) are called by the Fortran 90 module which in turn allow Fortran 90 to call SIDL methods. Files ending in `_type.F90` (i.e., `STUBMODULESRCS` in `babel.make`) contain derived type definitions for classes and interfaces. The remaining files ending in `.F90` (i.e., `TYPEMODULESRCS` in `babel.make`) are Fortran 90 modules containing methods. All of these files need to be compiled and linked into the application.

Normally, IOR files (i.e., those ending in `_IOR.c`) are linked together with the implementation file, so probably don't need to be compiled.

9.3.2 Object management

SIDL-specified objects are managed through explicit creation and reference counting. Babel automatically generates a `new()` method for concrete classes. The method is used to instantiate the class and return the associated reference. The following example illustrates the instantiation and casting of an object to an interface:

Fortran 90

```
use sidl_BaseClass
use sidl_BaseInterface
type(sidl_BaseClass_t)      :: object
type(sidl_BaseInterface_t) :: interface
type(sidl_BaseInterface_t) :: exception
! perhaps other code here
call new(object, exception)
call cast(object, interface, exception)
```

[1] For information on additional command line options, refer to Section 3.2.

The owner of the instance is responsible for its proper disposal. In other words, when processing with the object is done, the owner must invoke `deleteRef()` on it. Similarly, any object references returned by a subroutine call must be deleted or given to another part of the code that will take ownership of and, therefore, responsibility for `deleteRef`'ing it. The following example illustrates calling `deleteRef()` using the *`sidl.BaseInterface`* method:

Fortran 90

```
use sidl_BaseInterface
type(sidl_BaseInterface_t) :: interface1, interface2
type(sidl_BaseInterface_t) :: exception
logical                    :: areSame
!
! code to initialize interface1 & interface 2 here
!
call deleteRef(interface1, exception)
```

When it is necessary to determine if two references point to the same object, the built-in `isSame` method can be used. For example, the following attempts to determine if `interface1` and `interface2` point to the same object:

Fortran 90

```
use sidl_BaseInterface
! later in the code
call isSame(interface1, interface2, areSame, exception)
! areSame holds the return value
```

9.3.3 Static methods

Below is an example illustrating a call to `addSearchPath()`, which is a static method in the *`sidl.Loader`* class.

Fortran 90

```
use sidl_Loader
use sidl_BaseInterface
type(sidl_BaseInterface_t) :: exception
! later
call addSearchPath('/try/looking/here', exception)
```

Note the function is invoked directly, without an object reference argument.

9.3.4 Overloaded methods

Examples of calls to SIDL overloaded methods are based on the `overload_sample.sidl` file shown in Section 5.7. Recall that the file describes three versions of the `getValue` method. The first takes no arguments, the second takes an integer argument, and the third takes a boolean. Each is called in the following code snippet:

Fortran 90

```
use sidl
use Overload_Sample
type(Overload_Sample_t)          :: t
type(sidl_BaseInterface_t)       :: exception
logical                          :: b1, bretval
integer (kind=sidl_int)   :: i1, iretval

call new(t, exception)

call getValue (t, iretval, exception)
call getValueInt (t, i1, iretval, exception)
call getValueBool (t, b1, bretval, exception)
```

9.3.5 Exception catching

Since all methods can now throw `sidl.RuntimeException`, Babel ensures there is an `out` argument to hold an exception. If not explicitly specified, Babel will automatically add the argument. For maximum backward compatibility, the exception argument type is `sidl.BaseInterface`, while the base exception class is `sidl.SIDLException`. The exception argument, which behaves like an `out` parameter, will appear after the return value when both occur in a method. After the call, the client should test this argument using `is_null` or `not_null`. If it is `not_null_null`, an exception was thrown by the method so the caller should respond appropriately. When an exception is thrown, the values of all other arguments are undefined. So the best course of action is to ignore them. If the code does not check the exception argument after each call (that can throw one), any exceptions that are thrown will be utterly ignored as a result of not being automatically propagated to higher level routines.

It is possible to determine which exception was thrown through casting the argument. A successful cast indicates the type of exception that occurred. An example of this process is illustrated below. Package `ExceptionTest` has a class named `Fib` with a `getFib` method declared in SIDL as follows:

```
int getFib(in int n, in int max_depth, in int max_value, in int depth)
    throws NegativeValueException, FibException;
```

SIDL

The code to catch specified exception types is:

```
  use sidl
  use ExceptionTest_Fib
  use ExceptionTest_FibException
  use ExceptionTest_NegativeValueException
  use sidl_BaseInterface
  type(ExceptionTest_Fib_t)                    :: fib
  type(sidl_BaseInterface_t)                   :: except, except2
  type(ExceptionTest_FibException_t)           :: fibexcept
  type(ExceptionTest_NegativeValueException_t) :: nvexcept
  integer (kind=sidl_int)  :: index, maxdepth, maxval, depth, result
  call new(fib, except)

  index    = 4
  maxdepth = 100
  maxvalue = 32000
  depth    = 0
  call getFib(fib, index, maxdepth, maxvalue, depth, result, except)
  if (not_null(except)) then
    call cast(except, fibexcept, except2)
    if (not_null(fibexcept)) then
!      do something here with the FibException
       call deleteRef(fibexcept, except2)
    else
      call cast(except, nvexcept, except2)
!     do something here with the NegativeValueException
      call deleteRef(nvexcept, except2)
    endif
    call deleteRef(except, except2)
  else
    write (*,*) 'getFib for ', index, ' returned ', result
  endif
  call deleteRef(fib, except2)
```

Fortran 90

NOTE: *Any caller of a method that returns an exception should ignore the values of* `out` *and* `inout` *parameters. Anything not freed becomes a reference and memory leak.*

9.3.6 Hooks execution

If a given component supports pre- and post-method invocation instrumentation, also known as "hooks", their execution can be enabled or disabled at runtime through the built-in `set_hooks` method. For example, given the following SIDL specification:

```
package hooks version 1.0
{
  class Basics {
    /**
     * Basic illustration of hooks for static methods.
     */
    static int aStaticMeth(in int i, out int o, inout int io);

    /**
     * Basic illustration of hooks for static methods.
     */
    int aNonStaticMeth(in int i, out int o, inout int io);
  }
}
```

SIDL

which has a single static function and a member function for the `Basics` class. Due to unresolved method overloading problems, the processes for enabling and disabling execution of the implementation-specific hooks are currently dependent on use of fully-qualified functions, as illustrated below.

```
  use sidl
  use hooks_Basics
  type(hooks_Basics_t)          :: obj
  type(sidl_BaseInterface_t)    :: exception

  call new(obj, exception)

  !
  ! Enable hooks execution (enabled by default)
  ! ...for static methods
  !    (until method overloading issue can be resolved)...
  !
  call hooks_Basics__set_hooks_static_m(1, exception)
  !
  ! ...for non-static methods
  !    (until method overloading issue can be resolved)...
  !
  call hooks_Basics__set_hooks_m(obj, 1, exception)

  !
  ! ...do something important...
  !

  !
  ! Disable hooks execution
  ! ...for static methods
  !
  call hooks_Basics__set_hooks_static_m(0, exception)
  !
  ! ...for non-static methods
```

Fortran 90

```
!
call hooks_Basics__set_hooks_m(obj, 0, exception)

!
! ...do something important...
!
```

It is important to keep in mind that the `set_hooks_static` method must be used to enable/disable invocation of hooks for static methods and the `set_hooks` method must be used for those of non-static methods. Also, Babel does not provide client access to the `_pre` and `_post` methods; therefore, they cannot be invoked directly. More information on the instrumentation process is provided in Subsection 9.4.5.

9.3.7 Contract enforcement

NOTE: Support for setting contract enforcement options in FORTRAN 90 is pending.

9.4 Implementation-side

This section summarizes aspects of generating and wrapping software written in Fortran 90. The bindings generation and basic implementation processes are presented first. Since access to object state requires special steps in Fortran 90, the process for defining and managing that data is discussed. Throwing exceptions in the implementation is then illustrated. Finally, the results of generating implementations with pre- and post-method "hooks" are shown.

9.4.1 Bindings generation

Much of the information associated with generating client-side bindings is pertinent to implementing a SIDL class in Fortran 90. The mapping of SIDL types to language constructs was given in Table 9.1. If the implementation calls other SIDL methods, client-side caller rules must be followed.

To create the implementation bindings for a set of SIDL classes in Fortran 90, Babel is invoked as follows:

```
% babel --exclude-external --server=f90 file.sidl
```

or simply

```
% babel -E -s=f90 file.sidl
```

As a result, a makefile fragment called `babel.make`, numerous C header and source files, and some Fortran 90 source files will be created. The `SUBROUTINE` and `END SUBROUTINE` statements are automatically generated and the types of arguments declared. Implementation details must be added to the Fortran 90 "Impl" files, whose names end with `_Impl.F90` and `_Mod.F90`. More on this matter is provided in Subsection 9.4.2.

9.4.2 Bindings implementation

Implementation details must be added to the "Impl" files generated in Subsection 9.4.1. Changes to these files must be made between code splicer pairs to ensure their retention in subsequent invocations of Babel. Below is an example of the standard, automatically generated code splicer pairs.

```
! DO-NOT-DELETE splicer.begin(_miscellaneous_code_start)
! Insert-Code-Here {_miscellaneous_code_start} (extra code)
! DO-NOT-DELETE splicer.end(_miscellaneous_code_start)

.
.
.

recursive subroutine Pkg_Class_name_mi(self, arg, exception)
  use sidl
  use sidl_BaseInterface
  use sidl_RuntimeException
  use Pkg_Class
  use Pkg_Class_impl
  ! DO-NOT-DELETE splicer.begin(Pkg.Class.name.use)
  ! Insert-Code-Here {Pkg.Class.name.use} (use statements)
  ! DO-NOT-DELETE splicer.end(Pkg.Class.name.use)
  implicit none
  type(Pkg_Class_t) :: self ! in
  integer (kind=sidl_int) :: arg ! in
  type(sidl_BaseInterface_t) :: exception ! out

! DO-NOT-DELETE splicer.begin(Pkg.Class.name)
! Insert-Code-Here {Pkg.Class.name} (name method)
! DO-NOT-DELETE splicer.end(Pkg.Class.name)
end subroutine Pkg_Class_name_mi
```

Fortran 90

The comment "Insert-Code-Here" associated with the "miscellaneous code start" splicer pair will need to be replaced with details such as additional abbreviation file(s) and any local, or private, subroutines. For the subroutine's "use" splicer pair, the "Insert-Code-Here {Pkg.Class.name.use} (use statements)" comment must be replaced with any `use` statements needed by the subroutine. Finally, the implementation between the subroutine body's splicer pairs must be added in place of the "Insert-Code-Here {Pkg.Class.name} (name method)" comment.

9.4.3 Private data

Any variables declared in the implementation source file will, by virtue of Babel's encapsulation, be private. Special initialization procedures can be added to the built-in `_load()` method, which is guaranteed to be called exactly once per class to set global class data — *before* any user-defined methods can even be invoked.

The SIDL IOR keeps a pointer for each object that is intended to hold a pointer to the object's internal data. Below is an excerpt from a `_Mod.F90` file for an object whose state requires a single integer value.

```
#include "sort_SimpleCounter_fAbbrev.h"
module sort_SimpleCounter_impl

! DO-NOT-DELETE splicer.begin(sort.SimpleCounter.use)
use sidl
! DO-NOT-DELETE splicer.end(sort.SimpleCounter.use)

type sort_SimpleCounter_priv
  sequence
  ! DO-NOT-DELETE splicer.begin(sort.SimpleCounter.private_data)
   integer(kind=sidl_int) :: count
  ! DO-NOT-DELETE splicer.end(sort.SimpleCounter.private_data)
end type sort_SimpleCounter_priv
```

Fortran 90

```
type sort_SimpleCounter_wrap
  sequence
  type(sort_SimpleCounter_priv), pointer :: d_private_data
end type sort_SimpleCounter_wrap

end module sort_SimpleCounter_impl
```

The derived type sort_SimpleCounter_priv is the type in which the developer adds data to store the object's state. The sort_SimpleCounter_wrap type exists simply to facilitate transferring the sort_SimpleCounter_priv pointer to and from the IOR.

Access to this data is provided by two built-in functions — referred to as set_data and get_data — whose full names are derived from the fully qualified type name. In both cases, the first argument is the object pointer (i.e., self), and the second is a derived type defined in the _Mod.F90 file. The developer is responsible for managing the memory associated with the private data.

As illustrated in the constructor below, the basic process to initialize private data involves allocating memory then setting the data pointer.

Fortran 90

```
recursive subroutine sort_SimpleCounter__ctor_mi(self, exception)
  use sidl
  use sidl_BaseInterface
  use sidl_RuntimeException
  use sort_SimpleCounter
  use sort_SimpleCounter_impl
  ! DO-NOT-DELETE splicer.begin(sort.SimpleCounter._ctor.use)
  ! Insert-Code-Here {sort.SimpleCounter._ctor.use} (use statements)
  ! DO-NOT-DELETE splicer.end(sort.SimpleCounter._ctor.use)
  implicit none
  type(sort_SimpleCounter_t) :: self ! in
  type(sidl_BaseInterface_t) :: exception ! out

! DO-NOT-DELETE splicer.begin(sort.SimpleCounter._ctor)
  type(sort_SimpleCounter_wrap) :: dp
  allocate(dp%d_private_data)
  dp%d_private_data%count = 0
  call sort_SimpleCounter__set_data_m(self, dp)
! DO-NOT-DELETE splicer.end(sort.SimpleCounter._ctor)
end subroutine sort_SimpleCounter__ctor_mi
```

Note the use of allocate(pd%d_private_data) in the constructor, _ctor, to allocate the memory for the sort_SimpleCounter_priv derived type and the fully qualified name for get_data.

Similarly, the destructor is responsible for freeing the data's memory as follows:

Fortran 90

```
recursive subroutine sort_SimpleCounter__dtor_mi(self, exception)
  use sidl
  use sidl_BaseInterface
  use sidl_RuntimeException
  use sort_SimpleCounter
  use sort_SimpleCounter_impl
  ! DO-NOT-DELETE splicer.begin(sort.SimpleCounter._dtor.use)
  ! Insert-Code-Here {sort.SimpleCounter._dtor.use} (use statements)
  ! DO-NOT-DELETE splicer.end(sort.SimpleCounter._dtor.use)
  implicit none
  type(sort_SimpleCounter_t) :: self ! in
  type(sidl_BaseInterface_t) :: exception ! out
```

```
! DO-NOT-DELETE splicer.begin(sort.SimpleCounter._dtor)
  type(sort_SimpleCounter_wrap) :: dp
  call sort_SimpleCounter__get_data_m(self, dp)
  deallocate(dp%d_private_data)
! DO-NOT-DELETE splicer.end(sort.SimpleCounter._dtor)
end subroutine sort_SimpleCounter__dtor_mi
```

In this case, `deallocate(pd%d_private_data)` is used to free the memory allocated in the constructor for the `sort_SimpleCounter_priv` derived type.

9.4.4 Exception throwing

Below is an example of an implementation subroutine that throws an exception. The returned exception object pointer must be `cast` into the exception `out` parameter. This example also utilizes two methods, inherited from *`sidl.BaseException`* and implemented in *`sidl.SIDLException`*, that aid client-side debugging. The first, `setNote`, allows the developer to provide a useful error message. The second, `add`, provides a multi-language traceback capability — assuming each layer of the call stack invokes `add` before it propagates the exception.

```
recursive subroutine ExceptionTest_Fib_getFib_mi(self, n, max_depth, &   Fortran 90
  max_value, depth, retval, exception)
  use sidl
  use sidl_BaseInterface
  use ExceptionTest_Fib
  use ExceptionTest_NegativeValueException
  use ExceptionTest_FibException
  use ExceptionTest_Fib_impl
  ! DO-NOT-DELETE splicer.begin(ExceptionTest.Fib.getFib.use)
  use ExceptionTest_TooBigException
  use ExceptionTest_TooDeepException
  ! DO-NOT-DELETE splicer.end(ExceptionTest.Fib.getFib.use)
  implicit none
  type(ExceptionTest_Fib_t) :: self
  integer (kind=sidl_int) :: n, max_depth, max_value
  integer (kind=sidl_int) :: retval, depth
  type(sidl_BaseInterface_t) :: exception
  type(sidl_BaseInterface_t) :: except2
! DO-NOT-DELETE splicer.begin(ExceptionTest.Fib.getFib)
  type(ExceptionTest_NegativeValueException_t) :: negexc
! ...lines deleted...
  character (len=*) myfilename
  parameter(myfilename='ExceptionTest_Fib_Impl.f')
  retval = 0
  if (n .lt. 0) then
     call new(negexc, except2)
     if (not_null(negexc)) then
        call setNote(negexc, &
             'called with negative n', except2)
        call add(negexc, myfilename, 57, &
                 'ExceptionTest_Fib_getFib_impl', except2)
        call cast(negexc, exception, except2)
        call deleteRef(negexc, except2)
        return
     endif
  else
! ...numerous lines deleted....
```

```
! DO-NOT-DELETE splicer.end(ExceptionTest.Fib.getFib)
end subroutine ExceptionTest_Fib_getFib_mi
```

When an exception is thrown, the implementation should `deleteRef` any references it was planning to return to its caller. In general, when throwing an exception, it is good practice to call `set_null` on all `out` and `inout` array, class, and interface arguments before returning. This makes things work out better for clients who forget to check if an exception occurred or willfully choose to ignore it.

9.4.5 Hooks implementation

As discussed in Subsection 9.3.6, when hooks execution is enabled, implementation-specific instrumentation is executed. Using the **--generate-hooks** option on the Babel command line when generating implementation-side bindings results in the automatic generation of a `_pre` and `_post` method for every static and non-static method associated with each class in the specification. For the `aStaticMethod` specified in Subsection 9.3.6, the generated `_pre` method implementation is:

```
recursive subroutine hooks_Basics_aStaticMeth_pre_mi(i, io, exception) Fortran 90
  use sidl
  use sidl_NotImplementedException
  use sidl_BaseInterface
  use sidl_RuntimeException
  use hooks_Basics
  use hooks_Basics_impl
  ! DO-NOT-DELETE splicer.begin(hooks.Basics.aStaticMeth_pre.use)
  !   Insert implementation use details
  ! DO-NOT-DELETE splicer.end(hooks.Basics.aStaticMeth_pre.use)
  implicit none
  integer (kind=sidl_int) :: i ! in
  integer (kind=sidl_int) :: io ! in
  type(sidl_BaseInterface_t) :: exception ! out

! DO-NOT-DELETE splicer.begin(hooks.Basics.aStaticMeth_pre)
!
!   Add instrumentation here to be executed immediately prior
!   to dispatch to aStaticMeth().
!
! DO-NOT-DELETE splicer.end(hooks.Basics.aStaticMeth_pre)
end subroutine hooks_Basics_aStaticMeth_pre_mi
```

while that of the `_post` method is:

```
recursive subroutine B_aStaticMeth_postywgp49zzy2_mi(i, o, io, retval, Fortran 90
&
  exception)
  use sidl
  use sidl_NotImplementedException
  use sidl_BaseInterface
  use sidl_RuntimeException
  use hooks_Basics
  use hooks_Basics_impl
  ! DO-NOT-DELETE splicer.begin(hooks.Basics.aStaticMeth_post.use)
  !   Insert implementation use details
  ! DO-NOT-DELETE splicer.end(hooks.Basics.aStaticMeth_post.use)
  implicit none
  integer (kind=sidl_int) :: i ! in
```

```
  integer (kind=sidl_int) :: o ! in
  integer (kind=sidl_int) :: io ! in
  integer (kind=sidl_int) :: retval ! in
  type(sidl_BaseInterface_t) :: exception ! out

! DO-NOT-DELETE splicer.begin(hooks.Basics.aStaticMeth_post)
!
!    Add instrumentation here to be executed immediately after
!    return from dispatch to aStaticMeth().
!
  return
! DO-NOT-DELETE splicer.end(hooks.Basics.aStaticMeth_post)
end subroutine B_aStaticMeth_postywgp49zzy2_mi
```

Per the normal implementation process, the desired instrumentation should be added within the splicer blocks of `aStaticMethod_pre` and `aStaticMethod_post`. As stated in the comments within those blocks, `aStaticMethod_pre` will be executed immediately prior to dispatch to `aStaticMethod` when the latter is invoked by a client. Assuming no exceptions are encountered, `aStaticMethod_post` is executed immediately upon return from `aStaticMethod`.

Chapter 10

Java Bindings

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10.1 Introduction

This chapter provides an overview of the Java bindings for SIDL. Common aspects of the bindings, such as the mapping of SIDL data types to their Java counterparts, are presented in Section 10.2. Issues of concern to callers written in Java are addressed in the client-side discussion in Section 10.3, while issues for callees appear in the implementation-side discussion in Section 10.4.

10.2 Basics

This section summarizes basic features that are common to both client and implementation bindings. Subsection 10.2.1 describes conventions used to establish name spaces, while those associated with the generation of subroutines from

methods are given in Subsection 10.2.2. The mapping of fundamental and key SIDL types is given in Subsection 10.2.3. Finally, casting between different types is discussed in Subsection 10.2.4.

10.2.1 Name space

SIDL's object model is very similar to Java's, and therefore maps easily into it. A SIDL object is treated almost exactly the same in Java as any other Java object, the only differences being that all data held by the object is private and all methods are public.

10.2.2 Method signatures

Since the bindings map well into Java language constructs, Java method signatures correspond very closely to those in the specification. Adapted from the Babel regression tests, the following is an example specification of a package called `ExceptionTest` that has a class named `Fib` with a `getFib` method declared as:

```
int getFib(in int n, in int max_depth, in int max_value, in int depth)
  throws NegativeValueException, FibException;
```
SIDL

The corresponding client-side, or stub, signature is:

```
public native int getFib(
   int n,
   int max_depth,
   int max_value,
   int depth) throws
   ExceptionTest.FibException,
   ExceptionTest.NegativeValueException;
```
Java

Note the one-to-one mapping in arguments and native exception types.

The corresponding implementation-side signature is:

```
public int getFib_Impl (
   /*in*/ int n,
   /*in*/ int max_depth,
   /*in*/ int max_value,
   /*in*/ int depth )
   throws ExceptionTest.FibException,
   ExceptionTest.NegativeValueException,
   sidl.RuntimeException.Wrapper
```
Java

Once again, there is a one-to-one mapping of arguments and the two specified exceptions. However, the implementation side includes the (implicit) `sidl.RuntimeException`'s `Wrapper` class (since `RuntimeException` is an interface. For more on the reasoning behind this, refer to Subsection 10.2.3.

Out and *inout* arguments

Unlike languages such as C/C++, Java does not support pointers. As a result, *out* and *inout* arguments are handled — for each SIDL type and class — through a static inner `Holder` class. The class can hold a single variable or object of the correct type. Built-in functions `get()` and `set()` are provided for accessing the data.

10.2.3 Data types

Most SIDL types map directly into Java as shown in Table 10.1. The remainder of this subsection focuses specifically on interfaces, abstract classes, exceptions (in general), enumerations, and arrays.

Table 10.1: SIDL to Java Type Mappings

SIDL TYPE	JAVA TYPE
int	int
long	long
float	float
double	double
bool	boolean
char	char
string	String
fcomplex	FloatComplex
dcomplex	DoubleComplex
enum	Enum
opaque	long
interface	interface
class	class
array	type.Array

Interfaces and Abstract Classes

As a result of the fact that Java interfaces cannot hold data, an additional layer was added to the Java bindings for internal processing needs within the implementation of the SIDL object model — such as throwing an (interface) exception. For this reason, wrappers were created for interfaces and abstract classes. Called `Wrapper`, these classes hold the interface IOR pointer, inherit from `gov.llnl.babel.BaseClass`, and implement the outer interface. Therefore, all interface and `gov.llnl.babel.BaseClass` methods — such as `_cast2` and `isType` — can be called on the wrapper object. In addition, the wrapper object is returned when an interface is retrieved from an array. The client is not usually affected in this case. The wrapper class is also used for methods that take or return interface arguments and when an exception implemented as an interface is caught. In the latter case, the developer must be sure to catch the wrapper class. Examples appear later in this chapter.

Exceptions

Although SIDL exceptions may be specified as interfaces while Java exceptions are always classes, SIDL exceptions are basically caught and thrown in the native Java manner. A critical difference, as mentioned in the discussion on interface data types, is that a SIDL exception interface's wrapper object must be thrown. While similar from a developer standpoint in that SIDL exceptions are mapped to Java exceptions, the converse is not true. That is, there is no mapping of all Java exceptions to SIDL exceptions.

If an exception is defined in SIDL, Babel will generate code for it. The only difference between native Java and SIDL exceptions is that the SIDL exception constructor cannot take a `String` argument. Instead, the message must be set with the inherited `setNote` method and retrieved with `getNote`. This is important because SIDL exceptions inherit from the Java `Exception` class. The Java compiler *will not* give an error if `getMessage` is called; however, the message returned will not be from SIDL.

Another problem is that regular Java exceptions cannot be passed through the SIDL middleware. Since it is not possible to throw normal, non-SIDL exceptions from a SIDL function implemented in Java, the Java compiler will throw an error if an attempt to do so is made. There are some exceptions. For example, Java runtime exceptions such as `ArrayIndexOutOfBoundsException` can be thrown. In this case, an error message and stack trace are printed to `stderr`. In addition, the method returns `0`; values of any *`out`* or *`inout`* arguments are set to `NULL`; and the program proceeds.

For more information on catching and throwing exceptions, including examples, refer to Subsections 10.3.7 and 10.4.4.

