Python is slow

Brandt Bucher (February 22nd, 2025)

Python is slow

...let's make it faster!

Brandt Bucher (February 22nd, 2025)

Brandt Bucher

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- 2017: Started using Python.
- 2018: Contributed code to CPython.
- 2019: Joined Python's Triage Team.
- 2020: Joined Python's Core Development Team.
- 2021: Joined Microsoft's CPython Performance Engineering Team.
- 2022: Made CPython 3.11 25% faster!
- 2023: Implemented CPython's new JIT compiler.
- 2024: Worked on shipping the new JIT compiler in Python 3.14!

Microsoft's CPython Performance Engineering Team

- California
- Utah
- Washington
- Maryland
- United Kingdom
- Singapore

- California: Microsoft
- Utah: Microsoft
- Washington
- Maryland: Microsoft
- United Kingdom: Microsoft
- Singapore

- California: Microsoft
- Utah: Microsoft
- Washington: Snowflake
- Maryland: Microsoft
- United Kingdom: Microsoft, Arm
- Singapore: National University of Singapore

- California: Microsoft, ...?
- Utah: Microsoft
- Washington: Snowflake
- Maryland: Microsoft
- United Kingdom: Microsoft, Arm
- Singapore: National University of Singapore

github.com/faster-cpython/ideas

Results

Results (so far...)

Results

(so far...)

- 3.11: 25% faster
- 3.12: 4% faster
- 3.13: 7% faster
- 3.14: 8% faster

Results

(so far...)

- In less than 4 years, Python has gotten about 50% faster:
 - 93% of benchmarks have improved.
 - 48% of benchmarks are over 50% faster.
 - 14% of benchmarks are over 100% faster (including Pylint!)

- 34 years old!
- Very high-level
- Very widely used
- Dynamic
- Object-oriented
- Interpreted
- Automatic memory management
- Deep introspection and metaprogramming

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- Most objects have arbitrary mappings of attributes: instance. __dict__.
- Bytecode is a runtime object: function.__code__.
- Frames are runtime objects: sys._getframe().
- Attribute/global name accesses and assignments can run arbitrary code.
- Even simple operators go through incredibly complex double-dispatching.
- A debugger can be entered anywhere and do anything.

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- Bytecode is a runtime object: function.__code__.
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- Attribute/global name accesses and assignments can run arbitrary code.
- Even simple operators go through incredibly complex double-dispatching.
- A debugger can be entered anywhere and do anything.

- Reference implementation of Python
- Used by the majority of Python programmers
- Reference-counted (augmented with cyclic stop-the-world GC)
- Has an incredibly rich ecosystem of third-party C extensions
- Maintained by a few dozen active "core developers"
- Free and open-source
- github.com/python/cpython

```
x = "foo"
print(x)
```

```
x = "foo"
(Pdb)
print(x)
```

```
x = "foo"

(Pdb) x = "bar"
(Pdb)

print(x)
```

```
x = "foo"

(Pdb) x = "bar"
(Pdb) continue

print(x)
```

```
x = "foo"

(Pdb) x = "bar"
(Pdb) continue

print(x) # Prints "bar"!
```

```
x = "foo"
print(x)
```

```
class Sneaky:
    def __del__(self):
        import sys
        sys._getframe(1).f_locals["x"] = "bar"

x = "foo"
print(x)
```

```
class Sneaky:
    def __del__(self):
        import sys
        sys._getframe(1).f_locals["x"] = "bar"

x = Sneaky()

x = "foo"
print(x)
```

```
class Sneaky:
    def __del__(self):
        import sys
        sys._getframe(1).f_locals["x"] = "bar"

x = Sneaky()

x = "foo"
print(x) # Prints "bar"!
```

```
def f(x, y):
    x.attr = "foo"
    y.attr = "bar"
    if x.attr == y.attr:
        do_something()
```

```
def f(x, y):
    x.attr = "foo"
    y.attr = "bar"
    if x.attr == y.attr:
        do_something()
```

```
def f(x, y):
    # assert sys.gettrace() is None
    x.attr = "foo"
    y.attr = "bar"
    if x.attr == y.attr:
        do something()
```

```
def f(x, y):
    # assert sys.gettrace() is None
    # assert "attr" not in x.__dict__
    # assert "attr" not in y.__dict__
    x.attr = "foo"
    y.attr = "bar"
    if x.attr == y.attr:
        do_something()
```

```
class Sneaky:
   def __getattr (self, name): return "baz"
   def setattr (self, name, value): pass
def f(x, y):
   # assert sys.gettrace() is None
   # assert "attr" not in x. dict
   # assert "attr" not in y. dict
    x.attr = "foo"
   y.attr = "bar"
    if x.attr == y.attr:
       do something()
```

```
def f(x, y):
    # assert sys.gettrace() is None
    # assert "attr" not in x.__dict__
    # assert "attr" not in y.__dict__
    x.attr = "foo"
    y.attr = "bar"
    if x.attr == y.attr:
        do_something()
```

```
# class Boring:
     pass
def f(x, y):
   # assert sys.gettrace() is None
   # assert "attr" not in x. dict
   # assert "attr" not in y. dict
   # assert x. class is y. class is Boring
    x.attr = "foo"
   y.attr = "bar"
    if x.attr == y.attr:
       do something()
```

```
def f(x, y):
    x.attr = "foo"
    y.attr = "bar"
    if x.attr == y.attr:
        do_something()
```

```
def f(x, y):
    x.attr = "foo"
    y.attr = "bar"
    if x.attr == y.attr:
        do_something()
```

- Build IR
- Check types
- Optimize
- Compile

- Build IR
- Check types
- Optimize
- Compile

- Build IR
- Profile
- Optimize
- Compile

```
def fibonacci(n):
    a, b = 0, 1
    for _ in range(n):
        a, b = b, a + b
    return a
```

```
for _ in range(n):
    a, b = b, a + b
```

```
FOR_ITER_RANGE
STORE_FAST
LOAD_FAST_LOAD_FAST
LOAD_FAST
BINARY_OP_ADD_INT
STORE_FAST_STORE_FAST
JUMP_BACKWARD
```

