



Creating a new function in MariaDB

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Compile MariaDB for easy development

- Get the source code (tar file, git, linux distribution etc)

- Compile

```
> ./BUILD/compile-pentium64-debug-max
```

- Add to your `~/.my.cnf`:

```
[mariadb-10.5]
```

```
datadir=/my/data105
```

```
lc-messages-dir=/my/maria-10.5/sql/share/english
```

- Create the default databases

```
> ./scripts/mysql_install_db
```

- Start mysqld in your debugger:

```
> cd sql ; ddd mysqld ; run
```

Files that stores expression code

```
> cd sql
> ls item*
item.cc          item_inetfunc.cc  item_sum.h
item.h           item_inetfunc.h   item_timefunc.cc
item_buff.cc    item_jsonfunc.cc  item_timefunc.h
item_cmpfunc.cc item_jsonfunc.h   item_vers.cc
item_cmpfunc.h  item_row.cc       item_vers.h
item_create.cc item_row.h        item_windowfunc.cc
item_create.h   item_strfunc.cc   item_windowfunc.h
item_func.cc    item_strfunc.h    item_xmlfunc.cc
item_func.h     item_subselect.cc item_xmlfunc.h
item_geofunc.cc item_subselect.h
item_geofunc.h  item_sum.cc
```

Files to change when adding a new SQL function

In most cases one has only to change some of the following files:

sql_yacc.yy and sql_yacc_ora.yy

- Not needed for simple functions that takes a fix number of arguments
- Needed for operators and group functions (as group functions may need the DISTINCT keyword)
- If the function name is a SQL keyword (LEFT, RIGHT etc)

item_create.cc

- Add some interface code to create the item that will execute the function

Item_*.cc and item_*.h

Add the code into the appropriate files

Finding similar code

Start by looking at some existing function similar to what you want to do:

```
> grep -n func_left item* *yacc*.yy
item_strfunc.cc:1630:String *Item_func_left::val_str(String *str)
item_strfunc.cc:1666:bool Item_func_left::fix_length_and_dec()
item_strfunc.h:454:class Item_func_left :public Item_str_func
item_strfunc.h:458: Item_func_left(THD *thd, Item *a, Item *b):
Item_str_func(thd, a, b) {}
item_strfunc.h:463: { return get_item_copy<Item_func_left>(thd,
this); }
sql_yacc.yy:10541:          $$= new (thd->mem_root)
Item_func_left(thd, $3, $5);
sql_yacc_ora.yy:10641:      $$= new (thd->mem_root)
Item_func_left(thd, $3, $5)
```

PI()

item_create.cc part 1

```
class Create_func_pi : public Create_func_arg0
{
public:
    virtual Item *create_builder(THD *thd);
    static Create_func_pi s_singleton;
protected:
    Create_func_pi() {}
    virtual ~Create_func_pi() {}
};

Create_func_pi Create_func_pi::s_singleton;
```

PI()

item_create.cc part 2

Item*

```
Create_func_pi::create_builder(THD *thd)
```

```
{
```

```
    return new (thd->mem_root) Item_static_float_func(thd, "pi()",  
M_PI, 6, 8);
```

```
}
```

```
....
```

```
static Native_func_registry func_array[] =
```

```
{
```

```
    { STRING_WITH_LEN("PI") }, BUILDER(Create_func_pi) },
```

ABS(X)

item_create.cc part 1

```
class Create_func_abs : public Create_func_arg1
{
public:
    virtual Item *create_1_arg(THD *thd, Item *arg1);
    static Create_func_abs s_singleton;

protected:
    Create_func_abs() {}
    virtual ~Create_func_abs() {}
};

Create_func_abs Create_func_abs::s_singleton;
```


ABS(X)

item_create.cc part 2

Item*

```
Create_func_abs::create_1_arg(THD *thd, Item *arg1)
{
    return new (thd->mem_root) Item_func_abs(thd, arg1);
}
```