Enumerations

Enumerations are implemented as `final static int`s in their own Java class and, as such, are accessed just like variables in that class. Recall the specification of a *car* enumeration type, from Section 5.3 and repeated below, defines three constants: `porsche`, `ford`, and `mercedes`.

```
enum car {
  porsche = 911,
  ford = 150,
  mercedes = 550
};
```
Java

The value of the `porsche` constant, for example, can be accessed through `enums.car.porsche`.

Arrays

As discussed in Section 5.4, SIDL supports both normal and raw arrays (i.e., r-arrays). Normal SIDL arrays can be used by any supported language; whereas, r-arrays are restricted to numeric types. This subsection discusses both within the context of Java bindings.

Every object and type defined in SIDL has a corresponding array to hold elements of that type. In the case of Java bindings, this means the entire SIDL array API is available with a few exceptions that have no real use in the language. More specifically, `ensure()`, `borrow()`, and `first()` are not supported in the bindings. Unlike with most of the other language bindings, explicit array deletion should be done using the `destroy()` array function. Refer to Subsection 5.4 for more information on the API.

More to the point are the specifics of the Java implementation — which provides a wider variety of options for constructing arrays than other bindings. Each SIDL type and class includes a static inner class named `Array`. This is the main Array class and, in order to support up to 7 dimensional arrays, every method takes either 7 array indices or an array of indices. For example, in order to get the element (2,3) from a 2 dimensional array, `arry._get(2,3,0,0,0,0,0)` would be used. Since typing all those zeros can get a little tedious, a set of array subclasses have also been implemented with one subclass per supported dimension. So, given an `Array2` instead of an `Array`, `arry2._get(2,3)` could be used to get the element (2,3) instead.

These numbered array subclasses improve on the array API usability somewhat, but they do have a side effect. In order to avoid conflicts between the array superclass and the numbered array subclass functions, all other basic array methods found in the `Array` superclass are preceded by an underscore '_'. For example, `arry._dim()` returns an array's dimensionality. Since numbered arrays all inherit these methods, they can be used as well. In the dimensionality example, `arry2._dim()` could also be used — though the answer should be obvious.

Furthermore, there is another underscore rule for arrays in Java. All numbered arrays have two `get` and two `set` functions. The `_get` and `_set` functions are the same in `Array` and all the `Array#` subclasses in that they simply pass the arguments of the `_get` call down to the underlying implementation. However, the underscore-less `get` and `set` methods do bounds checking in Java before calling the underlying implementation. If a problem is detected, they throw `ArrayIndexOutOfBoundsException`.

Because numbered arrays are subclasses of `Array`, an `Array#` can be Java cast to an `Array`, if necessary. However, some functions return an `Array`. In order to convert an `Array` to the correctly numbered array, a function in `Array`, called `_dcast()`, can be used by simply invoking `_dcast()` on the object. For example, given a one-dimensional array of type `foo.bar` called `arry` that is represented by the Java class `Array`, the correctly numbered array type can be retrieved as follows:

```
foo.bar.Array1 arry1 = arry._dcast();
```
Java

After this cast, two references are now available to the same array; namely, `arry` and `arry1`.

Finally, the Java array constructors are slightly different than in other languages. The constructor definition for `Array` is:

```
public Array(int dim, int[] lower, int[] upper, boolean isRow)
```
Java

This constructor creates an array of dimension `dim`. It takes two arrays of integers to define the lower and upper bounds of each dimension in the array. If lower or upper has fewer elements than there are dimensions in the array, or any element in lower is larger than the corresponding element in upper, the constructor will throw an exception. Finally, the constructor takes a boolean `isRow`. If `isRow` is true, a SIDL array will be created in row-major order; if false, a column-major order array will be created.

Constructors for numbered arrays are simpler. The constructor for a two-dimensional array is:

```
public Array2( int l0, int l1, int u0, int u1, boolean isRow)
```
Java

Since the dimensionality is known, the dimension argument was dropped. In addition, it is no longer necessary to create arrays of bounds to pass into the constructor; instead, `l0` and `l1` are the lower bounds and `u0` and `u1` the upper. The choice between column- and row-major orders is obviously still necessary.

For arrays with all lower bounds of zero, an even simpler constructor is available. Its signature is:

```
public Array2( int s0, int s1, boolean isRow)
```
Java

Another alternate construction method for SIDL arrays is present in numbered arrays. The following constructor takes a two-dimensional Java array, and copies it into a 2-dimensional SIDL array:

```
public Array2(foo.bar[][] array, boolean isRow)
```
Java

Alternatively, arrays can be constructed as copies of existing arrays through two additional built-in methods. An existing numbered SIDL array of the correct dimension can be set to the same contents of a Java array with the `fromArray` method. The same arguments as the constructor above are used but nothing is returned. Conversely, a SIDL array can be copied into a Java array through the `toArray` numbered array function. The function takes no arguments but returns a new Java array containing copies of the SIDL array's elements.

10.2.4 Type casting

There are two issues associated with casting of types in the Java bindings. The simplest is the casting of SIDL objects implemented in Java. The second involves the casting of SIDL interfaces which, as discussed in Subsection 10.2.3, is a little more involved. This subsection describes the normal, object casting process before that of the Java equivalents of SIDL interfaces.

In some cases it is necessary to cast the internal representation of an object as well as the Java object. (For example, getting an object from a SIDL array of superclass objects.) In these cases a Java cast is insufficient. Therefore two built-in casting functions have been provided: `_cast()` and `_cast2()`. The static `_cast(object)` function returns a new Java object based on the `object` argument. For example, `foo.bar newobj = (foo.bar) foo.bar._cast(oldobj)` will cast `oldobj`, an object of type `sidl.BaseClass`, to `foo.bar`. If this is an invalid cast, `_cast` will return `null`.

The `_cast2(``ClassName'')` method, on the other hand, casts an object to a named type (i.e., `ClassName`). It performs basically the same function as `_cast`, but the form is `object._cast2(``ClassName'')`, where `ClassName` must be a fully qualified name. If the cast is invalid, or a class of that name cannot be found, `null` is returned.

Both functions return a `sidl.BaseClass` which must then be Java casted to the correct Java class type. They both also create a new Java object that owns a new reference to the IOR object. Although you never have to worry about reference counting in Java, it is important to remember that casting leaves two valid objects.

As mentioned in Subsection 10.2.3, SIDL interfaces are mapped to wrapper classes that inherit from an interface. As a result, they can be Java cast to their ancestor interfaces but must be Babel cast to any classes. In the following example, `Subclass` implements `SuperInterface`:

```
SuperInterface.Array1 arry = new SuperInterface.Array1(5, true);
SubClass obj = new SubClass();
arry.set(0, (SuperInterface)obj);
obj = null;
SuperInterface temp = arry.get(0);
obj = (SubClass) temp;   //INCORRECT Will throw ClassCastException
```
Java

```
obj = (SubClass) SubClass._cast((SuperInterface.Wrapper)temp); //CORRECT
```

Finally, in some cases, as when the interface is retrieved from an array, Java casting the interface is not necessary before Babel casting it; however, that is not true in general. The following is an example of casting an interface in a Java implementation:

Java

```
public objarg.SubClass toClass_Impl (/*in*/ objarg.Iface ifcy ) {
  // DO-NOT-DELETE splicer.begin(objarg.SubClass.toClass)
  objarg.SubClass ret =  (objarg.SubClass)
    ((objarg.Iface.Wrapper)ifcy)._cast2("objarg.SubClass");
  return ret;
  // DO-NOT-DELETE splicer.end(objarg.SubClass.toClass)
}
```

10.3 Client-side

This section summarizes aspects of generating and using the Java bindings associated with software wrapped with Babel's language interoperability middleware. The bindings generation process is presented before discussing required environment variables. The manner in which SIDL-specified types are imported into Java is then given. Object management and invocation of static and overloaded methods are also summarized. The process of catching exceptions is then discussed. Finally, the processes for enabling and disabling implementation-specific pre- and post-method instrumentation — referred to as "hooks" — are illustrated.

10.3.1 Bindings generation

Java stubs (i.e. code to support Java clients for a set of SIDL classes or interfaces) are created by invoking Babel as follows[1]:

```
% babel --exclude-external --client=Java file.sidl
```

or simply

```
% babel -E -cJava file.sidl
```

This will create a plethora of files, including a directory named `file`, which contains the Java client classes. Files ending in `_IOR.h` and `_IOR.c` implement the Intermediate Object Representation (IOR). Files ending with `_jniStub.c` are the Java Native Interface (JNI) stubs. The use of "jni" in the filename reflects the fact that the JNI is used to communicate between Java and the IOR. The remaining header files include the external Java API used by Java clients.

The stub files — whose names end with `_jniStub.c` — must be compiled and linked against the SIDL runtime library and an implementation. The resulting library needs to be referenced in a `.scl` file listed in the SIDL_DLL_PATH environment variable so the Babel runtime library loader can find it. Also, the current directory needs to be in the CLASSPATH environment variable so Java can find the `file` and `sidl` directories containing the client-side Java components. More information on environmental settings is given in Subsection 10.3.2.

10.3.2 Environment variables

Four environment variables are associated with running Java bindings. The first three, described below, identify path-related directories that must be set properly for various tools. It is assumed Babel was already installed in directories rooted at `$PREFIX`. The last variable is used to pass options to the implementation-side.

[1] For information on additional command line options, refer to Section 3.2.

CLASSPATH. Java uses the CLASSPATH environment variable to find .class files. While not specific to Babel, this colon-separated list of directories must include at least three directories. The first is the one containing the implementation-side .class files. The second is the directory containing sidl_$VERSION.jar, where $VERSION is the version of your installed Babel, which is likely to be the SIDL jar file. The latter directory should be $PREFIX/lib. Finally, CLASSPATH must include $PREFIX/runtime/java.

LD_LIBRARY_PATH (or LIBPATH on AIX). Many systems require LD_LIBRARY_PATH environment variable contain $PREFIX/lib. However, the system-specific environment variable should be used. AIX, for example, uses LIBPATH. The goal is to include $PREFIX/lib in the search path used to locate shared/dynamic link libraries.

SIDL_DLL_PATH. The SIDL_DLL_PATH environment variable is typically required to contain the path to the directory holding the shared/dynamic link library containing the implementation of SIDL objects. This is a semicolon-separated path variable.

BABEL_JVM_FLAGS. Consisting of a semicolon-separated list of command line options, BABEL_JVM_FLAGS passes them on to the implementation. For instance, -Xcheck:jni can be useful since it results in the JVM validating parameters and environment data prior to JNI requests. The following command illustrates additional useful options:

```
BABEL_JVM_FLAGS="-verbose:gc;-Xmx500m"
```
shell

WARNING: *Not including all the necessary files in the SIDL_DLL_PATH and LD_LIBRARY_PATH* can *crash the JVM in unexpected ways. Babel tries to generate helpful error messages, but sometimes the JVM crashes due to missing files with the resulting output not being very helpful. If the JVM crashes, SIDL_DLL_PATH and LD_LIBRARY_PATH should be checked to ensure they point to the necessary files.*

10.3.3 Imports

Importing SIDL packages and classes is also similar to the native Java approach. Babel generates Java code in subdirectories to organize packages and classes in the same manner as done in Java. For example, assume the presence of a specification of a package called test that contains two classes: HelloWorld and GoodbyeWorld. Running babel -cJava test.sidl in the directory named babelcode will result in the generation of a new subdirectory called test containing the following two files: HelloWorld.java and GoodbyeWorld.java. The resulting classes will be accessible from any Java program that imports them when babelcode is in the CLASSPATH. In this example, the import statement for the first class is:

```
import test.HelloWorld;
```
Java

10.3.4 Object management

SIDL-specified objects are managed through explicit creation but explicit reference counting is basically unnecessary. Thanks to the straightforward mapping between SIDL and Java types, SIDL-specified concrete classes can be instantiated through Java's new. For example, given a package test that includes the class HelloWorld, the following code snippet illustrates the creation of an object as well as its use:

```
import test.HelloWorld;

public static main(String args[]) {

  HelloWorld hi = new HelloWorld();
  hi.printMsg();
}
```
Java

Writing the fully qualified class name would also have sufficed as in:

```
public static main(String args[]) {

  test.HelloWorld hi = new test.HelloWorld();
  hi.printMsg();
}
```

Java

WARNING: *Although* `addRef` *and* `deleteRef` *exist in Java, they should* ***not*** *be used because Java decrements the reference count itself when it garbage collects a SIDL object.*

10.3.5 Static methods

10.3.6 Overloaded methods

Using the `overload_sample.sidl` file from Section 5.7 as an example, recall that three versions of the `getValue` method are specified. The first signature takes no arguments, the second takes an integer, and the third a boolean. The code snippet below illustrates object creation, and method invocation for each of the overloaded methods.

```
boolean b1, bresult;
int     i1, iresult, nresult;

Overload.Sample t  = new Overload.Sample();

nresult = t.getValue();
bresult = t.getValue(b1);
iresult = t.getValue(i1);
```

Java

10.3.7 Exception catching

Recall Subsection 10.2.3 discussed issues associated with the fact that SIDL supports exception interfaces while Java does not. In the following example, derived from regression tests, a `getFibi` method takes an integer argument and can throw one of two exceptions specified as SIDL exception interfaces: `NegativeValueException` and `TooDeepException`.

Java

```
try {
  fib.getFibi(-1);
} catch (NegativeValueException.Wrapper ex) {
  System.err.println(ex.getNote());
} catch (TooDeepException.Wrapper ex) {
  System.err.println(ex.getNote());
} catch (java.lang.Exception ex) {
  if (((sidl.BaseInterface)ex).isType("sidl.SIDLException")) {
    System.err.println("Unexpected SIDL Exception thrown");
  } else {
    System.err.println("Unexpected and unknown exception thrown");
  }
}
```

Since the two exception types are specified as interfaces, the code to trap each must reference their `Wrapper` classes. Hence, the use of each class's fully qualified name in the `catch` clauses.

The example also illustrates another option that is generally available for distinguishing between exception types. That is, the body of the final `catch` includes a call to the `isType()` method, which is used to check the exception against a named type. In this example, however, SIDL can cast between the two interfaces, so `isType()` would return true regardless of the the type of the exception instance.

10.3.8 Hooks execution

If a given component supports pre- and post-method invocation instrumentation, also known as "hooks", their execution can be enabled or disabled at runtime through the built-in `_set_hooks` method. For example, given the following SIDL specification:

```
package hooks version 1.0
{
  class Basics {
    /**
     * Basic illustration of hooks for static methods.
     */
    static int aStaticMeth(in int i, out int o, inout int io);

    /**
     * Basic illustration of hooks for static methods.
     */
    int aNonStaticMeth(in int i, out int o, inout int io);
  }
}
```

SIDL

which has a single static function and a member function for the `Basics` class, the processes for enabling and disabling execution of the implementation-specific hooks are:

```
  try {
    hooks.Basics obj  = new hooks.Basics();

    /*
     * Enable hooks execution (enabled by default)
     * ...for static methods
     */
    hooks.Basics._set_hooks_static(true);
    /*
     * ...for non-static methods
     */
    obj._set_hooks(true);

    /*
     * ...do something important...
     */

    /*
     * Disable hooks execution
     * ...for static methods
     */
    hooks.Basics._set_hooks_static(false);
    /*
     * ...for non-static methods
     */
    obj._set_hooks(false);

    /*
     * ...do something important...
     */
    } catch (Throwable ex) {
```

ANSI C

```
    ex.printStackTrace();
  }
```

It is important to keep in mind that the `_set_hooks_static` method must be used to enable/disable invocation of hooks for static methods and the `_set_hooks` method must be used for those of non-static methods. Also, Babel does not provide client access to the `_pre` and `_post` methods; therefore, they cannot be invoked directly. More information on the instrumentation process is provided in Subsection 10.4.5.

10.3.9 Contract enforcement

NOTE: Support for setting contract enforcement options in Java is pending.

10.4 Implementation-side

This section summarizes aspects of generating and wrapping software written in Java. The bindings generation and basic implementation processes are presented first. Accessing private data is then discussed before illustrating the process of throwing exceptions. Finally, the results of generating implementations with pre- and post-method "hooks" are shown.

10.4.1 Bindings generation

Babel supports calls to SIDL classes implemented in Java. These classes obey the same rules described in Subsection 10.3.1 for client-side Java classes, except that in this case the file, class, and method names all end in `_Impl`. Implementation of a set of SIDL classes in Java first requires the generation of the necessary bindings. This is accomplished by invoking Babel as follows:

```
% babel --exclude-external --server=Java file.sidl
```

or simply

```
% babel -E -sJava file.sidl
```

The directory structure that results from this command is the same as that produced on the client-side except there are many more files. Given the SIDL file is named "file.sidl", as above, a `file` subdirectory is created and "Impl" files (i.e., those ending in `_Impl.java`) are automatically generated in that subdirectory. These Java "Impl" files are supposed to contain implementation details. Refer to Subsection 10.4.2 for details.

In the current directory there are also new files that end in `_jniSkel.c`. These files are equivalent to the client-side `_jniStub.c`. In fact, all client-side files are generated from this call as well to allow for calling methods on the current object in the Java "Impl" file. Consequently, they can safely be ignored.

10.4.2 Bindings implementation

Implementation details must be added to the "Impl" files generated in Subsection 10.4.1. Changes to these files must be made between code splicer pairs to ensure their retention in subsequent invocations of Babel. Code splicing is a technique for preserving hand-edited code between multiple invocations of Babel. This allows a developer to refine the implementation without losing previous implementation details. Hence, code between splicer pairs will be retained by subsequent invocations of Babel; whereas, code outside splicer pairs will not.

Another interesting fact of the implementation-side is that it inherits from the client-side Java class. This allows calls to local methods directly. Take this recursive Fibonacci function implementation, for example:

```
class Fib_Impl extends Fib {
  public int getFib_Impl(int x) {
    // DO-NOT-DELETE splicer.begin(ExceptionTest.Fib.getFib)
    if(x >= 2) {
      return getFib(x-1) + getFib(x-2);
    } else {
      return 1;
    }
    // DO-NOT-DELETE splicer.end(ExceptionTest.Fib.getFib)
  }
}
```

Java

The client-side class name is `Fib` and, therefore, the implementation-side class is `Fib_Impl`. The same relation holds for the `getFib` method. Note that `getFib`, the client-side method, can be called directly. A call like this goes through Babel glue code, as it should. That is, calls directly to `_Impl` methods should *never* be made since they break the object model for the current class and will not work on different objects. The reason for this situation is that, by making local calls, within `fib_Impl` for example, any inheritance information stored in the middleware is lost. It also means implementation-side object inheritance from non-SIDL Java classes is impossible. In fact, since no splicer blocks are available for inheritance, implementing interfaces on the implementation-side is also not supported since having the implementation-side inherit from non-SIDL classes is probably not a good idea.

10.4.3 Private data

Any variables declared in the implementation source file will, by virtue of Babel's encapsulation, be private. The data can be global to the class — as in static variables declared within the `_includes` splicer block at the top of the class's `_Impl.java` file — or "local" to an instance. In the former case, special initialization procedures can be added to the built-in `_load()` method, which is guaranteed to be called exactly once per class — *before* any user-defined methods can even be invoked. The latter case relies on the class-specific name space automatically generated in the implementation's header file.

10.4.4 Exception throwing

Recall Subsection 10.2.3 discussed issues associated with SIDL support for exception interfaces versus Java's requirement that all exceptions be classes. Below is an extension of the example in Subsection 10.3.7 involving `getFibi`, which could throw one of the following two interface exceptions: `NegativeValueException` and `TooDeepException`.

```
public int getFibi_Impl ( /*in*/ int n)
throws NegativeValueException.Wrapper, TooDeepException.Wrapper {
  // DO-NOT-DELETE splicer.begin(ExceptionTest.Fib.getFibi)
  if (n < 0) {
    FibException fex = new FibException();
    NegativeValueException.Wrapper neg = (NegativeValueException.Wrapper)
      NegativeValueException.Wrapper._cast(fex);
    neg.setNote("n negative");
    throw neg;
  }

  //  .... Do Fibonacci stuff ....
  // DO-NOT-DELETE splicer.end(ExceptionTest.Fib.getFibi)
}
```

Java

Notice that the interface exceptions and their `Wrappers` cannot be instantiated directly. Instead, a `FibException` object is created then cast to the appropriate exception interface type. As in Subsection 10.3.7, the wrapper class's full name is required during the cast operation. Finally, the example illustrates the use of `setNote` to add the message to the exception being thrown — which is necessary since the note cannot be passed to the exception's constructor.

10.4.5 Hooks implementation

As discussed in Subsection 10.3.8, when hooks execution is enabled, implementation-specific instrumentation is executed. Using the **--generate-hooks** option on the Babel command line when generating implementation-side bindings results in the automatic generation of a _pre and _post method for every static and non-static method associated with each class in the specification. For the aStaticMethod specified in Subsection 10.3.8, the generated _pre method implementation is:

```
public static void aStaticMeth_pre_Impl ( int i, int io )
  throws sidl.RuntimeException.Wrapper
{
  // DO-NOT-DELETE splicer.begin(hooks.Basics.aStaticMeth_pre)
  /*
   * Add instrumentation here to be executed immediately prior
   * to dispatch to aStaticMeth().
   */
  // DO-NOT-DELETE splicer.end(hooks.Basics.aStaticMeth_pre)
}
```

while that of the _post method is:

```
public static void aStaticMeth_post_Impl ( int i, int o, int io, int _retval )
  throws sidl.RuntimeException.Wrapper
{
  // DO-NOT-DELETE splicer.begin(hooks.Basics.aStaticMeth_post)
  /*
   * Add instrumentation here to be executed immediately after
   * return from dispatch to aStaticMeth().
   */
  // DO-NOT-DELETE splicer.end(hooks.Basics.aStaticMeth_post)
}
```

Per the normal implementation process, the desired instrumentation should be added within the splicer blocks of aStaticMethod_pre and aStaticMethod_post. As stated in the comments within those blocks, aStaticMethod_pre will be executed immediately prior to dispatch to aStaticMethod when the latter is invoked by a client. Assuming no exceptions are encountered, aStaticMethod_post is executed immediately upon return from aStaticMethod.

Chapter 11

Python Bindings

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11.1 Introduction

This chapter gives an overview of the Python bindings for SIDL. Common aspects of the bindings, such as the mapping of SIDL data types to their Python representatives, are presented in Section 11.2. Issues of concern to callers written in Python are addressed in the client-side bindings discussion in Section 11.3, while issues for callees written in Python are in Section 11.4, which describes the implementation-side bindings.

NOTE: *Babel requires a Python shared library. Because Python 2.3 has a configure/build system that builds shared libraries on many architectures, use of Python 2.3 or beyond is recommended.*

11.2 Basics

As with any programming language-neutral technology, translations must be made between abstract constructs supported by the technology and the corresponding concrete constructs in the native programming language. Due to the need to identify types in a global context, Subsection 11.2.1 describes the convention used to establish name spaces. Conventions for generating language-specific method signatures are given in Subsection 11.2.2. The mapping of SIDL fundamental types is given in Subsection 11.2.3. Finally, the process of casting between different types is described in Subsection 11.2.4.

11.2.1 Name space

As in the case of Java, the SIDL name space maps easily into Python packages and modules. That is, the SIDL package and interface/class hierarchy maps to a corresponding Python hierarchy. For example, a class `Z` in a SIDL specification with the top-most package `X` and nested, parent package `Y` maps to a Python package `X` with module `Y` that contains method `Z`. The class is then identified as `X.Y.Z` in Python.

11.2.2 Method signatures

Despite the natural name space mapping, the goal to make language bindings as natural as possible led to some variation for Python method signatures. While the method name is used directly — where the full name (i.e., the short name with the extension appended) is used for overloaded methods — there are some differences for its arguments. Specifically, arguments to the method include only the specified *`in`* and *`inout`* arguments, while the return value of the Python method includes the SIDL return value in addition to the *`inout`* and *`out`* parameters. (This will, hopefully, seem natural to Python programmers.) For example, the following SIDL declaration for method `passeverywhere` of class `Cdouble` within the `Args` package is:

```
double passeverywhere( in double d1, out double d2, inout double d3 );
```
SIDL

The corresponding calling signature — based on Python's built-in documentation capability — is:

```
passeverywhere(in double d1,
               inout double d3)
RETURNS
   (double _return,
    out double d2,
    inout double d3)
```
Python

Whenever the SIDL specification includes a return type, the corresponding Python signature will include an `_return` as the first value of the Python's `RETURNS` value. Starting `_return` with an underbar is used to indicate the argument is not a parameter since Python parameter names cannot begin with an underbar. More information on Python's built-in documentation capability is given in Subsection 11.3.4.

NOTE: *As discussed in Subsection 11.2.3, methods passing raw SIDL arrays (or r-arrays) do not have index arguments in Python.*

11.2.3 Data types

Unlike the other bindings, a straightforward mapping of SIDL to Python types does not exist. Consequently, this subsection describes key data types.

Long

As stated in Section 5.3, SIDL *`long`*s are equivalent to those in C. Hence, they map to 64-bit integers in the middleware. However, since Python's unlimited precision integer data type is used in the bindings, the behaviour is not exactly like 64-bit integers (i.e. there is no overflow).

NOTE: *For Python versions before 2.2, the code needs to guarantee that a Python unlimited precision integer is used whenever a SIDL `long` is needed. For example, calling `isPrime` — whose SIDL signature is `bool isPrime(long num)` — as `isPrime(1)` will fail. However, calling `isPrime(1L)` will succeed.*

Integers

As stated in Section 5.3, SIDL *int*s for Python are equivalent to those in C. Hence, they map to a 32-bit integer.

Exceptions

Python exceptions must be Python classes; they cannot be C extension types — the mechanism used to wrap SIDL objects as Python objects. Because of this, Babel defines an exception class for each SIDL type that implements `sidl.BaseException`. For a type called `X.Y.Z`, the Python exception class is named `X.Y.Z._Exception`.