CPython 3.11: Specialized Bytecode

```
FOR_ITER_RANGE
STORE_FAST
LOAD_FAST_LOAD_FAST
LOAD_FAST
BINARY_OP_ADD_INT
STORE_FAST_STORE_FAST
JUMP_BACKWARD
```

Runtime Optimizations **CPython 3.11: Specialized Bytecode**

CALL_ALLOC_AND_ENTER_INIT CALL_BOUND_METHOD_EXACT_ARGS CALL_BOUND_METHOD_GENERAL CALL_BUILTIN_CLASS CALL_BUILTIN_FAST CALL_BUILTIN_FAST_KEYWORDS CALL_BUILTIN_O CALL_ISINSTANCE CALL_LEN CALL_LIST_APPEND CALL_METHOD_DESCRIPTOR_FAST CALL_METHOD_DESCRIPTOR_FAST_KW CALL_METHOD_DESCRIPTOR_NOARGS CALL_METHOD_DESCRIPTOR_O CALL_NON_PY_GENERAL CALL_PY_EXACT_ARGS CALL_PY_GENERAL CALL_STR_1 CALL_TUPLE_1 CALL_TYPE_1 FOR_ITER_GEN FOR_ITER_LIST

FOR_ITER_RANGE FOR_ITER_TUPLE BINARY_OP_ADD_FLOAT BINARY_OP_ADD_INT BINARY_OP_ADD_UNICODE BINARY_OP_EXTEND BINARY_OP_INPLACE_ADD_UNICODE BINARY_OP_MULTIPLY_FLOAT BINARY_OP_MULTIPLY_INT BINARY_OP_SUBSCR_DICT BINARY_OP_SUBSCR_GETITEM BINARY_OP_SUBSCR_LIST_INT BINARY_OP_SUBSCR_STR_INT BINARY_OP_SUBSCR_TUPLE_INT BINARY_OP_SUBTRACT_FLOAT BINARY_OP_SUBTRACT_INT

TO_BOOL_ALWAYS_TRUE TO_BOOL_BOOL TO_BOOL_INT TO_BOOL_LIST TO_BOOL_NONE TO_BOOL_STR

CALL_KW_BOUND METHOD CALL KW NON PY CALL_KW_PY

LOAD_ATTR_CLASS LOAD_ATTR_CLASS_WITH_METACLASS LOAD_ATTR_GETATTRIBUTE LOAD_ATTR_INSTANCE_VALUE LOAD_ATTR_METHOD_LAZY_DICT LOAD_ATTR_METHOD_NO_DICT LOAD_ATTR_METHOD_WITH_VALUES LOAD ATTR MODULE LOAD_ATTR_NONDESCRIPTOR_NO_DICT LOAD_ATTR_NONDESCRIPTOR_VALUES LOAD_ATTR_PROPERTY LOAD_ATTR_SLOT LOAD_ATTR_WITH_HINT

COMPARE_OP_FLOAT COMPARE_OP_INT COMPARE_OP_STR

STORE_ATTR_INSTANCE_VALUE STORE_ATTR_SLOT STORE_ATTR_WITH HINT

UNPACK SEQUENCE LIST UNPACK_SEQUENCE_TUPLE UNPACK_SEQUENCE_TWO_TUPLE CONTAINS_OP_DICT CONTAINS OP SET

JUMP_BACKWARD_JIT JUMP_BACKWARD_NO_JIT

LOAD_CONST_IMMORTAL LOAD CONST MORTAL

LOAD_GLOBAL_BUILTIN LOAD GLOBAL MODULE

LOAD_SUPER_ATTR_ATTR LOAD SUPER ATTR METHOD

STORE_SUBSCR_DICT STORE_SUBSCR_LIST_INT

RESUME_CHECK

SEND_GEN

Runtime Optimizations **CPython 3.11: Specialized Bytecode**

CALL_ALLOC_AND_ENTER_INIT CALL_BOUND_METHOD_EXACT_ARGS CALL_BOUND_METHOD_GENERAL CALL_BUILTIN_CLASS CALL_BUILTIN_FAST CALL_BUILTIN_FAST_KEYWORDS CALL_BUILTIN_O CALL_ISINSTANCE CALL_LEN CALL_LIST_APPEND CALL_METHOD_DESCRIPTOR_FAST CALL_METHOD_DESCRIPTOR_FAST_KW CALL_METHOD_DESCRIPTOR_NOARGS CALL_METHOD_DESCRIPTOR_O CALL_NON_PY_GENERAL CALL_PY_EXACT_ARGS CALL_PY_GENERAL CALL_STR_1 CALL_TUPLE_1 CALL_TYPE_1 FOR_ITER_GEN FOR ITER LIST

FOR_ITER_RANGE FOR_ITER_TUPLE BINARY_OP_ADD_FLOAT BINARY_OP_ADD_INT BINARY_OP_ADD_UNICODE BINARY_OP_EXTEND BINARY_OP_INPLACE_ADD_UNICODE BINARY_OP_MULTIPLY_FLOAT BINARY_OP_MULTIPLY_INT BINARY_OP_SUBSCR_DICT BINARY_OP_SUBSCR_GETITEM BINARY_OP_SUBSCR_LIST_INT BINARY_OP_SUBSCR_STR_INT BINARY_OP_SUBSCR_TUPLE_INT BINARY_OP_SUBTRACT_FLOAT BINARY_OP_SUBTRACT_INT

TO_BOOL_ALWAYS_TRUE TO_BOOL_BOOL TO_BOOL_INT TO_BOOL_LIST TO_BOOL_NONE TO_BOOL_STR

CALL_KW_BOUND METHOD CALL KW NON PY CALL_KW_PY

LOAD_ATTR_CLASS LOAD_ATTR_CLASS_WITH_METACLASS LOAD_ATTR_GETATTRIBUTE LOAD_ATTR_INSTANCE_VALUE LOAD_ATTR_METHOD_LAZY_DICT LOAD_ATTR_METHOD_NO_DICT LOAD_ATTR_METHOD_WITH_VALUES LOAD ATTR MODULE LOAD_ATTR_NONDESCRIPTOR_NO_DICT LOAD_ATTR_NONDESCRIPTOR_VALUES LOAD_ATTR_PROPERTY LOAD_ATTR_SLOT LOAD_ATTR_WITH_HINT

