Profiling Python

The Rules of Optimization

- 1. Don't.
- 2. Don't... yet
- 3. Profile before optimizing

Identify a Goal

timeit

\$ python -m timeit -r 5 'import runall; runall.run()' 10 loops, best of 5: 135 msec per loop

The Tools

profile and cProfile for profiling, produce pstats. Stats

profile and pstats

http://docs.python.org/library/profile.html

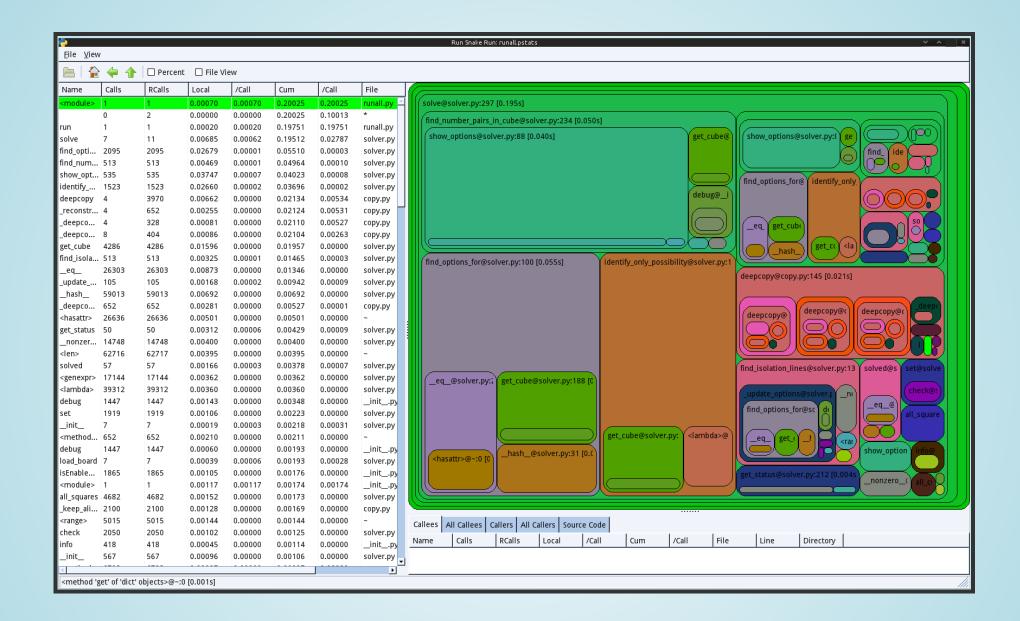
```
$ python -m cProfile -o runall.pstats runall.py
$
$ python -m pstats runall.pstats
runall.pstats% sort cumulative
runall.pstats% stats 10
```

```
317050 function calls (311709 primitive calls) in 0.200 seconds
 Ordered by: cumulative time
 List reduced from 172 to 10 due to restriction <10>
ncalls tottime percall cumtime percall filename:lineno(function)
      0.001 0.001 0.200 0.200 runall.py:3(<module>)
      0.000
            0.000
                   0.198
                           0.198 runall.py:9(run)
 11/7 0.007 0.001 0.195 0.028 solver.py:297(solve)
 2095 0.027 0.000 0.055 0.000 solver.py:100(find options for)
 513
      0.005 0.000 0.050
                             0.000 solver.py:234(find_number_pairs_in_cube)
                              0.000 solver.py:88(show_options)
 535
       0.037
              0.000
                     0.040
               0.000
                              0.000 solver.py:115(identify_only_possibility)
 1523
       0.027
                      0.037
                              0.005 /usr/lib/python2.7/copy.py:145(deepcopy)
3970/4 0.007 0.000 0.021
                              0.005 /usr/lib/python2.7/copy.py:306(_reconstruct)
652/4
       0.003
               0.000
                       0.021
                              0.005 /usr/lib/python2.7/copy.py:253( deepcopy dict)
328/4
        0.001
               0.000
                       0.021
```