NOTE: *In Babel 0.10.2 and previous releases, the Python exception class was named `X.Y.Z.Exception`, but this name can potentially collide with the class constructor or a static method named `Exception`. For backwards compatibility, Babel defines `X.Y.Z.Exception` if the name `Exception` is not used in the class.*

Enumerations

Arrays

As discussed in Section 5.4, SIDL supports both normal and raw arrays (i.e., r-arrays). Both types of arrays are treated the same in Python bindings. That is, they both map to their NumPy or Numeric Python equivalents. In the case of SIDL *long*s, an array of 64-bit integers may be used if NumPy or Numeric Python supports 64-bit integers; otherwise, an array of Python's indefinite precision integers (i.e., integers with unlimited bits) are used.

NOTE: *The SIDL array API is not supported in these bindings; instead, those in NumPy or Numeric Python must be used. With Babel 1.1.0 and later, Babel supports either the new NumPy or the deprecated Numeric Python. To determine which Babel is configured to use, you can use the following:*

Python

```
import sidlPyArray
if sidlPyArray.type == "numpy":
  import numpy
else:
  if sidlPyArray.type == "numeric":
    import numeric
```

Opaque

There is no way to access the value of a SIDL *opaque* in Python. The Python value `None` can be passed as an incoming *opaque* parameter. You can also pass in an *opaque* value that was returned by previous Babel method invocation. Babel maps SIDL *opaque* to the Python `CObject` type — a type that is only accessible from Python C extension modules.

11.2.4 Type casting

Given an object, `obj`, it is possible to determine if it is an instance of a SIDL class or interface whose fully qualified name is `X.Y.Z` as follows:

```
>>> import X.Y.Z
>>> zobj = X.Y.Z.Z(obj)
```

Of course, the import is not needed if `X.Y.Z` has already been imported. If `zobj` is not equal to `None`, the cast was successful.

11.3 Client-side

This section summarizes aspects of generating and using the Python bindings associated with software wrapped with Babel's language interoperability middleware. The bindings generation process and required environment variables are

presented before the process for importing SIDL-specified constructs is described. Object management and invocation of static and overloaded methods are also summarized. The process of catching exceptions is then discussed. Finally, the processes for enabling and disabling implementation-specific pre- and post-method instrumentation — referred to as "hooks" — are illustrated.

11.3.1 Bindings generation

Building Python bindings requires an installation with Python compiled as a shared or dynamically linked library. The standard Python build only creates the necessary shared library on a few platforms — none of which are target platforms for Babel. Some Linux distributions include a Python shared library, and it is possible to make a Python shared library on Solaris. The Python shared library should contain the objects from `libpythonm.n.a` where `m.n` is the version of Python being used. Since making a shared library is different on each platform, the process is not covered here.

To generate client-side bindings, Babel must be run as follows[1]:

```
% babel --exclude-external --client=python file.sidl
```

or simply

```
% babel -E -c=python file.sidl
```

This creates the Intermediate Object Representation (IOR) files in the current directory and a tree of subdirectories based on the package hierarchy found in `file.sidl`. It also creates module (i.e., `_Module.c`) files in the appropriate subdirectories. In most cases, the IOR, `_pSkel.c`, and `_pLaunch.c` files must be compiled and place in a shared library.

11.3.2 Environment variables

There are three environment variables associated with running Python with Babel on many systems. Each, described below, identifies path-related directories that must be set properly for various tools. It is assumed Babel was already installed in directories rooted at `$PREFIX`.

PYTHONPATH. The `PYTHONPATH` environment variable needs to contain `$PREFIX/python` and the directory where work is being done.

LD_LIBRARY_PATH (or system-specific alternative). Many systems require the `LD_LIBRARY_PATH` environment variable contain `$PREFIX/lib`. Others, however, use different variables. AIX, for example, uses `LIBPATH` instead. The point is to include `$PREFIX/lib` in the search path used to locate shared/dynamic link libraries.

SIDL_DLL_PATH. The `SIDL_DLL_PATH` environment variable is typically required to contain the path to the directory holding the shared/dynamic link library containing the implementation of SIDL objects. This is a semicolon-separated path variable.

11.3.3 Imports

The following command is used to import a class named `X.Y.Z`:

```
>>> import X.Y.Z
```

Alternatively,

```
>>> from X.Y.Z import *
```

can be used but there can be no name space collisions.

[1] For information on additional command line options, refer to Section 3.2.

Common problems

This subsection elaborates on a few of the common problems (and possible solutions) that occur when importing SIDL-specified extensions.

ImportError: undefined function. The following illustrates an error that can arise that appears to be associated with an undefined function:

```
>>> import X.Y.Zmodule
Traceback (innermost last):
File "<stdin>", line 1, in ?
ImportError:  dynamic module does not define init function (initZmodule)
```

This could be a matter of an incorrect import or a problem with the environment. Consider the following:

Is the name of your SIDL interface (or class) `X.Y.Z` or `X.Y.Zmodule`? In the former case, the command should be `import X.Y.Z` instead.

Is `PYTHONPATH` set properly? Make sure this environment variable contains directories for all required Python shared libraries.

If the answers to these questions do not solve the problem, submit a bug report for Babel.

Fatal Python error: class load If the class fails to load, for example, the following occurs:

```
>>> import X.Y.Z
Fatal Python error:  Cannot load implementation for SIDL class X.Y.Z
Abort (core dumped)
```

then the Python stub code — the code that links Python to SIDL's independent object representation (IOR) — failed in its attempt to load the shared or dynamically linked library that contains the implementation of SIDL class `X.Y.Z`. This is likely to be a path problem so consider the following:

Is `SIDL_DLL_PATH` set properly? Make sure it lists all directories where the shared (or dynamic) link libraries for the required SIDL objects and interfaces are stored.

Is `LD_LIBRARY_PATH` set properly? Make sure this environment variable (or whatever your machine's mechanism for locating shared library files) also includes the directory in which the SIDL runtime resides.

Fatal Python error: interface load. If the following error occurs:

```
>>> import X.Y.Z
Fatal Python error:  Cannot load implementation for SIDL interface X.Y.Z
Abort (core dumped)
```

it is the same problem described for the fatal error encountered when attempting to load a SIDL class.

11.3.4 Object management

Once the Python extension module is built and imported, an instance can be created. For example, given the `Args.Cdouble` example in Subsection 11.2.2 with the method `passeverywhere`, the process for instantiating the class and printing its calling signature is:

```
$ python
>>> import Args.Cdouble
>>> obj = Args.Cdouble.Cdouble()
>>> print obj.passeverywhere.__doc__
passeverywhere(in double d1,
               inout double d3)
RETURNS
   (double _return,
    out double d2,
    inout double d3)
```

Python

In this case the last part of the class name is repeated when assigning the instance to `obj`. Any SIDL document comments (i.e. comments enclosed in `/** */`) will appear below the signature documentation.

In some cases, the Python extension module may be named `Cdoublemodule.so` instead of simply `Cdouble.so`. This might result in the temptation to **`import Args.Cdoublemodule`** instead of **`import Args.Cdouble`**; *resist!*

11.3.5 Static methods

Static methods of a SIDL-specified class are available in Python. Since they are associated with a class, they reside in its name space.

11.3.6 Overloaded methods

Examples of calls to SIDL overloaded methods are based on the `overload_sample.sidl` file shown in Section 5.7. Recall that the file describes three versions of the `getValue` method. The first takes no arguments, the second takes an integer argument, and the third takes a boolean. Each is called in the code snippet below:

```
b1 = 1
i1 = 1

t = Overload.Sample.Sample()

nresult = t.getValue()
iresult = t.getValueInt(i1)
bresult = t.getValueBool(b1)
```

Python

11.3.7 Exception catching

SIDL exceptions are caught very much like normal Python exceptions except the Python exception class of the SIDL type must be used. The exception value holds the SIDL object as attribute `exception`. Below is an example of catching exceptions from a call to `getFib`.

```
try:
  fib.getFib(-1, 10, 10, 0)
except ExceptionTest.NegativeValueException._Exception:
  (etype, eobj, etb) = sys.exc_info()
  # eobj is the SIDL exception object
  print eobj.exception.getNote()   # show the exception comment
  print eobj.exception.getTrace()  # and traceback
```

Python

Note that `eobj.exception` is an instance of `ExceptionTest.NegativeValueException.NegativeValueException`, the Python type corresponding to the SIDL type `ExceptionTest.NegativeValueException`.

11.3.8 Hooks execution

If a given component supports pre- and post-method invocation instrumentation, also known as "hooks", their execution can be enabled or disabled at runtime through the built-in `_set_hooks` method. For example, given the following SIDL specification:

```
package hooks version 1.0
{
  class Basics {
    /**
     * Basic illustration of hooks for static methods.
     */
    static int aStaticMeth(in int i, out int o, inout int io);

    /**
     * Basic illustration of hooks for static methods.
     */
    int aNonStaticMeth(in int i, out int o, inout int io);
  }
}
```

SIDL

which has a single static function and a member function for the `Basics` class, the processes for enabling and disabling execution of the implementation-specific hooks are:

```
  obj = hooks.Basics.Basics()

#
# Enable hooks execution (enabled by default)
# ...for non-static methods
#
    hooks.Basics._set_hooks_static(1)
#
# ...for static methods
#
    obj._set_hooks(1)

#
# ...do something important...
#

#
# Disable hooks execution
# ...for non-static methods
#
    hooks.Basics._set_hooks_static(0)
#
# ...for static methods
#
    obj._set_hooks(0)

#
# ...do something important...
#
```

Python

It is important to keep in mind that the `_set_hooks_static` method must be used to enable/disable invocation of hooks for static methods and the `_set_hooks` method must be used for those of non-static methods. Also, Babel does not provide client access to the `_pre` and `_post` methods; therefore, they cannot be invoked directly. More information on the instrumentation process is provided in Subsection 6.4.5.

11.3.9 Contract enforcement

NOTE: Support for setting contract enforcement options in Python is pending.

11.4 Implementation-side

This section summarizes aspects of generating and wrapping software written in Python. The bindings generation process is presented first. The process for defining and managing that data is then discussed. The process of throwing exceptions in the implementation is then illustrated. Finally, the results of generating implementations with pre- and post-method "hooks" are shown.

11.4.1 Bindings generation

As mentioned in Subsection 11.3.1, Python must have been compiled as a shared or dynamically linked library. To implement an object in Python, Babel must first create the Python implementation-side bindings[2] as follows:

```
% babel --exclude-external --server=python file.sidl
```

or simply

```
% babel -E -s=python file.sidl
```

This creates the IOR, Python skeletons (i.e., `_pSkel.c`), and Python launch (i.e., `_pLaunch.c`) files in the current directory. In most cases, the IOR, `_pSkel.c`, and `_pLaunch.c` files must be compiled and place in a shared library. It also creates a tree of subdirectories based on the package hierarchy found in `file.sidl` in which it generates Python extension modules for the client-side binding (i.e., `_Module.c`) and implementation (i.e., `_Impl.py`) files. The implementation files need to be filled in, as described in Subsection 11.4.2, and extension modules compiled as discussed in Subsection 11.4.3.

11.4.2 Bindings implementation

Implementation details must be added to the "Impl" files generated in Subsection 11.4.1. Changes to these files must be made between code splicer pairs to ensure their retention in subsequent invocations of Babel. In fact, Babel generates everything except the code that appears between splicer blocks (i.e., `splicer.begin` and `splicer.end` comments). That is, it creates a class definition and empty methods in files whose names end in `_Impl.py`. Code placed within matching splicer pairs will be preserved in subsequent executions of Babel while changes outside them will be lost.

Using the example from Subsection 11.2.2, the splicer blocks and implementation details for `passeverywhere` are:

[2] For information on additional command line options, refer to Section 3.2.

```python
def passeverywhere(self, d1, d3):
  #
  # SIDL EXPECTED INCOMING TYPES
  # ============================
  # double d1
  # double d3
  #

  #
  # SIDL EXPECTED RETURN VALUE(s)
  # =============================
  # (_return, d2, d3)
  # double _return
  # double d2
  # double d3
  #

  # DO-NOT-DELETE splicer.begin(passeverywhere)
  if (d1 == 3.14):
    retval = 3.14
  else:
    retval = 0
  return (retval, 3.14, -d3)
  # DO-NOT-DELETE splicer.end(passeverywhere)
```

11.4.3 Python Extension Modules

Babel creates a `setup.py` file that can be used to build the Python extension modules that you create. `setup.py` uses the Python distutils package to build the Python extension modules. The following are two extra command line arguments:

- `--include-dirs=` — Use this to specify extra directories for the preprocessor include path. That is, use it like `-I` is used for most C compilers.

- `--library-dirs=` — Use this to specify extra directories for static or shared libraries. That is, use it like `-L` is used for most C compilers/loaders.

The directory containing the SIDL runtime and Python headers is normally specified with `--include-dirs=`. The directory where `libsidl.so` is stored must also be specified. The following is a hypothetical example:

```
setup.py --include-dirs=/usr/local/include
--include-dirs=/usr/local/include/python
--library-dirs=/usr/local/lib build_ext --inplace
```

although any real installation is unlikely to actually use those settings.

11.4.4 Private data

Any variables declared in the implementation source file will, by virtue of Babel's encapsulation, be private.

NOTE: *Python does not support the built-in, class-wide `_load()` method used for one-time initialization in the other language bindings.*

11.4.5 Exception throwing

Recall Subsection 11.2.3 discussed issues associated with support for SIDL exceptions. Below is an example snippet of code for throwing the exceptions that are caught in the Subsection 11.3.7 example. The `setNote` method provides a useful error message, and the `add` method helps provide a multi-language traceback capability — provided each layer of the call stack calls `add`.

```
  def getFib(self, n, max_depth, max_value, depth):
    # sidl EXPECTED INCOMING TYPES
    # ============================
    # int n, max_depth, max_value, depth
    #
    # sidl EXPECTED RETURN VALUE(s)
    # =============================
    # int _return
    # DO-NOT-DELETE splicer.begin(getFib)
    if (n < 0):
      ex = ExceptionTest.NegativeValueException.NegativeValueException()
      ex.setNote("n negative")
      ex.add(__name__, 0, "ExceptionTest.Fib.getFib")
      raise ExceptionTest.NegativeValueException._Exception, ex
    # numerous lines deleted
    # DO-NOT-DELETE splicer.end(getFib)
```

11.4.6 Hooks implementation

As discussed in Subsection 11.3.8, when hooks execution is enabled, implementation-specific instrumentation is executed. Using the `--generate-hooks` option on the Babel command line when generating implementation-side bindings results in the automatic generation of a `_pre` and `_post` method for every static and non-static method associated with each class in the specification. For the `aStaticMethod` specified in Subsection 11.3.8, the generated `_pre` method implementation is:

```
def aStaticMeth_pre(i, io):
  #
  # sidl EXPECTED INCOMING TYPES
  # ============================
  # int i
  # int io
  #

  #
  # sidl EXPECTED RETURN VALUE(s)
  # =============================
  # # None
  #

  """\
Basic illustration of hooks for static methods.
"""
  # DO-NOT-DELETE splicer.begin(aStaticMeth_pre)
  #
  # Add instrumentation here to be executed immediately prior
  # to dispatch to aStaticMeth().
  #
```

```
  return
  # DO-NOT-DELETE splicer.end(aStaticMeth_pre)
```

while that of the _post method is:

```
def aStaticMeth_post(i, o, io, _retval):
  #
  # sidl EXPECTED INCOMING TYPES
  # ============================
  # int i
  # int o
  # int io
  # int _retval
  #

  #
  # sidl EXPECTED RETURN VALUE(s)
  # =============================
  # # None
  #

  """\
Basic illustration of hooks for static methods.
"""
  # DO-NOT-DELETE splicer.begin(aStaticMeth_post)
  #
  # Add instrumentation here to be executed immediately after
  # return from dispatch to aStaticMeth().
  #
  return
  # DO-NOT-DELETE splicer.end(aStaticMeth_post)
```

Per the normal implementation process, the desired instrumentation should be added within the splicer blocks of aStaticMethod_pre and aStaticMethod_post. As stated in the comments within those blocks, aStaticMethod_pre will be executed immediately prior to dispatch to aStaticMethod when the latter is invoked by a client. Assuming no exceptions are encountered, aStaticMethod_post is executed immediately upon return from aStaticMethod.

Chapter 12

SIDL Backend

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12.1 Introduction

This chapter introduces the SIDL backend associated with symbols that may originate from a SIDL file or the corresponding Extensible Markup Language (XML) representation. Unlike most of the other supported language bindings, the output from this backend is textual in nature. That is, it is the textual, human-readable form of the interfaces description. An alternative text form, XML that is, which is also supported is described in Chapter 13.

12.2 Purpose

The primary reason for having a SIDL backend is to provide a mechanism for generating human-readable text for interfaces that are written in conformant XML. It is important to emphasize that Babel requires the XML to conform to the SIDL DTD in order to benefit from this feature.

Generating SIDL provides a feature to collaborators who are interested in experimenting with the XML form of the interfaces. Such groups should find the more human-readable descriptions of the interfaces to be helpful for distribution and discussion.

12.3 Generated versus Original SIDL files

Generated SIDL files may differ from their original SIDL files in several respects in terms of content as well as layout. These differences are summarized below.

Packages. The code generation is limited to one high-level package per generated file. In fact, the name of the generated file is currently defined to be the concatenation of the name of the highest-level package and `.sidl`.

Versioning. The generation of requires statements is inferred from the symbols that actually appear in the associated interface descriptions. The intent is to provide a requires statement for only the highest level package needed of a given version. Consequently, requires and imports statements that were not necessary for resolving symbols will not appear. Also, fully qualified names will be shortened in the generated files due to the automatic generation

of the associated requires statement(s). Finally, since an import and require statement can be used in a SIDL file and no distinction is made in the XML, only a require statement will appear in the generated file.

Implements. Since there is no distinction between `implements-all` and `implements` in the XML version of the interfaces, the generated code outputs `implements` along with the inherited methods.

Comments. Babel preserves only document, or doc, comments so any comments that do not conform will not appear in the generated file [1].

Whitespace. Obviously there may be whitespace differences in the generated file. These include indentation, blank spaces and lines, and brace placement.

As an example, suppose we have a package in the file `foo.sidl`. The original file's contents are:

```
package foo version 1.0 {

  class A {}

  package bar version 2.0 {
    class B {}
  }

}
```

The resulting contents of the generated SIDL file are:

```
package foo version 1.0 {

  class A {
  }

  package bar version 2.0 {

    class B {
    }

  }


}
```

Notice the differences in white space. To illustrate more features, further suppose we have a package in the file `fooTest.sidl`. The original file's contents are:

```
// An ignored comment
require foo version 1.0;
require foo.bar version 2.0;

/**
 * Test of doc comment with XML special characters < & >.
 */
package fooTest version 0.1 {

  /**
   * Another doc comment for an empty class.
```

[1] For more information on comments and doc-comments, refer to **Comments and Doc-Comments** in Section 5.2.

```
   */
  class A extends foo.bar.B {}

  class B extends foo.A {}
}
```

The resulting contents of the generated SIDL file are:

```
require foo version 1.0;
require foo.bar version 2.0;

/**
 * Test of doc comment with XML special characters < & >.
 */
package fooTest version 0.1 {

  /**
   * Another doc comment for an empty class.
   */
  class A extends foo.bar.B {
  }

  class B extends foo.A {
  }

}
```

Here we see the exclusion of non-document comments and the retention of document comments. Refer to Section 5.2 and Appendix C for more information about document comments.

12.4 XML File Comparison

Testing has revealed that XML generated from the original SIDL file compared to XML generated from generated SIDL files have only minor differences. In fact, the differences are limited to specific metadata fields. Specifically, the date, source-url, and source-line entries can differ. The dates, however, will be the same if the "`--suppress-timestamp`" option was used when both XML files were generated. Similarly, the source-line entries will be the same if the package started on the same line in both the original and generated SIDL files. The latter can happen if, for instance, there are no non-doc comments in the original file.

12.5 Babel Command Line Options

To generate SIDL from a file using the default repository to resolve symbols, you should invoke Babel as follows [2]:

```
% babel --exclude-external --text=SIDL file.sidl
```

or use the short form

```
% babel -E -tSIDL file.sidl
```

Alternatively, you can generate SIDL from XML symbols, again assuming the default repository is used to resolve symbols, by typing the following at the command line:

[2] For information on additional command line options, refer to Section 3.2.

```
% babel --exclude-external --text=SIDL packagename
```

or use the short form

```
% babel -E -tSIDL packagename
```

Chapter 13

XML Backend

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13.1 Introduction

This chapter introduces the XML representation supported by Babel. Here we describe the motivation for having an XML backend and the basic structure of a conformant XML file. To illustrate, a few of the SIDL symbol XML files will be presented.

Details regarding the layout of XML files can be obtained by referring to the Document Type Definition (DTD) provided in Appendix C. For more on the type repositories, refer to[XML Repositories in Section 5.2.

13.2 Purpose

The XML backend is a key feature of Babel. It provides the basis upon which the symbol, or type, repository depends. SIDL files should be translated into their XML representations and stored in the type repository. This is the case for the SIDL interfaces and classes that are provided as part of the Babel toolkit.

13.3 Basic Structure

Each generated XML file specifies the interfaces for a given SIDL Symbol in an expanded textual representation. Although the structure of a given file depends upon the type of symbol it contains, the basic layout consists of a set of common elements followed by symbol-specific elements.

Common Elements

The common elements are *prolog*, *document type*, *name*, *metadata*, and *comment*. These elements, which are described below, are followed by symbol-specific information.

Prolog. The prolog simply identifies the XML version and encoding scheme associated with the file.

Document Type. The document type declaration states the document contains a *Symbol* and it identifies the associated DTD (i.e., *sidl.dtd*).

Name. The symbol name is the first element within the symbol tag pair and it identifies the name and version of the SIDL symbol that is described in the file.

Metadata. The metadata element identifies the date the XML file was generated[1] along with a set of three key-value pair entries. The first, *source-url*, identifies the URL of the SIDL file that was used to generate the XML file. The second, *source-line*, identifies the line within the SIDL file at which the symbol was first detected. Finally, *babel-version* identifies the version of Babel that was used to generate the XML file.

Comment. The comment tag is used to save off any comment that is associated with the symbol.

Packages

In addition to the common elements, packages retain elements and attributes associated with SIDL packages. These include whether or not the package is *final* along with a list of the symbols contained within the package. The list of symbols consists of the tuple: name, type, and version.

For example, the XML representation of the toplevel SIDL package (i.e., `sidl`) is:

shell

```
<?xml version="1.0" encoding="utf-8"?>
<!DOCTYPE Symbol PUBLIC "-//CCA//sidl Symbol DTD v1.1//EN"
  "/babel/share/repository/sidl.dtd">
<Symbol>
  <SymbolName name="sidl" version="0.9.12" />
  <Metadata date="20051208 10:47:28 PST">
    <MetadataEntry key="source-url"
    value="file:/babel/runtime/sidl/sidl.sidl" />
    <MetadataEntry key="babel-version" value="0.10.51" />
    <MetadataEntry key="xml-url"
    value="/babel/share/repository/sidl-v0.9.12.xml" />
    <MetadataEntry key="source-line" value="39" />
  </Metadata>
  <Comment>The
  <code>sidl</code>package contains the fundamental type and
  interface definitions for the
  <code>sidl</code>interface definition language. It defines common
  run-time libraries and common base classes and interfaces. Every
  interface implicitly inherits from
  <code>sidl.BaseInterface</code>and every class implicitly
  inherits from
  <code>sidl.BaseClass</code>.</Comment>
  <Package final="false">
    <PackageSymbol name="BaseInterface" type="interface"
    version="0.9.12" />
    <PackageSymbol name="BaseClass" type="class"
    version="0.9.12" />
    <PackageSymbol name="io" type="package" version="0.9.12" />
    <PackageSymbol name="BaseException" type="interface"
    version="0.9.12" />
    <PackageSymbol name="RuntimeException" type="interface"
    version="0.9.12" />
    <PackageSymbol name="SIDLException" type="class"
    version="0.9.12" />
    <PackageSymbol name="PreViolation" type="class"
    version="0.9.12" />
    <PackageSymbol name="PostViolation" type="class"
```

[1] Assuming the "`--suppress-timestamp`" option was not used.

```
    version="0.9.12" />
    <PackageSymbol name="InvViolation" type="class"
    version="0.9.12" />
    <PackageSymbol name="Scope" type="enum" version="0.9.12" />
    <PackageSymbol name="Resolve" type="enum" version="0.9.12" />
    <PackageSymbol name="DLL" type="class" version="0.9.12" />
    <PackageSymbol name="Finder" type="interface"
    version="0.9.12" />
    <PackageSymbol name="DFinder" type="class" version="0.9.12" />
    <PackageSymbol name="Loader" type="class" version="0.9.12" />
    <PackageSymbol name="ClassInfo" type="interface"
    version="0.9.12" />
    <PackageSymbol name="ClassInfoI" type="class"
    version="0.9.12" />
    <PackageSymbol name="MemoryAllocationException" type="class"
    version="0.9.12" />
    <PackageSymbol name="CastException" type="class"
    version="0.9.12" />
    <PackageSymbol name="LangSpecificException" type="class"
    version="0.9.12" />
    <PackageSymbol name="rmi" type="package" version="0.9.12" />
  </Package>
</Symbol>
```

Interfaces

Similarly, the XML for interface symbols contain the common elements. In addition, they retain elements and attributes associated with SIDL interfaces. These include any extensions, parent interfaces it implements, and its methods. Method information includes its name, communication mode, short name, name extension (for languages that don't support method overloading), comment, return type, argument list, and exception list.