COMPARE_OP_FLOAT COMPARE_OP_INT COMPARE_OP_STR

STORE_ATTR_INSTANCE_VALUE STORE_ATTR_SLOT STORE_ATTR_WITH HINT

UNPACK SEQUENCE LIST UNPACK SEQUENCE TUPLE UNPACK_SEQUENCE_TWO_TUPLE CONTAINS_OP_DICT CONTAINS OP SET

JUMP_BACKWARD_JIT JUMP_BACKWARD_NO_JIT

LOAD_CONST_IMMORTAL LOAD CONST MORTAL

LOAD_GLOBAL_BUILTIN LOAD GLOBAL MODULE

LOAD_SUPER_ATTR_ATTR LOAD SUPER ATTR METHOD

STORE_SUBSCR_DICT STORE_SUBSCR_LIST_INT

RESUME_CHECK

SEND_GEN

Runtime Optimizations CPython 3.11: Specialized Bytecode

CALL_ALLOC_AND_ENTER_INIT CALL_BOUND_METHOD_EXACT_ARGS CALL_BOUND_METHOD_GENERAL CALL_BUILTIN_CLASS CALL_BUILTIN_FAST CALL_BUILTIN_FAST_KEYWORDS CALL_BUILTIN_O CALL_ISINSTANCE CALL_LEN CALL_LIST_APPEND CALL_METHOD_DESCRIPTOR_FAST CALL_METHOD_DESCRIPTOR_FAST_KW CALL_METHOD_DESCRIPTOR_NOARGS CALL_METHOD_DESCRIPTOR_O CALL_NON_PY_GENERAL CALL_PY_EXACT_ARGS CALL_PY_GENERAL CALL_STR_1 CALL_TUPLE_1 CALL_TYPE_1 FOR_ITER_GEN FOR ITER LIST FOR_ITER_RANGE

FOR_ITER_TUPLE

BINARY_OP_ADD_FLOAT BINARY_OP_ADD_INT BINARY_OP_ADD_UNICODE BINARY_OP_EXTEND BINARY_OP_INPLACE_ADD_UNICODE BINARY_OP_MULTIPLY_FLOAT BINARY_OP_MULTIPLY_INT BINARY_OP_SUBSCR_DICT BINARY_OP_SUBSCR_GETITEM BINARY_OP_SUBSCR_LIST_INT BINARY_OP_SUBSCR_STR_INT BINARY_OP_SUBSCR_TUPLE_INT BINARY_OP_SUBTRACT_FLOAT BINARY_OP_SUBTRACT_INT TO_BOOL_ALWAYS_TRUE TO_BOOL_BOOL TO_BOOL_INT TO_BOOL_LIST TO_BOOL_NONE TO_BOOL_STR CALL_KW_BOUND METHOD CALL KW NON PY CALL_KW_PY

LOAD_ATTR_CLASS LOAD_ATTR_CLASS_WITH_METACLASS LOAD_ATTR_GETATTRIBUTE LOAD_ATTR_INSTANCE_VALUE LOAD_ATTR_METHOD_LAZY_DICT LOAD_ATTR_METHOD_NO_DICT LOAD_ATTR_METHOD_WITH_VALUES LOAD_ATTR_MODULE LOAD_ATTR_NONDESCRIPTOR_NO_DICT LOAD_ATTR_NONDESCRIPTOR_VALUES LOAD_ATTR_PROPERTY LOAD_ATTR_SLOT LOAD_ATTR_WITH_HINT COMPARE_OP_FLOAT COMPARE_OP_INT COMPARE_OP_STR STORE_ATTR_INSTANCE_VALUE STORE_ATTR_SLOT STORE_ATTR_WITH HINT UNPACK_SEQUENCE_LIST UNPACK_SEQUENCE_TUPLE

UNPACK_SEQUENCE_TWO_TUPLE

CONTAINS_OP_DICT CONTAINS OP SET JUMP_BACKWARD_JIT JUMP_BACKWARD_NO_JIT LOAD_CONST_IMMORTAL LOAD CONST MORTAL LOAD_GLOBAL_BUILTIN LOAD GLOBAL MODULE LOAD_SUPER_ATTR_ATTR LOAD SUPER ATTR METHOD STORE_SUBSCR_DICT STORE_SUBSCR_LIST_INT RESUME_CHECK SEND_GEN

CPython 3.11: Specialized Bytecode

```
FOR_ITER_RANGE
STORE_FAST
LOAD_FAST_LOAD_FAST
LOAD_FAST
BINARY_OP_ADD_INT
STORE_FAST_STORE_FAST
JUMP_BACKWARD
```

CPython 3.13: Micro-Op Traces

```
FOR_ITER_RANGE
STORE_FAST
LOAD_FAST_LOAD_FAST
LOAD_FAST
BINARY_OP_ADD_INT
STORE_FAST_STORE_FAST
JUMP_BACKWARD
```

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FOR_ITER_RANGE
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FOR_ITER_RANGE
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LOAD_FAST_LOAD_FAST
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BINARY_OP_ADD_INT
STORE_FAST_STORE_FAST
JUMP_BACKWARD

_START_EXECUTOR
_MAKE_WARM

FOR_ITER_RANGE
STORE_FAST
LOAD_FAST_LOAD_FAST
LOAD_FAST
BINARY_OP_ADD_INT
STORE_FAST_STORE_FAST
JUMP_BACKWARD

_START_EXECUTOR
_MAKE_WARM

```
FOR_ITER_RANGE
STORE_FAST
LOAD_FAST_LOAD_FAST
LOAD_FAST
BINARY_OP_ADD_INT
STORE_FAST_STORE_FAST
JUMP_BACKWARD
```

```
__START_EXECUTOR
__MAKE_WARM
__CHECK_VALIDITY_AND_SET_IP
__ITER_CHECK_RANGE
__GUARD_NOT_EXHAUSTED_RANGE
__ITER_NEXT_RANGE
```

```
FOR_ITER_RANGE

STORE_FAST

LOAD_FAST_LOAD_FAST

LOAD_FAST

BINARY_OP_ADD_INT

STORE_FAST_STORE_FAST

JUMP_BACKWARD
```

