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## Which of these do you think represents an API?

\$ curl https://api.nasa.gov/planetary/apod?api\_key=DEMO\_KEY

☐ 0%

>>> arr = np.array([[1, 2, 3], [4, 5, 6]])

☐ 0%

None of them

☐ 0%

Both of them

☐ 0%

I have no idea what "API" even stands for

☐ 0%



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Which of these do you think represents an API?

\$ curl https://api.nasa.gov/planetary/apod?api\_key=DEMO\_KEY

☐ 0%

**Web API**

>>> arr = np.array([[1, 2, 3], [4, 5, 6]])

☐ 0%

**Python Library API**

None of them

☐ 0%

Both of them

☐ 0%

I have no idea what "API" even stands for

☐ 0%

In the context of this talk....

**API == Python library API == Library == Package**

**Preferred term → Library**

# **Understanding API dispatching**

# Dispatching??

**Arriving Sunday**

**Dispatched**



Apsara Dustless Chalks | 4x Longer Than Regular Chalks | Hypoallergenic Chalk for Safe Using | Non-dust Chalk for Clean Writing | Available in Vibrant Colors | Ideal for Schools Box of 100 Chalks.

Sold by: Cocoblu Retail

₹343.00

Track package

Request cancellation

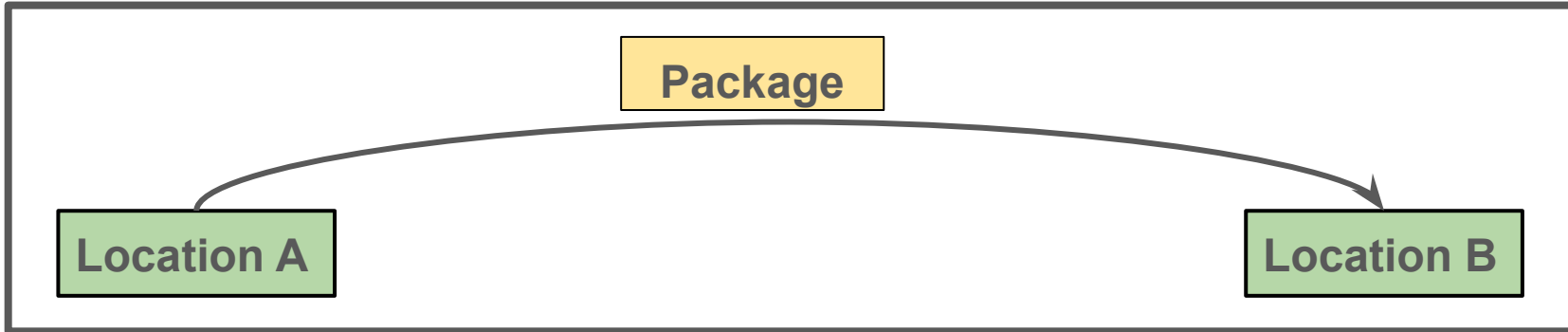
Return or replace items

Share gift receipt

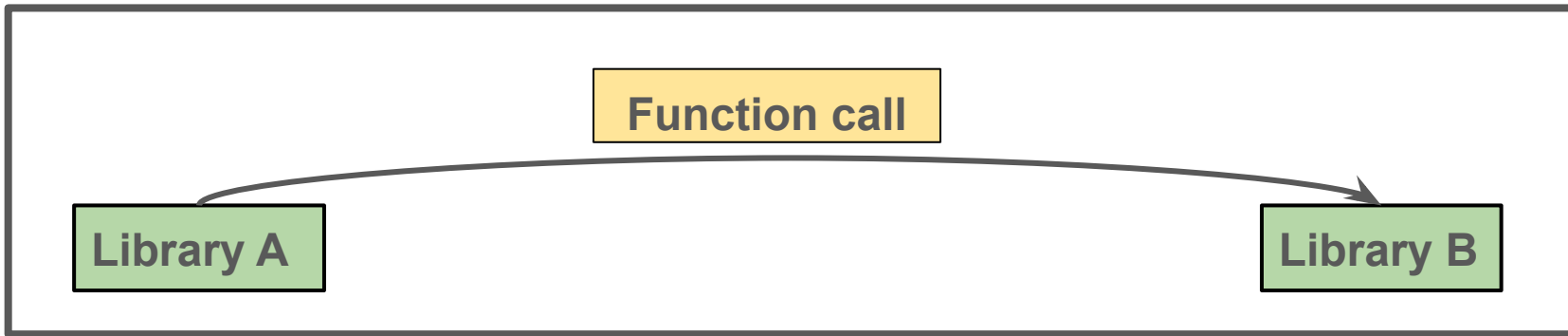
Leave seller feedback

Write a product review

## Package dispatching



## API dispatching



**But... what does it *really* mean to  
dispatch a call from one library  
to another?**

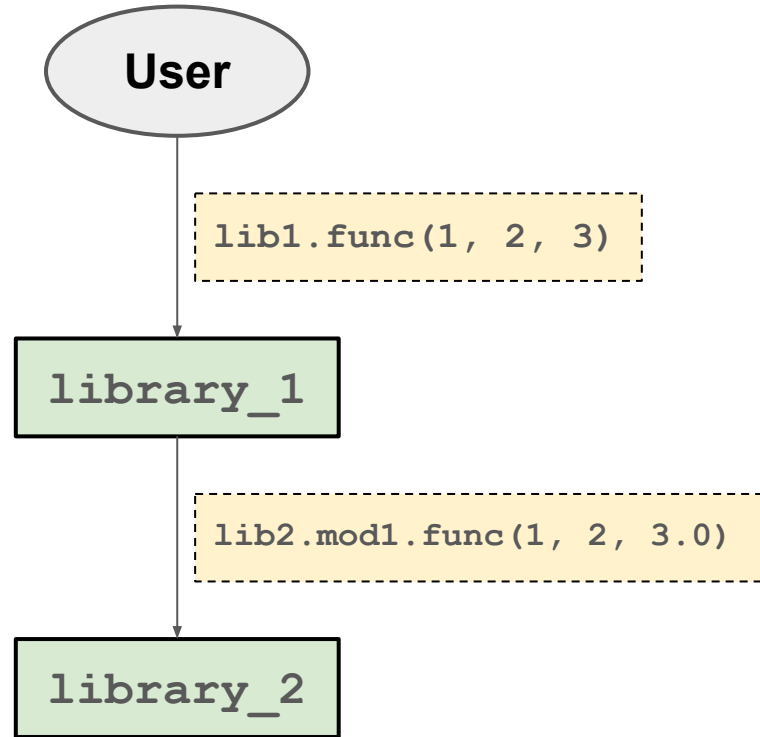
**Dispatching is not Calling!**



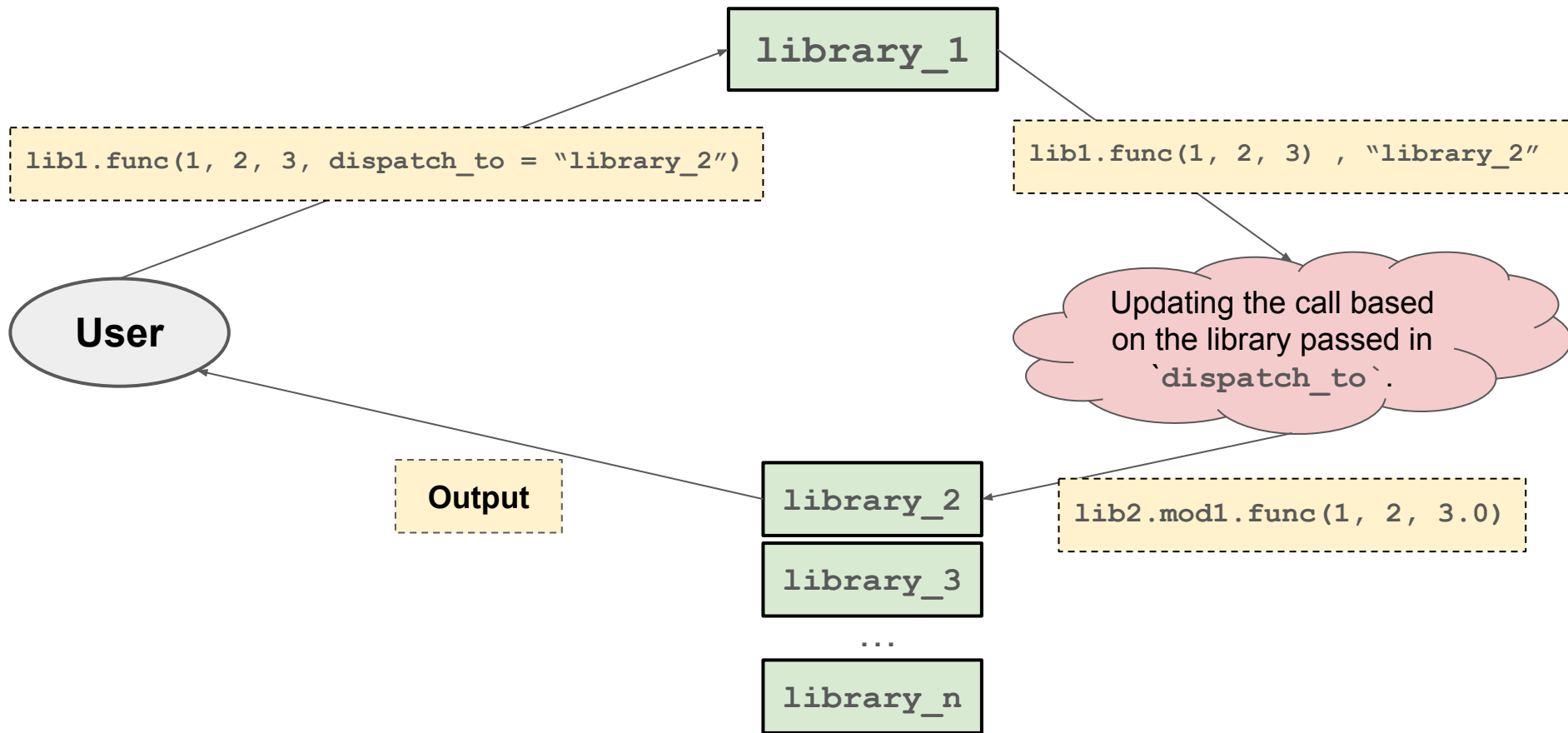
# Calling

## Inside `library\_1`

```
def func(x, y, z, dispatch_to):  
    if dispatch_to == "library_2":  
        import library_2 as lib2  
        z = float(z)  
        return lib2.mod1.func(x, y, z)  
    elif dispatch_to == "...":  
        ...  
        ...  
    else:  
        return x + y + z
```



# Dispatching



# Dispatching

Inside ``library_1``

```
@dispatch  
def func(x, y, z):  
    return x + y + z
```

...


...

Updating the call based  
on the library passed in  
``dispatch_to``.

Calling is a part of this whole  
dispatching process.

