

# Embedding mruby into C and an actual example

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# mruby



# mruby

m = **m** atz' + e **m** beddable + **m** inimalistic + **m** odular



# why mruby?

レトロニクス化が飛躍的に進んでおり、これらを制御する  
すことのできない技術要素となっている。また、家電、携帯  
付加価値化が進む中で、製品の多くはライフサイクルが短く  
の開発が求められている。

の生産性の高さなどを活かして、製造業分野等における組込  
応用研究が行われ、軽量 Ruby (mruby) が開発された。既に  
シアティブが自社製品の高機能ルータに、富士電機株が自動  
y を採用するなど、一部実用化はなされつつあるが、今後の段  
の機器や装置などへの生産設備や家電などへの見做製品も、

# purpose: boost productivities of embedded dev.

```
#include <stdio.h>
#include <sys/socket.h>
#include <arpa/inet.h>
#include <string.h>

int main(void)
{
    int sock;
    int i;
    struct sockaddr_in svaddr;
    const char msg[] = "Hello!!";

    if ((sock = socket(AF_INET, SOCK_STREAM, IPPROTO_TCP)) < 0) {
        puts("socket() failed.");
        return 1;
    }
    memset(&svaddr, 0, sizeof(svaddr));
    svaddr.sin_family = AF_INET;
    svaddr.sin_addr.s_addr = inet_addr("192.168.1.1");
    svaddr.sin_port = htons(30000);
    if (connect(sock, (struct sockaddr*)&svaddr,
               sizeof(svaddr)) < 0) {
        puts("connect() failed.");
        exit(2);
    }

    for (i=0; i<10; i++) {
        if (send(sock, msg, strlen(msg), 0) !=
            strlen(msg)) {
            puts("send() failed.");
            exit(3);
        }
    }
    close(sock);
    return 0;
}
```

C言語  
(35行)

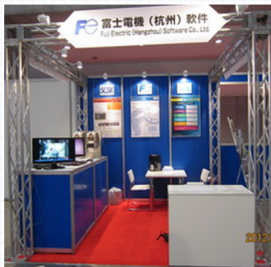
```
begin
  sock = TCPSocket.open("192.168.1.1", 30000)
  10.times {
    sock.write("Hello!!")
  }
  sock.close
rescue => e
  p e
end
```

mruby  
(9行)

- 短いコード
- 簡潔な記述
- ポインタ操作なし
- メンテナンス性が高い

- コードが長くなりがち
- 処理が複雑になりがち
- 危険なポインタ操作
- メンテナンス性が低い

# who is using it?



展示宣传板 (从左开始, [轻量Ruby](#), 嵌入式离岸外包, 培训教育)

富士電機 (杭州) 軟件有限公司

# who is using it?



- IIJ's router products c.f. <https://github.com/iij/mruby>

# who should have been using it?



- could have been more energy-efficient and inexpensive and easy-to-maintain via mruby...



# Actually...

- mruby is not only for the EMBEDDED WORLD
- mruby is for the ENTIRE C WORLD
- just knowing C is enough to get you going, you don't necessarily need embedded devices or EE degrees





# who **is** also using it?

■ `mod_mruby:`

[https://github.com/matsumoto-r/mod\\_mruby](https://github.com/matsumoto-r/mod_mruby)

■ `ngx_mruby:`

[https://github.com/matsumoto-r/ngx\\_mruby](https://github.com/matsumoto-r/ngx_mruby)



# who **is** also using it?

■ `php-mruby`:

<https://github.com/chobie/php-mruby>

■ `ab-mruby`:

<https://github.com/matsumoto-r/ab-mruby>



# who **is** also using it?

■ go-mruby:

<https://github.com/mitchellh/go-mruby>



# “反主为客”

- MRI: 主Ruby 客C
- mruby: 主C 客Ruby



# “反主为客”

- MRI:

only **1** VM per process, then add features to the VM

- mruby:

**N** VMs per process (could be one VM per thread, no need to lock), then call VMs from C



# how to embed

- `open mrb_state`
- define business-domain ruby-classes and methods in the compile-time
- dynamically invoke ruby-classes and methods in the run-time
- `close mrb_state`



# “mrb\_state”

- NO GLOBAL VARIABLES, everything are inside “mrb\_state”
- refereed to by almost all functions
- [**demo**] see “typedef struct mrb\_state”



# “mrb\_value”

- could store pointer, integer, float, etc
- set: `mrb_fixnum_value`, `mrb_float_value`, ...
- get: `mrb_fixnum`, `mrb_float`, ...
- [**demo**] see “typedef struct mrb\_value” ( x2 imple.)





# “mrb\_funcall”

```
obj = mrb_funcall(mrb, obj, "inspect", 0);
```

- call into instance method of a ruby-object
- e.g.



# there is no file I/O

- the underlying machine might not have a file system at all
- it's a separate module **mruby-io**, if you want it
- event STD I/O is configurable
- [**demo**] see “`#ifdef ENABLE_STDIO`”



# “mrb\_define\_module”

```
mrb_ofpsvr = mrb_define_module(mrb, "Ofpsvr");
```

- define business-domain ruby-classes
- e.g.



# “mrb\_define\_module\_function”

```
mrb_define_module_function(mrb, mrb_ofpsvr, "uid", ofpsvr_uid, MRB_ARGS_REQ(1));
```

- define business-domain ruby-methods
- e.g.



# “mrb\_load\_string”

```
mrb_load_string(mrb, "puts \"いまは#{Time.now}です。\"");
```

- define business-domain ruby-methods
- e.g.



# Exception Handling

```
if (mrb->exc) {  
    mrb_value exception = mrb_obj_value(mrb->exc);  
    mrb->exc = 0;  
}
```

- do not forget to check `mrb->exc` when running unpredictable code!



# an actual example

■ [demo] <https://github.com/pmq20/ofpsvr>