# **T**alks

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Material available on





# High-performance computing using Python

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I draw on the material presented in:

#### **Basic architecture**

- computing units, e.g. CPU and GPU
- memory units, e.g. RAM and hard disk
- connections

### Main properties of computing unit

- number of operations in one cycle, e.g. vectorization
- how many cycles in one second

#### **Global interpreter lock**

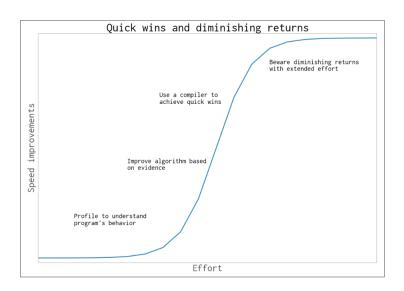
The GIL makes sure that a Python process can only run one instruction at a time, regardless of the number of cores it is currently using. This means that even though some Python code has access to multiple cores at a time, only one core is running a Python instruction at any given time.

### **Profiling**

- Premature optimization is the root of all evil.
- focus on readability
- set up development environment
- flesh out testing harness
- tackle performance bottlenecks

#### Points of attack

- pure Python
- high-performance libraries, SciPy Stack
- compilation to faster language
- parallel computing
- distributed computing

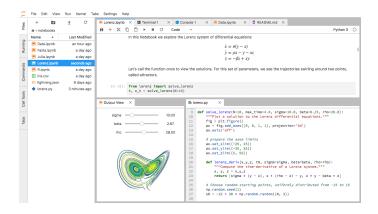


# **High-performance libraries**

#### Vectorization

➤ Vectorization is when a CPU is provided with multiple pieces of data at a time and is able to operate on all of them at once. This sort of CPU instruction is known as SIMD (Single Instruction, Multiple Data).

#### **Practical illustration**

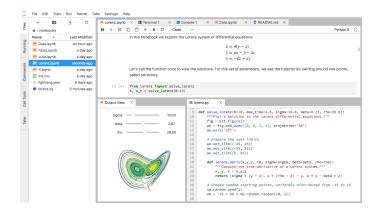


# **Compilation to faster language**

#### **Alternatives**

- ▶ ahead-of-time, e.g. f2py, Cython
- ▶ just-in-time, e.g. numba

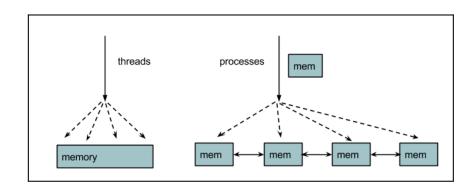
#### **Practical illustration**



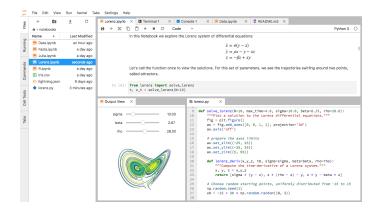
# **Parallel computing**

### **Memory access**

- shared memory
- distributed memory



#### **Practical illustration**



# **Distributed computing**

### **Challenges to parallelization**

- algorithm limitations
- bottlenecks
- startup overhead
- communication

#### **Communications**

- point-to-point communications
- collective communications
- dynamic process management

### Resources

#### **Textbooks**





# **Appendix**

### References