**Dispatching is a way to call a function in a given library, without hard-coding it all...**

**Wait... let's take a step back**



**Why would I  
want to dispatch  
a call?**



**And how exactly  
is it done?**

**Let's understand API  
dispatching with the  
*NetworkX* library**

# What is NetworkX?

**NetworkX is a graph (aka network)  
analysis Python library**



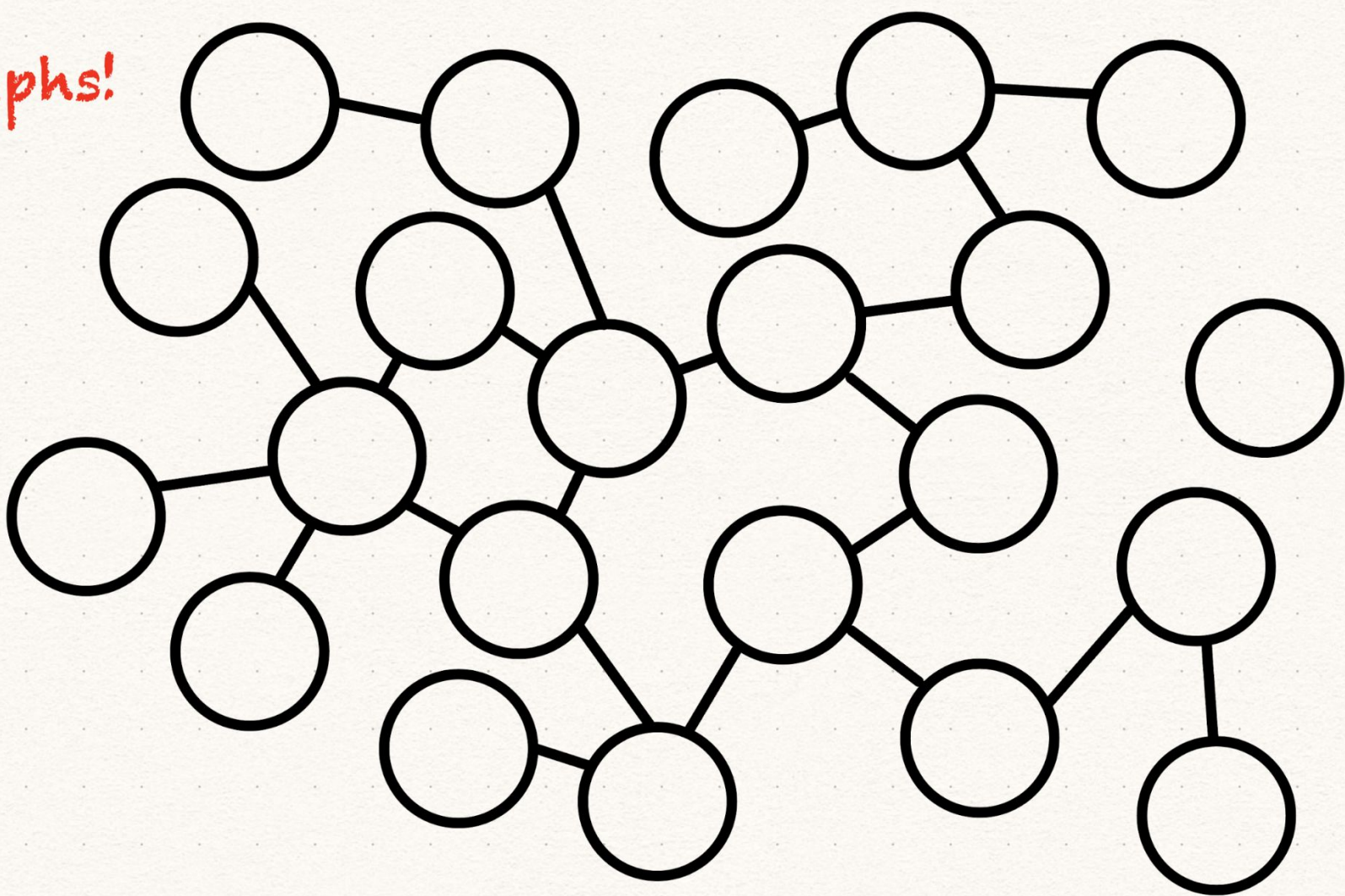
# What is NetworkX?

NetworkX is a graph (aka network)  
analysis Python library



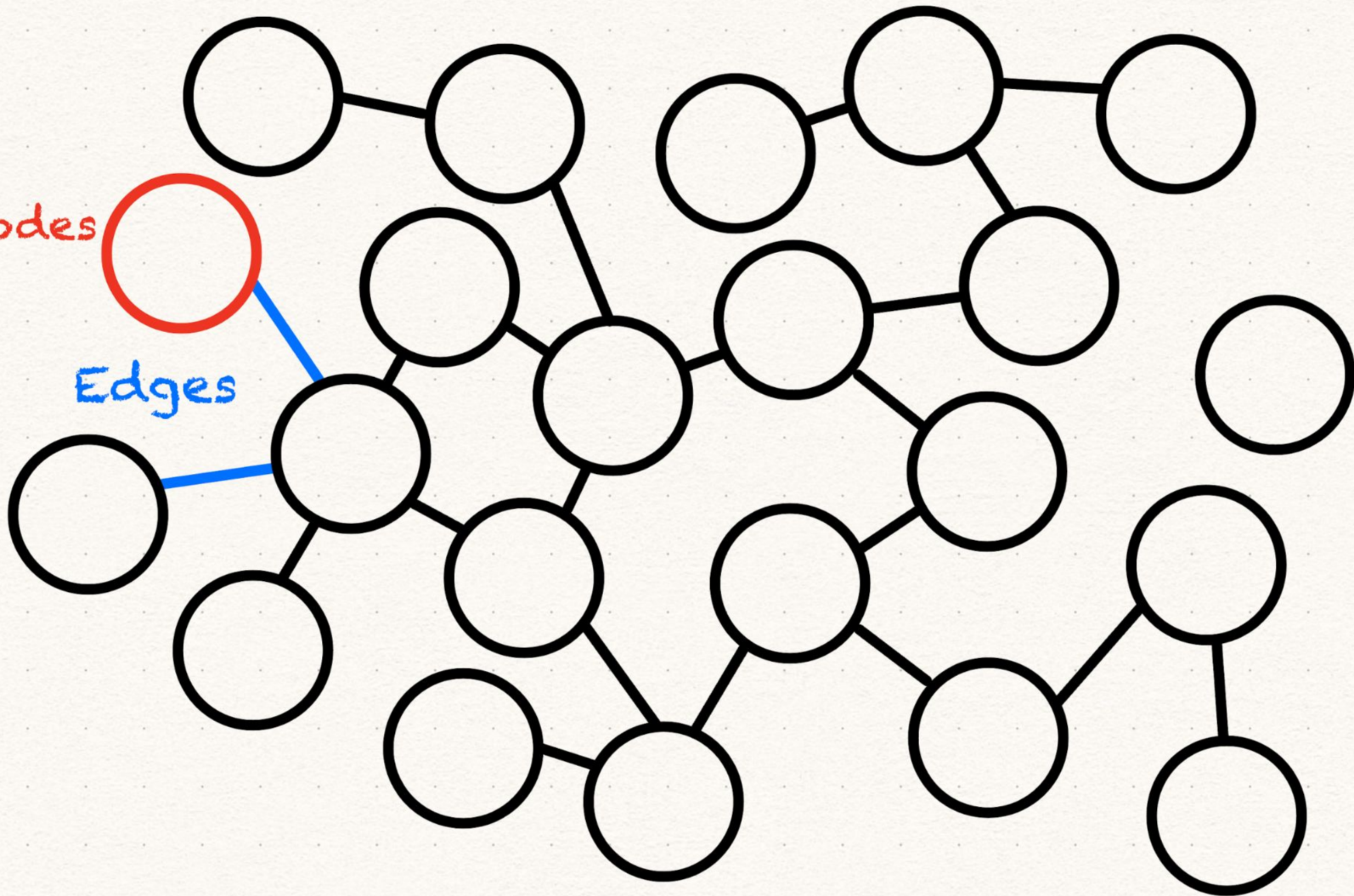
**NOT** these kind  
of graphs!

