

c-lambda: C FFI via raco ctool

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```
(require compiler/cffi)
```

The `compiler/cffi` module relies on a C compiler to statically construct an interface to C code through directives embedded in a Racket program. The library implements a subset of Gambit-C’s foreign-function interface [Feeley98].

The `ffi/unsafe` library is a better interface for most tasks; see *The Racket Foreign Interface* for more information on `ffi/unsafe`. See also *Inside: Racket C API*, which describes Racket’s C-level API for extending the run-time system.

The `compiler/cffi` library defines three forms: `c-lambda`, `c-declare`, and `c-include`. When interpreted directly or compiled to byte code, `c-lambda` produces a function that always raises `exn:fail`, and `c-declare` and `c-include` raise `exn:fail`. When compiled by `raco ctool --extension`, the forms provide access to C. Thus, `compiler/cffi` is normally required by a module to be compiled via `raco ctool`. In addition, the `raco ctool` compiler implicitly imports `compiler/cffi` into the top-level environment for non-module compilation.

The `c-lambda` form creates a Racket procedure whose body is implemented in C. Instead of declaring argument names, a `c-lambda` form declares argument types, as well as a return type. The implementation can be simply the name of a C function, as in the following definition of `fmod`:

```
(define fmod (c-lambda (double double) double "fmod"))
```

Alternatively, the implementation can be C code to serve as the body of a function, where the arguments are bound to `__arg1` (three underscores), etc., and the result is installed into `__result` (three underscores):

```
(define machine-string->float
  (c-lambda (char-string) float
    "__result = *(float *)__arg1;"))
```

The `c-lambda` form provides only limited conversions between C and Racket data. For example, the following function does not reliably produce a string of four characters:

```
(define broken-machine-float->string
  (c-lambda (float) char-string
    "char b[5]; *(float *)b = ___arg1; b[4] = 0; ___result = b;"))
```

because the representation of a `float` can contain null bytes, which terminate the string. However, the full Racket API, which is described in *Inside: Racket C API*, can be used in a function body:

```
(define machine-float->string
  (c-lambda (float) racket-object
    "char b[4];"
    "*(&float *)b = ___arg1;""
    "___result = racket_make_sized_byte_string(b, 4, 1);"))
```

The `c-declare` form declares arbitrary C code to appear after `"escheme.h"` or `"scheme.h"` is included, but before any other code in the compilation environment of the declaration. It is often used to declare C header file inclusions. For example, a proper definition of `fmod` needs the `"math.h"` header file:

```
(c-declare "#include <math.h>")
(define fmod (c-lambda (double double) double "fmod"))
```

The `c-declare` form can also be used to define helper C functions to be called through `c-lambda`.

The `c-include` form expands to a `c-declare` form using the content of a specified file. Use `(c-include file)` instead of `(c-declare "#include file")` when it's easier to have Racket resolve the file path than to have the C compiler resolve it.

The "collects/mzscheme/examples" directory in the Racket distribution contains additional examples.

When compiling for Racket 3m (see *Inside: Racket C API*), C code inserted by `c-lambda`, `c-declare`, and `c-include` will be transformed in the same was as `raco ctool`'s `--xform` mode (which may or may not be enough to make the code work correctly in Racket 3m; see *Inside: Racket C API* for more information).

