Introduction to PyPy

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BigDive 2012

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What is PyPy?

- PyPy
 - started in 2003
 - Open Source, partially funded by EU and others
 - framework for fast dynamic languages
 - Python implementation
- as a Python dev, you care about the latter

Python in Python

- Actually: Python in RPython
- Restricted Python
 - Statically typed subset
 - never designed to be user friendly
 - still better than C/Java/C# in lots of aspects
 - "we write RPython so you don't have to" (cit.)
- RPython : PyPy = C : CPython ...
- ... Java : Jython = C# : IronPython

RPython

- Run RPython programs on top of CPython
 - ▶ isn't it damn slow? Yes.
- Compile RPython programs to C
 - this is where the magic happens

RPython

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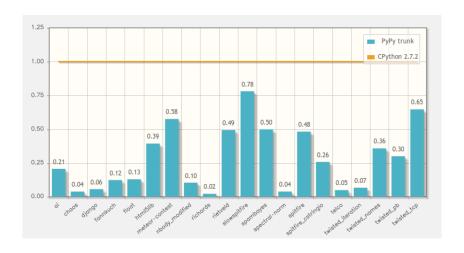
PyPy: Software archeology

- Around since 2003
- (advertised as) production ready since December 2010
 - release 1.4
- Funding
 - EU FP6 programme
 - Eurostars programme
 - donations
 - **.**..

PyPy 1.9: current status

- Faster
 - 1.7x than 1.5 (a year ago)
 - 2.2x than 1.4
 - 5.5x than CPython
- Implements Python 2.7.2
- Many more "PyPy-friendly" programs
- Packaging
 - Debian, Ubuntu, Fedora, Homebrew, Gentoo, ArchLinux, ...
 - Windows (32bit only), OS X
- C extension compatibility
 - runs (big part of) PyOpenSSL and Ixml
 - numpy (more on that later)

Speed



- JIT
 - automatically generated
 - complete/correct by construction
 - multiple backends: x86-32, x86-64, ARM
- Stackless
 - not yet integrated with the JIT (in-progress)
- cpyext
 - CPython C-API compatibility layer
 - not always working
 - often working: wxPython, PIL, cx_Oracle, mysqldb, pycairo, ...
- compact instances (as using ___slots___)

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Differences with CPython

- GC: not reference counting
 - ▶ __del__, weakref, etc.

refcounting

```
def foo():
    f = open('/tmp/foo.txt')
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correct way

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Obscure details that people rely on

"There is No Feature Obscure Enough for people not to rely on"

- Non-string keys in __dict__ of types
- Exact naming of a list comprehension variable
- Relying on untested and undocumented private stuff
- Exact message matching in exception catching code
- Refcounting details

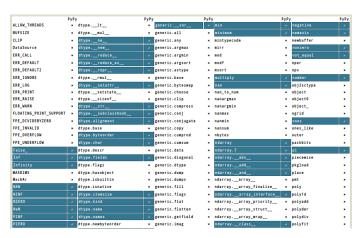
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import numpypy (1)

http://buildbot.pypy.org/numpy-status/latest.html



import numpypy (2)

- in-progress, funded by donations
- JIT-friendly
- almost as fast as the corresponding C code
- be happy with pure Python loops
- the bad news: scipy not there (yet)

numpy quick benchmarks

numpybench.py def c_loop(a): return numpy.sum(a) def pyloop(a): sum = 0 for i in range(len(a)): sum += a[i] return sum

numpybench2.py

```
def c_loop(a, b, c):
    return numpy.add(a, numpy.multiply(b, c))

def pyloop(a, b, c):
    N = len(a)
    assert N == len(b) == len(c)
    res = numpy.zeros(N)
    for i in range(N):
        res[i] = a[i] + b[i]*c[i]
    return res
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Real world use case (1)

- LWN's gitdm
 - http://lwn.net/Articles/442268/
 - data mining tool
 - reads the output of git log
 - generate kernel development statistics
- Performance
 - CPython: 63 seconds
 - PyPy: 21 seconds

lwn.net

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Real world use case (2)

- MyHDL: VHDL-like language written in Python
 - http://www.myhdl.org/doku.php/performance
 - (now) competitive with "real world" VHDL and Verilog simulators

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[...] the results are spectacular. By simply using a different interpreter, our simulations run 6 to 12 times faster.