For example, the XML representation of `sidl.BaseInterface` is:

```
<?xml version="1.0" encoding="utf-8"?>
<!DOCTYPE Symbol PUBLIC "-//CCA//sidl Symbol DTD v1.1//EN"
  "/babel/share/repository/sidl.dtd">
<Symbol>
  <SymbolName name="sidl.BaseInterface" version="0.9.12" />
  <Metadata date="20051208 10:47:28 PST">
    <MetadataEntry key="source-url"
    value="file:/babel/runtime/sidl/sidl.sidl" />
    <MetadataEntry key="babel-version" value="0.10.51" />
    <MetadataEntry key="xml-url"
    value="/babel/share/repository/sidl.BaseInterface-v0.9.12.xml" />
    <MetadataEntry key="source-line" value="46" />
  </Metadata>
  <Comment>Every interface in
  <code>sidl</code>implicitly inherits from
  <code>BaseInterface</code>, and it is implemented by
  <code>BaseClass</code>below.</Comment>
  <Interface>
    <ExtendsBlock />
    <AllParentInterfaces />
    <MethodsBlock>
      <Method communication="normal" copy="false"
```

shell

```
definition="abstract" extension="" shortname="addRef">
  <Comment>
    <p>Add one to the intrinsic reference count in the
    underlying object. Object in
    <code>sidl</code>have an intrinsic reference count.
    Objects continue to exist as long as the reference count
    is positive. Clients should call this method whenever
    they create another ongoing reference to an object or
    interface.</p>
    <p>This does not have a return value because there is no
    language independent type that can refer to an interface
    or a class.</p>
  </Comment>
  <Type type="void" />
  <ArgumentList />
  <ThrowsList />
  <ImplicitThrowsList>
    <SymbolName name="sidl.RuntimeException"
    version="0.9.12" />
  </ImplicitThrowsList>
</Method>
<Method communication="normal" copy="false"
definition="abstract" extension="" shortname="deleteRef">
  <Comment>Decrease by one the intrinsic reference count in
  the underlying object, and delete the object if the
  reference is non-positive. Objects in
  <code>sidl</code>have an intrinsic reference count. Clients
  should call this method whenever they remove a reference to
  an object or interface.</Comment>
  <Type type="void" />
  <ArgumentList />
  <ThrowsList />
  <ImplicitThrowsList>
    <SymbolName name="sidl.RuntimeException"
    version="0.9.12" />
  </ImplicitThrowsList>
</Method>
<Method communication="normal" copy="false"
definition="abstract" extension="" shortname="isSame">
  <Comment>Return true if and only if
  <code>obj</code>refers to the same object as this
  object.</Comment>
  <Type type="boolean" />
  <ArgumentList>
    <Argument copy="false" mode="in" name="iobj">
      <Type type="symbol">
        <SymbolName name="sidl.BaseInterface"
        version="0.9.12" />
      </Type>
    </Argument>
  </ArgumentList>
  <ThrowsList />
  <ImplicitThrowsList>
    <SymbolName name="sidl.RuntimeException"
```

```
          version="0.9.12" />
        </ImplicitThrowsList>
      </Method>
      <Method communication="normal" copy="false"
      definition="abstract" extension="" shortname="isType">
        <Comment>Return whether this object is an instance of the
        specified type. The string name must be the
        <code>sidl</code>type name. This routine will return
        <code>true</code>if and only if a cast to the string type
        name would succeed.</Comment>
        <Type type="boolean" />
        <ArgumentList>
          <Argument copy="false" mode="in" name="name">
            <Type type="string" />
          </Argument>
        </ArgumentList>
        <ThrowsList />
        <ImplicitThrowsList>
          <SymbolName name="sidl.RuntimeException"
          version="0.9.12" />
        </ImplicitThrowsList>
      </Method>
      <Method communication="normal" copy="false"
      definition="abstract" extension="" shortname="getClassInfo">
        <Comment>Return the meta-data about the class implementing
        this interface.</Comment>
        <Type type="symbol">
          <SymbolName name="sidl.ClassInfo" version="0.9.12" />
        </Type>
        <ArgumentList />
        <ThrowsList />
        <ImplicitThrowsList>
          <SymbolName name="sidl.RuntimeException"
          version="0.9.12" />
        </ImplicitThrowsList>
      </Method>
    </MethodsBlock>
  </Interface>
</Symbol>
```

Classes

Class definitions are almost identical to that of interfaces except for additional attributes. The additional attribute, which include whether or not the class is *final*. Recall that Babel/SIDL supports only single inheritance of classes; therefore, only a single class will appear in the extends block. If one does not appear in the original SIDL file, by default the class will extend `sidl.Baseclase`.

For example, the XML representation of `sidl.BaseClass` is:

```
<?xml version="1.0" encoding="utf-8"?>
<!DOCTYPE Symbol PUBLIC "-//CCA//sidl Symbol DTD v1.1//EN"
  "/babel/share/repository/sidl.dtd">
<Symbol>
  <SymbolName name="sidl.BaseClass" version="0.9.12" />
  <Metadata date="20051208 10:47:28 PST">
```

shell

```
    <MetadataEntry key="source-url"
    value="file:/babel/runtime/sidl/sidl.sidl" />
    <MetadataEntry key="babel-version" value="0.10.51" />
    <MetadataEntry key="xml-url"
    value="/babel/share/repository/sidl.BaseClass-v0.9.12.xml" />
    <MetadataEntry key="source-line" value="97" />
  </Metadata>
  <Comment>Every class implicitly inherits from
  <code>BaseClass</code>. This class implements the methods in
  <code>BaseInterface</code>.</Comment>
  <Class abstract="false">
    <Extends />
    <ImplementsBlock>
      <SymbolName name="sidl.BaseInterface" version="0.9.12" />
    </ImplementsBlock>
    <AllParentClasses />
    <AllParentInterfaces>
      <SymbolName name="sidl.BaseInterface" version="0.9.12" />
    </AllParentInterfaces>
    <MethodsBlock>
      <Method communication="normal" copy="false"
      definition="final" extension="" shortname="addRef">
        <Comment>
          <p>Add one to the intrinsic reference count in the
          underlying object. Object in
          <code>sidl</code>have an intrinsic reference count.
          Objects continue to exist as long as the reference count
          is positive. Clients should call this method whenever
          they create another ongoing reference to an object or
          interface.</p>
          <p>This does not have a return value because there is no
          language independent type that can refer to an interface
          or a class.</p>
        </Comment>
        <Type type="void" />
        <ArgumentList />
        <ThrowsList />
        <ImplicitThrowsList>
          <SymbolName name="sidl.RuntimeException"
          version="0.9.12" />
        </ImplicitThrowsList>
      </Method>
      <Method communication="normal" copy="false"
      definition="final" extension="" shortname="deleteRef">
        <Comment>Decrease by one the intrinsic reference count in
        the underlying object, and delete the object if the
        reference is non-positive. Objects in
        <code>sidl</code>have an intrinsic reference count. Clients
        should call this method whenever they remove a reference to
        an object or interface.</Comment>
        <Type type="void" />
        <ArgumentList />
        <ThrowsList />
        <ImplicitThrowsList>
```

```
      <SymbolName name="sidl.RuntimeException"
      version="0.9.12" />
    </ImplicitThrowsList>
  </Method>
  <Method communication="normal" copy="false"
  definition="final" extension="" shortname="isSame">
    <Comment>Return true if and only if
    <code>obj</code>refers to the same object as this
    object.</Comment>
    <Type type="boolean" />
    <ArgumentList>
      <Argument copy="false" mode="in" name="iobj">
        <Type type="symbol">
          <SymbolName name="sidl.BaseInterface"
          version="0.9.12" />
        </Type>
      </Argument>
    </ArgumentList>
    <ThrowsList />
    <ImplicitThrowsList>
      <SymbolName name="sidl.RuntimeException"
      version="0.9.12" />
    </ImplicitThrowsList>
  </Method>
  <Method communication="normal" copy="false"
  definition="normal" extension="" shortname="isType">
    <Comment>Return whether this object is an instance of the
    specified type. The string name must be the
    <code>sidl</code>type name. This routine will return
    <code>true</code>if and only if a cast to the string type
    name would succeed.</Comment>
    <Type type="boolean" />
    <ArgumentList>
      <Argument copy="false" mode="in" name="name">
        <Type type="string" />
      </Argument>
    </ArgumentList>
    <ThrowsList />
    <ImplicitThrowsList>
      <SymbolName name="sidl.RuntimeException"
      version="0.9.12" />
    </ImplicitThrowsList>
  </Method>
  <Method communication="normal" copy="false"
  definition="final" extension="" shortname="getClassInfo">
    <Comment>Return the meta-data about the class implementing
    this interface.</Comment>
    <Type type="symbol">
      <SymbolName name="sidl.ClassInfo" version="0.9.12" />
    </Type>
    <ArgumentList />
    <ThrowsList />
    <ImplicitThrowsList>
      <SymbolName name="sidl.RuntimeException"
```

```
          version="0.9.12" />
        </ImplicitThrowsList>
      </Method>
    </MethodsBlock>
  </Class>
</Symbol>
```

13.4 Command Line Options

XML must be generated from a SIDL file. The Babel command line is as follows [2]:

```
% babel --exclude-external --text=XML file.sidl
```

or simply

```
% babel -E -tXML file.sidl
```

In both cases, the use of the default repository is assumed for resolving symbols. In addition, the output will appear in the default output directory.

[2] For information on additional command line options, refer to Section 3.2.

Chapter 14

HTML Interface Documentation

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14.1 Introduction

Babel can automatically create interface documentation using the HTML backend. This capability is modeled after the javadoc documentation available with Java. It is invoked with the `--text=html` command line option.

Part III

Advanced Topics

Chapter 15

Remote Method Invocation

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15.1 What is RMI?

In classic Babel, all calls are in-process. That is, everything Babel generates is loaded into the same process. This means inter-language Babel calls use the same mechanisms as normal function calls. This makes calls between languages extremely fast. However, many systems also have a need for Remote Procedure Calls (RPC), that is, calls made between different processes, or even machines over a network. Remote Method Invocation (RMI) is Babel's answer to this need.

RMI is Object Oriented RPC. However, unlike RPC where calls are made to procedures on a specified machine, in RMI calls are made on objects. The call is run on whichever machine the object resides on.

There are several reasons why an application may choose to use RMI. The main reasons are wrapping code tied to particular hardware, wrapping code tied to a particular operating system release, coarse-grained parallel execution, or greater encapsulation. With RMI, you can make code that's tied to a particular machine available to programs running on other platforms. You can utilize multi-CPU systems to concurrently solve problems using RMI. RMI can solve

problems that sometimes occur when you put two codes in the same address space. For example, two Fortran codes may use the same logical unit numbers (similar to C file numbers), or two codes may both need a customized form of a third party library. Bringing both codes into the same process may can a symbol collision for the third party library, and one code gets the wrong version of the library.

Despite the radical low-level differences between RMI and classic Babel, the user interfaces are nearly identical. In fact, if a library writer does not care if an object is remote or not, they simply do not need to know. RMI support requires a few simple calls to set up the infrastructure, but almost everything else is handled automatically by the Babel runtime library. Babel also has a few RMI support functions and a special remote constructor.

15.2 Babel RMI Concepts

For normal function calls, arguments are passed by initializing registers and pushing things onto the system stack. In RMI, function arguments and return values are passed by a network protocal. From a programmers point of view, the only difference between normal and network function calls is that network function calls have more failure modes. Anything that can disturb a network connection, such as a router going offline, can cause a RMI call to fail.

Conceptually, the RMI view of the world can be thought of as 1 or more Babel Object Servers (BOSs) that a client can connect to in order to create or use objects on those servers. Of course, any server can also connect as a client to any other server, and any client can become a server simply by starting up a BOS of it's own.

This makes Babel RMI very flexible, and accepting of whatever client-server relationships the application writers choose to use. Web Services users of Babel tend to use traditional client-server models, while scientific distributed systems users tend toward peer-to-peer usage.

15.2.1 RMI Protocols

The first thing any user of Babel RMI has to do is choose a Babel RMI protocol. Babel RMI can use any protocol that implements the Babel RMI API, but a client and a server using different protocols probably cannot communicate.

A Babel RMI protocol may be built on any low level protocol (such as TCP/IP) that the protocol implementor wishes to use. This should not affect the user at all. The protocol controls the details of how arguments and return values are converted to a stream of bytes that can be shipped across the network and read by the other process.

Currently there is only one protocol that fully implements the Babel RMI API, and it is included with Babel in the runtime/sidlx directory. It is called "Simple Protocol." However, there are many other protocols currently under development (at least four.) Soon there will be a number of choices, including protocols specifically tuned for high-performance scientific computing, web services, and CORBA[17] compatibility.

15.2.2 Babel Object Server

The next thing that a user needs is a BOS to connect to. The BOS is implemented by the protocol writers as a library. As mentioned before, the BOS may be run by itself by a small driver program, or run as part of a program that also acts as a client. There is an example of a small driver program in contrib/babel-rmi/orb.

The BOS is accessed by a protocol specific URL. A URL is a string the uniquely identifies a network resource. Most people are aware of Internet URLs like: `http://www.llnl.gov/CASC/components/babel.html` (which is the URL for the Babel web page). Babel RMI also uses URLs, but they are mostly protocol specific. Babel RMI only uses the portion of the URL up to the first non-alphanumeric character to identify the protocol that is being used. The rest of the URL is passed on to the protocol. This means that while "Simple Protocol" URLs look like this:

`simhandle://pc3.nowhere.com:9999/`

one can also imagine URLs of the form:

`weird://05:16:5B:BD:E1:73/`

for the weird protocol, or:

`weird+SSL://05:16:5B:BD:E1:73/`

for running the weird protocol over SSL. Babel RMI itself does not attempt to parse anything past the first non-alphanumeric character, so most of the URL is entirely protocol dependent.

15.2.3 Object Creation and Connection

There are two main ways of accessing objects on a remote server, creation and connection.

A client may create a remote object with the Babel built-in *static _createRemote(in string URL)* method. This asks the remote server given in the URL to create an object. For example, the C function

`foo_Bar b = foo_Bar__createRemote(``simhandle://pc3:9999/'');`

will create an object of type foo.Bar on the server running on pc3 port 9999 using the "Simple Protocol."

`foo_Bar b` may now be passed around exactly like a normal Babel object, except that all calls on b will actually run on pc3.

However, in some cases, an object already exists on a remote server that the user just wants to access. In this case, the object can be connected to via the built-in *static _connect(in string URL)* method. The only difference is, in this case the URL must include an object ID to uniquely identify the object desired on the BOS. For example:

`foo_Bar b = foo_Bar__connect(``simhandle://pc3:9999/Bar1025'');`

here again, `foo_Bar b` may now be used exactly like any other Babel object. To relate back to normal Babel, connection is kind of like an active addRef. The user actively goes and gets his own reference to a given object.

`_connect` is actually used by Babel internally whenever objects are passed remotely as arguments. In fact, users will probably rarely use connect directly, most often it will be done automatically by Babel when objects are passed remotely. `_connect` is exposed to the user mostly for Web Services, where the objectID may always be the same, and for special boot strapping uses.

15.2.4 RMI Arguments

All basic types are passed by value in Babel RMI. They are actually copied across the network. This is reasonable since they are small. Arrays are also copy-only, so anytime an array is passed remotely through Babel RMI, it is actually copied to the remote machine.

Because arrays are copy-only for RMI, there is a noticable difference in the behavior of an `in array` argument between a non-RMI call and an RMI call. For the non-RMI call, the code implementing the method can change elements of the incoming array. Because the caller and callee share the same array, the caller's copy of the array will also be changed. For an RMI call, even if the code implementing the method changes elements of the incoming array, the caller's copy can never be modified because the client and server each have a distinct copy of the array data.

There are two ways one can pass objects in Babel RMI, by reference, and by copy. The default method is pass-by-reference. For example, server A calls a function foo on server B, and passes a local object Bar as an argument. In this case A will actually pass the URL of Bar to B, B will then call `_connect` on the URL, which connects back to the object Bar on A.

Pass-by-copy (also called serialization) is different. Pass-by-copy means that a new object is actually created locally on B, and filled in with the values from the object Bar on A. The result is two distinct local objects, one on A and one on B. In order to pass by copy, copy must be used as an argument modifier in the SIDL file. For example:

copy Bar retBar(copy in Foo f)

This sidl function takes a copy of a Foo and returns a copy of a Bar.

Passing by copy also requires the the object being passed implements *sidl.io.Serializable*:

SIDL
```
package sidl.io version 9.15 {
  interface Serializable {
    void packObj( in Serializer ser );
    void unpackObj( in Deserializer des );
  }
}
```

Serializable declares two methods, packObj and unPackObj. packObj serializes the internal object data to a string. unPackObj reinstates the data into the new object by unserializing it from a string. The library developer must implement these functions because Babel does not know what data is in the object, or how it should be serialized. Examples of packObj and unpackObj implementations can be found in *sidl.rmi.SIDLException* and *sidl.rmi.NetworkException*.

15.2.5 Casting Remote Objects

Babel RMI casting works the same as normal Babel casting, the user calls casts an object to a new type, and gets a new reference back of the object of the new type. In normal Babel, the new reference points to the same IOR object as the old reference. This is because all Babel objects are internally represented as the type they were created as, so casting is simply a matter of checking if the internal Babel type extends the target type or not.

Babel RMI objects are more complex, a cast may result in a new stub. If `_connect()` is called on a remote object, the object can be connected as a super type of its actual type, such as an interface. If this object is later cast to a more derived type, a new local object stub must be created. These two stubs must be deleteRef'd individually.

Here is an example where foo_Quux extends foo_Bar. The first is what the user should do, the second is an error.

```
foo_Bar fb = foo_Bar__connect("simhandle://pc1:9999/quux1234", &_ex);
foo_Quux fz = foo_Quux__cast(fb);
foo_Bar_deleteRef(fb);
foo_Quux_deleteRef(fz); //object is destroyed
```

ANSI C

Do not do this:

```
foo_Bar fb = foo_Bar__connect("simhandle://pc1:9999/quux1234", &_ex);
foo_Quux fz = foo_Quux__cast(fb);
foo_Bar_deleteRef(fb);
foo_Quux_deleteRef(fb); //ERROR!!!
```

ANSI C

15.3 Babel RMI Usage

The previous section generally covered the capabilities of RMI. This section covers the actual usage of those features.

15.3.1 Adding Protocols

In a normal Babel RMI client program, the first thing that needs to be done is adding any protocols that the user plans to use to the ProtocolFactory. The ProtocolFactory is a mapping from protocol prefix that normally proceeds a URL, and the protocol's actual implementation. The only method the user ever needs to access is `addProtocol`.

`static bool addProtocol( in string prefix, in string typeName );`

`addProtocol` takes the protocol prefix and the fully qualified SIDL protocol typename. It returns `TRUE` on success. For example, normally the shortname for the "Simple Protocol" protocol is "simhandle." So we would call the ProtocolFactory like this:

`sidl_rmi__addProtocol(``simhandle'',''sidl.rmi.SimHandle'');`

Now Babel RMI knows what to call when it encounters a URL prefixed by "simhandle://".

15.3.2 Built-in Functions

We already covered two important built-in Babel RMI functions in Section 15.2.3. They were the `_create[Remote]` and `_connect` static built-in functions, which remotely create an object or connect to an already existing remote object respectively.

There are three other important RMI related built-in functions that a user may find useful. The first two are related:

`bool _isRemote();`

`bool _isLocal();`

`_isLocal()` and `_isRemote()` are opposites. `_isRemote()` returns `TRUE` if the object it is called on is a remote object. `_isLocal()`, on the other hand, returns `TRUE` if the object is implemented locally.

Many Babel RMI users will never need these functions. If you don't care where an object exists, or you already know statically, these methods are totally superfluous. However, since calls on remote objects have serious performance implications, we included these functions for convenience.

There is one other important RMI related built-in:

`string _getURL();`

This function returns the URL of the object it is called on. This is straight forward for Remote objects, but for local objects it may have some interesting side effects. First, if there is no BOS running locally, no local objects can be exported remotely. Therefore no local object will have a URL. In this case `_getURL()` returns `NULL`. However, if there is a BOS running, then local object may have a URL. In this case, if the object has already been exported, `_getURL()` will return the URL in the *`sidl.rmi.InstanceRegistry`*, if the object is not in the *`InstanceRegistry`*, Babel will add it, thereby automatically generating a URL for the object. To reiterate, a possible side-effect of calling `_getURL()` is that the object it is called on my be added to the *`InstanceRegistry`*.

15.3.3 Passing Objects from a client

If there is no BOS running locally, (that is, your process is strictly a client) you cannot expose your local objects to remote machines by reference. However, that doesn't mean you can't pass objects around. The client can still pass references to remote objects on other remote servers, and can still pass both local and remote objects by copy. For this section, we will take our examples from this SIDL:

SIDL
```
package foo version 0.1 {

  class Bar {
    void setBaz(in foo.Baz bz);
    void setBazCopy(in copy foo.Baz bz);
    //returns the registered Baz, or a new one if none exists
    foo.Baz returnBaz();
  }

  class Baz {}
}
```

From the above SIDL, you can see that the following C code is perfectly legal for a client:

ANSI C
```
foo_Bar fb = foo_Bar__createRemote("simhandle://pc1:9999", &_ex);
foo_Baz fz = foo_Bar_returnBaz(fb, &_ex);
foo_Baz_runSimulation(fz, &_ex);
```

It's legal because the remote call returns a reference to another remote object, the client never actually exports any of it's local objects.

The following chunk is also legal, because it passes a remote object to a different remote server. (Passing it to the same remote server would be OK too.)

ANSI C
```
foo_Bar fb = foo_Bar__createRemote("simhandle://pc1:9999", &_ex);
foo_Baz fz = foo_Baz__createRemote("simhandle://pc2:9999", &_ex);
foo_Bar_setBaz(fb, fz, &_ex);
```

And the following is ALSO legal, because clients can pass local objects remotely by copy, they just can't pass local objects by reference. (This allows users to drive a remote simulation on a cluster from a regular workstation with nothing but a simple client.)

ANSI C
```
foo_Bar fb = foo_Bar__createRemote("simhandle://pc1:9999", &_ex);
foo_Baz fz = foo_Baz__create(&_ex);  //Local object
foo_Bar_setBazCopy(fb, fz, &_ex);    //Pass by copy
```

However this final bit of code will throw an exception if run by a client that has no BOS:

ANSI C
```
/* X ILLEGAL X WILL THROW EXCEPTION X     */

foo_Bar fb = foo_Bar__createRemote("simhandle://pc1:9999", &_ex);
foo_Baz fz = foo_Baz__create(&_ex); //Local object
```

```
foo_Bar_setBaz(fb, fz, &_ex);        //Pass by reference X BAD! X

/* X ILLEGAL X WILL THROW EXCEPTION X      */
```

15.4 Babel Object Servers

Now that we've seen how to use a client, we will take a look at running a Babel Object Server.

15.4.1 Starting up a Babel Object Server

Babel Object Servers are generally easy to start up, although each BOS may have a different construction interface. Here is an example of starting up the "Simple Protocol"

ANSI C

```
sidlx_rmi_SimpleOrb echo = NULL;
int tid;
sidl_rmi_ServerInfo si = NULL;
int port_number = 9999;

echo = sidlx_rmi_SimpleOrb__create(&ex);SIDL_CHECK(ex);
sidlx_rmi_SimpleOrb_requestPort( echo, port_number, &ex);SIDL_CHECK(ex);
tid = sidlx_rmi_SimpleOrb_run( echo, &ex );SIDL_CHECK(ex);
si = sidl_rmi_ServerInfo__cast(echo,&ex);SIDL_CHECK(ex);
sidl_rmi_ServerRegistry_registerServer(si, &ex);SIDL_CHECK(ex);
sidl_rmi_ServerInfo_deleteRef(si,&ex);SIDL_CHECK(ex);

pthread_join(tid, NULL); //Optional PTHREAD join
```

Notice that before the server is run, `requestPort` must be called. There are actually two versions of `requestPort`: `requestPort`, and `requestPort[InRange]`. `requestPort` takes one argument, a TCP port number (integer). The port number is the TCP port that the BOS should listen to for connections. `requestPort[InRange]` takes two integers, which denote a range of ports the BOS may try. Because only one server can listen on any TCP port, if the port is already in use by another program, `requestPort` may fail. `requestPort[InRange]` gets around this by giving the BOS a range of ports to try. The BOS will try ports in this range until the whole range is exausted, or the BOS succeeds is getting a port.

`run` returns a long. This return argument is meant to hold the thread id of the thread waiting for connections. The user may wish to join on the thread in order to keep the "Simple Protocol" server from exiting prematurely. (We are now past the "Simple Protocol" specific portion of this section)

After calling `run` the server is running, but you won't be able to export any local objects until you register the server with the *`sidl.rmi.ServerRegistry`*. Every BOS must be registered with the *`ServerRegistry`*, and therefore every BOS must implement the *`sidl.rmi.ServerInfo`* interface. This interface is what allows the server to interact with the *`ServerRegistry`*.

SIDL

```
class ServerRegistry {
  static void registerServer(in sidl.rmi.ServerInfo si);
  static string getServerURL(in string objID);
  static string isLocalObject(in string url);
  static array<sidl.io.Serializable,1> getExceptions();
}
```

The *`ServerRegistry`* is a singleton class that Babel RMI uses internally to interface with the BOS. It interfaces through the *`sidl.rmi.ServerInfo`* interface:

SIDL

```
interface ServerInfo {
  string getServerURL(in string objID);
```

```
  string isLocalObject(in string url);
  array<sidl.io.Serializable,1> getExceptions();
}
```

Simply cast the BOS to a `ServerInfo` and register it with the `ServerRegistry`.