```
(c-lambda (argument-type ...) return-type impl-string ...+)
```

Creates a Racket procedure whose body is implemented in C. The procedure takes as many arguments as the supplied `argument-type`s, and it returns one value. If `return-type` is

`void`, the procedure's result is always void. The *impl-string* is either the name of a C function (or macro) or the body of a C function.

If a single *impl-string* is provided, and if it is a string containing only alphanumeric characters and `_`, then the created Racket procedure passes all of its arguments to the named C function (or macro) and returns the function's result. Each argument to the Racket procedure is converted according to the corresponding *argument-type* (as described below) to produce an argument to the C function. Unless *return-type* is `void`, the C function's result is converted according to *return-type* for the Racket procedure's result.

If more than *impl-string* is provided, or if it contains more than alphanumeric characters and `_`, then the concatenated *impl-strings* must contain C code to implement the function body. The converted arguments for the function will be in variables `__arg1`, `__arg2`, ... (with three underscores in each name) in the context where the *impl-strings* are placed for compilation. Unless *return-type* is `void`, the *impl-strings* code should assign a result to the variable `__result` (three underscores), which will be declared but not initialized. The *impl-strings* code should not return explicitly; control should always reach the end of the body. If the *impl-strings* code defines the pre-processor macro `__AT_END` (with three leading underscores), then the macro's value should be C code to execute after the value `__result` is converted to a Racket result, but before the result is returned, all in the same block; defining `__AT_END` is primarily useful for deallocating a string in `__result` that has been copied by conversion. The *impl-strings* code will start on a new line at the beginning of a block in its compilation context, and `__AT_END` will be undefined after the code.

In addition to `__arg1`, etc., the variable `argc` is bound in *impl-strings* to the number of arguments supplied to the function, and `argv` is bound to a `Racket_Object*` array of length `argc` containing the function arguments as Racket values. The `argv` and `argc` variables are mainly useful for error reporting (e.g., with `racket_wrong_type`).

Each *argument-type* must be one of the following, which are recognized symbolically:

- **bool**

Racket range: any value

C type: `int`

Racket to C conversion: `#f` → 0, anything else → 1

C to Racket conversion: 0 → `#f`, anything else → `#t`

- **char**

Racket range: character

C type: `char`

Racket to C conversion: character's Latin-1 value cast to signed byte

C to Racket conversion: Latin-1 value from unsigned cast mapped to character

- **unsigned-char**

Racket range: character

C type: `unsigned char`

Racket to C conversion: character's Latin-1 value
C to Racket conversion: Latin-1 value mapped to character

- **signed-char**

Racket range: character

C type: `signed char`

Racket to C conversion: character's Latin-1 value cast to signed byte

C to Racket conversion: Latin-1 value from unsigned cast mapped to character

- **int**

Racket range: exact integer that fits into an `int`

C type: `int`

conversions: (obvious and precise)

- **unsigned-int**

Racket range: exact integer that fits into an `unsigned int`

C type: `unsigned int`

conversions: (obvious and precise)

- **long**

Racket range: exact integer that fits into a `long`

C type: `long`

conversions: (obvious and precise)

- **unsigned-long**

Racket range: exact integer that fits into an `unsigned long`

C type: `unsigned long`

conversions: (obvious and precise)

- **short**

Racket range: exact integer that fits into a `short`

C type: `short`

conversions: (obvious and precise)

- **unsigned-short**

Racket range: exact integer that fits into an `unsigned short`

C type: `unsigned short`

conversions: (obvious and precise)

- **float**

Racket range: real number

C type: `float`

Racket to C conversion: number converted to inexact and cast to `float`

C to Racket conversion: cast to `double` and encapsulated as an inexact number

- **double**

Racket range: real number

C type: `double`

Racket to C conversion: number converted to inexact

C to Racket conversion: encapsulated as an inexact number

- **char-string**
 Racket range: byte string or `#f`
 C type: `char*`
 Racket to C conversion: string → contained byte-array pointer, `#f` → NULL
 C to Racket conversion: NULL → `#f`, anything else → new byte string created by copying the string
- **nonnull-char-string**
 Racket range: byte string
 C type: `char*`
 Racket to C conversion: byte string's contained byte-array pointer
 C to Racket conversion: new byte string created by copying the string
- **racket-object**
 Racket range: any value
 C type: `Racket_Object*`
 Racket to C conversion: no conversion
 C to Racket conversion: no conversion
- **(pointer bstr)**
 Racket range: an opaque c-pointer value, identified as type `bstr`, or `#f`
 C type: `bstr*`
 Racket to C conversion: `#f` → NULL, c-pointer → contained pointer cast to `bstr*`
 C to Racket conversion: NULL → `#f`, anything else → new c-pointer containing the pointer and identified as type `bstr`

The `return-type` must be `void` or one of the `arg-type` keywords.

`(c-declare code-string)`

Declares arbitrary C code to appear after "escheme.h" or "scheme.h" is included, but before any other code in the compilation environment of the declaration. A `c-declare` form can appear only at the top-level or within a module's top-level sequence.

The `code` code will appear on a new line in the file for C compilation. Multiple `c-include` declarations are concatenated (with newlines) in order to produce a sequence of declarations.

`(c-include path-spec)`

Expands to a use of `c-declare` with the content of `path-spec`. The `path-spec` has the same form as for `mzlib/include`'s `include`.

Bibliography

[Feeley98] Marc Feeley, “Gambit-C, version 3.0.” 1998.