

python_introduction

March 11, 2018

1 Welcome to LC102!

- Course overview
- Introduction to Python

1.1 Course overview

1.1.1 Prerequisite

- C programming basics
- Python syntax basics
- Fundamental programming language concepts
 - syntax and semantics
 - typing system
 - programming paradigms

1.1.2 Course Resources

- <https://git.garena.com/fanggj/LC102-Python>
- Comments
- References

1.1.3 Practice

- Tweak and run the codes by yourself.

If you have any questions in the meantime, feel free to email me at fanggj@seagroup.com with questions.

2 Introduction to Python

2.1 Python Test

2.1.1 Question 1 - What's the output?

```
In [10]: x = 1
```

```
def foo():  
    print(x)
```

```
x = 10
```

```
foo()
```

10

2.1.2 Question 2 - What's the output?

```
In [11]: def a():  
         return []
```

```
def b(x=a()):  
    x.append(5)  
    print(x)
```

```
b()
```

```
b()
```

[5]

[5, 5]

2.1.3 Question 3 - What's the output?

```
# q3/a.py  
print(__name__)  
import q3.a  
import q3.b
```

```
# q3/b.py  
print(__name__)  
import q3.a
```

```
In [12]: # run as shell command `python q3/a.py`  
         import subprocess  
         print(subprocess.check_output("python q3/a.py; exit 0", shell=True, stderr=subprocess
```

```
__main__
```

```
a
```

```
b
```

2.1.4 Question 4 - What's the output?

```
# q4/a.py
print(__name__)
import q4.a
import q4.b
```

```
# q4/b.py
print(__name__)
from q4.a import b
```

```
In [13]: # run as shell command `python q4/a.py`
```

```
import subprocess
```

```
print(subprocess.check_output("python q4/a.py; exit 0", shell=True, stderr=subprocess
```

```
__main__
```

```
a
```

```
b
```

```
Traceback (most recent call last):
```

```
File "q4/a.py", line 2, in <module>
```

```
import a
```

```
File "/Users/fanggj/gitrepo/LC102-Python/lecture00/q4/a.py", line 3, in <module>
```

```
import b
```

```
File "/Users/fanggj/gitrepo/LC102-Python/lecture00/q4/b.py", line 2, in <module>
```

```
from a import b
```

```
ImportError: cannot import name b
```

2.1.5 Question 5 - What's the output?

```
In [14]: def foo(*args, **kwargs): pass
```

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

```
    foo = 1
```

```
print(type(foo))
```

```
a = A()
```

```
print(type(a.foo))
```

```
A.foo = foo
```

```
print(type(a.foo))
```

```
a.foo = foo
```

```
print(type(a.foo))
```

```
print(type(A.foo))
```

```
<type 'function'>
```

```
<type 'int'>
```

```
<type 'instancemethod'>
<type 'function'>
<type 'instancemethod'>
```

2.1.6 Python Test Review

```
In [15]: (0, 'Please take this course.')
        (1, 'Please take this course.')
        (2, 'You can be benefited from this course.')
        (3, 'You can be benefited from this course.')
        (4, 'You can be benefited from this course.')
        (5, 'Pretty good!')
```

```
Out[15]: (5, 'Pretty good!')
```

2.2 Agenda

- Overview
- Execution Model
- Top-level components

2.3 Overview

2.3.1 Language Perspective

- Interpreted language (Interpreter)
- Readability (Syntax & Pythonic style)

Braces, brackets, and parentheses <https://www.cis.upenn.edu/~matuszek/General/JavaSyntax/parentheses>

- Strong, dynamic & duck typing
- Multiple paradigms (OO, procedural, functional)
- Memory management (GC, Reference counting and so on)

With normal typing, suitability is assumed to be determined by an object's type only. In duck typing, an object's suitability is determined by the presence of certain methods and properties (with appropriate meaning), rather than the actual type of the object.

2.3.2 Implementations

- CPython
- PyPy
- Jython
- IronPython

2.3.3 Versions

- There are Python2 and Python3
- They are incompatible.
- Fundamental changes:
 - some syntax ('print', 'yield from' ...)
 - implementation details (str, bound methods, dictionary view object ...)
 - ...

str and unicode In February 1991, the code(labeled version 0.9.0) of CPython was published. In October 1991, the first volume of the Unicode standard was published.