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Real world use case (3)

- Translating PyPy itself
- Huge, complex piece of software
- All possible (and impossible :-)) kinds of dynamic and metaprogrammig tricks

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- ~2.5x faster with PyPy
- (slow warm-up phase, though)

Ouroboros!



Real world use case (4)



- Your own application
- Try PyPy, it might be worth it

Not convinced yet?

Real time edge detection

```
def sobeldx(imq):
  res = imq.clone(typecode='d')
  for p in img.pixeliter():
      res[p] = (-1.0 * img[p + (-1,-1)] +
                 1.0 * imq[p + (1,-1)] +
                -2.0 * imq[p + (-1, 0)] +
                 2.0 * imq[p + (1, 0)] +
                -1.0 * imq[p + (-1, 1)] +
                 1.0 * imq[p + (1, 1)]) / 4.0
  return res
```

Live demo



Is Python slow?

- Python is slow
- Python is hard to optimize
- Huge stack of layers over the bare metal
- Abstraction has a cost (... or not?)

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Python is complicated

```
How a + b works (simplified!):
```

- look up the method ___add___ on the type of a
- if there is one, call it
- if it returns NotImplemented, or if there is none, look up the method ___radd___ on the type of b
- if there is one, call it
- if there is none, or we get NotImplemented again, raise an exception TypeError

Python is a mess

How obj.attr or obj.method() works:

- ...
- no way to write it down in just one slide

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Killing the abstraction overhead

Python

```
class Point (object):
  def __init__(self, x, y):
    self.x = x
    self.v = v
  def __add__(self, q):
    if not isinstance (q, Point):
     raise TypeError
    x1 = self.x + q.x
    v1 = self.v + q.v
    return Point (x1, y1)
def main():
 p = Point(0.0, 0.0)
 while p.x < 2000.0:
    p = p + Point(1.0, 0.5)
 print p.x, p.y
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```
#include <stdio.h>
int main() {
     float px = 0.0, py = 0.0;
     while (px < 2000.0) {</pre>
         px += 1.0;
         pv += 0.5;
     printf("%f %f\n", px, py);
```

```
#
for item in some_large_list:
    self.meth(item)
```

```
def foo():
    res = 0
    for item in some_large_list:
        res = res + abs(item)
    return res
```

```
#
[i**2 for i in range(100)]
```

```
for i in range(large_number):
    ...
```

```
class A(object):
    pass
```

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meth = self.meth
for item in some_large_list:
    meth(item)
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def foo(abs=abs):
    res = 0
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```
for i in xrange(large_number):
    ...
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```
class A(object):
   __slots__ = ['a', 'b', 'c']
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                                         for item in some_large_list:
        res = res + abs(item)
                                              res = res + abs(item)
    return res
                                         return res
                                     from itertools import *
                                     list(imap(pow, count(0),
[i**2 for i in range(100)]
                                                repeat (2, 100)))
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meth = self.meth

pass

Conclusion

- PyPy is fast
- mature
- stable
- abstractions for free!
- (I wonder why you all are still here instead of busy trying PyPy :-))
 - not all C extensions are supported (numpy anyone?)
 - too much memory (sometimes)

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Contacts, Q/A

- http://pypy.org
- blog: http://morepypy.blogspot.com
- mailing list: pypy-dev (at) python.org
- IRC: #pypy on freenode
- http://antocuni.eu



Training session

Run your application under PyPy

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How to run PyPy

- pypy program.py
- That's it!
 - (modulo details)

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Challenge

- html_fibo.py
- HTML list of fibonacci numbers
- (the most complicate ever)
- run it on CPython
- run it on PyPy
- fix it!
- http://pypy.org
- http://antocuni.eu/misc/html_fibo.txt

Refcounting vs generational GC (1)

```
gc0.py
def foo():
    f = file('/tmp/bar.txt', 'w')
    f.write('hello world')

foo()
print file('/tmp/bar.txt').read()
```

```
gcl.py
def foo():
    f = file('/tmp/bar.txt', 'w')
    f.write('hello world')
    f.close() # <------</pre>
```

```
gc2.py
def foo():
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gc1.py
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    f.close() # <-----</pre>
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Refcounting vs generational GC (2)

- ___del___
 - especially files or sockets
 - don't leak file descriptors!
- weakrefs
- finally inside generators