The user is never really meant to use the `ServerInfo` interface. In some cases a user may wish to call `getExceptions()` through the `ServerRegistry`. `getExceptions()` is an advanced function. Usually, if there is an exception is raised in the BOS by a remote call, the exception is returned back to the caller. However, in some cases this is not possible. In those cases the BOS logs the exceptions. Later, a user may use getExceptions to get the logged exceptions.

NOTE: Currently the `ServerRegistry` can only handle one `ServerInfo`. This means that Babel can effectively only support one BOS at a time for exporting local objects. (There are hairy ways around this) This is because there are a lot of issues that appear when a user can export objects with a number of different protocols that we have not dealt with. This may be researched further in the future.

15.4.2 Publishing Babel Objects

Once you have a BOS up and running, you are free to export your local object to remote servers. (And, depending on your BOS, remote clients may be able to create and access objects on your BOS.) Exporting an object basically means that remote Babel processes can access the object. In implementation, this means that the object is accessible through the `sidl.rmi.InstanceRegistry`. The `InstanceRegistry` maps objectIDs to objects, and vice-versa. This is what allows a remote client to get a handle to your object with nothing more than a URL.

There are 3 ways to for an object to end up in the `InstanceRegistry`. The first, and easiest, is simply to pass a local object by-reference as an argument in a remote call. The last example in 15.3.3 works if a BOS is running.

ANSI C

```
/* THIS WORKS IF A BOS IS RUNNING   */
foo_Bar fb = foo_Bar__createRemote("simhandle://pc1:9999", &_ex);
foo_Baz fz = foo_Baz__create(&_ex); //Local object
foo_Bar_setBaz(fb, fz, &_ex);       //BOS is running, OK!
```

Another possibility is simply to call `_getURL()` on the local object when a BOS is running. This will add the object to the `InstanceRegistry`, so theoretically a remote client could access it. Although realistically the remote client would have to get the URL somehow.

The third possibility is to add it to the `InstanceRegistry` your self. The `InstanceRegistry` class:

SIDL

```
class InstanceRegistry {
  static string registerInstance( in sidl.BaseClass instance );
  static string registerInstance[ByString]( in sidl.BaseClass instance,
                                            in string instanceID);
  static sidl.BaseClass getInstance[ByString]( in string instanceID );
  static string getInstance[ByClass]( in sidl.BaseClass instance );
  static sidl.BaseClass removeInstance[ByString]( in string instanceID );
  static string removeInstance[ByClass]( in sidl.BaseClass instance );
}
```

calling `registerInstance` by itself results in the same thing as calling `_getURL` on the object, it puts the object in the registry, and returns a unique objectID. However, by calling `registerInstance[ByString]`, the user can supply their own objectID. This is useful for WebServices and bootstrapping. It is possible to explicitly publish and object with a special name. In fact, the InstanceRegistry allows aliasing, the same object can be in the registry multiple times under the same name.

However, there is one issue with using `registerInstance[ByString]`. What is there is already an object in the registry with that name? There are two possible cases, if the object under that name is the same object you are trying to register, the call is idempotent, it does nothing. However, if a different object in the registry already has that name, the `InstanceRegistry` registers the new object under a similar, but unique name. Usually a combination of the instanceID passed in by the user and a unique integer. This is usually the correct thing to do, but if the user

really wants the object under the original name, they must call `removeInstance[ByString]` on the object that currently has that name, and re-register the new object.

NOTE: The *`InstanceRegistry`* does not addRef objects when they are inserted into it. You must not destroy an object you wish to be accessible remotely. This means that if you create an object, insert it into the instanceRegistry, and then deleteRef it, it will be destroyed. You must keep a reference to it until you wish to remove it from the InstanceRegistry. (The InstanceRegistry does, however, addRef an objects that are gotten from it. If you call *`getInstance[ByString]`*, you will get a reference to that object and are free to deleteRef it.)

15.4.3 De-publishing Babel Objects

There are two ways to remove an object from the *`InstanceRegistry`*. The first, and most automatic, is for it's reference count to reach 0. When an object is destroyed it is automatically removed from the *`InstanceRegistry`*.

The other way to remove an object is to call *`removeInstance[ByString]`* or *`removeInstance[ByClass]`*. These will remove the objects from the registry without destroying them. They do not addRef however. So, if you create an object, insert it into the *`InstanceRegistry`*, remove it from the *`InstanceRegistry`* and then deleteRef it, it will be destroyed. (Assuming no one else as addRef'd it in the meantime.)

15.5 Non-Blocking Babel RMI

Non-Blocking RMI is an even more advanced topic, but it is essential to high-speed distributed computing. Non-Blocking RMI allows the user to mix work and communication. Many scientific computing related methods may take a very long time to complete, and the client might like to do some work while waiting. Non-blocking calls return immediately after sending the information to the server. When the response comes back, the user can make a special call to access the data. During the time between the send and the receive, the client is free to do other work.

There are two types of Non-blocking RMI in Babel, Nonblocking and oneway. Both are declared as attributes on the method in SIDL. The difference is that with oneway communication, the client does not expect any return values. A oneway method will not even return an exception, unless it occurs during communication with the server. On the other hand, a non-blocking call can have return arguments. The user will send a request, and get a *`sidl.rmi.Ticket`*. Later, the user may use the *`Ticket`* to receive the out arguments.

15.5.1 Protocols

Currently there are no protocols that actually support non-blocking RMI. "Simple Protocol" emulates support, as all protocols must, but the benefits are lost. However, there are at least two protocols currently under development that do support it.

15.5.2 Nonblocking SIDL

The SIDL declaring calls to be nonblocking and/or oneway:

SIDL
```
package foo version 0.2 {
  class Bar {
    nonblocking double runSimulation(in double x, inout y, out z);
    oneway void initSimulation(in string name, in int flags);
  }
}
```

Notice that the nonblocking call may take any arguments, but only in arguments are allowed for the oneway call.

NOTE: As of Babel 0.11.0, calling a non-blocking function on a local object causes a segfault. It works for remote objects, but not for local objects. Be careful. (Oneway calls are OK though)

15.5.3 Tickets

As mentioned previously, non-blocking RMI uses the class *`sidl.rmi.Ticket`* to handle the return values of non-blocking methods. There are actually two interfaces implemented by the Protocol that are used. *`sidl.rmi.Ticket`*

and *sidl.rmi.TicketBook*

```
interface Ticket {
  void block();
  bool test();
  TicketBook createEmptyTicketBook();
  Response getResponse();  //For internal Babel use
}

interface TicketBook extends Ticket {
  void insertWithID( in Ticket t, in int id );
  int insert( in Ticket t );
  int removeReady( out Ticket t );
  bool isEmpty();
}
```

SIDL

sidl.rmi.TicketBook is, obviously, a collection of *Tickets*. A Ticket represents the out arguments of a single non-blocking call. The user may `test()` if the call has returned yet, or `block()` until it does. The user can also get an empty *TicketBook*.

The *TicketBook* is a little more complex. It extends *Ticket* as well as creating some of it's own functions. It is mostly just to allow a user to make a large amount of nonblocking calls and work while they return. This is a common design paradigm in highly parallel scientific computing. In the case of *TicketBook*, it is assumed the user will input a bunch of Tickets with IDs. Then he can either `block()` on all of them (waitall), `test()` to see if any have returned, or block on `removeReady` (waitany). `removeReady` will return the id that the *Ticket* was inserted with so that the user may identify it. Perhaps with a case statement.

One odd thing about *TicketBook* is that you can insert multiple tickets with the same name. *TicketBook* will not warn you or throw an exception if you double up on the same name. If two different Tickets are put in the TicketBook with the same name, there is guarantee about what order they will come out in, even if you remove by name.

15.5.4 Non-blocking Usage

The examples in this section will be written in C using the SIDL file given in Section 15.5.2.

Calling a oneway Babel RMI function is syntactically exactly like calling a normal Babel function. The difference is just the danger of not being able to receive any exceptions beyond the initial communication. Example:

```
foo_Bar b1 = foo_Bar__createRemote("simhandle://pc1:9999", &_ex);SIDL_CHECK(_ex);

foo_Bar_initSimulation(b1, "Test Simulation 1", 0, &_ex); SIDL_CHECK(_ex);
```

ANSI C

Non-blocking calls are a bit more complex, requiring *Tickets* in order to get the return values. Here's an example program, now using a non-blocking call. Notice that the inout argument y is passed as an in argument in the send (as a value), and an out argument in the recv (as a pointer).

```
foo_Bar b1 = foo_Bar__createRemote("simhandle://pc1:9999", &_ex);SIDL_CHECK(_ex);
sidl_rmi_Ticket t = NULL;
double x, y, z;

foo_Bar_initSimulation(b1, "Test Simulation 1", 0, &_ex); SIDL_CHECK(_ex);
t = foo_Bar_runSimulation_send(b1, x, y, &_ex); SIDL_CHECK(_ex);
/* ... Work ... */
foo_Bar_runSimulation_recv(b, t, &y, &z, &_ex); SIDL_CHECK(_ex); //blocks on return
sidl_rmi_Ticket_deleteRef(t , &_ex); SIDL_CHECK(_ex);
```

ANSI C

Now, next is an example of a more complex program, that utilizes the power of *TicketBooks* to make multiple remote calls, work, and deal with the responses when they return.

ANSI C

```
foo_Bar b1 = foo_Bar__createRemote("simhandle://pc1:9999", &_ex);SIDL_CHECK(_ex);
foo_Bar b2 = foo_Bar__createRemote("simhandle://pc2:9999", &_ex);SIDL_CHECK(_ex);
foo_Bar b3 = foo_Bar__createRemote("simhandle://pc3:9999", &_ex);SIDL_CHECK(_ex);

sidl_rmi_Ticket t = NULL;
sidl_rmi_TicketBook tb = NULL;
double x, y, z;
int id1, id2, id3, tmpid;

foo_Bar_initSimulation(b1, "Test Simulation 1", 0, &_ex); SIDL_CHECK(_ex);
foo_Bar_initSimulation(b2, "Test Simulation 2", 0, &_ex); SIDL_CHECK(_ex);
foo_Bar_initSimulation(b3, "Test Simulation 3", 0, &_ex); SIDL_CHECK(_ex);

t = foo_Bar_runSimulation_send(b1, x, y, &_ex); SIDL_CHECK(_ex);
tb = sidl_rmi_Ticket_createEmptyTicketBook(t, &_ex); SIDL_CHECK(_ex);
id1 = sidl_rmi_TicketBook_insert(tb, t, &_ex); SIDL_CHECK(_ex);
sidl_rmi_Ticket_deleteRef(t , &_ex); SIDL_CHECK(_ex);

t = foo_Bar_runSimulation_send(b2, x, y, &_ex); SIDL_CHECK(_ex);
id2 = sidl_rmi_TicketBook_insert(tb, t, &_ex); SIDL_CHECK(_ex);
sidl_rmi_Ticket_deleteRef(t , &_ex); SIDL_CHECK(_ex);

t = foo_Bar_runSimulation_send(b3, x, y, &_ex); SIDL_CHECK(_ex);
id3 = sidl_rmi_TicketBook_insert(tb, t, &_ex); SIDL_CHECK(_ex);
sidl_rmi_Ticket_deleteRef(t , &_ex); SIDL_CHECK(_ex);

/* ... Work ... */

while(!sidl_tmi_TicketBook_isEmpty(tb, &_ex)) {
  SIDL_CHECK(_ex);
  tmpid = sidl_tmi_TicketBook_removeReady(&t,&_ex); SIDL_CHECK(_ex);
  switch(tmpid) {
  case id1:
    foo_Bar_runSimulation_recv(b, t, &y, &z, &_ex); SIDL_CHECK(_ex);
    /* Do something with data from Simulation 1 */
    break;
  case id2:
    foo_Bar_runSimulation_recv(b, t, &y, &z, &_ex); SIDL_CHECK(_ex);
    /* Do something with data from Simulation 2 */
    break;
  case id3:
    foo_Bar_runSimulation_recv(b, t, &y, &z, &_ex); SIDL_CHECK(_ex);
    /* Do something with data from Simulation 3 */
    break;

  }
  sidl_rmi_Ticket_deleteRef(t , &_ex); SIDL_CHECK(_ex);
}
```

Chapter 16

Building Portable Polyglot Software

Babel generates very portable source code for multilingual programing. There is also an art and science to transforming the source code to binary assets without breaking the language encapsulation Babel is trying to create. This chapter discusses the details: from the mundane issues of file layout, to the arcana of linker and loader flags.

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16.1 Layout of Generated Files

Babel generates a lot of files. Many of these files you never have to look at in an editor, but they must all be compiled and properly linked into an application (see Section 16.2). In this section we discuss a host of flags that can affect where files get generated.

- **`--output-directory`**=*path*
  This sets the root directory of where your files will be generated. The path can be absolute, or relative to the current working directory.

- **`--generate-subdirs`**
  This option forces files to be laid out in a directory hierarchy following the package hierarchy in the SIDL file. This arrangement is required for the Java and Python languages, so those generators force this option on and allow no means to turn it off. For C, C++, FORTRAN 77, and Fortran 90, the default is that all files be generated in the single output directory with no package-named subdirectories.

- **`--language-subdir`**
  This option was contributed by a user. This option appends a language-specific subdirectory (e.g. c, python, f77) to the end of the path.

- **--hide-glue**
  This option was contributed by a user. The intent here is to separate the Impl files (which must be modified) from all other files. If this flag is set, then wherever an Impl file gets generated, all the corresponding Skels, Stubs, IORs, etc get generated in a subdirectory named `glue`.

Arbitrary combinations of the above flags are allowed. Regardless of the order they appear in the commandline, they are applied to the resulting path in the order they are presented above. For example if a SIDL file `pkg.sidl` defines a *`Cls`* class in the *`pkg`* package, and the user runs Babel as follows:

```
% babel -lugo there -sc
```

Then the majority of the sources will be generated in the `there/pkg/c/glue/` directory (except the Impl files which will occur one directory up in `there/pkg/c/`). Note the use of equivalent short-form commands in this example. If readers wish to review long and short forms of command line arguments, see Table 3.1 on page 18.

Note that many of these options were contributed by users and are not employed in Babel's own build. Instead, we tend to put a SIDL file in a directory and then generate client-side or server-side bindings in in either `runXXX/` or `libXXX/` subdirectories, respectively (where `XXX` is a language name). We don't use the **--generate-subdirs** or **--hide-glue** flags because they place source files that belong in the same library in different directories. Automake, which Babel uses as part of its build system, works much more reliably when all the sources that go into a library appear in the same directory as the library to be. The **--language-subdir** has a similar effect to what we do manually, but doesn't capture if it was client-side or server-side. In our tests and demos, we tend to build these separately because we want to exercise different drivers with different implementations.

The GNUmakefile generated by the `--makefile` command line option does not attempt to address all the possible combination of flags affecting the layout of generated files. It assumes that you generate files in the default locations.

16.2 Grouping compiled assets into Libraries

Babel enables one to completely encapsulate language dependencies inside a static or dynamically loaded library. This means that one can take a SIDL file and a compiled library, generate the bindings they want in their language of choice from the SIDL file, link against the library, and use it... never knowing what the original implementation language is for the library.

Babel generates the source code to accomplish this level of language interoperability, but users must use their compilers and linkers correctly for the effect to be complete. This section deals with many of the details that

16.2.1 Basics of Compilation and Linkage

What we generally think of as a compiler is really an ensemble of related tools. Generally there is a preprocessing step where very simple transformations occur (e.g. #define, #include directives and others). Next, the compiler proper executes and typically transforms your sourcecode into assembler or some other intermediate form. Optimizers work on this intermediate form and do perform additional transformations. Most big vendors of C, C++, and Fortran compilers have a common optimizer for all languages. Next, assemblers transform the optimized codes into platform-specific binaries. But this is not the end. The binaries may be linked together into libraries or programs. Libraries can be linked against other libraries, and eventually multiple programs. The main difference is that a program has additional instructions to bootstrap itself, do some interaction with the operating system, receive an argument list, and call `main()`. To see all this in action, try building a "hello world" type program in your favorite language, and run the "compiler" with an additional flag such as **-v**, **--verbose**, or whatever.

For example, this is what I get from a g77 compiler.

```
% g77 hello_world.f
% ./a.out
Hello World!  % g77 -v hello_world.f
Driving:  g77 -v hello_world.f -lfrtbegin -lg2c -lm -shared-libgcc
Reading specs from /usr/local/gcc/3.2/lib/gcc-lib/i686-pc-linux-gnu/3.2/specs
```

```
Configured with:  ../gcc-3.2/configure --prefix=/usr/local/gcc/3.2
Thread model:  posix
gcc version 3.2
/usr/local/gcc/3.2/lib/gcc-lib/i686-pc-linux-gnu/3.2/f771 hello_world.f
-quiet -dumpbase hello_world.f -version -o /tmp/ccp2GBGE.s
GNU F77 version 3.2 (i686-pc-linux-gnu)
compiled by GNU C version 3.2.
as --traditional-format -V -Qy -o /tmp/ccEiIsHc.o /tmp/ccp2GBGE.s
GNU assembler version 2.11.90.0.8 (i386-redhat-linux) using BFD version
2.11.90.0.8
/usr/local/gcc/3.2/lib/gcc-lib/i686-pc-linux-gnu/3.2/collect2 -m elf_i386
-dynamic-linker /lib/ld-linux.so.2 /usr/lib/crt1.o /usr/lib/crti.o /usr/local/gcc/3.2/
-L/usr/local/gcc/3.2/lib/gcc-lib/i686-pc-linux-gnu/3.2 -L/usr/local/gcc/3.2/lib/gcc-li
/tmp/ccEiIsHc.o -lfrtbegin -lg2c -lm -lgcc_s -lgcc -lc -lgcc_s -lgcc /usr/local/gcc/3.2
/usr/lib/crtn.o
```

For the purposes of this discussion, we will make a distinction between linking to build a library and linking to build an executable. Even though these processes have similar names, they perform very different kinds of code transformations.

16.2.2 Circular Dependencies and Single-Pass Linkers

Almost all linkers are single pass. This means that when linking an executable, linkers will run through the list of libraries exactly once trying to resolve symbols Ever get libraries listed in the wrong order and an executable wouldn't get built? Ever have to list the same libraries over and over again to build an executable? These are both side-effects of single pass linkers. The symbols in question are essentially jumps in the instruction code corresponding to subroutines that are defined elsewhere. When linking a final executable, all these symbols need to be resolved. When linking libraries, multiple undefined symbols are commonplace.

Having to list libraries over and over again in the link line when compiling the final executable typically indicates a circular dependency between libraries. Circular dependencies are much better kept within a single library. Even though linkers are single-pass between libraries, they exhaustively search within them.

This is important because all the files generated by Babel have a circular dependency in each Babel type. The stub makes calls on the IOR, the IOR calls the Skel, the Skel calls the Impl, but the Impl also may make calls on a Stub. Just like C++ has a `this` object, and Python has a `self`, Babel objects have a stub for them to call methods on themselves and dispatch properly through Babel's IOR layer.

16.2.3 IOR as single point of access

When building a Babelized library, it's important to note if your code has dependencies to other Babel types not in your library. These types often appear as base classes, argument types, or even exception types. Your library will need stubs corresponding to all these types, so it is best to put these in your library as well. We call these external stubs.

Many have tried to minimize replication of Babel stubs by removing the external stubs and letting the library link directly against the stubs in an external library. This is a mistake because the external library may be implemented in a different language, and the stubs may be for a different language binding. By bundling the external stubs specific to your implementation with the implementation's library, you are ensuring that the only access your library has with any other Babelized library is through the IOR. This is a good thing. The Babel IOR is the same for all language bindings and essentially forms the binary interface by which all Babel objects interact.

16.3 Dynamic vs. Static Linking

Most UNIX users are very comfortable with statically linked libraries (e.g. `libXXX.a`). Most are aware of "shared object files" in UNIX (with the form `libXXX.so`) though few actually build them. Even fewer still are familiar

with dynamically linked libraries, called DLL's in Microsoft (after the common `.dll` suffix), which involve actually selecting and loading dynamic libraries at run time based on their string name. MacOSX uses the novel suffix `libXXX.dynlib`. (In most UNIX systems, including Linux and Solaris, .so "shared object files" are actually dynamically linked libraries.) This section serves as a quick overview of how Babel handles both static and dynamic libraries, including runtime loading.

16.3.1 Linkers and Position Independent Code (PIC)

In a static library, the linker simply copies needed compilation units from the library to the executable. The static library can subsequently be deleted with no adverse affects to the executable. This also causes common libraries to be duplicated in every executable that links against it, and for the resulting executables to be quite large.

In a shared library, the linker simply inserts in the executable enough information to find the library and load it when the executable is invoked. This typically happens before the program ever gets to `main()`. This keeps executables small and allows commonly used libraries to be reused without copying, but it also means that the executable can fail if the library is renamed, moved, deleted, or even if the user's environment changes sufficiently.

A necessary (but not sufficient) condition for shared libraries to work is that all the compilation units (`*.o`) contained must be explicitly compiled as *position independent code*(PIC). Position independent code has an added level of indirection in critical areas since details (such as addresses to jump to in subroutine calls) are not known until runtime. Even though shared libraries are very useful, PIC causes a small but measurable degradation in performance, making static linked libraries with non-PIC code a viable option for performance-critical situations.

A dynamic-linked library is a shared library with one added feature, it can be loaded explicitly by the user at runtime by passing the string name into `dlopen()`. Dynamic-linked libraries (DLL's) also require compilation as PIC, though many compilers (including GCC) have special commands for each[1].

16.3.2 Tracking Down Problems

When tracking down problems with Babel libraries, to UNIX tools **`nm`** and **`ldd`** are your friends. **`nm`** will print the list of linker symbols in a file, including details such as whether the symbol is defined or not. **`ldd`** lists dynamic dependencies of a shared libraries or executables, indicating where it will look for these symbols when loaded.

Recall the Fortran hello world example in section 16.2.1. Even though we may think this is all done with static linking, using these tools we find out the truth.

```
% ldd a.out
libg2c.so.0 => /usr/local/gcc/3.2/lib/libg2c.so.0 (0x400180000)
libm.so.6 => /lib/i686/libm.so.6 (0x4004a000)
libgcc_s.so.1 => //usr/local/gcc/3.2/lib/libgcc_s.so.1 (0x4006d000)
libc.so.6 => /lib/i686/libc.so.6 (0x40076000)
/lib/ld-linux.so.2 => /lib/ld-linux.so.2 (0x40000000)
```

Here, we clearly see that five libraries are shared libraries that will be loaded after the executable is invoked, but before we get to the main program. Some of these libraries make sense: `libg2c` is a Fortran to C support library, `libc` is the C standard library, but why is `libm` listed... its a library of transcendental functions (e.g. sin(), cos()) why would it be included? The answer becomes obvious when using ldd on `libg2c`. The Fortran support library has dependencies on the math library, so our Fortran executable inherits that dependency too.

```
% nm a.out | grep ' U '
U __cxa_atexit@@GLIBC_2.1.3
U __libc_start_main@@GLIBC_2.0
U do_lio
U e_wsle
U exit@@GLIBC_2.0
U f_exit
```

[1] `-fpic` for SO's, `-fPIC` for DLL's

```
U f_init
U f_setarg
U f_setsig
U s_stop
U s_wsle
```

nm (and grep) shows us 11 symbols that are were left undefined in our final hello world application. A little more nm—greping about will help us find that symbols starting with `f_` are defined in libg2c.

16.4 SIDL Library Issues

As mentioned in Section 5.6, the Babel toolkit includes the SIDL runtime library. The library provides a base interface, class, and exception as the foundation. This is how Babel provides object-oriented features to non-object-oriented languages. In order to support the runtime system and build the SIDL library, it also provides DLL and Loader classes.

Babel generated code depends critically on `babel_config.h` to correctly define a lot of platform specific details. One detail that changes too frequently to encode in `babel_config.h` is whether or not the software is being compiled is position independent code (PIC). This detail is commonly added to the compilation instruction using the flags (e.g. `-fPIC -DPIC` [2]). The first flag tells the compiler to generate position independent code. The second defines the preprocessor macro `PIC`. Looking now at `babel_config.h`, we see that either `SIDL_DYNAMIC_LIBRARY` or `SIDL_STATIC_LIBRARY` are defined depending on whether or not `PIC` is defined.

As described in Section 16.3.1, Babel tends to focus on static libraries and dynamic linked libraries; not worrying much about shared libraries. The main reason is that for every last drop of performance, people would want static libraries. To support Java and Python (and the CCA model) dynamic loading is required. There's no real benefit to doing shared libraries that can't be dynamically loaded, so in developing Babel, we focus on the other two linkage situations.

16.5 Language Bindings for the `sidl` Package

The implementation and C stubs for the `sidl` package are stored in `libsidl.so` and `libsidl.a`, shared and static libraries that are installed when you install babel. You can determine the directory where these libraries are stored by running `babel-config --libdir`. Normally, running `babel-config --libdir` will yield something like `/usr/lib` or `/usr/local/lib`; however, your system administrator may have chosen a different directory by specifying a `--prefix` when they configured Babel (see Section 2.1.1). The IOR header files and C stub header files are installed in the directory shown by `babel-config --includedir`.

Babel also provides precompiled stubs for the `sidl` package for the C++, F77, F90, Java and UC++ language bindings. These libraries are also installed in `babel-config --libdir`, and they are named `libsidlstubs_cxx.so`, `libsidlstubs_ucxx.so`, Codelibsidlstubs_f77.so, and `libsidlstubs_f90.so`. Similarly named static archives and libtool `.la` files are also inalled in `babel-config --libdirst`. The header files for these languages are installed in subdirectories of `babel-config --includedir` named `Cxx`, `F77`, `F90`, and `UCxx`.