_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
_ITER_CHECK_RANGE
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FOR_ITER_RANGE
STORE_FAST
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BINARY_OP_ADD_INT
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JUMP_BACKWARD
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__ITER_NEXT_RANGE

__CHECK_VALIDITY_AND_SET_IP

__STORE_FAST
```

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FOR_ITER_RANGE
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JUMP_BACKWARD
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```
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_STORE_FAST
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__ITER_NEXT_RANGE
__CHECK_VALIDITY_AND_SET_IP
__STORE_FAST
__CHECK_VALIDITY_AND_SET_IP
__LOAD_FAST
__LOAD_FAST
```

```
FOR_ITER_RANGE
STORE_FAST
LOAD_FAST_LOAD_FAST
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__LOAD_FAST
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FOR_ITER_RANGE
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__CHECK_VALIDITY_AND_SET_IP
__LOAD_FAST
__LOAD_FAST
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__LOAD_FAST
__CHECK_VALIDITY_AND_SET_IP
__LOAD_FAST
```

```
FOR_ITER_RANGE
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LOAD_FAST_LOAD_FAST
LOAD_FAST
BINARY_OP_ADD_INT
STORE_FAST_STORE_FAST
JUMP_BACKWARD
```

```
__START_EXECUTOR
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__CHECK_VALIDITY_AND_SET_IP
__LOAD_FAST
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__LOAD_FAST
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__LOAD_FAST
```

```
FOR_ITER_RANGE
STORE_FAST
LOAD_FAST_LOAD_FAST
LOAD_FAST
BINARY_OP_ADD_INT
STORE_FAST_STORE_FAST
JUMP_BACKWARD
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
_ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
_ITER_NEXT_RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
_LOAD_FAST
_CHECK_VALIDITY_AND_SET_IP
_GUARD_TOS_INT
GUARD NOS INT
BINARY_OP_ADD_INT
```

```
FOR_ITER_RANGE
STORE_FAST
LOAD_FAST_LOAD_FAST
LOAD_FAST
BINARY_OP_ADD_INT
STORE_FAST_STORE_FAST
JUMP_BACKWARD
```

```
_START_EXECUTOR
MAKE WARM
_CHECK_VALIDITY_AND_SET_IP
_ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
_ITER_NEXT_RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
_LOAD_FAST
_CHECK_VALIDITY_AND_SET_IP
_GUARD_TOS_INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
FOR_ITER_RANGE
STORE_FAST
LOAD_FAST_LOAD_FAST
LOAD_FAST
BINARY_OP_ADD_INT
STORE_FAST_STORE_FAST
JUMP_BACKWARD
```

```
_START_EXECUTOR
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_CHECK_VALIDITY_AND_SET_IP
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_GUARD_NOT_EXHAUSTED_RANGE
_ITER_NEXT_RANGE
_CHECK_VALIDITY_AND_SET_IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
_LOAD_FAST
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
_LOAD_FAST
_CHECK_VALIDITY_AND_SET_IP
_GUARD_TOS_INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
```

```
FOR_ITER_RANGE
STORE_FAST
LOAD_FAST_LOAD_FAST
LOAD_FAST
BINARY_OP_ADD_INT
STORE_FAST_STORE_FAST
JUMP_BACKWARD
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_START_EXECUTOR
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_GUARD_NOT_EXHAUSTED_RANGE
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_CHECK_VALIDITY_AND_SET_IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
_LOAD_FAST
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
_LOAD_FAST
_CHECK_VALIDITY_AND_SET_IP
_GUARD_TOS_INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
```

```
FOR_ITER_RANGE
STORE_FAST
LOAD_FAST_LOAD_FAST
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BINARY_OP_ADD_INT
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JUMP_BACKWARD
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
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_CHECK_VALIDITY_AND_SET_IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
_LOAD_FAST
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
\_LOAD\_FAST
_CHECK_VALIDITY_AND_SET_IP
GUARD TOS INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

FOR_ITER_RANGE
STORE_FAST
LOAD_FAST_LOAD_FAST
LOAD_FAST
BINARY_OP_ADD_INT
STORE_FAST_STORE_FAST
JUMP_BACKWARD

_START_EXECUTOR _MAKE_WARM _CHECK_VALIDITY_AND_SET_IP _ITER_CHECK_RANGE _GUARD_NOT_EXHAUSTED_RANGE _ITER_NEXT_RANGE _CHECK_VALIDITY_AND_SET_IP STORE FAST _CHECK_VALIDITY_AND_SET_IP _LOAD_FAST LOAD FAST _CHECK_VALIDITY_AND_SET_IP $_$ LOAD $_$ FAST _CHECK_VALIDITY_AND_SET_IP GUARD TOS INT _GUARD_NOS_INT _BINARY_OP_ADD_INT

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

CPython 3.13: Micro-Op Traces