...

```
static Native_func_registry func_array[] =
{
    { STRING_WITH_LEN("ABS") },
    BUILDER(Create_func_abs)},
```

ABS(X)

item_func.h

```
class Item_func_abs :public Item_func_num1
{
public:
  Item_func_abs(THD *thd, Item *a): Item_func_num1(thd, a) {}
  double real_op();
  longlong int_op();
  my_decimal *decimal_op(my_decimal *);
  const char *func_name() const { return "abs"; }
  void fix_length_and_dec_int();
  void fix_length_and_dec_double();
  void fix_length_and_dec_decimal();
  bool fix_length_and_dec();
  Item *get_copy(THD *thd)
  { return get_item_copy<Item_func_abs>(thd, this); }
};
```

ABS(X)

item_func.cc::fix_length...int

```
void Item_func_abs::fix_length_and_dec_int()
```

```
{
```

```
    max_length= args[0]->max_length;
```

```
    unsigned_flag= args[0]->unsigned_flag;
```

```
    /*
```

```
    type_handler_long_or_longlong set's a different type handler  
depending
```

```
    on the argument is long or longlong and if signed or not
```

```
*/
```

```
    set_handler(type_handler_long_or_longlong());
```

```
}
```

ABS(X)

item_func.cc::fix_length...double

```
void Item_func_abs::fix_length_and_dec_double()
{
    set_handler(&type_handler_double);
    decimals= args[0]->decimals; // Preserve NOT_FIXED_DEC
    max_length= float_length(decimals);
    unsigned_flag= args[0]->unsigned_flag;
}
```

ABS(X)

item_func.cc::real_op()

```
double Item_func_abs::real_op()
{
    double value= args[0]->val_real();
    null_value= args[0]->null_value;
    return fabs(value);
}
```

ABS(X)

item_func.cc::int_op()

```
longlong Item_func_abs::int_op()
{
    longlong value= args[0]->val_int();
    if ((null_value= args[0]->null_value))
        return 0;
    if (unsigned_flag)
        return value;
    /* -LONGLONG_MIN = LONGLONG_MAX + 1 => outside of signed
longlong range */
    if (value == LONGLONG_MIN)
        return raise_integer_overflow();
    return (value >= 0) ? value : -value;
}
```

LEFT(str,length) sql_yacc.yy

LEFT is a sql keyword, which is why its create is defined in sql_yacc.yy

```
| LEFT '(' expr ',' expr ')'  
{  
  $$ = new (thd->mem_root) Item_func_left(thd, $3, $5);  
  if (unlikely($$ == NULL))  
    MYSQL_YABORT;  
}
```

LEFT(str,length) item_strfunc.h

```
class Item_func_left :public Item_str_func
{
    String tmp_value;
public:
    Item_func_left(THD *thd, Item *a, Item *b): Item_str_func(thd, a, b)
    {}
    String *val_str(String *);
    bool fix_length_and_dec();
    const char *func_name() const { return "left"; }
    Item *get_copy(THD *thd)
    { return get_item_copy<Item_func_left>(thd, this); }
};
```


LEFT(str,length) item_strfunc.cc::fix_length

```
bool Item_func_left::fix_length_and_dec()
{
    if (agg_arg_charsets_for_string_result(collation, args, 1))
        return TRUE;
    DEBUG_ASSERT(collation.collation != NULL);
    left_right_max_length();
    return FALSE;
}
```

LEFT(str,length) item_strfunc.cc::fix_length

```
void Item_str_func::left_right_max_length()
{
    uint32 char_length= args[0]->max_char_length();
    if (args[1]->const_item() && !args[1]->is_expensive())
    {
        Repeat_count tmp(args[1]);
        set_if_smaller(char_length, (uint) tmp.count());
    }
    fix_char_length(char_length);
}
```