16.6 SCL Files for Dynamic Loading

If you generate a dynamic-linked library containing implementations of SIDL classes, you must also generate a SIDL Class List file (SCL file). An SCL file contains metadata about zero or more dynamic-linked libraries; for each dynamic-linked library, the SCL file has the list of SIDL classes implemented in that library. The `sidl.Loader.findLibrary` method searches SCL files when trying to find the implementation (or some other aspect) of a SIDL class.

The SCL file is an XML file with three kinds of elements. The top level element is `scl` which contains zero or more `library` elements. The `library` element has several attributes, and it contains zero or more `class` elements. The `library` element has three required attributes, `uri`, `scope` and `resolution`, and two optional attributes, `md5` and `sha1`. The `uri` is a local filename including path or a network `url` indicating where the library is stored. The `scope` attribute allows developers to suggest whether the library should be loaded in a `local` or the `global`

[2] The actual command to the compiler varies, `-fPIC` is understood by GCC

namespace. The developer can suggest `lazy` or `now` symbol resolution using the `scope` attribute. The `md5` and `sha1` are optional message digests to confirm that the library has not been modified or replaced. The `class` element has two required elements, `name` and `desc`. The `name` field is the name of the class, and `desc` indicates what kind of information is held in the library. Each class contained in the dynamic-linked library should be listed in the SCL file. For now, the only `desc` values with standardized meanings of `ior/impl`, `java` and `python/impl`. `ior/impl` indicates the dynamic-linked library contains the IOR object and implementation for the class, and `java` indicates that the library has the Java JNI wrapper object code. `python/impl` has the Python skeletons and implementation libraries.

Here is an the SCL file for the SIDL runtime library installed in `/usr/local`.

```
<?xml version="1.0" ?>
<scl>
  <library uri="/usr/local/lib/libsidl.la" scope="global" resolution="now" >
    <class name="SIDL.BaseClass" desc="ior/impl" />
    <class name="SIDL.ClassInfoI" desc="ior/impl" />
    <class name="SIDL.DLL" desc="ior/impl" />
    <class name="SIDL.Loader" desc="ior/impl" />
    <class name="SIDL.Boolean" desc="java" />
    <class name="SIDL.Character" desc="java" />
    <class name="SIDL.DoubleComplex" desc="java" />
    <class name="SIDL.Double" desc="java" />
    <class name="SIDL.FloatComplex" desc="java" />
    <class name="SIDL.Float" desc="java" />
    <class name="SIDL.Integer" desc="java" />
    <class name="SIDL.Long" desc="java" />
    <class name="SIDL.Opaque" desc="java" />
    <class name="SIDL.SIDLException" desc="ior/impl" />
    <class name="SIDL.String" desc="java" />
  </library>
</scl>
```

It's worth noting that the `uri` can be a libtool metadata file (`.la`) when the library is located on the local file system or a dynamic-linked library file (`.so` or another machine dependent suffix). You cannot have a libtool `.la` when the library is remote (e.g., `ftp:` or `http:`) because libtool expects the files references in the `.la` file to be local and in particular directories.

The GNUmakefile generated with the `--makefile` Babel option contains rules to automatically generate .scl files for each of the supported Babel languages.

16.7 Deployment of Babel-Enabled Libraries

At this point, there is no standard — or even recommended — model for deploying Babel enabled libraries. Below are a few examples of how our developer-customers are currently packaging their code.

Server Source Only With this option your users are expected to have Babel installed on their system. In this mode, developers simply include a SIDL file and their corresponding implementation files. The user in this case must build the software, call Babel to generate the client bindings in the language of choice, and link it all together into a final application.

Client and Server Source This option tries to hide Babel as much as possible. In this mode, the developer pre-generates many different client language bindings and distributes them along with their code and the sources for the Babel runtime library. Then the user has a "batteries included" package that's ready to run out of the box. The user may not even be aware that Babel has been used unless they pay careful attention to how the package was built.

Server Libraries Only Finally, in this mode only the SIDL file and the precompiled shared library files are distributed. This is not an open-source solution, though users still need to build the language bindings to access the shared library.

Chapter 17

Creating Objects with Pre-Initialized State

or
Wrapping Native objects with Babel

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17.1 Introduction to the Backdoor Initializer

Internally, every Babel object holds an implementation language specific pointer to the object's private state data. If the object is implemented in C, the pointer points to a struct named `struct package_Class__data`. In Java, the private data pointer points to a Java object of the implementation type, `Class_Impl`, which calls are made on, and which actually holds the object state. The type of the private data is entirely implementation language dependent. The data is usually created or set by the Babel objects user-implemented constructor.

With the Backdoor Initializer, Babel allows a Babel user to set this private data pointer at construction with pre-initialized state. Of course, this is very dangerous. This can only be done if the client language creating the Babel object is the same as the language the object is implemented in, and if the pre-initialized state is of the correct type. If either of these constraints is unsatisfied, the behavior of the backdoor initializer in undefined.

Object construction is a very language specific problem, and therefore this Babel feature is exposed differently in each language. However, in every language, there is some way provided for the class implementor to determine in the constructor code whether the object is being constructed normally, or if the user provided pre-initialized state. In most languages there is a second constructor provided, only in Python is an argument used to determine if the user provided pre-initialized state or not. Most class implementors will not need to do anything with the new constructor. In the case of Backdoor Initialization, usually the right thing to do in a constructor is to do nothing, since the object state was preinitialized by the client. The constructor only needs to be used if the state of the object cannot fully be represented by its private data. For example, an object that opens a TCP/IP connection during construction would almost certainly need that code in the backdoor constructor as well.

17.2 Motivation

The Backdoor Initializer is not a feature that most Babel users will need. However, there are certain cases where the Backdoor Initializer is absolutely required. The most obvious usage case is for wrapping up native objects in a Babelized interface. The allows the implementation language to access the data directly, but other languages must use the provided Babel interface. It was exactly this usage case that inspired the creation of the Backdoor Initializer.

A customer needed to use a Java visualization program to view a graph generated by a C++ library. The customer did not want to modify the Java program significantly. Instead, he created the graph data structure used by the visualizer in Java, and wrapped it in a Babel interface. He was them able to pass the Babelized object to the C++ library, which made calls on the Babel interface to add nodes and edges to the graph. When the C++ library finished, the Java visualizer was able to use the graph as if it was created natively in Java. The visualizer code did not have to be modified in any way to use the graph!

17.3 Example

In this chapter we will use a single example for all Babel supported languages. This example is taken from the wrapper regression test. In this test, there are two sidl classes, `wrapper.Data` and `wrapper.User`.

SIDL

```
package wrapper version 1.0 {

  class Data {
    void setString(in string s);
    void setInt(in int i);
  }

  class User {
     void accept(in wrapper.Data data);
  }
}
```

`wrapper.Data` wraps up some native data, which will be modified by the `wrapper.User.accept()` call. In this case, the data is just a string and an integer. In order to show the new constructor functionality, we set string called d_ctortest to "ctor was run" in the new constructor.

To reiterate, the client program creates and wraps language specific data in a `wrapper.Data` babel object. The alternate constructor code is run, which sets the d_ctortest string. The object is then passed to `wrapper.User.accept()`, which sets the data. The client program can then directly access the data and read what was set by User.accept().

17.4 The Backdoor Initializer in C

In C, the Backdoor Initializer is used through a new `_create` like static method, `_wrapObj`. `_wrapObj` takes a pointer to the private data to be wrapped (a simple struct defined in `wrapper_Data__Impl.h`).

from wrapper_Data_Impl.h:

ANSI C

```
struct wrapper_Data__data {
  /* DO-NOT-DELETE splicer.begin(wrapper.Data._data) */
  char* d_ctortest;
  char* d_string;
  int d_int;
  /* DO-NOT-DELETE splicer.end(wrapper.Data._data) */
};
```

From wrapper_Data_Impl.c; notice the new constructor `ctor2`, which is only called with backdoor initialization.

```
void impl_wrapper_Data__ctor2(
  /* in */ wrapper_Data self,
  /* in */ void* private_data,
  /* out */ sidl_BaseInterface *_ex) {
  /* DO-NOT-DELETE splicer.begin(wrapper.Data._ctor2) */
  struct wrapper_Data__data *dptr = (struct wrapper_Data__data *) private_data;
  dptr->d_ctorTest = "ctor was run";
  /* DO-NOT-DELETE splicer.end(wrapper.Data._ctor2) */
}

void impl_wrapper_Data_setString(
  /* in */ wrapper_Data self,
  /* in */ const char* s,
  /* out */ sidl_BaseInterface *_ex) {
  *_ex = 0;
  /* DO-NOT-DELETE splicer.begin(wrapper.Data.setString) */
  struct wrapper_Data__data *dptr =
    wrapper_Data__get_data(self);
  if (dptr) {
    dptr->d_string = "Hello World!";
  }
  /* DO-NOT-DELETE splicer.end(wrapper.Data.setString) */
}

void impl_wrapper_Data_setInt(
  /* in */ wrapper_Data self,
  /* in */ int32_t i,
  /* out */ sidl_BaseInterface *_ex) {
  /* DO-NOT-DELETE splicer.begin(wrapper.Data.setInt) */
  struct wrapper_Data__data *dptr =
    wrapper_Data__get_data(self);
  if (dptr) {
    dptr->d_int = 3;
  }
  /* DO-NOT-DELETE splicer.end(wrapper.Data.setInt) */
}
```

from the client program wraptest.c: (Note that we must include wrapper_Data_Impl.h)

```
#include "wrapper_User.h"
#include "wrapper_Data.h"
#include "wrapper_Data_Impl.h"
int main(int argc, char** argv) {

  sidl_BaseInterface exception = NULL;
  wrapper_Data data = NULL;
  wrapper_User user = NULL;
  struct wrapper_Data__data *d_data = NULL;
  struct wrapper_Data__data *dptr = NULL;

  /*Create the data*/
  dptr = malloc(sizeof(struct wrapper_Data__data));
  /*Wrap the data*/
  data = wrapper_Data__wrapObj(dptr, &exception);
  user = wrapper_User__create(&exception);
```

```
  ASSERT( strcmp(d_data->d_ctortest, "ctor was run") == 0);

  /* Test the data setting*/
  wrapper_User_accept(user, data, &exception);

  ASSERT( strcmp(d_data->d_string, "Hello World!") == 0);
  ASSERT( d_data->d_int == 3);

  return 0;
}
```

17.5 The Backdoor Initializer in FORTRAN 77

In FORTRAN 77, using the Backdoor Initializer is similar to using it in C. There is a special new constructor named `_wrapObj` that takes the private data pointer.

Of course, dynamically allocating data in FORTRAN 77 is tricky, and requires very close cooperation with the Impl class that uses the data. Most of the complexity of this example code is caused by those problems, not so much the Backdoor Initializer itself.

Since we need to store 2 strings and an integer, we create 3 sidl arrays to hold the private data. We create an opaque array of 2 elements called pdata to hold the other two arrays. Then we create a string array of 2 elements called a_string, and an integer array of 1 element called a_int. d_string is element 0 of the string array, and d_ctortest is element 1. We then place a_string into pdata as element 0, and a_int in pdata as element 1. We then call `_wrapObj`, which takes pdata as an in argument as the first argument, and the object we are creating, data, as an out argument as the second argument.

Notice that we don't have to include an Impl files to FORTRAN 77, since, there aren't actually any types.

Fairly complex, but here's the client code from wraptest.f:

Fortran 77

```
      program wraptest
      implicit none
      integer*8 data, user, pdata, backup, throwaway
      integer*8 a_string, a_int
      integer*4 d_int
      character*80 d_string
      character*80 d_ctortest
      character*80 d_silly

c     pdata is the internal data, and holds two arrays, string an int.
      call sidl_opaque__array_create1d_f(2, pdata)
      call sidl_string__array_create1d_f(2, a_string)
      call sidl_int__array_create1d_f(1, a_int)

c     initialize the data arrays
      call sidl_string__array_set1_f(a_string, 0, d_string)
      call sidl_string__array_set1_f(a_string, 1, d_ctortest)
      call sidl_int__array_set1_f(a_int, 0, d_int)

c     initilize pdata
      call sidl_opaque__array_set1_f(pdata, 0, a_string)
      call sidl_opaque__array_set1_f(pdata, 1, a_int)

      call wrapper_User__create_f(user, throwaway)
```

```
c     private data first, then the object being created
      call wrapper_Data__wrapObj_f(pdata, data, throwaway)

      call sidl_opaque__array_get1_f(pdata, 0, a_string)
      call sidl_string__array_get1_f(a_string, 1, d_ctortest)

      print *, d_ctortest

      call wrapper_User_accept_f(user, data, throwaway)

      call sidl_string__array_get1_f(a_string, 0, d_string)
      call sidl_int__array_get1_f(a_int, 0, d_int)

      print *, d_string, ' ', d_int

      call wrapper_User_deleteRef_f(user, throwaway)
      call wrapper_Data_deleteRef_f(data, throwaway)
      end
```

and the Impl side code from wrapper_Data_Impl.f

```
Fortran 77
        subroutine wrapper_Data__ctor2_fi(self, private_data, exception)
        implicit none
        integer*8 self
        integer*8 private_data
        integer*8 exception

C       DO-NOT-DELETE splicer.begin(wrapper.Data._ctor2)
        integer*8 a_string, pdata
        character*80 d_string, d_ctortest
        call sidl_opaque__array_get1_f(private_data, 0, a_string)
        call sidl_string__array_set1_f(a_string, 1, 'ctor was run')
C       DO-NOT-DELETE splicer.end(wrapper.Data._ctor2)
        end

        subroutine wrapper_Data_setString_fi(self, s, exception)
        implicit none
        integer*8 self
        character*(*) s
        integer*8 exception

C       DO-NOT-DELETE splicer.begin(wrapper.Data.setString)
        integer*8 data, a_string
        call wrapper_Data__get_data_f(self, data)
        if (data .ne. 0) then
           call sidl_opaque__array_get1_f(data, 0, a_string)
           call sidl_string__array_set1_f(a_string, 0, s)
        endif
C       DO-NOT-DELETE splicer.end(wrapper.Data.setString)
        end

        subroutine wrapper_Data_setInt_fi(self, i, exception)
        implicit none
        integer*8 self
        integer*4 i
```

```
        integer*8 exception

C       DO-NOT-DELETE splicer.begin(wrapper.Data.setInt)
        integer*8 data, a_int
        call wrapper_Data__get_data_f(self, data)
        if (data .ne. 0) then
           call sidl_opaque__array_get1_f(data, 1, a_int)
           call sidl_int__array_set1_f(a_int, 0, i)
        endif
C       DO-NOT-DELETE splicer.end(wrapper.Data.setInt)
        end
```

17.6 The Backdoor Initializer in Fortran 90

The Fortran 90 backdoor initializer is very similar to C. Fortran 90 also has a `_wrapObj`, but it is actually defined in the wrapper_Data_Mod.F90 file, along with the private data type definition.

Here is the private data definition from wrapper_Data_Mod.F90:

Fortran 90

```
  type wrapper_Data_priv
    sequence
    ! DO-NOT-DELETE splicer.begin(wrapper.Data.private_data)
    ! Insert-Code-Here {wrapper.Data.private_data} (private data members)
     character(len=256)     :: d_ctortest
     character(len=256)     :: d_string
     integer(kind=sidl_int) :: d_int
    ! DO-NOT-DELETE splicer.end(wrapper.Data.private_data)
  end type wrapper_Data_priv
```

Here is the client code from wraptest.F90. Notice wrapper_Data_impl is used. From wraptest.F90:

Fortran 90

```
#include "wrapper_User_fAbbrev.h"
#include "wrapper_Data_fAbbrev.h"
#include "synch_RegOut_fAbbrev.h"
#include "synch_ResultType_fAbbrev.h"

program wraptest
  use sidl
  use sidl_BaseInterface
  use wrapper_User
  use wrapper_Data
  use wrapper_Data_impl
  type(sidl_BaseInterface_t) :: throwaway_exception
  type(wrapper_Data_wrap) :: pd

  type(wrapper_Data_t) :: data
  type(wrapper_User_t) :: user

  allocate(pd%d_private_data)
  pd%d_private_data%d_int = 0
  pd%d_private_data%d_string = 'place holder'
  pd%d_private_data%d_ctortest = 'place holder'

  call new(user, throwaway_exception)
  call wrapObj(pd, data, throwaway_exception)
```

```
  print *, pd%d_private_data%d_ctortest

  call accept(user, data, throwaway_exception)

  print *, pd%d_private_data%d_string, ' ', pd%d_private_data%d_int

  call deleteRef(user, throwaway_exception)
  call deleteRef(data, throwaway_exception)
  ! Private data [should be] deallocated by the Impl dtor.

  call close(tracker, throwaway_exception)
  call deleteRef(tracker, throwaway_exception)
end program wraptest
```

Finally, the Impl code from wrapper_Data_Impl.F90:

Fortran 90

```
recursive subroutine wrapper_Data__ctor2_mi(self, private_data, exception)
  use sidl
  use sidl_BaseInterface
  use sidl_RuntimeException
  use wrapper_Data
  use wrapper_Data_impl
  implicit none
  type(wrapper_Data_t) :: self ! in
  type(wrapper_Data_wrap) :: private_data
  type(sidl_BaseInterface_t) :: exception ! out

! DO-NOT-DELETE splicer.begin(wrapper.Data._ctor2)
  private_data%d_private_data%d_ctortest = 'ctor was run'
! DO-NOT-DELETE splicer.end(wrapper.Data._ctor2)
end subroutine wrapper_Data__ctor2_mi

recursive subroutine wrapper_Data_setString_mi(self, s, exception)
  use sidl
  use sidl_BaseInterface
  use sidl_RuntimeException
  use wrapper_Data
  use wrapper_Data_impl
  implicit none
  type(wrapper_Data_t) :: self ! in
  character (len=*) :: s ! in
  type(sidl_BaseInterface_t) :: exception ! out
! DO-NOT-DELETE splicer.begin(wrapper.Data.setString)
  type(wrapper_Data_wrap) :: dp
  call wrapper_Data__get_data_m(self, dp)
  dp%d_private_data%d_string = s
! DO-NOT-DELETE splicer.end(wrapper.Data.setString)
end subroutine wrapper_Data_setString_mi

recursive subroutine wrapper_Data_setInt_mi(self, i, exception)
  use sidl
  use sidl_BaseInterface
  use sidl_RuntimeException
  use wrapper_Data
```

```
  use wrapper_Data_impl
  implicit none
  type(wrapper_Data_t) :: self ! in
  integer (kind=sidl_int) :: i ! in
  type(sidl_BaseInterface_t) :: exception ! out

! DO-NOT-DELETE splicer.begin(wrapper.Data.setInt)
  type(wrapper_Data_wrap) :: dp
  call wrapper_Data__get_data_m(self, dp)
  dp%d_private_data%d_int = i

! DO-NOT-DELETE splicer.end(wrapper.Data.setInt)
end subroutine wrapper_Data_setInt_mi
```

17.7 The Backdoor Initializer in C++

In Object Oriented languages there is no `_wrapObj` method exposed to the user. Instead, the same functionality is achieved simply by calling "new" on the Impl class. Interestingly, this means the constructor functionality is NOT placed in a Babel `ctor` method, but is, instead, actually in the default object constructor.

Here is the private data definition from wrapper_Data_Impl.hxx:

C++

```
namespace wrapper {
  class Data_impl : public virtual ::wrapper::Data

....
  public:
    char* d_string;
    int d_int;
    char* d_ctorTest;

....
  };  // end class Data_impl
} // end namespace wrapper
```

Here is the client code from wraptest.cxx. Notice wrapper_Data_Impl is included.

C++

```
#include "wrapper_User.hxx"
#include "wrapper_Data.hxx"
#include "wrapper_Data_Impl.hxx"

int main(int argc, char **argv) {
  wrapper::Data_impl data;
  wrapper::User user = wrapper::User::_create();

  ASSERT( data.d_ctorTest == "ctor was run");

  /* Test the data setting*/
  user.accept(data);

  ASSERT( data.d_string == "Hello World!");
  ASSERT( data.d_int == 3);
  return 0;
}
```

Finally, the Impl code from wrapper_Data_Impl.cxx, notice where the constructor code is placed.

```
// speical constructor, used for data wrapping(required).
// Do not put code here unless you really know what you're doing!
wrapper::Data_impl::Data_impl() : StubBase(reinterpret_cast<
  void*>(::wrapper::Data::_wrapObj(this)),false) , _wrapped(true) {
  // DO-NOT-DELETE splicer.begin(wrapper.Data._ctor2)
  d_ctorTest = "ctor was run";
  // DO-NOT-DELETE splicer.end(wrapper.Data._ctor2)
}

void wrapper::Data_impl::setString_impl (
  /* in */const ::std::string& s ) {
  // DO-NOT-DELETE splicer.begin(wrapper.Data.setString)
  d_string = "Hello World!";
  // DO-NOT-DELETE splicer.end(wrapper.Data.setString)
}

void wrapper::Data_impl::setInt_impl (
  /* in */int32_t i )
{
  // DO-NOT-DELETE splicer.begin(wrapper.Data.setInt)
  d_int = 3;
  // DO-NOT-DELETE splicer.end(wrapper.Data.setInt)
}
```

17.8 The Backdoor Initializer in Java

In Object Oriented languages there is no `_wrapObj` method exposed to the user. Instead, the same functionality is achieved simply by calling "new" on the Impl class. Interestingly, this means the constructor functionality is NOT placed in a Babel `ctor` method, but is, instead, actually in the default object constructor.

Here is an excerpt from the class definition for wrapper.Data_Impl:

```
  public String d_string;
  public int d_int;
  public String d_ctorTest;

  public Data_Impl(){
    d_ior = _wrap(this);
    // DO-NOT-DELETE splicer.begin(wrapper.Data._wrap)
    d_ctorTest = "ctor was run";
    // DO-NOT-DELETE splicer.end(wrapper.Data._wrap)
  }

  public void setString_Impl (
    /*in*/ java.lang.String s )
    throws sidl.RuntimeException.Wrapper
  {
    // DO-NOT-DELETE splicer.begin(wrapper.Data.setString)
    d_string = s;
    return ;
    // DO-NOT-DELETE splicer.end(wrapper.Data.setString)
  }
```

```
  public void setInt_Impl (
    /*in*/ int i )
    throws sidl.RuntimeException.Wrapper
  {
    // DO-NOT-DELETE splicer.begin(wrapper.Data.setInt)
    d_int = i;
    return ;
    // DO-NOT-DELETE splicer.end(wrapper.Data.setInt)
  }
```

Here is the client code from WrapTest.java:

```
public static void main(String args[]) {
  wrapper.Data_Impl d_data = new wrapper.Data_Impl();
  wrapper.User d_user = new wrapper.User();
  System.out.println(d_data.d_ctorTest);
  d_user.accept(d_data);
  System.out.println(d_data.d_string, d_data.d_int);
}
```

Java

17.9 The Backdoor Initializer in Python

In Object Oriented languages there is no `_wrapObj` method exposed to the user. Instead, the same functionality is achieved simply by calling "new" on the Impl class.

However, writing the Python backdoor constructor is a little trickier than Java or C++. This is because there is no overloading in Python, so multiple constructors were a problem. Instead, the class implementor needs to determine if the object is being constructed directly by the user, or through the normal Babel process. This can be achieved with an if statement. If the argument `IORself == None`, then the user has called the backdoor constructor, if `IORself != None`, it is a normal Babel construction.

Here is an excerpt from the class definition for wrapper.Data_Impl.Data:

```
class Data:
  def __init__(self, IORself = None):
    if (IORself == None):
      self.__IORself = wrapper.Data.Data(impl = self)
    else:
      self.__IORself = IORself
    # DO-NOT-DELETE splicer.begin(__init__)
    if(IORself == None):
      self.d_string = "placeholder value"
      self.d_ctortest = "ctor was run"
      self.d_int = 0
    # DO-NOT-DELETE splicer.end(__init__)

  def setString(self, s):
    # DO-NOT-DELETE splicer.begin(setString)
    self.d_string = s
    # DO-NOT-DELETE splicer.end(setString)

  def setInt(self, i):
    # DO-NOT-DELETE splicer.begin(setInt)
    self.d_int = i
    # DO-NOT-DELETE splicer.end(setInt)
```

Python

Here is the client code from WrapTest.java:

```
import wrapper.User
import wrapper.Data
import wrapper.Data_Impl

if __name__ == '__main__':
  user = wrapper.User.User()
  data = wrapper.Data_Impl.Data()

  print data.d_ctortest
  user.accept(data._getStub())
  print data.d_string + " " + d_int
0
```

Python

Chapter 18

Interface Contracts

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NOTE:

This chapter is under construction.

18.1 Introduction

18.2 Specifications

18.2.1 Format

18.2.2 Built-in Functions

18.3 Enforcement

18.3.1 Enforcement Options

18.3.2 Enforcement Policy

18.4 Summary

Chapter 19

Troubleshooting

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19.1 Introduction

This appendix provides an overview of common problems that Babel users have encountered. Additional insights may be found in Chapter 20.

19.2 Common Errors

This section focuses on common errors encountered by Babel users. The errors have been separated into those related to SIDL parsing, XML parsing, and compilation.

SIDL Parsing Errors

- ***Babel: Error: when trying to resolve remaining args...Error : ÄnArgumentf̈ails to resolve as a symbol or file.*** For a symbol, Babel attempts to find it in the repository(ies) specified on the command line or, if none specified, in the default repository. Check the repository being used to ensure that XML exists for the appropriate version of the symbol. If it is not present, generate the XML for it first then try again.

XML Parsing Errors

Compilation Errors

19.3 Common Warnings

This section focuses on common warnings encountered by Babel users. Again, warnings have been separated into those related to SIDL parsing, XML parsing, and compilation.