```
_START_EXECUTOR
_MAKE_WARM
CHECK_VALIDITY_AND_SET_IP
_ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
_ITER_NEXT_RANGE
_CHECK_VALIDITY_AND_SET_IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
_LOAD_FAST
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
\_LOAD\_FAST
_CHECK_VALIDITY_AND_SET IP
_GUARD_TOS_INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
_START_EXECUTOR
MAKE WARM
_CHECK_VALIDITY_AND_SET_IP
_ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
_ITER_NEXT_RANGE
_CHECK_VALIDITY_AND_SET_IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
_CHECK_VALIDITY_AND_SET IP
GUARD TOS INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER CHECK RANGE
_GUARD_NOT_EXHAUSTED_RANGE
_ITER_NEXT_RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
_LOAD_FAST
_CHECK_VALIDITY_AND_SET_IP
GUARD TOS INT
_GUARD_NOS_INT
BINARY OP ADD INT
```

_CHECK_VALIDITY_AND_SET IP _STORE_FAST _STORE_FAST _CHECK_VALIDITY_AND_SET_IP CHECK PERIODIC JUMP TO TOP

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
_ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
ITER_NEXT_RANGE
CHECK VALIDITY AND SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
\_	ext{LOAD}_	ext{FAST}
_CHECK_VALIDITY_AND_SET_IP
_GUARD_TOS_INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: NULL
stack_0: object<?>

: object<_>
b: object<b>
a: object<a>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
_ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
ITER_NEXT_RANGE
CHECK VALIDITY AND SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
\_	ext{LOAD}_	ext{FAST}
_CHECK_VALIDITY_AND_SET_IP
_GUARD_TOS_INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: NULL
stack_0: object<?>

_: object<_>
b: object<b>
a: object<a>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
CHECK_VALIDITY_AND_SET_IP
_ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
ITER_NEXT_RANGE
CHECK VALIDITY AND SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
\_	ext{LOAD}_	ext{FAST}
_CHECK_VALIDITY_AND_SET_IP
_GUARD_TOS_INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: NULL
stack_0: object<?>

.: object<_>
b: object<b>
a: object<a>
n: object<n>
```

```
_START_EXECUTOR
MAKE WARM
_CHECK_VALIDITY_AND_SET_IP
_ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
ITER_NEXT_RANGE
CHECK VALIDITY AND SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
\_	ext{LOAD}_	ext{FAST}
_CHECK_VALIDITY_AND_SET_IP
_GUARD_TOS_INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: NULL
stack_0: object<?>

: object<_>
b: object<b>
a: object<a>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
_ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
ITER_NEXT_RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
\_	ext{LOAD}_	ext{FAST}
_CHECK_VALIDITY_AND_SET_IP
_GUARD_TOS_INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: NULL
stack_0: object<?>

: object<_>
b: object<b>
a: object<a>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
ITER_NEXT_RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
\_	ext{LOAD}_	ext{FAST}
_CHECK_VALIDITY_AND_SET_IP
GUARD TOS INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: NULL
stack_0: range_iterator<?>
_: object<_>
b: object<b>
a: object<a>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
ITER_NEXT_RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
\_	ext{LOAD}_	ext{FAST}
_CHECK_VALIDITY_AND_SET_IP
_GUARD_TOS_INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: NULL
stack_0: range_iterator<?>
_: object<_>
b: object<b>
a: object<a>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
ITER NEXT RANGE
CHECK VALIDITY AND SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
_GUARD_TOS_INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: int<?>
stack_0: range_iterator<?>

cobject<_>
b: object<b>
a: object<a>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
ITER NEXT RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
\_	ext{LOAD}_	ext{FAST}
_CHECK_VALIDITY_AND_SET_IP
_GUARD_TOS_INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: int<?>
stack_0: range_iterator<?>

cobject<_>
b: object<b>
a: object<a>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
_ITER__NEXT__RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD FAST
CHECK_VALIDITY_AND_SET_IP
\_	ext{LOAD}_	ext{FAST}
CHECK VALIDITY AND SET IP
_GUARD_TOS_INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: NULL
stack_0: range_iterator<?>
    int<?>
b: object<b>
a: object<a>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
ITER NEXT RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
\_\mathtt{LOAD}\_\mathtt{FAST}
_CHECK_VALIDITY_AND_SET_IP
GUARD TOS INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: NULL
stack_0: range_iterator<?>
    int<?>
b: object<b>
a: object<a>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
_ITER__NEXT__RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD FAST
CHECK_VALIDITY_AND_SET_IP
\_\mathtt{LOAD}\_\mathtt{FAST}
CHECK VALIDITY AND SET IP
GUARD TOS INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: object<b>
stack_0: range_iterator<?>

: int<?>
b: object<b>
a: object<a>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
_ITER__NEXT__RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
\_\mathtt{LOAD}\_\mathtt{FAST}
CHECK VALIDITY AND SET IP
GUARD TOS INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: object<b>
stack_0: range_iterator<?>

: int<?>
b: object<b>
a: object<a>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
_ITER__NEXT__RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
\_\mathtt{LOAD}\_\mathtt{FAST}
_CHECK_VALIDITY_AND_SET_IP
_GUARD_TOS_INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: object<a>
stack_1: object<b>
stack_0: range_iterator<?>

: int<?>
b: object<b>
a: object<a>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
_ITER__NEXT__RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
\_LOAD\_FAST
_CHECK_VALIDITY_AND_SET_IP
_LOAD_FAST
_CHECK_VALIDITY_AND_SET_IP
_GUARD_TOS_INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: object<a>
stack_1: object<b>
stack_0: range_iterator<?>

: int<?>
b: object<b>
a: object<a>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
_ITER__NEXT__RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD_FAST
_CHECK_VALIDITY_AND_SET_IP
_GUARD_TOS_INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: object<b>
stack_2: object<a>
stack_1: object<b>
stack_0: range_iterator<?>

: int<?>
b: object<b>
a: object<a>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
_ITER__NEXT__RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD_FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD_FAST
CHECK VALIDITY AND SET IP
GUARD TOS INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: object<b>
stack_2: object<a>
stack_1: object<b>
stack_0: range_iterator<?>

: int<?>
b: object<b>
a: object<a>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
_ITER__NEXT__RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
\_LOAD\_FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD_FAST
_CHECK_VALIDITY_AND_SET_IP