Visualization

RunSnakeRun

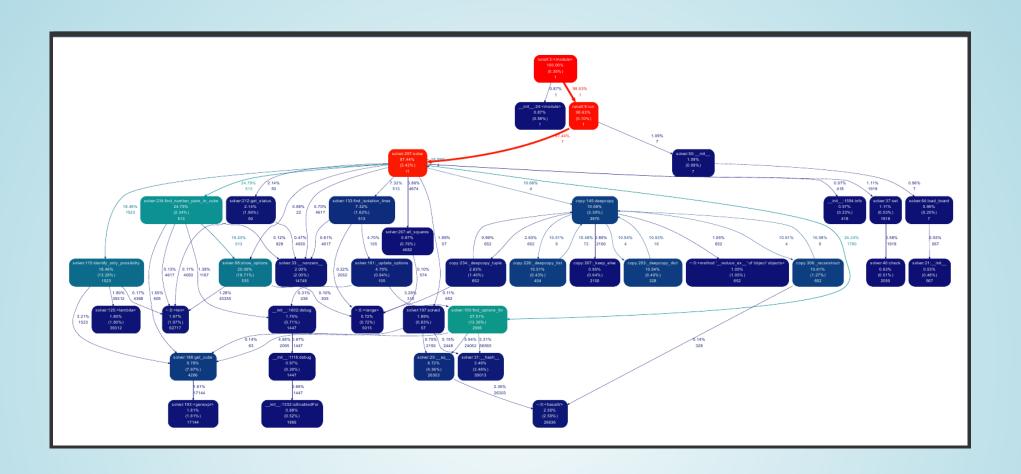
http://www.vrplumber.com/programming/runsnakerun/



Call Graph

http://code.google.com/p/jrfonseca/wiki/Gprof2Dot

\$ gprof2dot -f pstats runall.pstats | dot -Tpdf -o output.pdf



PStats

```
cumulative, time, call count, primitive call count

print_stats
    with an optional regex filter, or limit

print_callers
    of functions which match a regex

print_callees
    of functions which match a regex
```

Optimize

Follow the numbers

```
ncalls tottime cumtime filename:lineno(function)

1 0.001 0.200 runall.py:3(<module>)

1 0.000 0.198 runall.py:9(run)

11/7 0.007 0.195 solver.py:297(solve)

2095 0.027 0.055 solver.py:100(find_options_for)

513 0.005 0.050 solver.py:234(find_number_pairs_in_cube)

535 0.037 0.040 solver.py:88(show_options)

1523 0.027 0.037 solver.py:115(identify_only_possibility)
```

hmm

```
>>> p.print_callees('find_options_for')

ncalls tottime cumtime
24062 0.008 0.012 solver.py:25(__eq__)
56565 0.007 0.007 solver.py:31(__hash__)
2095 0.008 0.010 solver.py:188(get_cube)
```

the code

```
def find_options_for(self, r, c, index):
    other_index = self.cols if index == self.rows else self.rows

    options = index[r][c].options
    options -= set(index[r])
    options -= set(other_index[c])
    options -= set(self.get_cube(r, c, index))
    return options
```

next

```
ncalls tottime cumtime
                       filename:lineno(function)
                    runall.py:3(<module>)
      0.001 0.200
      0.000
            0.198
                    runall.py:9(run)
 11/7 0.007 0.195
                     solver.py:297(solve)
 2095
      0.027 0.055
                      solver.py:100(find_options_for)
                     solver.py:234(find_number_pairs_in_cube)
 513
      0.005 0.050
                     solver.py:88(show options)
 535 0.037 0.040
                      solver.py:115(identify_only_possibility)
 1523 0.027
               0.037
```

Aha!