SIDL Parsing Warnings

- ***Babel: Warning: When creating repository...File R̈epository+File ̈s not a repository directory".*** First verify that the specified directory is actually a repository directory. That is, that it contains symbol interfaces defined by XML files. If not, correct the repository option then try again.

XML Parsing Warnings

Compilation Warnings

Chapter 20

Lessons Learned

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20.1 Introduction

This appendix focuses on providing tips, tricks, and advice submitted by Babel/SIDL users. We have generally provided the information verbatim.

20.2 Compilation Consistency is Key

Steve Smith, 24 September 2001

Basically "be consistent" is the biggest lesson we found.

When compiling C++ codes, you may have conflicts if you use different compile options. Under KCC we found -no_exceptions caused problems if parts were compiled with/without the flag. There are most likely other compile flags which turn features on/off which would cause similar problems. This caused a core dump immediately when core file was loaded. This is somewhat obvious but if you are linking together several different codes from a variety of developers you need to examine the compile flags very carefully. This problem is probably more likely with C++ due to the greater number of code generation options (e.g. RTTI, exceptions etc).

A much more subtle problem occurred when we had a C shared library which called functions in a C++ shared library. We initially used gcc to create the C shared library and KCC to create the C++ shared library. The application would core dump when a dynamic cast was attempted. This was solved by using the `cc` compiler wrapper that is part of the KCC distribution (which uses the native `cc`). So you need to be aware of not only what is in your .so and how it is compiled but all the .so's that you are using.

If you have several versions of a library, say during a debugging process, make sure you are using the correct versions of things. The `ldd` command is very useful for making sure you getting the shared libraries that you think you should be linking to. Along these lines, keep your LD_LIBRARY_PATH as simple as possible when debugging.

In retrospect this does not look like a large number of problems, but figuring out the second problem took a long time since I focused on how the C++ library was being created rather than where the real problem was being introduced. It wasn't until after I had exhausted a long list of other potential conflicts that I started messing with the C library compilation.

Part IV

Appendices

Appendix A

Reserved Words

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A.1 Introduction

This appendix lists SIDL's reserved words. Other words and constructs that are problematic in particular language bindings are also listed.

A.2 Reserved Words

Table A.1 lists all the words that are part of the SIDL grammar and cannot be used as a package, enum, interface, class, or argument name.

A.3 Suggested Things To Avoid

Since SIDL maps onto many other languages there are a great number of words and constructs that are harmless in SIDL, but cause great trouble in generated language bindings. We list known problems in Table A.2.

In addition, the following should be avoided:

- Reserved words in all of the supported languages. This is a long list only some of which appear here.
- Methods with the same name as a class (this is a constructor in C++).
- Packages, Classes, Interfaces, Methods or Arguments that differ only by case. Not all languages are case sensitive but, since Babel's focus is language interoperability, Babel must make allowances.

Table A.1: SIDL Reserved Words

RESERVED WORD	ROLE
`abstract`	optional modifier for `class`
`array`	datatype
`bool`	builtin datatype
`char`	builtin datatype
`class`	user defined datatype
`copy`	argument modifer
`dcomplex`	builtin datatype
`double`	builtin datatype
`enum`	user defined datatype
`extends`	inheritance mode
`fcomplex`	builtin datatype
`final`	package and method modifier
`float`	builtin datatype
`implements`	inheritance mode
`implements-all`	inheritance mode
`import`	bring other packages into current scope
`in`	argument mode
`inout`	argument mode
`int`	builtin datatype
`interface`	user defined datatype
`local`	method modifier
`long`	builtin datatype
`nonblocking`	method modifier
`oneway`	method modifier
`opaque`	builtin datatype
`out`	argument mode
`package`	scoping construct
`static`	method modifier
`string`	builtin datatype
`throws`	exception declaration
`version`	assign version number to package
`void`	declares method as not returning a type

Table A.2: Other words/constructs to avoid

WORD	C	C++	Java	Python	word	C	C++	Java	Python
abstract			X		lambda				X
and		X		X	long	X	X	X	
and_eq		X			mutable		X		
asm	X	X			namespace		X		
assert				X	native			X	
auto	X	X			new		X	X	
bitand		X			not		X		X
bitor		X			not_eq		X		
bool		X			null			X	
boolean			X		operator		X		
break	X	X	X	X	or		X		X
case	X	X	X		or_eq		X		
catch		X	X		package			X	
char	X	X	X		pass				X
class		X	X		print				X
compl		X			private		X	X	
const	X	X	X		protected		X	X	
const_cast		X			public		X	X	
continue	X	X	X	X	raise				X
def				X	register	X	X		
default	X	X	X		reinterpret_cast		X		
del				X	return	X	X	X	X
delete		X			short	X	X	X	
do	X	X	X		signed	X	X		
double	X	X	X		sizeof	X	X		
dynamic_cast		X			static	X	X	X	
elif				X	static_cast		X		
else	X	X	X	X	strictfp			X	
enum	X	X			struct	X	X		
except				X	super			X	
exec				X	switch	X	X	X	
explicit		X			synchronized			X	
export		X			template		X		
extends			X		this		X	X	
extern	X	X			throw		X	X	
false		X	X		throws			X	
final			X		transient			X	
finally			X	X	true		X	X	
float	X	X	X		try		X	X	X
for	X	X	X	X	typedef	X	X		
friend		X			typeid		X		
from				X	typename		X		
global				X	union	X	X		
goto	X	X	X		unsigned	X	X		
if	X	X	X	X	using		X		
implements			X		virtual		X		
import			X		void	X	X	X	
inline		X			volatile	X	X	X	
instanceof			X		wchar_t		X		
int	X	X	X		while	X	X	X	X
interface			X		xor		X		
is				X	xor_eq		X		

Appendix B

SIDL Grammar

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B.1 Introduction

This appendix provides an overview of the Scientific Interface Definition Language (SIDL) grammar. For simplicity, the grammar is described in extended BNF.

B.2 Backus-Naur Form

This section is dated. It needs to be brought up-to-date to reflect changes associated with the introduction of the new parser. FIX ME!

The grammar described here was extracted from the JavaCC productions defined in the Babel source code. Since the comments associated with the productions appeared to be sufficiently descriptive, they have been retained to serve as the explanation of the key productions.

```
/*
 * The following lexical tokens are ignored.
 */
SKIP : {
   < " " >
 | < "\n" >
 | < "\r" >
 | < "\t" >
 | < "//" (~["\n","\r"])* ("\n" | "\r" | "\r\n") >
 | < "/**/" >
 | < "/*" (~["*"])+ "*" ("*" | ~["*","/"] (~["*"])* "*")* "/" >
   { checkComment(image, input_stream.getBeginLine(),
                  input_stream.getEndLine()); }
 | < "[" >
 | < "]" >
```

```
}

/*
 * The following lexical states define the transitions necessary to
 * parse documentation comments.  Documentation comments may appear
 * anywhere in the file, although they are only saved if they preceed
 * definition or method productions.  Documentation comments are
 * represented by "special tokens" in the token list.
 */
SPECIAL_TOKEN : {
   < T_COMMENT : "/**" > : BEGIN_DOC_COMMENT
}

<BEGIN_DOC_COMMENT> SKIP : {
   < " " >
 | < "\t" >
 | < "*/" >                    : DEFAULT
 | < ("\n" | "\r" | "\r\n") > : LINE_DOC_COMMENT
 | < "" >                      : IN_DOC_COMMENT
}

<LINE_DOC_COMMENT> SKIP : {
   < " " >
 | < "\t" >
 | < "*/" >      : DEFAULT
 | < "*" (" ")?> : IN_DOC_COMMENT
 | < "" >        : IN_DOC_COMMENT
}

<IN_DOC_COMMENT> SPECIAL_TOKEN : {
   < "*/" >                    { trimMatch(matchedToken); } : DEFAULT
 | < ("\n" | "\r" | "\r\n") > { trimMatch(matchedToken); } : LINE_DOC_COMMENT
}

<IN_DOC_COMMENT> MORE : {
   < ~[] >
}

/*
 * The following keywords are the lexical tokens in the SIDL grammar.
 */
TOKEN : {
   < T_ABSTRACT       : "abstract" >
 | < T_CLASS          : "class" >
 | < T_COPY           : "copy" >
 | < T_ENUM           : "enum" >
 | < T_EXTENDS        : "extends" >
 | < T_IMPORT        : "import" >
 | < T_IN             : "in" >
 | < T_INOUT          : "inout" >
 | < T_FINAL          : "final" >
 | < T_IMPLEMENTS     : "implements" >
 | < T_IMPLEMENTS_ALL : "implements-all" >
 | < T_INTERFACE      : "interface" >
```

```
 | < T_LOCAL          : "local" >
 | < T_ONEWAY         : "oneway" >
 | < T_OUT            : "out" >
 | < T_PACKAGE        : "package" >
 | < T_REQUIRE        : "require" >
 | < T_STATIC         : "static" >
 | < T_THROWS         : "throws" >
 | < T_VERSION        : "version" >
 | < T_VOID           : "void" >

 | < T_ARRAY          : "array" >
 | < T_RARRAY         : "rarray" >
 | < T_BOOLEAN        : "bool" >
 | < T_CHAR           : "char" >
 | < T_DCOMPLEX       : "dcomplex" >
 | < T_DOUBLE         : "double" >
 | < T_FCOMPLEX       : "fcomplex" >
 | < T_FLOAT          : "float" >
 | < T_INT            : "int" >
 | < T_LONG           : "long" >
 | < T_OPAQUE         : "opaque" >
 | < T_STRING         : "string" >

 | < T_IDENTIFIER     : <T_LETTER> (<T_LETTER> | <T_DIGIT> | "_")* >
 | < T_VERSION_STRING : <T_INTEGER> ("." <T_INTEGER>)+ >
 | < T_INTEGER        : (["-","+"])? (<T_DIGIT>)+ >
 | < T_DIGIT          : ["0"-"9"] >
 | < T_LETTER         : ["a"-"z","A"-"Z"] >

 | < T_CLOSE_ANGLE    : ">" >
 | < T_CLOSE_CURLY    : "}" >
 | < T_CLOSE_PAREN    : ")" >
 | < T_COMMA          : "," >
 | < T_EQUALS         : "=" >
 | < T_OPEN_ANGLE     : "<" >
 | < T_OPEN_CURLY     : "{" >
 | < T_OPEN_PAREN     : "(" >
 | < T_SEMICOLON      : ";" >
 | < T_SCOPE          : "." >

 | < T_COLUMN_MAJOR   : "column-major" >
 | < T_ROW_MAJOR      : "row-major" >

 | < T_CATCH_ALL      : ~[] >
}

/**
 * A SIDL Specification contains zero or more version productions followed
 * by zero or more import productions followed by zero or more package
 * productions followed by the end-of-file.  Before leaving the specification
 * scope, resolve all references in the symbol table.
 */
Specification ::= ( Require )* ( Import )* ( Package )* <EOF>
```

```
/**
 * A SIDL Require production begins with a "require" token and is followed
 * by a scoped identifer, a "version" token, and a version number.  The
 * scoped identifier must be not defined.  The version number is specified
 * in the general form "V1.V2...Vn" where Vi is a non-negative integer.
 */
Require ::=
  <T_REQUIRE> ScopedIdentifier
  <T_VERSION> ( <T_INTEGER> | <T_VERSION_STRING> ) <T_SEMICOLON>

/**
 * A SIDL Import production begins with an "import" token and is followed
 * by a scoped identifier which is optionally followed by a "version" token
 * and a version number.  The scoped identifier must be defined and it must
 * be a package.  The version number is specified in the general form
 * "V1.V2...Vn" where Vi is a non-negative integer.  A particular package
 * may only be included in one import statement.  The import package name
 * is added to the default search path.  At the end of the parse, any import
 * statements that were not used to resolve a symbol name are output as
 * warnings.
 */
Import ::=
  <T_IMPORT> ScopedIdentifier
  [ <T_VERSION> ( <T_INTEGER> | <T_VERSION_STRING>) ] <T_SEMICOLON>

/**
 * The SIDL package specification begins with a "package" token followed by
 * a scoped identifier.  The new package namespace begins with an open curly
 * brace, a set of zero or more definitions, and a close curly brace.  The
 * closing curly brace may be followed by an optional semicolon.  The package
 * identifier must have a version defined for it, and it must not have been
 * previously defined as a symbol or used as a forward reference.  The parent
 * of the package must itself be a package and must have been defined.  The
 * symbols within the curly braces will be defined within the package scope.
 */
Package ::=
  [ <T_FINAL> ] <T_PACKAGE> ScopedIdentifier
  [ <T_VERSION> ( <T_INTEGER> | <T_VERSION_STRING> ) ]
  <T_OPEN_CURLY> ( Definition )* <T_CLOSE_CURLY> [ <T_SEMICOLON> ]

/**
 * A SIDL Definition production consists of a class, interface, enumerated
 * type, or package.
 */
Definition ::= ( Class | Enum | Interface | Package )

/**
 * A SIDL class specification begins with an optional abstract keyword
 * followed by the class token followed by an identifier.  The abstract
 * keyword is required if and only if there are abstract methods in the
 * class.  The class keyword is followed by an identifer.  The identifier
 * string may not have been previously defined, although it may have been
 * used as a forward reference.  The identifier string may be preceeded
 * by a documentation comment.  A class may optionally extend another class;
```

```
 * if no class is specified, then the class will automatically extend the
 * SIDL base class (unless it is itself the SIDL base class).  Then parse
 * the implements-all and implements clauses.  The interfaces parsed during
 * implements-all are saved in a set and then all those methods are defined
 * at the end of the class definition.  The methods block begins with an
 * open curly-brace followed by zero or more methods followed by a close
 * curly-brace and optional semicolon.
 */
Class ::=
  [ <T_ABSTRACT> ] <T_CLASS> Identifier
  [ <T_EXTENDS> ScopedIdentifier ]
  [ <T_IMPLEMENTS_ALL> AddInterface ( <T_COMMA> AddInterface )* ]
  [ <T_IMPLEMENTS> AddInterface ( <T_COMMA> AddInterface )* ]
  <T_OPEN_CURLY> ( ClassMethod )* <T_CLOSE_CURLY> [ <T_SEMICOLON> ]

/**
 * The SIDL enumeration specification begins with an "enum" token followed by
 * an identifier.  The enumerator list begins with an open curly brace, a set
 * of one or more definitions, and a close curly brace.  The closing curly
 * brace may be followed by an optional semicolon.  The enumeration symbol
 * identifier must have a version defined for it, and it must not have been
 * previously defined as a symbol.  Forward references are not allowed for
 * enumerated types.  This routine creates the enumerated class and then
 * grabs the list of enumeration symbols and their optional values.
 */
Enum ::=
  <T_ENUM> Identifier <T_OPEN_CURLY> Enumerator ( <T_COMMA> Enumerator )*
  <T_CLOSE_CURLY> [ <T_SEMICOLON> ]

/**
 * The SIDL enumerator specification consists of an identifier followed
 * by an optional assignment statement beginning with an equals and followed
 * by an integer value.  This routine adds the new enumeration symbol to
 * the list and then returns.
 */
Enumerator ::= Identifier [ <T_EQUALS> <T_INTEGER> ]

/**
 * A SIDL interface specification begins with the interface token followed
 * by an identifier.  An interface may have an extends block consisting of
 * a comma-separated sequence of interfaces.  The methods block begins with
 * an open curly-brace followed by zero or more methods followed by a close
 * curly-brace and optional semicolon.  Interfaces may be preceeded by a
 * documentation comment.  The identifier string may not have been previously
 * defined, although it may have been used as a forward reference.  If the
 * interface does not extend another interface, then it must extend the base
 * SIDL interface (unless, of course, this is the definition for the base
 * SIDL interface).
 */
Interface ::=
  <T_INTERFACE> Identifier [ <T_EXTENDS> AddInterface
  ( <T_COMMA> AddInterface )* ]
  <T_OPEN_CURLY> ( InterfaceMethod )* <T_CLOSE_CURLY> [ <T_SEMICOLON> ]
```

```
/**
 * This production parses the next scoped identifier and validates that
 * the name exists and is an interface symbol.  Then each of its methods
 * are checked for validity with the existing methods.  If everything
 * checks out, then the new interface is added to the existing object.
 */
AddInterface ::= ScopedIdentifier

/**
 * This production parses the SIDL method description for a class method.
 * A class method may start with abstract, final, or static.  An error is
 * thrown if the method has already been defined in the class object or if
 * the method name is the same as the class name.  An error is also thrown
 * if a method has been defined in a parent class and (1) the signatures
 * do not match, (2) either of the methods is static, (3) the existing method
 * is final, or (4) the new method is abstract but the existing method was
 * not abstract.
 */
ClassMethod ::= [ ( <T_ABSTRACT> | <T_FINAL> | <T_STATIC> ) ] Method

/**
 * This method parses a SIDL method and then checks whether it can be
 * added to the interface object.  An error is thrown if the method has
 * already been added to the interface object or if the method name is
 * the same as the interface name.  An error is also thrown if a previous
 * method was defined with the same name but a different signature.
 */
InterfaceMethod ::= Method

/**
 * The SIDL method production has a return type, a method identifier,
 * an optional argument list, an optional communication modifier, and
 * an optional throws clause.  The return type may be void (no return
 * type) or any valid SIDL type.  The method is built piece by piece.
 */
Method ::=
  ( <T_VOID> | [ <T_COPY> ] Type() ) Identifier [ <T_IDENTIFIER> ]
  <T_OPEN_PAREN> [ Argument ( <T_COMMA> Argument )* ] <T_CLOSE_PAREN>
  [ <T_LOCAL> | <T_ONEWAY> ] [ <T_THROWS> ScopedIdentifier
  ( <T_COMMA> ScopedIdentifier )* ] <T_SEMICOLON>

/**
 * Parse a SIDL argument.  Arguments begin with an optional copy modifier
 * followed by in, out, or inout followed by a type and a formal argument.
 * The argument is returned on the top of the argument stack.  This routine
 * also checks that the copy modifier is used only for symbol objects.  For
 * all other types, copy is redundant.
 */
Argument ::= [ <T_COPY> ] ( <T_IN> | <T_OUT> | <T_INOUT> )
         (Type Identifier | Rarray)

/**
 * A SIDL type consists of one of the standard built-in types (boolean,
 * char, dcomplex, double, fcomplex, float, int, long, opaque, and string),
```

```
 * a user-defined type (interface, class, or enum), or an array.  This
 * production parses the type and pushes the resulting type object on
 * the top of the argument stack.
 */
Type ::=
  ( <T_BOOLEAN>
  | <T_CHAR>
  | <T_DCOMPLEX>
  | <T_DOUBLE>
  | <T_FCOMPLEX>
  | <T_FLOAT>
  | <T_INT>
  | <T_LONG>
  | <T_OPAQUE>
  | <T_STRING>
  | Array
  | SymbolType )

/**
 * Parse an array construct and push the resulting type and ordering
 * on top of the stack.  Only dimensions one through MAX_ARRAY_DIM
 * (inclusive) are supported.
 */
Array ::=
  <T_ARRAY> <T_OPEN_ANGLE> Type [ <T_COMMA> ( <T_INTEGER>
  [ <T_COMMA> ( <T_COLUMN_MAJOR> | <T_ROW_MAJOR> ) ]
  | ( <T_COLUMN_MAJOR>| <T_ROW_MAJOR> ) ) ] <T_CLOSE_ANGLE>

/**
 * Parse an rarray construct and push the resulting type and ordering
 * on top of the stack.  Only dimensions one through MAX_ARRAY_DIM
 * (inclusive) are supported.  And don't forget the indicies!
 */
Rarray ::= <T_RARRAY> <T_OPEN_ANGLE> Type [ <T_COMMA> <T_INTEGER> ]
       <T_CLOSE_ANGLE> Identifier
       <T_OPEN_PAREN> Identifier ( <T_COMMA Identifier )*
       <T_CLOSE_PAREN>

/**
 * This production parses a scoped identifier and verifies that it is
 * either a forward reference or a symbol that may be used as a type
 * (either an enum, an interface, or a class).
 */
SymbolType ::= ScopedIdentifier

/**
 * All SIDL scoped names are of the general form "ID ( . ID )*".  Each
 * identifier ID is a string of letters, numbers, and underscores that
 * must begin with a letter.  The scope resolution operator "." separates
 * the identifiers in a name.
 */
ScopedIdentifier ::= Identifier ( <T_SCOPE> Identifier )*

/**
```

```
 * A SIDL identifier must start with a letter and may be followed by any
 * number of letters, numbers, or underscores.  It may not be a reserved
 * word in any of the SIDL implementation languages (e.g., C or C++).
 */
Identifier ::= <T_IDENTIFIER>
```

Appendix C

Extensible Markup Language (XML)

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C.1 Introduction

This appendix describes the XML representation of SIDL interfaces. Since the format of an XML file is dictated by a Document Type Declaration (DTD) file, the description will focus on the DTD associated with SIDL.

C.2 SIDL Document Type Declaration (DTD)