2.3.4 Philosophy

```
In [1]: import this
```

The Zen of Python, by Tim Peters

```
Beautiful is better than ugly.
Explicit is better than implicit.
Simple is better than complex.
Complex is better than complicated.
Flat is better than nested.
Sparse is better than dense.
Readability counts.
Special cases aren't special enough to break the rules.
Although practicality beats purity.
Errors should never pass silently.
Unless explicitly silenced.
In the face of ambiguity, refuse the temptation to guess.
There should be one-- and preferably only one --obvious way to do it.
Although that way may not be obvious at first unless you're Dutch.
Now is better than never.
Although never is often better than *right* now.
If the implementation is hard to explain, it's a bad idea.
If the implementation is easy to explain, it may be a good idea.
Namespaces are one honking great idea -- let's do more of those!
```

2.3.5 Everything is object.

2.3.6 PyObject & PyVarObject

```
// https://github.com/python/cpython/blob/2.7/Include/object.h#L106
typedef struct _object {
    PyObject_HEAD
} PyObject;
```

```
typedef struct {
    PyObject_VAR_HEAD
} PyVarObject;
```

2.3.7 PyObject_HEAD

```
// https://github.com/python/cpython/blob/2.7/Include/object.h#L78
/* PyObject_HEAD defines the initial segment of every PyObject. */
#define PyObject_HEAD \
    _PyObject_HEAD_EXTRA \
    Py_ssize_t ob_refcnt; \
    struct _typeobject *ob_type;

// https://github.com/python/cpython/blob/2.7/Include/object.h#L64
#ifdef Py_TRACE_REFS
/* ... */
#else
#define _PyObject_HEAD_EXTRA
#define _PyObject_EXTRA_INIT
#endif
```

2.3.8 PyObject_VAR_HEAD

```
// https://github.com/python/cpython/blob/2.7/Include/object.h#L96
/* PyObject_VAR_HEAD defines the initial segment of all variable-size
 * container objects. */
#define PyObject_VAR_HEAD \
    PyObject_HEAD \
    Py_ssize_t ob_size; /* Number of items in variable part */
```

We will discuss object & type in later lecture.

2.3.9 Overview Recap

Python is an interpreted high-level programming language for general-purpose programming.

Python features a dynamic type system and automatic memory management. It supports multiple programming paradigms, including object-oriented, imperative, functional and procedural, and has a large and comprehensive standard library.

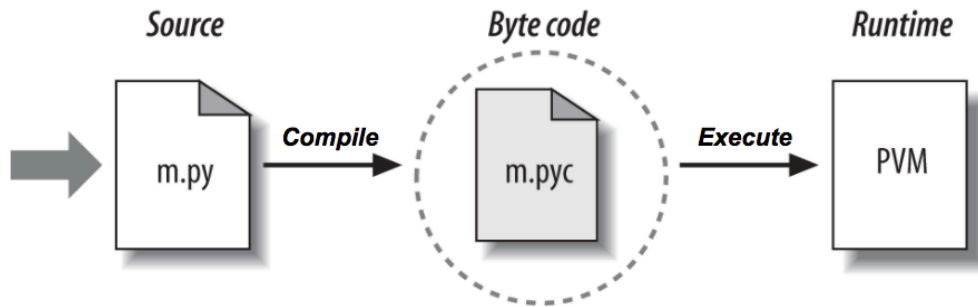
Everything is object in Python.

2.4 Execution Model

2.4.1 How Python runs programs

2.4.2 Essential concepts

- Execution model
 - Code Blocks



how python runs programs

- Execution Frame
- Name
- Scope

2.5 Code blocks

2.5.1 Definition in natural language

A block is a piece of Python program text that is executed as a unit.

The following are blocks: - a module, - a function body, - a class definition, - each command typed interactively, - a script file (standard input or command line argument), - a script command ('-c' option), - a string argument passed to the built-in functions `eval()` and `exec()`, - an expression read and evaluated by the built-in function `input()`.

2.5.2 Definition in C programming language

// <https://github.com/python/cpython/blob/2.7/Include/code.h#L9>

```

typedef struct {
    PyObject_HEAD
    int co_argcount;      /* #arguments, except *args */
    int co_nlocals;       /* #local variables */
    int co_stacksize;     /* #entries needed for evaluation stack */
    int co_flags;         /* CO_..., see below */
    PyObject *co_code;     /* instruction opcodes */
    PyObject *co_consts;   /* list (constants used) */
    PyObject *co_names;    /* list of strings (names used) */
    PyObject *co_varnames; /* tuple of strings (local variable names) */
    PyObject *co_freevars; /* tuple of strings (free variable names) */
    PyObject *co_cellvars; /* tuple of strings (cell variable names) */
    /* The rest doesn't count for hash/cmp */
    PyObject *co_filename; /* string (where it was loaded from) */
    PyObject *co_name;     /* string (name, for reference) */
    int co_firstlineno;    /* first source line number */
    PyObject *co_lnotab;   /* string (encoding addr->lineno mapping) See Objects/lnotab_note.
    void *co_zombieframe;  /* for optimization only (see frameobject.c) */
    PyObject *co_weakreflist; /* to support weakrefs to code objects */
} PyCodeObject;