# Graphs!



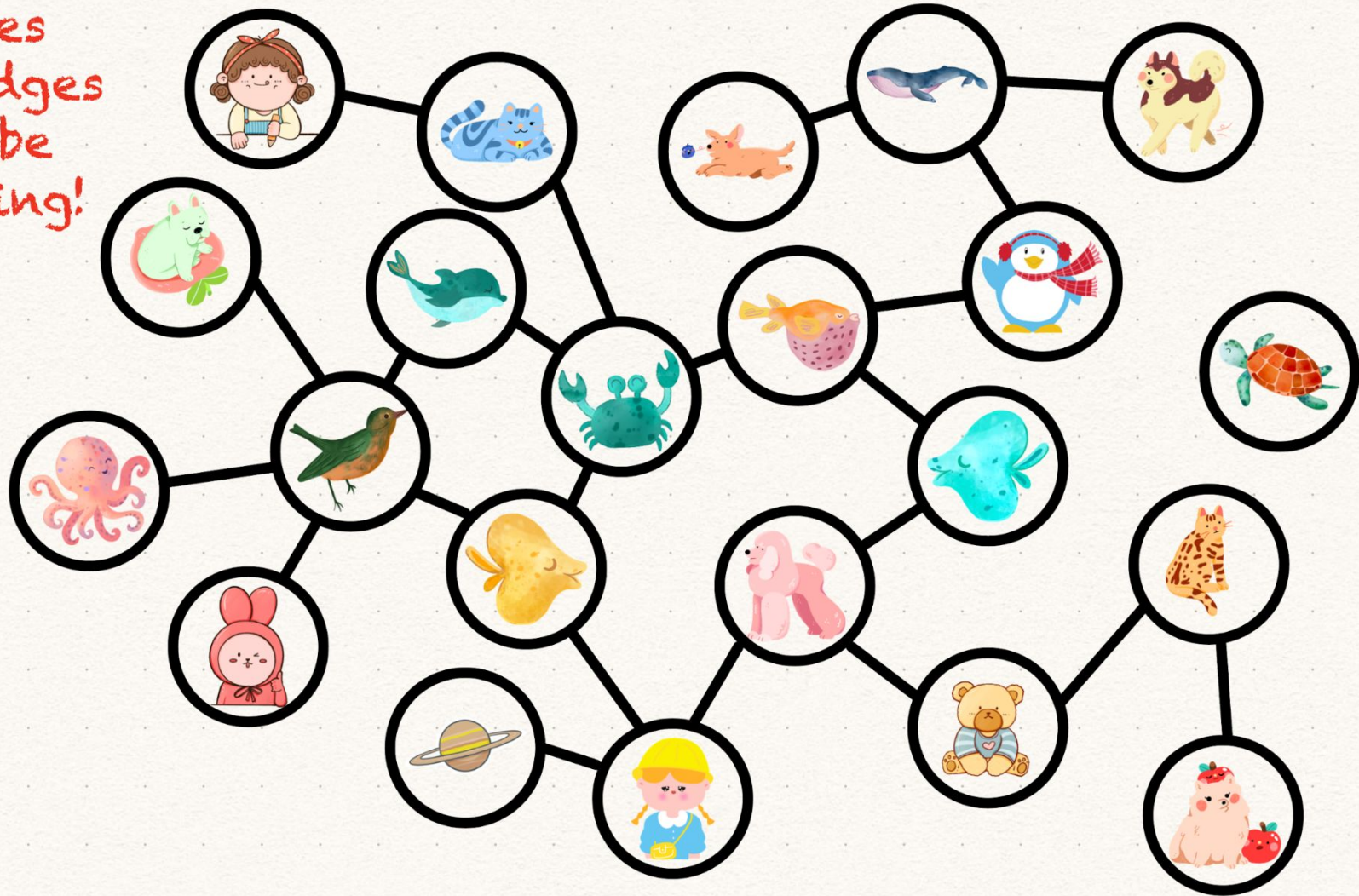
Nodes

Edges





Nodes  
and edges  
can be  
anything!