GUARD TOS INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: int<b>
stack_2: object<a>
stack_1: int<b>
stack_0: range_iterator<?>

: int<?>
b: int<b>
a: object<a>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
ITER NEXT RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
\_LOAD\_FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD_FAST
_CHECK_VALIDITY_AND_SET_IP
GUARD TOS INT
GUARD NOS INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: int<b>
stack_2: int<a>
stack_1: int<b>
stack_1: int<b>
stack_0: range_iterator<?>

: int<?>
b: int<b>
a: int<a>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
_ITER__NEXT__RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
\_LOAD\_FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD_FAST
_CHECK_VALIDITY_AND_SET_IP
GUARD TOS INT
GUARD NOS INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: int<a+b>
stack_1: int<b>
stack_0: range_iterator<?>

: int<?>
b: int<b>
a: int<a>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
_ITER__NEXT__RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
\_LOAD\_FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD_FAST
_CHECK_VALIDITY_AND_SET_IP
GUARD TOS INT
GUARD NOS INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: int<a+b>
stack_1: int<b>
stack_0: range_iterator<?>

: int<?>
b: int<b>
a: int<a>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
ITER NEXT RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
\_LOAD\_FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD_FAST
_CHECK_VALIDITY_AND_SET_IP
GUARD TOS INT
GUARD NOS INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: int<b>
stack_0: range_iterator<?>

: int<?>
b: int<a+b>
a: int<a>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
_ITER__NEXT__RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
\_LOAD\_FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD_FAST
_CHECK_VALIDITY_AND_SET_IP
GUARD TOS INT
GUARD NOS INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: int<b>
stack_0: range_iterator<?>

: int<?>
b: int<a+b>
a: int<a>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
ITER NEXT RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
\_LOAD\_FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD_FAST
_CHECK_VALIDITY_AND_SET_IP
GUARD TOS INT
GUARD NOS INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: NULL
stack_0: range_iterator<?>
    int<?>
    int<a+b>
    a: int<b>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
ITER NEXT RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD_FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD_FAST
_CHECK_VALIDITY_AND_SET_IP
GUARD TOS INT
GUARD NOS INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: NULL
stack_0: range_iterator<?>
    int<?>
b: int<a+b>
a: int<b>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
ITER NEXT RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD_FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD_FAST
_CHECK_VALIDITY_AND_SET_IP
GUARD TOS INT
GUARD NOS INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: NULL
stack_0: range_iterator<?>
    int<?>
b: int<a+b>
a: int<b>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY_AND_SET_IP
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
_ITER__NEXT__RANGE
_CHECK_VALIDITY_AND_SET IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD_FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD_FAST
_CHECK_VALIDITY_AND_SET_IP
GUARD TOS INT
GUARD NOS INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: NULL
stack_0: range_iterator<?>
    int<?>
b: int<a+b>
a: int<b>
n: object<n>
```

```
_START_EXECUTOR
MAKE WARM
_CHECK_VALIDITY_AND_SET_IP
ITER CHECK RANGE
_GUARD_NOT_EXHAUSTED_RANGE
ITER_NEXT_RANGE
_CHECK_VALIDITY_AND_SET_IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD FAST
_CHECK_VALIDITY_AND_SET_IP
\_\mathtt{LOAD}\_\mathtt{FAST}
CHECK VALIDITY AND SET IP
_GUARD_TOS_INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: NULL
stack_0: range_iterator<?>
    int<?>
b: int<a+b>
a: int<b>
n: object<n>
```

```
_START_EXECUTOR
MAKE WARM
_CHECK_VALIDITY_AND_SET_IP
ITER CHECK RANGE
_GUARD_NOT_EXHAUSTED_RANGE
ITER_NEXT_RANGE
_CHECK_VALIDITY_AND_SET_IP
STORE FAST
_CHECK_VALIDITY_AND_SET_IP
LOAD FAST
LOAD FAST
CHECK_VALIDITY_AND_SET_IP
\_LOAD\_FAST
CHECK VALIDITY AND SET IP
_GUARD_TOS_INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_CHECK_VALIDITY_AND_SET_IP
_STORE_FAST
_STORE_FAST
_CHECK_VALIDITY_AND_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: NULL
stack_0: range_iterator<?>
    int<?>
b: int<a+b>
a: int<b>
n: object<n>
```

```
_START_EXECUTOR
MAKE WARM
_CHECK_VALIDITY
ITER CHECK RANGE
_GUARD_NOT_EXHAUSTED_RANGE
_ITER_NEXT RANGE
_SET_IP
STORE FAST
CHECK_VALIDITY
LOAD FAST
LOAD FAST
NOP
LOAD FAST
NOP
GUARD TOS INT
_GUARD_NOS_INT
BINARY OP ADD INT
```

```
_SET_IP
_STORE_FAST
_STORE_FAST
_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: NULL
stack_0: range_iterator<?>
    int<?>
    int<?>
    int<a+b>
    a: int<b>
    n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY
ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
ITER_NEXT RANGE
SET IP
STORE FAST
_CHECK_VALIDITY
LOAD FAST
LOAD FAST
NOP
\_LOAD\_FAST
NOP
_GUARD_TOS_INT
_GUARD_NOS_INT
BINARY OP ADD INT
```

```
_SET_IP
_STORE_FAST
_STORE_FAST
_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: NULL
stack_0: range_iterator<?>
    int<?>
b: int<a+b>
a: int<b>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
CHECK_VALIDITY
ITER CHECK RANGE
_GUARD_NOT_EXHAUSTED_RANGE
_ITER_NEXT RANGE
SET IP
STORE FAST
_CHECK_VALIDITY
LOAD FAST
LOAD FAST
NOP
\_LOAD\_FAST
NOP
_GUARD_TOS_INT
_GUARD_NOS_INT
_BINARY_OP_ADD_INT
```

```
_SET_IP
_STORE_FAST
_STORE_FAST
_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: NULL
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    int<?>
b: int<a+b>
a: int<b>
n: object<n>
```

```
_START_EXECUTOR
_MAKE_WARM
_CHECK_VALIDITY
_ITER_CHECK_RANGE
_GUARD_NOT_EXHAUSTED_RANGE
_ITER_NEXT RANGE
SET IP
STORE FAST
_CHECK_VALIDITY
LOAD FAST
LOAD FAST
NOP
\_LOAD\_FAST
NOP
_GUARD_FAST_INT
_GUARD_FAST_INT
_BINARY_OP_ADD_INT
```

```
_SET_IP
_STORE_FAST
_STORE_FAST
_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
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    int<?>
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a: int<b>
n: object<n>
```

```
_START_EXECUTOR
_ITER_CHECK_RANGE
_GUARD_FAST_INT
_GUARD_FAST_INT
_MAKE_WARM
_CHECK_VALIDITY
_GUARD_NOT_EXHAUSTED_RANGE
_ITER_NEXT_RANGE
\_\mathtt{SET}\_\mathtt{IP}
STORE FAST
CHECK VALIDITY
LOAD_FAST
\_	ext{LOAD}_	ext{FAST}
NOP
LOAD FAST
_BINARY_OP_ADD_INT
```

```
_NOP
_STORE_FAST
_STORE_FAST
_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP
```

```
stack_3: NULL
stack_2: NULL
stack_1: NULL
stack_0: range_iterator<?>
    int<?>
b: int<a+b>
a: int<b>
n: object<n>
```

```
_START_EXECUTOR
_ITER_CHECK_RANGE
_GUARD_FAST_INT
_GUARD_FAST_INT
_MAKE_WARM
_CHECK_VALIDITY
_GUARD_NOT_EXHAUSTED_RANGE
_ITER_NEXT_RANGE
\_\mathtt{SET}\_\mathtt{IP}
STORE FAST
_CHECK_VALIDITY
LOAD_FAST
\_LOAD\_FAST
NOP
\_	ext{LOAD}_	ext{FAST}
_BINARY_OP_ADD_INT
```