LEFT(str,length) item_strfunc.cc::val_str() part 1

```
String *Item_func_left::val_str(String *str)
{
    DEBUG_ASSERT(fixed == 1);
    String *res= args[0]->val_str(str);

    /* must be longlong to avoid truncation */
    longlong length= args[1]->val_int();
    uint char_pos;

    if ((null_value=(args[0]->null_value || args[1]->null_value)))
        return 0;
```

LEFT(str,length) item_strfunc.cc::val_str()

```
/* if "unsigned_flag" is set, we have a *huge* positive number. */  
if ((length <= 0) && (!args[1]->unsigned_flag))  
    return make_empty_result();  
if ((res->length() <= (ulonglong) length) ||  
    (res->length() <= (char_pos= res->charpos((int) length))))  
    return res;  
  
tmp_value.set(*res, 0, char_pos);  
return &tmp_value;  
}
```

ELT(pos,arg1,...)

item_create.cc part 1

```
class Create_func_elt : public Create_native_func
{
public:
    virtual Item *create_native(THD *thd, LEX_CSTRING *name,
List<Item> *item_list);
    static Create_func_elt s_singleton;

protected:
    Create_func_elt() {}
    virtual ~Create_func_elt() {}
};

Create_func_elt Create_func_elt::s_singleton;
```

ELT(pos,arg1,...)

item_create.cc part 2

```
Item* Create_func_elt::create_native(THD *thd, LEX_CSTRING
*name,
                                List<Item> *item_list)
{
    int arg_count= 0;
    if (item_list != NULL)
        arg_count= item_list->elements;
    if (unlikely(arg_count < 2))
    {
        my_error(ER_WRONG_PARAMCOUNT_TO_NATIVE_FCT, MYF(0),
name->str);
        return NULL;
    }
    return new (thd->mem_root) Item_func_elt(thd, *item_list);
}
```

ELT(pos,arg1,...) item_strfunc.h

```
class Item_func_elt :public Item_str_func
{
public:
  Item_func_elt(THD *thd, List<Item> &list): Item_str_func(thd,
list) {}
  double val_real();
  longlong val_int();
  String *val_str(String *str);
  bool fix_length_and_dec();
  const char *func_name() const { return "elt"; }
  Item *get_copy(THD *thd)
  { return get_item_copy<Item_func_elt>(thd, this); }
};
```

ELT(pos,arg1,...)

item_strfunc.cc: fix_length

```
bool Item_func_elt::fix_length_and_dec()
{
    uint32 char_length= 0;
    decimals=0;
    if (agg_arg_charsets_for_string_result(collation, args + 1,
arg_count - 1))
        return TRUE;
    for (uint i= 1 ; i < arg_count ; i++)
    {
        set_if_bigger(char_length, args[i]->max_char_length());
        set_if_bigger(decimals,args[i]->decimals);
    }
    fix_char_length(char_length);
    maybe_null=1;           // NULL if wrong first arg
    return FALSE;
}
```



```
ELT(pos,arg1,...)
item_strfunc.cc::val_str()
```

```
String *Item_func_elt::val_str(String *str)
{
    DEBUG_ASSERT(fixed == 1);
    uint tmp;
    null_value=1;
    if ((tmp=(uint) args[0]->val_int()) == 0 || tmp >= arg_count)
        return NULL;

    String *result= args[tmp]->val_str(str);
    if (result)
        result->set_charset(collation.collation);
    null_value= args[tmp]->null_value;
    return result;
}
```

ELT(pos,arg1,...)
item_strfunc.cc::val_real()

```
double Item_func_elt::val_real()
{
    DEBUG_ASSERT(fixed == 1);
    uint tmp;
    null_value=1;
    if ((tmp=(uint) args[0]->val_int()) == 0 || tmp >= arg_count)
        return 0.0;
    double result= args[tmp]->val_real();
    null_value= args[tmp]->null_value;
    return result;
}
```



**Thank
you**