<NetworkX DEMO>

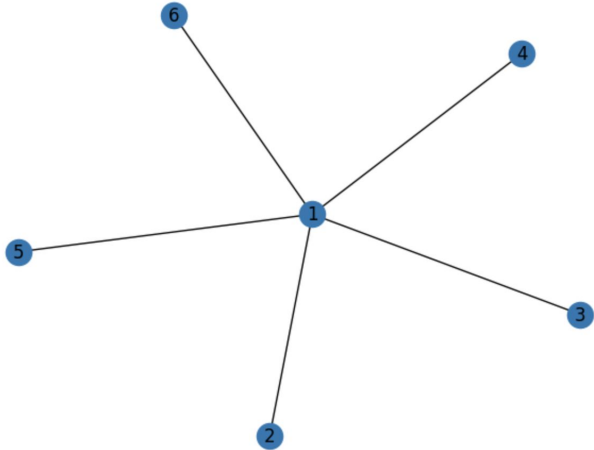
```
import networkx as nx
```

```
G = nx.Graph()
```

```
G.add_nodes_from([1, 2, 3, 4, 5, 6])
```

```
G.add_edges_from([(1, 2), (1, 3), (1, 4), (1, 5), (1, 6)])
```

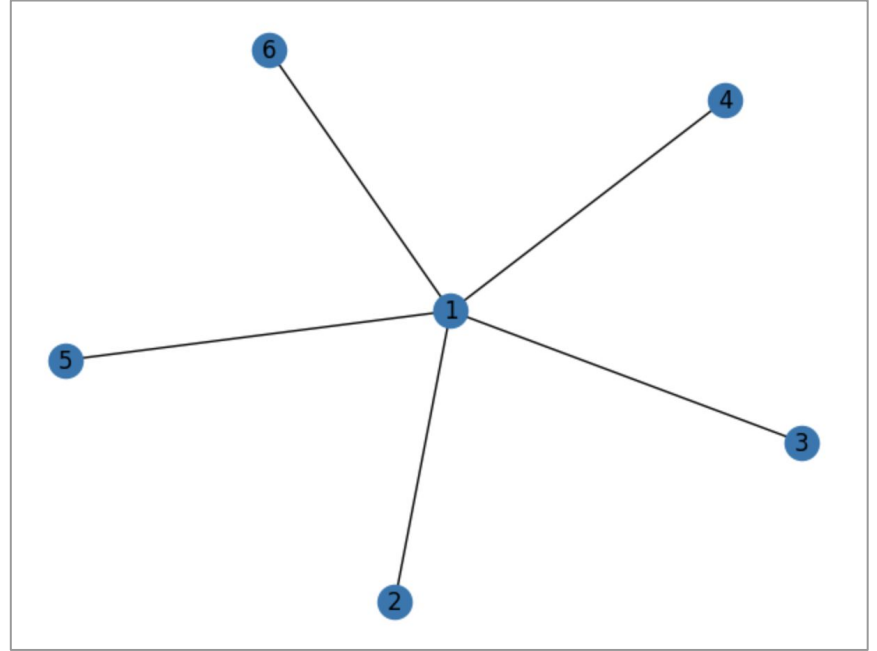
```
nx.draw(G, with_labels=True)
```



```
nx.betweenness centrality(G)
```

Tells us how important a node is.

```
{  
1: 1.0,  
2: 0.0,  
3: 0.0,  
4: 0.0,  
5: 0.0,  
6: 0.0  
}
```



# Problem

```
big_G = nx.fast_gnp_random_graph(1000000, 0.5)  
nx.betweenness centrality(big_G)
```

Takes forever.... Probably a few years



# Problem

```
big_G = nx.fast_gnp_random_graph(1000000, 0.5)  
nx.betweenness centrality(big_G)
```

Takes forever.... Probably a few years

# Reason?

- Written in pure Python.
- But that is also what makes NetworkX simple.
- NetworkX was not created with performance in mind, but rather simplicity.

# Workarounds...

- Switch to a faster library
  - If cannot find one, then make one
  - Eg : graphblas, cugraphs, graph-tool, rustworkx, etc...
- Some issues - not as comprehensive and/or well-maintained as networkx or complex user-interface (**switching can be hard!**)

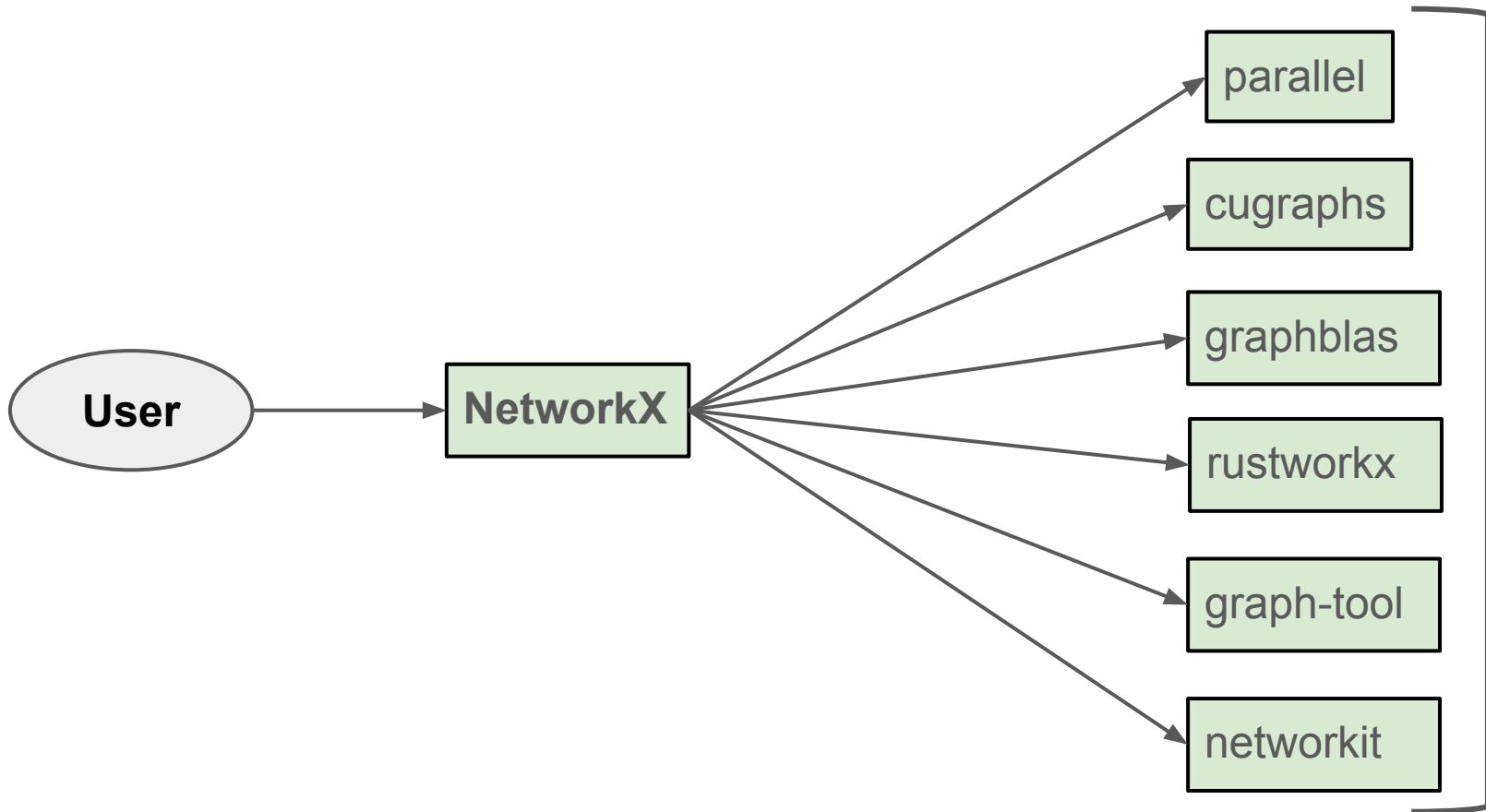
# Workarounds...