_NOP
_STORE_FAST
_STORE_FAST
_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP

Runtime Optimizations Tracing and Abstract Interpretation

```
_START_EXECUTOR
_ITER_CHECK_RANGE
_GUARD_FAST_INT
GUARD FAST INT
_MAKE_WARM
_CHECK_VALIDITY
_GUARD_NOT_EXHAUSTED_RANGE
_ITER_NEXT_RANGE
_SET_IP
STORE FAST
_CHECK_VALIDITY
LOAD_FAST
\_LOAD\_FAST
NOP
{	t LOAD 	t FAST}
_BINARY_OP_ADD_INT
```

_NOP
_STORE_FAST
_STORE_FAST
_SET_IP
_CHECK_PERIODIC
_JUMP_TO_TOP

```
for i in range(n):
    s = ""
    if not i % 3:
        s += "fizz"
    if not i % 5:
        s += "buzz"
    print(s or i)
```

```
for i in range(n):
    s = ""
    if not i % 3:
        s += "fizz"
    if not i % 5:
        s += "buzz"
    print(s or i)
```

```
for i in range(n):
    s = ""
    if not i % 3:
        s += "fizz"
    if not i % 5:
        if not i % 5:
        print(s or i)
```

```
for i in range(n):
    s = ""
    if not i % 3:
        s += "fizz"
    if not i % 5:
        if not i % 5:
        print(s or i)
        s += "buzz"
        print(s or i)
        else:
```

```
for i in range(n):
    s = ""
    if not i % 3:
        s += "fizz"
    if not i % 5:
        s += "buzz"
    print(s or i)
```

```
for i in range(n):
    s = ""
    if i % 3:
        if i % 5:
            print(s or i)
        else:
        else:
```

```
for i in range(n):
    s = ""
    if not i % 3:
        s += "fizz"
    if not i % 5:
        s += "buzz"
    print(s or i)
```

```
for i in range(n):
    if i % 3:
        if i % 5:
            print(i)
        else:
    else:
        s += "fizz"
        if i % 5:
            print(s or i)
        else:
```

```
for i in range(n):
    s = ""
    if not i % 3:
        s += "fizz"
    if not i % 5:
        s += "buzz"
    print(s or i)
```

```
for i in range(n):
    if i % 3:
        if i % 5:
            print(i)
        else:
    else:
        s += "fizz"
        if i % 5:
            print(s or i)
        else:
```

```
for i in range(n):
    s = ""
    if not i % 3:
        s += "fizz"
    if not i % 5:
        s += "buzz"
    print(s or i)
```

```
for i in range(n):
    if i % 3:
        if i % 5:
            print(i)
        else:
        if i % 5:
            print("fizz")
        else:
```

```
for i in range(n):
    s = ""
    if not i % 3:
        s += "fizz"
    if not i % 5:
        s += "buzz"
    print(s or i)
```

```
for i in range(n):
    if i % 3:
        if i % 5:
            print(i)
        else:
            s = ""
            s += "buzz"
            print(s or i)
    else:
        if i % 5:
            print("fizz")
        else:
```

```
for i in range(n):
    s = ""
    if not i % 3:
        s += "fizz"
    if not i % 5:
        s += "buzz"
    print(s or i)
```

```
for i in range(n):
    if i % 3:
        if i % 5:
            print(i)
        else:
            s = ""
            s += "buzz"
            print(s or i)
    else:
        if i % 5:
            print("fizz")
        else:
```

```
for i in range(n):
    s = ""
    if not i % 3:
        s += "fizz"
    if not i % 5:
        s += "buzz"
    print(s or i)
```

```
for i in range(n):
    if i % 3:
        if i % 5:
            print(i)
        else:
            print("buzz")
    else:
        if i % 5:
            print("fizz")
        else:
```

```
for i in range(n):
    s = ""
    if not i % 3:
        s += "fizz"
    if not i % 5:
        s += "buzz"
    print(s or i)
```

```
for i in range(n):
    if i % 3:
        if i % 5:
            print(i)
        else:
            print("buzz")
    else:
        if i % 5:
            print("fizz")
        else:
            s += "fizz"
            s += "buzz"
            print(s or i)
```

```
for i in range(n):
    s = ""
    if not i % 3:
        s += "fizz"
    if not i % 5:
        s += "buzz"
    print(s or i)
```

```
for i in range(n):
    if i % 3:
        if i % 5:
            print(i)
        else:
            print("buzz")
    else:
        if i % 5:
            print("fizz")
        else:
            s += "fizz"
            s += "buzz"
            print(s or i)
```

```
for i in range(n):
    s = ""
    if not i % 3:
        s += "fizz"
    if not i % 5:
        s += "buzz"
    print(s or i)
```

- Technical goals:
 - Compile traces to optimized machine code
 - Remove interpretive overhead
- Deployment goals:
 - Broad platform support
 - Few runtime dependencies
 - Low implementation complexity

- Technical goals:
 - Compile traces to optimized machine code
 - Remove interpretive overhead
- Deployment goals:
 - Broad platform support
 - Few runtime dependencies
 - Low implementation complexity