Babel relies on several DTDs to describe and enforce the layout of conformant XML files. The DTD of primary importance for Babel is `sidl.dtd` because it describes the requisite tags and attributes corresponding to SIDL files. The contents of the DTD are given below.

```
<?xml version="1.0" encoding="UTF-8"?>
<!--
   File:        sidl.dtd
   Package:     SIDL XML
   Revision:    @(#) $Id: sidl.dtd 6289 2008-01-11 15:59:07Z dahlgren $
   Description: DTD for the SIDL XML database representation

   Copyright (c) 2000-2007, The Regents of the University of Calfornia.
   Produced at the Lawrence Livermore National Laboratory.
   Written by the Components Team <components@llnl.gov>
   UCRL-CODE-2002-054
   All rights reserved.

   This file is part of Babel. For more information, see
   http://www.llnl.gov/CASC/components/. Please read the COPYRIGHT file
   for Our Notice and the LICENSE file for the GNU Lesser General Public
   License.

   This program is free software; you can redistribute it and/or modify it
   under the terms of the GNU Lesser General Public License (as published by
   the Free Software Foundation) version 2.1 dated February 1999.
```

```
   This program is distributed in the hope that it will be useful, but
   WITHOUT ANY WARRANTY; without even the IMPLIED WARRANTY OF
   MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the terms and
   conditions of the GNU Lesser General Public License for more details.

   You should have recieved a copy of the GNU Lesser General Public License
   along with this program; if not, write to the Free Software Foundation,
   Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA

   This file describes the DTD for a SIDL symbol represented in XML format.
   The root element is <Symbol>.

   PUBLIC ID "-//CCA//sidl Symbol DTD v1.3//EN"
-->

<!--
   Symbol Element

   Symbol is the root element for all SIDL XML schema.  The Symbol contains a
   SymbolName (fully qualified symbol name and version), Metadata, Comment,
   and one of Class, Enumeration, Interface, or Package.
-->

<!ENTITY % symbols "Class | Enumeration | Interface | Package | Struct">
<!ELEMENT Symbol (SymbolName, Metadata, Comment, (%symbols;))>

<!--
   SymbolName Element

   A SymbolName represents a fully qualified symbol name along with its
   version.  It is of the form:

   <SymbolName name="sidl.SomeName" version="1.3.4"/>
-->

<!ELEMENT SymbolName EMPTY>
<!ATTLIST SymbolName name     CDATA #REQUIRED
                     version  CDATA #REQUIRED>

<!--
   Metadata Element

   The Metadata element contains any useful descriptive data about the symbol.
   The time and date of creation is required, but all other information is
   optional.  The date and time must follow the ISO-8601 standard.  The
   entries in the metadata element are (key,value) pairs.
-->

<!ELEMENT Metadata (MetadataEntry)*>
<!ATTLIST Metadata date CDATA #REQUIRED>

<!ELEMENT MetadataEntry EMPTY>
<!ATTLIST MetadataEntry key   CDATA #REQUIRED
```

```
                        value CDATA #REQUIRED>

<!--
   Comment Element

   Comment elements support a very simple HTML description using the
   html-lite.dtd HTML subset.  See html-lite.dtd for more details.
-->

<!ENTITY % html-lite PUBLIC "-//CCA//sidl HTML DTD v1.0//EN" "html-lite.dtd">
%html-lite;

<!ELEMENT Comment %html-block;>

<!--
   Package Element

   The Package element contains the symbols that exist within a package.
   In the PackageSymbol element, note that the name is relative to the
   package (thus, sidl.Class is represented by Class within package sidl).

   A true final attribute indicates that this package is not reentrant. It
   defaults to true to handle old XML files. In previous versions, all
   packages were non-reentrant.
-->

<!ELEMENT Package (Attributes?, PackageSymbol)*>

<!ELEMENT Attributes (Attribute)* >

<!ELEMENT Attribute EMPTY>
<!ATTLIST Attribute name CDATA          #REQUIRED
                    value CDATA         #IMPLIED>

<!--
If the version attribute isn't provided, the symbol has the same version
as the containing package. This is to provide backward compatibility with
previous released versions of the DTD. Someday the version may become
REQUIRED, so always include it.
-->
<!ELEMENT PackageSymbol EMPTY>
<!ATTLIST PackageSymbol name CDATA                                #REQUIRED
                        type (class | enum| interface | package | struct) #REQUIRED
                        version CDATA                             #IMPLIED>

<!ELEMENT Struct (Attributes?, StructItem*) >

<!ELEMENT StructItem (Type) >
<!ATTLIST StructItem name CDATA                                  #REQUIRED>

<!--
   Enumeration Element

   The Enumeration element consists of a collection of Enumerator elements
```

```
   that describe a relative symbol name, its integer value, and whether the
   value was assigned by the parser or in the SIDL input file.
-->

<!ELEMENT Enumeration (Attributes?, Enumerator+) >

<!ELEMENT Enumerator (Comment)?>
<!ATTLIST Enumerator name     CDATA          #REQUIRED
                     value    CDATA          #REQUIRED
                     fromuser (false | true) #REQUIRED>

<!--
   Class Element

   The Class element consists of a class extended by this class, a block
   of interfaces implemented by this class, and a block of methods declared
   or defined by this class.  The methods block does not include methods
   declared or defined by parents.  The elements AllParentInterfaces and
   AllParentClasses include all parents of this class.
-->

<!ELEMENT Class (Attributes?, Extends, ImplementsBlock,
                 AllParentClasses, AllParentInterfaces,
                 MethodsBlock, Contract?)>

<!ELEMENT Extends (SymbolName)?>

<!ELEMENT ImplementsBlock (SymbolName)*>

<!--
   Interface Element

   The Interface element consists of a block of interfaces that this
   interface extends (element ExtendsBlock) and a block of methods
   declared by this interface (element MethodsBlock).  The methods block
   element contains only those methods declared or re-declared by this
   interface and does not include all those methods defined by the
   parent interfaces.  The AllParentInterfaces element block includes
   all parent interfaces that this interface extends.
-->

<!ELEMENT Interface (Attributes?, ExtendsBlock, AllParentInterfaces,
                     MethodsBlock, Contract?)>

<!ELEMENT ExtendsBlock (SymbolName)*>

<!--
   AllParentClasses and AllParentInterfaces Elements

   These elements define a collection of zero or more SymbolName elements
   that are the parent classes and parent interfaces of a class or interface.
-->

<!ELEMENT AllParentClasses (SymbolName)*>
```

```
<!ELEMENT AllParentInterfaces (SymbolName)*>

<!--
   MethodsBlock Element

   The MethodsBlock element defines a collection of zero or more methods
   that belong to a SIDL interface or class.
-->

<!ELEMENT MethodsBlock (Method)*>

<!--
   Method Element

   The Method element defines the signature for a single method in a class or
   interface.  The name of the method is obtained from the shortname.  If
   method name overloading is not supported, the extension is appended to the
   short name to build the method name.
-->

<!ELEMENT Method (Attributes?, Comment, Type, ArgumentList, ThrowsList, ImplicitThrowsList,
<!ATTLIST Method shortname     CDATA                                #REQUIRED
                 extension     CDATA                                #REQUIRED>

<!ELEMENT ArgumentList (Argument)*>

<!ELEMENT ThrowsList (SymbolName)*>

<!ELEMENT ImplicitThrowsList (SymbolName)*>

<!ELEMENT From EMPTY >
<!ATTLIST From parentname    CDATA      #REQUIRED
               parentversion CDATA      #REQUIRED
               shortname     CDATA      #REQUIRED
               extension     CDATA      #IMPLIED >

<!ELEMENT Contract (Assertion)*>

<!--
   Argument Element

   The SIDL Argument element defines a SIDL method argument.
-->

<!ELEMENT Argument (Attributes?, Type)>
<!ATTLIST Argument mode (in | inout | out) #REQUIRED
                   name CDATA              #REQUIRED>

<!--
   Type Element

   The Type element describes a SIDL type, which may be a built-in type
   such as boolean or int, an array, or a user-defined symbol.  If the
```

```
   type description is a primitive type, then no sub-elements are allowed.
   If the type is a symbol, then the single sub-element must be a symbol
   name.  If the type is an array, then the single sub-element must be
   an array element
-->

<!ENTITY % simpletypes "boolean | char | double | float | integer | long | string" >
<!ELEMENT Type (SymbolName | Array)?>
<!ATTLIST Type type (void | %simpletypes; | fcomplex | dcomplex | opaque | symbol
| array    ) #REQUIRED>

<!ELEMENT Index (Expression)+>

<!ELEMENT Array (Type?,Index?)>
<!ATTLIST Array order (unspecified | column-major | row-major) #REQUIRED
                dim   CDATA "0" >

<!--
   Assertion Element

   The SIDL Assertion element defines a SIDL assertion.
-->
<!ELEMENT Assertion (Comment, Expression)>
<!ATTLIST Assertion tag  CDATA                                #REQUIRED
                    type ( invariant | require     | require_else
                         | ensure    | ensure_then )          #REQUIRED>

<!--
   Expression Element

   The SIDL Assertion Expression element defines a valid assertion expression.
-->
<!ELEMENT Expression ( BinaryExpression | ComplexNumber | MethodCall
                             | Terminal | UnaryExpression)>
<!ATTLIST Expression parens (true | false)              "false">

<!--
   BinaryExpression Element

   The SIDL Binary Expression element defines a binary assertion expression.
-->
<!ELEMENT BinaryExpression (Expression, Expression)>
<!ATTLIST BinaryExpression op ( and          | divide        | equals
                             | expon        | greater_than  | greater_equal
                             | iff          | implies       | less_equal
                             | less_greater | less_than     | minus
                             | modulus      | multiply      | not_equal
                             | or           | plus          | power
                             | remainder    | shift_left    | shift_right
                             | xor          | bit-and       | bit-or
                             | bit-xor
                             )                              #REQUIRED>

<!--
```

```
   ComplexNumber Element

   The  Complex Number element defines a complex number assertion expression.
-->
<!ELEMENT ComplexNumber EMPTY>
<!ATTLIST ComplexNumber type      (float | double)         #REQUIRED
                        real      CDATA                    #REQUIRED
                        imaginary CDATA                    #REQUIRED>

<!--
   MethodCall Element

   The SIDL Method Call element defines a method call assertion expression.
   Note that any arguments must be within the scope of the assertion.  For
   invariants, expressions can only contain literals (i.e., NO state or
   attributes).  For methods, expressions can also contain any arguments
   that are being passed to the method.
-->
<!ELEMENT MethodCall (Expression*)>
<!ATTLIST MethodCall name CDATA                            #REQUIRED>

<!--
   Terminal Element

   The  Simple Expression element defines expressions that do not have
   operators; namely, identifiers and literals.  Note the only valid literals
   are boolean, character, double, float, integer, and string and identifiers
   are symbols.
-->
<!ELEMENT Terminal EMPTY >
<!ATTLIST Terminal etype ( identifier | %simpletypes; )  #REQUIRED
                       value CDATA                    #REQUIRED>

<!--
   UnaryExpression Element

   The SIDL Unary Expression element defines a unary assertion expression.
-->
<!ELEMENT UnaryExpression (Expression)>
<!ATTLIST UnaryExpression op  (complement | is | minus | not | plus )
                                                          #REQUIRED>
```

Babel assumes that comments will conform to the HTML-lite comment format. So, Babel relies on `comment.dtd` to validate whether SIDL documentation comments follow the HTML-lite comment format, which is described in `html-lite.dtd`. The most current versions of all of these DTDs can also be found in the source distribution in the `babel/compiler/gov/llnl/babel/dtds` directory.

NOTE: Any XML interface description that complies with the SIDL DTD can be used as input to Babel.

Appendix D

Glossary

abstract

OOP concept: Abstract describes something that is declared but not fully defined. For example, an abstract method is a method that is declared as a part of a class, but has no implementation. It cannot be called, it is only meant to be inherited by derived classes.

SIDL keyword: Abstract is an optional modifier for both `class`es and `method`s. An abstract method is a method that has no implementation, it's a way of declaring a method that every subclass must implement for itself. An abstract class has one or more abstract methods, and therefore cannot be instantiated.

array

Datastructure: An array is a fixed size, numerically indexed, set of variables. Arrays have in language support in almost all modern programming languages.
Babel: Babel has built in support for arrays of every data type, including objects. Babel allows these arrays such that they may be shared by differing languages.

BLAS

Basic Linear Algebra Subprograms. BLAS is a famous library for doing matrix and vector algebra. More information may be found at: http://www.netlib.org/blas/

Babel Object Server

A Babel Object Server (BOS) is a network server process or thread that provides babel objects via Remote Method Invocation (RMI). Normally a BOS is run as a background thread on a normal Babel process to allow the process to publish objects for access by RMI enabled clients. There is not a single protocol that a BOS must use to communicate over Babel RMI, but clients and BOSs must use the same protocol if they are expected to communicate.

BNF

BackusNaur Form. BNF is a formal way to describe computer languages and other formal languages.

bool

Definition: bool is a short form of the word boolean. A boolean is a logical data type that holds 1 bit of data, i.e. it is either true or false. It is used for Boolean Algebra.
SIDL keyword: bool is a data type built into SIDL, an instance of which is either true or false. For efficiency sake, the underlying storage of bool is not 1 bit.

borrowed arrays

Babel: A borrowed array is a SIDL array that does not manage its own data. The data is provided by some third party, who is also in charge of deallocating the data. It is useful for sending data through Babel, but the developer must beware in case the third party deallocates the array data before the program has finished with it.

CCA

Common Component Architecture http://www.ccaforum.org/

char

Definition: char is a short form of the word character. A character is a letter, number, puctuation mark, or other such symbol use in writing. In programming, a character is often defined by the 8 bit ASCII encoding.
SIDL keyword: char is a data type built into SIDL. It stores 1 byte of data, or enough for 1 ASCII character.

class

OOP concept: A class is a definition for a particular kind of object. It may define the data and methods that will be included in an actual instance of the object.
SIDL keyword: class is a SIDL keyword. In SIDL a class definition only defines methods. Methods may be static or instance methods. (They are instance methods by default.) If any instance method in a class is declared abstract, the class cannot be instantiated as an object, and is called an abstract class. Otherwise, it can be instantiated and is called a concrete class.

concrete class

OOP concept: A concrete class is a class where all the class's instance methods have implementations. (ie. there are no abstract methods) A concrete class may be instantiated as an object.

COM

Common Object Model http://www.microsoft.com/ Microsoft's IDL based language interoperability suite.

component

OOP concept: Components are "plug-and-play" software libraries designed with standard, clearly defined interfaces. They are the epitome of modular design. Because components communicate only through well-defined interfaces, when an application needs to be modified, a single component can be modified (or exchanged for a similar component), without fear of disrupting the other components making up the application.

component architecture

OOP concept: A component architecture defines the specifics of setting up a system for programming with components in that architecture. For example, how components are imported and how they communicate are some of the questions that must be answered in a component architecture design.

copy

SIDL keyword: copy is a SIDL keyword. It is planned that in future version of babel it will be used as a parameter modifier for parameters passed to RMI functions, currently however, this feature is unimplemented.

CORBA

Common Object Request Broker Architecture http://www.omg.org CORBA allows different programs by different vendors to communicate though an IDL interface specification. In CORBA this glue code is called the "Broker."

dcomplex

Definition: The sum of a real number and an imaginary number is called a complex number. Babel supports complex numbers as a basic type via the basic types "fcomplex" and "dcomplex."
SIDL keyword: dcomplex is a data type built into SIDL. The name is short for "double complex." It stores a complex number via 2 64-bit floating point variables, one for the real part, and one for the imaginary part.

dense

Definition: A dense array is an array where all the dimensions are "densely packed," or, in terms of memory addressing, there are no "spaces" between array elements. For example, if a one-dimensional SIDL array of 10 elements is created, it will be densely packed. However, if a slice of the array is taken with a stride of 2, the resulting array will use the same data as the original array. However, the new array will be only five elements long, and will only consist of the even elements of the original array. This is not densely packed. Example:
Array 1: 0 1 2 3 4 5 6 7 8 9
Array 2: 0 – 2 – 4 – 6 – 8 –

developer

Babel: There are two anticipated user types for Babel, both are kinds of programmers. The person referred to as the "developer" is the person developing a Babelized library. The "user" is the person who writes a program using a Babelized library.

DLL

Definition: Dynamically Linked Library. A type of library that can be linked to dynamically at runtime by passing its name as a string to the dlopen() function.

double

Definition: A double is a 64-bit floating point number.
SIDL keyword: SIDL support double as a basic type.

DTD

Document Type Definition. Defines the grammar of the XML files. http://www.w3.org/2002/xmlspec/

dynamic linking

Definition: The action of dynamically linking to DLLs at runtime.

enum

Definition: Enum is a shortend form of the word enumeration. An enumeration is used to assign numbers to a set of variable names, that is, enumerate the set of variable names.
SIDL keyword: enum is a reserved word in SIDL. It is used for defining enumerations. In Babel, enumerations are a way of binding integer constants to names.

enumeration

In Babel, enumerations are a way of binding integer constants to names. See subsection 5.3.

exception

Definition: The idea of an exception is that if a method encounters a problem it cannot handle, it interrupts its execution and "throws" and exception. Hopefully some function up the call stack will "catch" the exception and know what to do about the problem. It is a useful form of error handing that SIDL supports. Exception is not a reserved word in SIDL (but `throw` is).

extends

OOP concept: See inheritance.
SIDL keyword: extends is a SIDL reserved word. It is used to declare "like-type" inheritance. For example, a class may extend another class, or an interface may extend multiple interfaces, but a class cannot extend an interface, nor can an interface extend a class.

external stubs

When building a Babelized library, its also important to note if your code has dependencies to other Babel types not in your library. These types often appear as base classes, argument types, or even exception types. Your library will need stubs corresponding to all these types, so it is best to put these in your library as well. We call these external stubs. See subsection 16.2.3

external types

External Types are variable or object types that are not defined in the current class. In a class foo.Bar, sidl.Integer, or sidl.BaseClass would be external types.

fcomplex

fcomplex is a data type built into SIDL. The name is short for "float complex." It stores a complex number via 2 32-bit floating point variables, one for the real part, and one for the imaginary part.

final

final is a SIDL reserved word. It is a method modifier. A final method is inherited by subclasses, but its implementation can never be overwritten. It is the "final" version of the implementation.

float

float is a data type built into SIDL. It is a 32-bit floating point number. float is short for floating point.

full name

Overloaded Babelized methods called from non-object oriented languages, such as C and FORTRAN 77, have 2 method names. The full name consists of the concatenation of the package name, class name, method name and type extension. The short name is missing the type extension. See subsection 5.7.

fundamental types

Fundamental types are the basic types that SIDL supports natively. bool, int, char, long, float, double, fcomplex, dcomplex, opaque, and string.

glue

Most of the code that Babel generates is "glue" code. "Glue" code sits between the caller and the implementation to allow communication between them. We use the term glue to refer to the stub, IOR, and skel files.

HTML

Hypertext Markup Language http://www.w3.org/MarkUp/

implementation

In Babel, the implementation is the code placed in the server side Impl files. It is the code that Babel used glue code to allow you to call to.

implements

implements is a SIDL reserved word. It is used when a class inherits from one or more interfaces. However, in this case the word "to implement" is not quite taken seriously. If a class implements an interface it inherits its methods, and may be cast to that interface, but if the programmer actually wished to implement any of the interface methods, he must redeclare them in the SIDL class. Any un-redeclared method is assumed abstract and will not appear in the Impl files. If there are any abstract methods in a class, that class is automatically abstract.

implements-all

implements-all is a SIDL reserved word. It takes the place of "implements." It is used when a class inherits from one or more interfaces, and the programmer definitely wants to write implementation code for each method in the named interfaces. If the programmer uses "implements-all" he does not have to redeclare the interface methods. See Section 5.7.

import

import is a SIDL reserved word. It is used to bring other packages into scope. Packages may be accompanied by a version number.

in

in is a SIDL reserved word. Each parameter passed though Babel must be declared as in, out, or inout. Each of these modes has certain rules and implication associated with it. In means "pass this variable by value to the implementation." See Section 5.2.

independent arrays

Independent arrays are arrays that manage their own data. When all the references to an independent are deleted, the array data is garbage collected. The other kind of array is a borrowed array.

inheritance

In normal object-oriented programming, inheritance is the ability of a "super" or "parent" class or interface to pass its characteristics (methods and instance variables) on to its subclasses, allowing subclasses to reuse these characteristics.

Of course, in SIDL we cannot define instance variables, so in SIDL inheritance only refers to method inheritance. In SIDL inheritance is is declared with the reserved words `extends` and `implements`.

inout

inout is a SIDL reserved word. Each parameter passed though Babel must be declared as in, out, or inout. Each of these modes has certain rules and implication associated with it. Inout means "pass this variable by reference to the implementation. The implementation may do whatever it wants with the reference, but it should return something. Possibly a new variable." See Section 5.2.

instance method

An instance method is a method that must be associated with an object instance. These methods probably rely on some state in the instance, so they cannot be divorced from it. In Object Oriented languages, you call these methods on an instance, in Babelized non-OO languages like C, you pass an instance in as the first argument to one of these methods.

int

int is a data type built into SIDL. It is a 32-bit integer variable int is short for integer.

int32_t and int64_t

The ANSI C standard way of declaring an integer that is definitely 32 or 64 bits.

interface

An interface is a declaration of a set of methods with no information given about their implementation. All interface methods are abstract. An interface cannot be instantiated. However, a class may inherit from multiple interfaces. The

purpose of interfaces is to give objects that are conceptually similar but internally different a common interface so that code may treat them the same, or seamlessly exchange them.

interprocess

Interprocess means "between processes." It is normally used to refer to "interprocess communication," where two or more processes find some way to communicate. Interprocess communication is one of the goals of babel with RMI.

IOR

Intermediate Object Representation. IOR code is where Babel does all its work maintaining arrays, Babel objects, reference counting, etc.

JNI

Java Native Interface. The JNI is what allows Java to call to C and C++. It is referred to as calling native code because while Java runs in a virtual machine, but C and C++ run on the real machine, or run "natively."

language interoperability

Language interoperability is Babel's main purpose. Language interoperability technology allows different computer languages to call each other methods and communicate despite problems with calling conventions and differing variable types.

local

A method (or other identifier) is considered local if it is defined or declared in the current class or method. Sometimes a more specific term like, "local to the method" or "local to the class" is used. There is also a SIDL keyword local that modifies methods. If a method is local is can only be called in-process, and cannot be exported over RMI.

long

long is a data type built into SIDL. It is a 64-bit integer variable long is short for long integer. Note: Python sometimes has trouble with longs, see Section **??** for more details.

method

Method is the word commonly used in Java for what is called, in some other languages, a function, subroutine, or procedure. Methods are a piece a code that is called by a name. Instance methods depend on an object instance, and are allowed to read and manipulate that objects data. A static method does not depend on an instance, and therefore can only access class data and what data is passed in to the method.

namespace

A namespace is a way of logically divvying up globally accessible names. This helps in avoiding conflicts between globally accessible methods, classes, data, etc. They are mainly a feature of C++.

nonblocking

nonblocking is a SIDL method attribute. A nonblocking method is split into two parts. The invocation, method_send(), makes the call and immediately returns a sidl.rmi.Ticket. Later, the Ticket can be used to check if the method has returned, and retrieve the out arguments if it has with method_recv(). Nonblocking methods are really only useful with RMI where it allows the client to mix computation and communication more freely.

non-strided

A non-strided array is a dense array. See the glossary entry for dense.

Object model

The Object Model is the of rules that regulates the definition, creation, and use of classes and objects in a language. To read about the SIDL object model see Section 5.7.

OMG

Object Management Group http://www.omg.org/

oneway

oneway is a SIDL method attribute. A oneway method is guaranteed to have no out arguments at all, it cannot even throw exceptions. This is so it can be invoked by a oneway message on RMI. oneway is really only useful with RMI.

opaque

opaque ia a data type build into SIDL. The word opaque is an adjective meaning "not transparent." In SIDL, an opaque is a 64-bit variable that cannot be touched or modified by the holder. It is normally used to hold pointers that cannot be understood by the current language or in the current context.

out

out is a SIDL reserved word. Each parameter passed though Babel must be declared as in, out, or out. Each of these modes has certain rules and implication associated with it. Out means "pass this (null) variable by reference to the implementation. The implementation is expected to fill the reference with a new variable to be passed back to the client." See Section 5.2.

package

A package is a container and namespace for conceptually linked classes and interfaces. Generally it is good practice to have one package per SIDL file.

pass-by-copy

Pass-by-copy referes to one of the two major ways arguments are passed to methods (the other is pass-by-reference). In a pass-by-copy scheme, arguments are always copied when they are passed, so that changeing the value of argument in the callee does not effect the value of the caller's variable. This is particularly important to Babel RMI, where object can be passed either by copy or reference.

pass-by-reference

Pass-by-reference referes to one of the two major ways arguments are passed to methods (the other is pass-by-copy). In a pass-by-reference scheme, arguments remain in their original memory localtion and a pointer to them is passed to the callee method. This means that if the callee changes the value of an argument, the value of the caller's variable changes as well. This is particularly important to Babel RMI, where object can be passed either by copy or reference.

pass-by-value

See pass-by-copy

PIC

Position Independent Code is for making dynamically loadable libraries. PIC contains and extra level of indirection to allow the correct methods to be found dynamically at runtime.

preprocessing

Code preprocessing is a step, prior to compilation, where various simple, automatic code modifications are made. For example, int C, #include files are included, and #define macros are textually duplicated throughout the code. In some cases, such as Babel Fortran 90, method names are "mangled" to reduce their size under the method name character limit.

private data

Private data is data that is only accessible locally, inside an object. In Babel, all Babel object data is private and cannot be accessed by other SIDL objects.

process

A process is a running program that exists in its own memory space and can therefore run in parallel with other processes.

protocol

A protocol is formal description of message formats and the rules that two computers must follow in order to exchange messages.

Babel RMI may use any protocol that implements the Babel RMI API. This API is defined in sidl.io.Serializer and sidl.io.Deserializer.

reference counting

Reference counting is the form of garbage collection used in Babel. Each object keeps a "reference count." When that count reaches zero, the object is destroyed and the memory reclaimed. In some languages teh counting is handled automatically, in some, like C, the developer must explicitly add and subtract from the reference count. (Using the functions addRef and deleteRef.) The internal implementation of deleteRef literally has an if statement that says "If the count is 0, free this memory," so if the reference count of an object goes below one, all references to the object are immediately invalid.

Remote Method Invocation

Remote Method Invocation (RMI) is Object Oriented Remote Procedure Call (RPC). Where RPC allows a user to call procedures on remote machines, RMI allows the user to call methods on objects that may or may not exist on a remote machine. This has the advantage of being more natural and makes local and remote object interchangeable.

reverse engineering

Reverse Engineering is the practice of inspecting the behavior of an existing program to understand more about how it works. Babel does not support this, or any forms of inspecting or modifying compiled code.

RMI

See Remote Method Invocation

RPC

See Remote Method Invocation

serialization

Serialization is a process to encode a data structure as a sequence of bytes. This is the method used by most object oriented system to save objects to files or pass objects over a network connection. Babel RMI uses serialization to pass objects by copy over the network.

shared library

A shared library is a set of methods that may be used by multiple different programs without recompilation of the library.

short name

Overloaded Babelized methods called from non-object oriented languages, such as C and FORTRAN 77, have 2 method names. The full name consists of the concatenation of the package name, class name, method name and type extension. The short name is missing the type extension. See subsection 5.7.

SIDL

Scientific Interface Definition Language. The language used by Babel to describe how Babel glue code should be generated. See Chapter 5.

single process

A single process program is a program that only uses one process to complete its work. One of the features of Babel is that it is able to facilitate language interoperability in a single process, which saves the extra overhead of interprocess communication.

skeleton

The Babel skeleton code is the opposite of the Babel stub code. The Stub code facilitates the method call from client to IOR, and the skeleton code facilitates the method call from IOR to implementation.

SO

Shared Object. A Unix catch all term for shared and dynamically loadable libraries.

SPMD

Single Program Multiple Data. The term used to describe parallel programs that use multiple processes running the same code working on different data to solve a problem.

state (of an object)

Object state refers to the data that an object holds. For example, if an object holds one integer, that integer holds the objects state. It is assumed that instance methods modify or use an object's state in some way. If a method does not use the object state in any way, it should probably be a static method.

static

A static method is a method that does not depend on an object instance to run. It should have no need of any data of any particular object, it should only depend on the data that is passed into it. As such, unlike instance methods, it does not need to run on an instance of the class it is associated with. In Babelized C, this means the first argument to the function is not an object instance. In Java, this means the function not called on an object, but referenced by the class name.

static linking

Static linking refers to the practice of linking code at compile time, rather than dynamically at runtime. It has a speed advantage over dynamically linked code, but lack flexibility.

string

string is a data type built into SIDL. It stores a set of characters. It has no predefined length.

stub

The Babel stub code is the opposite of the Babel skeleton code. The Stub code facilitates the method call from client to IOR, and the skeleton code facilitates the method call from IOR to implementation.

SWIG

Simplified Wrapper and Interface Generator http://www.swig.org/ SWIG is a language interoperability tool that is not IDL based, but has certain other drawbacks.

tarball

Tarball is a common way to refer to a set of directories and files organized into a single file using the Unix tar command. It is often gzipped.

throws

throws is a SIDL reserved word. It is used the tell SIDL that a method may throw the named SIDL exception, and code should be generated to pass it to the client.

type

A type describes what sort of information a variable stores, and usually how much space that information takes up. Classes and interfaces are user defined types, there are also fundamental types like int and bool.

URL

Uniform Resource Locater. Often thought of as a pointer to a web resource.

user

There are two anticipated user types for Babel, both are kinds of programmers. The person referred to as the "developer" is the person developing a Babelized library. The "user" is the person who writes a program using a Babelized library.

version

version is a reserved word in Babel that is used to declare a version for a given package, or to declare what version of a given package should be used.

virtual

Virtual is the opposite of final. All SIDL methods are virtual by default. A virtual method is a method that may be overridden in subclasses.

VM

Virtual Machine

void

a reserved word in Babel, used to state that a function has no return type.

VPATH

If you want to build software in a separate directory from where the tarball was untarred, this is called a "VPATH build". VPATH builds are useful if you want to build Babel multiple times with various compilers, flags, or you have a shared file system across multiple platforms. It separates the code you generate from things that you were given.

XML

Extensible Markup Language. http://www.w3.org/XML/ A standardized data exchange format.

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