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- But, NetworkX's performance issue still persists...
  - cannot re-written to be fast... NetworkX is too big for that(500-600 algos)
  - Also some consistency needed
- **Is there a way to integrate these different faster libraries into networkx?**

# Workarounds...

- Switch to a faster library
  - If cannot find one, then make one
  - Eg : graphblas, cugraphs, graph-tool, rustworkx, etc...
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- But, NetworkX's performance issue still persists...
  - cannot re-written to be fast... NetworkX is too big for that(500-600 algos)
  - Also some consistency needed
- **Is there a way to integrate these different faster libraries into networkx?**
  - **Dispatching!**

## Backends



**Improving  
Performance**

**Why would I  
want to dispatch  
a call?**

**And how exactly  
is it done?**

<DISPATCHING DEMO>

# 4 ways of dispatching in NetworkX

```
nx.betweenness centrality(G,  
backend = "parallel")
```

```
nx.betweenness centrality(CuG)
```

```
with nx.config(backend_priority =  
["cugraph", "graphblas"]):  
    nx.betweenness centrality(G)
```

```
$ NETWORKX_BACKEND_PRIORITY="graphblas"  
$ python nx_code.py
```

Inside `networkx`

```
@_dispatchable  
def betweenness centrality(  
    G, k, ... ,seed  
):  
    ...  
    ...
```

nx-parallel

nx-cugraph

graphblas



## 2 Types of Dispatching

### Type based dispatching:

- `nx.betweenness centrality (CuG)`

### Backend-name-based dispatching:

- `nx.betweenness centrality (G, backend = "parallel")`
- `with nx.config(backend_priority = ["cugraph", "graphblas"]):`
- `$ NETWORKX_BACKEND_PRIORITY="graphblas" && python nx_code.py`

### Type-based dispatching and backend-name-based dispatching differences:

- For type-based dispatching,
  - we require each backend to have a unique type.
  - conversion of args and kwargs is not needed.

**And how exactly  
is it done?**

## **Python entry-points**

used to extend the functionality of a project

Defined in the metadata files of a project

```
>>> from importlib.metadata import entry_points
>>> entry_points(group="networkx.backends")
(EntryPoint(name='parallel',
value='nx_parallel.interface:BackendInterface',
group='networkx.backends'),...)
```

Group

used by the networkx library to discover the backend libraries

In backend's pyproject.toml

Name

[project.entry-points."networkx.backends"]

parallel = "nx\_parallel.interface:BackendInterface"