- Haoran Xu and Fredrik Kjolstad. 2021. Copy-and-Patch Compilation: A Fast Compilation Algorithm for High- Level Languages and Bytecode. Proc. ACM Program. Lang. 5, OOPSLA, Article 136 (October 2021), 30 pages. https://doi.org/10.1145/3485513
- Haoran Xu. 2023. Building a baseline JIT for Lua automatically. (12 March 2023). Retrieved from https://sillycross.github.io/2023/05/12/2023-05-12/.
- Automatically turns an interpreter written in C into a fast JIT compiler.

```
case _LOAD_FAST:
    PyObject *value = frame->localsplus[oparg];
    Py_INCREF(value);
    *stack_pointer++ = value;
    break;
```

```
case _LOAD_FAST:
    PyObject *value = frame->localsplus[oparg];
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```
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    Py_INCREF(value);
    *stack_pointer++ = value;
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```

```
case _LOAD_FAST:
    PyObject *value = frame->localsplus[oparg];
    Py_INCREF(value);
    *stack_pointer++ = value;
    break;
```

```
switch (opcode) {
    case _LOAD_FAST:
        PyObject *value = frame->localsplus[oparg];
        Py_INCREF(value);
        *stack_pointer++ = value;
        break;
    ...
}
```

```
while (true) {
    switch (opcode) {
        case LOAD FAST:
            PyObject *value = frame->localsplus[oparg];
            Py INCREF (value);
            *stack pointer++ = value;
            break;
```

```
PyObject *value = frame->localsplus[oparg];
Py_INCREF(value);
*stack_pointer++ = value;
```

```
int
_LOAD_FAST(_PyInterpreterFrame *frame, PyObject **stack_pointer)
{
    PyObject *value = frame->localsplus[oparg];
    Py_INCREF(value);
    *stack_pointer++ = value;
}
```

```
mov $0x0, %eax
b8 00 00 00 00
                     movq 0x48(%rdi,%rax,8), %rax
48 8b 44 c7 48
                     movl (%rax), %ecx
8b 08
ff c1
                     incl %ecx
74 02
                     je 0x12
                     movl %ecx, (%rax)
89 08
                     movq %rax, (%rsi)
48 89 06
                     addq $0x8, %rsi
48 83 c6 08
```

```
01: R_X86_64_32 oparg
```

```
mov $0x0, %eax
b8 00 00 00 00
                     movq 0x48(%rdi,%rax,8), %rax
48 8b 44 c7 48
                     movl (%rax), %ecx
8b 08
ff c1
                     incl %ecx
                     je 0x12
74 02
                     movl %ecx, (%rax)
89 08
                     movq %rax, (%rsi)
48 89 06
                     addq $0x8, %rsi
48 83 c6 08
```

oparg

01: R X86 64 32

```
mov $0x0, %eax
b8 00 00 00 00
48 8b 44 c7 48
                     movq 0x48(%rdi,%rax,8), %rax
                     movl (%rax), %ecx
8b 08
ff c1
                     incl %ecx
                     je 0x12
74 02
89 08
                     movl %ecx, (%rax)
                     movq %rax, (%rsi)
48 89 06
                     addq $0x8, %rsi
48 83 c6 08
```

01: R_X86_64_32

```
mov $0x0, %eax
b8 00 00 00 00
                     movq 0x48(%rdi,%rax,8), %rax
48 8b 44 c7 48
                     movl (%rax), %ecx
8b 08
ff c1
                     incl %ecx
74 02
                     je 0x12
                     movl %ecx, (%rax)
89 08
                     movq %rax, (%rsi)
48 89 06
                     addq $0x8, %rsi
48 83 c6 08
```

```
01: R_X86_64_32 oparg
```

```
void
emit LOAD FAST(unsigned char *code, PyUOpInstruction *uop)
   const unsigned char code body[25] = {
        b8, 00, 00, 00, 48, 8b, 44,
        c7, 48, 8b, 08, ff, c1, 74, 02,
        89, 08, 48, 89, 06, 48, 83, c6,
        08,
   };
   memcpy(code, code body, sizeof(code body));
   patch_32(code + 0x1, uop->oparg);
```

```
void
emit LOAD FAST(unsigned char *code, PyUOpInstruction *uop)
    const unsigned char code body[25] = {
        0xb8, 0x00, 0x00, 0x00, 0x00, 0x48, 0x8b, 0x44,
        0xc7, 0x48, 0x8b, 0x08, 0xff, 0xc1, 0x74, 0x02,
        0x89, 0x08, 0x48, 0x89, 0x06, 0x48, 0x83, 0xc6,
        0x08,
    };
    memcpy(code, code body, sizeof(code body));
    patch_32(code + 0x1, uop->oparg);
```

x86-64

```
• x86 64-apple-darwin/clang
```

- x86_64-pc-windows-msvc/msvc
- x86_64-unknown-linux-gnu/clang
- x86_64-unknown-linux-gnu/gcc

x86 and x86-64

- i686-pc-windows-msvc/msvc
- x86_64-apple-darwin/clang
- x86 64-pc-windows-msvc/msvc
- x86_64-unknown-linux-gnu/clang
- x86_64-unknown-linux-gnu/gcc

AArch64, x86, and x86-64

- aarch64-apple-darwin/clang
- aarch64-pc-windows-msvc/msvc
- aarch64-unknown-linux-gnu/clang
- aarch64-unknown-linux-gnu/gcc
- i686-pc-windows-msvc/msvc
- x86 64-apple-darwin/clang
- x86 64-pc-windows-msvc/msvc
- x86 64-unknown-linux-gnu/clang
- x86_64-unknown-linux-gnu/gcc

AArch64, x86, and x86-64

- aarch64-apple-darwin/clang
- aarch64-pc-windows-msvc/msvc
- aarch64-unknown-linux-gnu/clang
- aarch64-unknown-linux-gnu/gcc
- i686-pc-windows-msvc/msvc
- x86 64-apple-darwin/clang
- x86 64-pc-windows-msvc/msvc
- x86_64-unknown-linux-gnu/clang
- x86_64-unknown-linux-gnu/gcc

Other Projects

Other Projects

- Better benchmarks, with more emphasis on modern idioms.
- Reduced reference counting overhead.
- Improving the object model.
- True function inlining.
- GC improvements.
- Integer unboxing.
- Subinterpreters.
- Free-threading.
- ...?

Thank you!

@brandtbucher

Thank you!

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