the code

```
def find_number_pairs_in_cube(self, row_min, col_min):
    ...
log.debug("Current state of game board:\n%s\n%s",
        self, self.show_options())
    ...
```

the solution

```
class BoardPresenter(object):

    def __init__(self, board):
        self.board = board
    def __str__(self):
        ...

def find_number_pairs_in_cube(self, row_min, col_min):
        ...
    log.debug("Current state of game board:\n%s",
            BoardPresenter(self))
        ...
```

re-timeit

\$ python -m timeit 'import runall; runall.run()' 10 loops, best of 3: 106 msec per loop

repeat

```
ncalls tottime cumtime filename:lineno(function)
      0.001 0.164 runall.py:3(<module>)
      0.000 0.161 runall.py:9(run)
 11/7 0.007 0.158 solver.py:303(solve)
 2095 0.028
               0.057 solver.py:106(find_options_for)
 1523
       0.028
               0.039 solver.py:121(identify_only_possibility)
3970/4
       0.006 0.021 .../copy.py:145(deepcopy)
               0.021 .../copy.py:306(_reconstruct)
        0.002
652/4
               0.021 .../copy.py:253(_deepcopy_dict)
        0.001
328/4
               0.020 .../copy.py:226(_deepcopy_list)
        0.001
404/8
 4286
        0.016
               0.020 solver.py:194(get_cube)
```

the code

```
def identify_only_possibility(self, r, c):
    target = self.rows[r][c]

related = self.rows[r], self.cols[c], self.get_cube(r, c, self.rows)
for related_list in related:
    others_options = set()

for square in ifilterfalse(lambda s: s is target, related_list):
    others_options |= set(square.options)

options = target.options - others_options
    if len(options) == 1:
        return options
return False
```

```
option_filter = functools.partial(operator.is_, target)
def get_other_options(related_list):
  return set(itertools.chain.from_iterable()
           square.options for square in
          ifilterfalse(option_filter, related_list)))
def get_related_lists():
  yield self.rows[r]
  yield self.cols[c]
  yield self.get_cube(r, c, self.rows)
for related_list in get_related_lists()
  options = target.options - get_other_options(related_list)
```

and again

```
ncalls tottime cumtime filename:lineno(function)
      0.001 0.164 runall.py:3(<module>)
      0.000 0.161 runall.py:9(run)
 11/7 0.007 0.158 solver.py:303(solve)
 2095 0.028
               0.057 solver.py:106(find_options_for)
 1523
       0.028
               0.039 solver.py:121(identify_only_possibility)
3970/4
       0.006 0.021 .../copy.py:145(deepcopy)
       0.002  0.021  .../copy.py:306(_reconstruct)
652/4
               0.021 .../copy.py:253(_deepcopy_dict)
        0.001
328/4
               0.020 .../copy.py:226(_deepcopy_list)
404/8
       0.001
        0.016
               0.020 solver.py:194(get cube)
 4286
```

deepcopy

the code

```
class Square(object):
    def __init__(self, num):
        self.value = int(num)
        self.options = ...

class SudokuBoard(object):
    def __init__(self, initial_state=None):
        self.rows = self.load_board(initial_state)
        ...

...
new_board = copy.deepcopy(board)
```

the solution

```
class Square(object):
    def __init__(self, num, options=()):
        self.value = int(num)
        self.options = set(options) or ...

class SudokuBoard(object):
    def __init__(self, initial_state=None):
    ...
    def clone(self):
        return type(self)(initial_state=self.get_state())

...
new_board = board.clone()
```

re-timeit

\$ python -m timeit 'import runall; runall.run()' 10 loops, best of 3: 91.8 msec per loop

Outcome

From 135ms to 92ms by making 2 small changes

Common Speedups

- deepcopy
- loops
- dynamic variable lookup
- eager evaluation

Limitations

- timing accuracy
- threads (and processes)
- overhead
- garbage collection

Sampling

```
@contextlib.contextmanager
def profile_section(filename):
    profiler = cProfile.Profile()
    profiler.enable()
    yield
    profiler.disable()
    profiler.dump_stats(filename)
```

```
class ProfiledThread(threading.Thread):
    def run(self):
        with profile_section(threading.get_ident()):
        ...
```

Merging

- docs.python.org/library/profile.html
- RunSnakeRun
- Gprof2Dot