Backend Name

Object reference

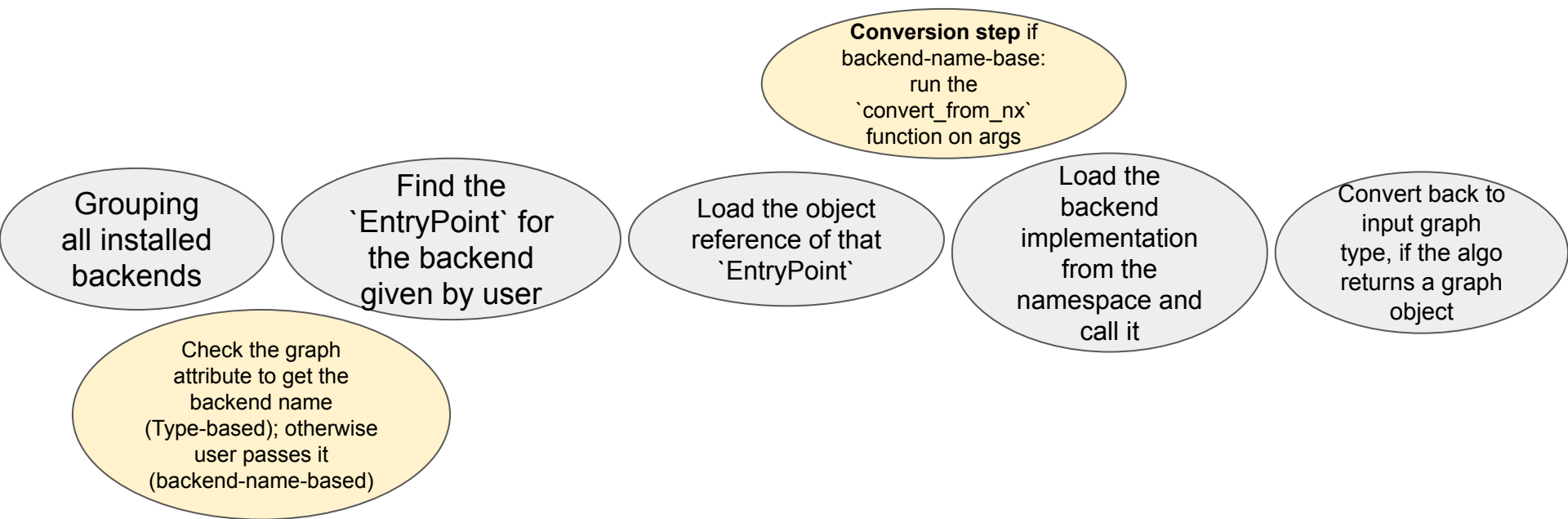
All the backend algorithms

**BackendInterface** namespace

``convert_from_nx``

``convert_to_nx``

# How does entry-point based dispatching work?



# Some more dispatching-related stuff:

logging

## Automatic testing

```
NETWORKX_TEST_BACKEND=parallel  
NETWORKX_FALLBACK_TO_NX=True  
pytest --pyargs networkx
```

## Additional backend args

```
>>> nx.betweenness centrality(G,  
backend="parallel",  
get_chunks=get_chunks)
```

## 2nd entry point

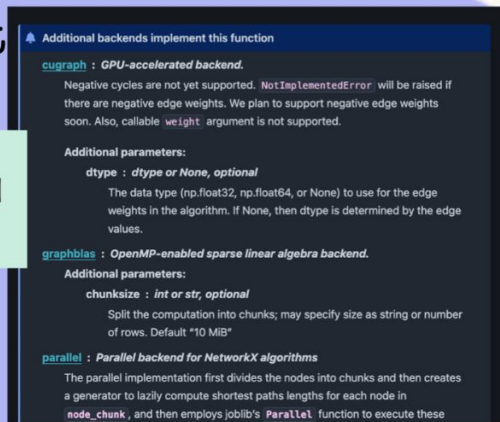
```
[project.entry-  
points."networkx.backend_info"]  
parallel = "nx_parallel:get_info"
```

## Configurations

```
nx.config.backends.parallel.n_jobs = 8  
nx.config.backends.parallel.verbose = 10
```

source - [https://networkx.org/documentation/stable/reference/algorithms/generated/networkx.algorithms.shortest\\_paths.weighted.all\\_pairs\\_bellman\\_ford\\_path\\_length.html](https://networkx.org/documentation/stable/reference/algorithms/generated/networkx.algorithms.shortest_paths.weighted.all_pairs_bellman_ford_path_length.html)

fallback  
option



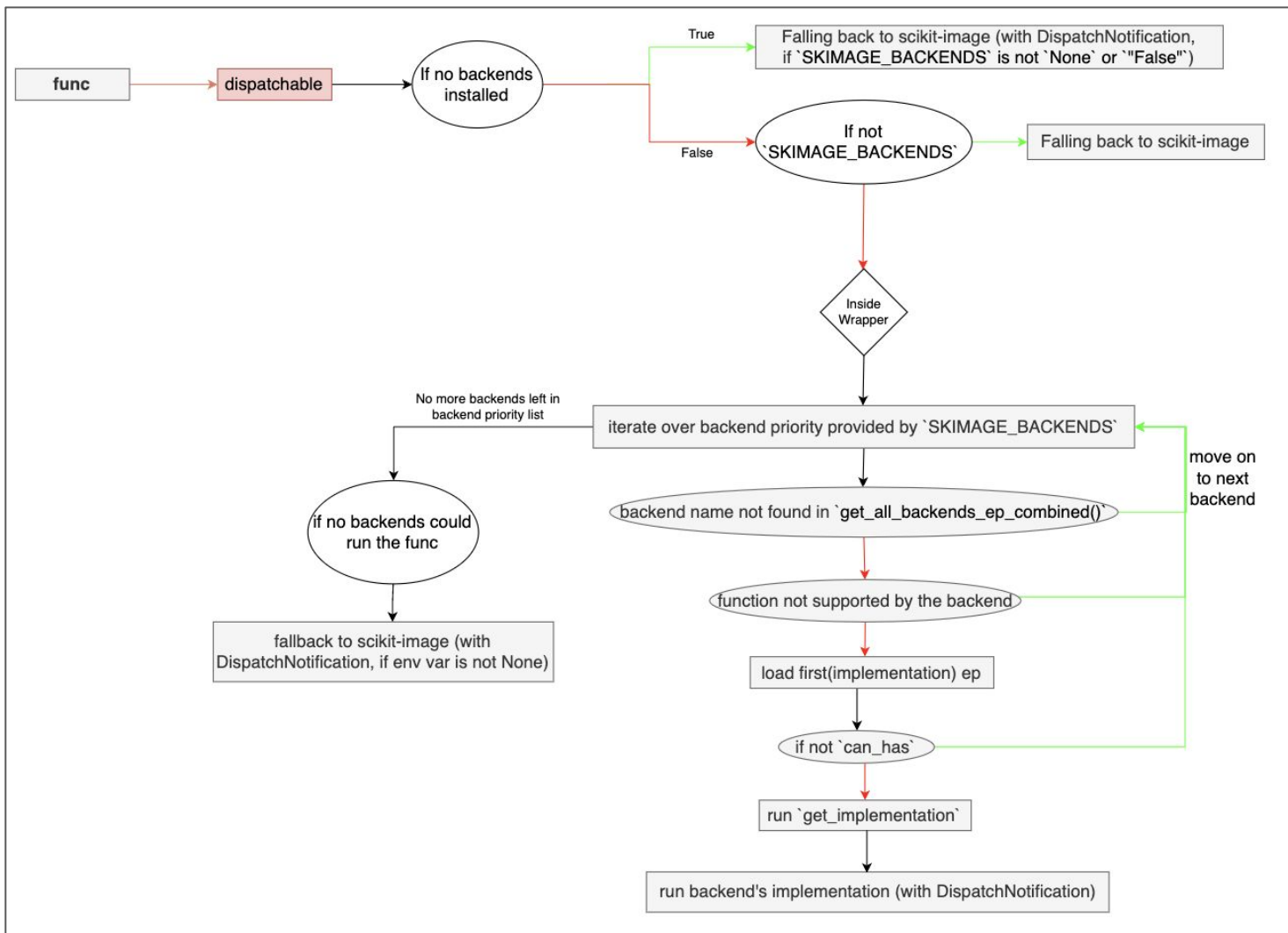
Caching  
conversion

# Dispatching in scikit-image

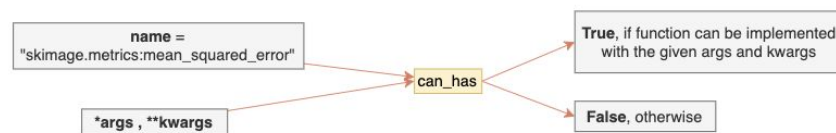
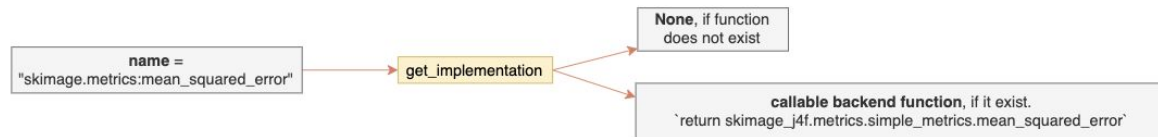
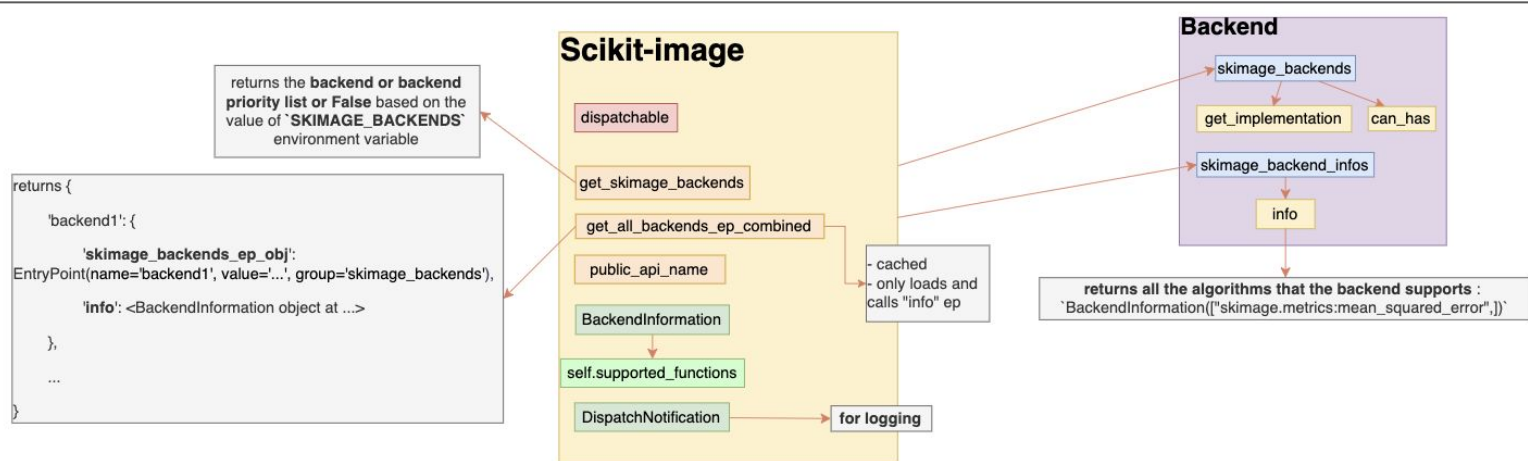
## How is it different?

- Image object (``numpy.ndarray``) instead of a ``nx.Graph`` object
- No type-based dispatching, only backend-name-based dispatching (but maybe we'll have it in future?) because we want to allow multiple backends to support same array types
- No array conversions right now!
- Some other trivial differences but it's entry-point based dispatching only!









## Mini-ecosystem of NetworkX backends:

### Well-maintained:

- nx-parallel : <https://github.com/networkx/nx-parallel>
- nx-cugraph : <https://github.com/rapidsai/nx-cugraph>
- nx-arangodb : <https://github.com/arangodb/nx-arangodb>
- graphblas-algorithms : <https://github.com/python-graphblas/graphblas-algorithms>

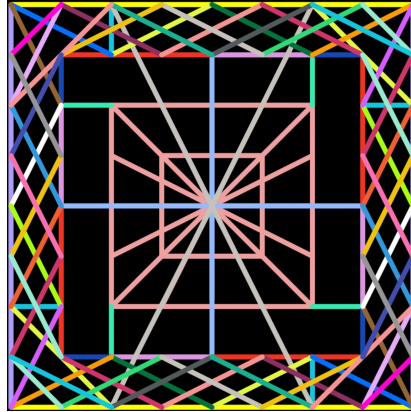
### Experimental:

- nx-pandas : <https://github.com/networkx/nx-pandas>
- rustworkx-backend : <https://github.com/thomasjpfan/rustworkx-backend>
- Visualisation backend??
- ... more to come

# Dispatching in Scientific Python ecosystem

- SPEC 2 : <https://scientific-python.org/specs/spec-0002/>
- spatch : <https://github.com/scientific-python/spatch/issues/1>
- Scientific Python discord: <https://discord.com/invite/vur45CbwMz>
- NetworkX
  - <https://networkx.org/documentation/latest/reference/backends.html>
  - <https://networkx.org/documentation/latest/reference/configs.html>
  - Dispatch meetings: <https://scientific-python.org/calendars/networkx.ics>
  - <https://github.com/networkx/networkx/issues?q=is%3Aissue%20state%3Aopen%20label%3ADispatching>
- Scikit-image
  - [scikit-image-PR#7520](https://github.com/scikit-image/scikit-image/pull/7520)
  - <https://github.com/betatim/scikit-image/pull/1>
  - <https://github.com/rapidsai/cucim/issues/829>
- NumPy's type-based dispatching
  - <https://numpy.org/neps/nep-0037-array-module.html>
  - <https://numpy.org/neps/nep-0047-array-api-standard.html>
  - <https://data-apis.org/array-api/latest/>
- Scikit-learn
  - <https://github.com/scikit-learn/scikit-learn/pull/30250>

# Thank you :)



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**Aditi Juneja**