```

2.5.3 Useful tools

- `dis(module)`
- `compile(function)`
- `exec(function or statement)`
- `inspect(module)`

<https://stackoverflow.com/questions/12673074/how-should-i-understand-the-output-of-dis-dis>

```
# code_block/mymodule.py
```

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

```
    bar = 1
```

```
def fib(n):
```

```
    if n <= 1:
```

```
        return 1
```

```
    result = fib(n-1) + fib(n-2)
```

```
    return result
```

```
def decorator(func):
```

```
    x = 10
```

```
    def inner(*args, **kwargs):
```

```
        print(x)
```

```
        return func(*args, **kwargs)
```

```
    return inner
```

```
x = 1
```

```
In [16]: # code object of a module
```

```
import sys
```

```
from code_block import mymodule
```

```
mymodule??
```

```
import helper
```

```
# Python 3.6: code_block/__pycache__/mymodule.cpython-36.pyc
```

```
# Python 2.x: code_block/mymodule.pyc
```

```
pycfile = 'code_block/mymodule.pyc' if sys.version_info[0] <=2 else 'code_block/__pyc'
```

```
module_code = helper.load_code_object_from_pyc(pycfile)
```

```
import dis
```

```
dis.dis(module_code)
```

1	0	LOAD_CONST	0 ('A')
	3	LOAD_NAME	0 (object)
	6	BUILD_TUPLE	1

	9	LOAD_CONST	1	(<code object A at 0x103a670b0, file "code_block/myr
	12	MAKE_FUNCTION	0	
	15	CALL_FUNCTION	0	
	18	BUILD_CLASS		
	19	STORE_NAME	1	(A)
5	22	LOAD_CONST	2	(<code object fib at 0x103a67130, file "code_block/r
	25	MAKE_FUNCTION	0	
	28	STORE_NAME	2	(fib)
12	31	LOAD_CONST	3	(<code object decorator at 0x103a67230, file "code_l
	34	MAKE_FUNCTION	0	
	37	STORE_NAME	3	(decorator)
20	40	LOAD_CONST	4	(1)
	43	STORE_NAME	4	(x)
	46	LOAD_CONST	5	(None)
	49	RETURN_VALUE		

In [17]: *# code object of a function*
dis.dis(mymodule.fib.__code__)

6	0	LOAD_FAST	0	(n)
	3	LOAD_CONST	1	(1)
	6	COMPARE_OP	1	(<=)
	9	POP_JUMP_IF_FALSE	16	
7	12	LOAD_CONST	1	(1)
	15	RETURN_VALUE		
8	>>	16	LOAD_GLOBAL	0
		19	LOAD_FAST	0
		22	LOAD_CONST	1
		25	BINARY_SUBTRACT	
		26	CALL_FUNCTION	1
		29	LOAD_GLOBAL	0
		32	LOAD_FAST	0
		35	LOAD_CONST	2
		38	BINARY_SUBTRACT	
		39	CALL_FUNCTION	1
		42	BINARY_ADD	
		43	STORE_FAST	1
9		46	LOAD_FAST	1
		49	RETURN_VALUE	

In [18]: *# code object of a function*

```

dis.dis(mymodule.decorator.__code__)

13          0 LOAD_CONST          1 (10)
           3 STORE_DEREF          1 (x)

14          6 LOAD_CLOSURE        0 (func)
           9 LOAD_CLOSURE        1 (x)
          12 BUILD_TUPLE          2
          15 LOAD_CONST          2 (<code object inner at 0x1039efc30, file "code_block.py">)
          18 MAKE_CLOSURE          0
          21 STORE_FAST           1 (inner)

17          24 LOAD_FAST           1 (inner)
          27 RETURN_VALUE

```

```

In [20]: # code object of a function
        inner_code = helper.get_object_by_id( ... )
        dis.dis(inner_code)

```

```

File "<ipython-input-20-58e81b34ff15>", line 2
inner_code = helper.get_object_by_id( ... )
                                     ^

```

SyntaxError: invalid syntax

```

In [22]: # code object of a class
        class_code = helper.get_object_by_id( ... )
        dis.dis(class_code)

```

```

File "<ipython-input-22-1a6a575d829e>", line 2
class_code = helper.get_object_by_id( ... )
                                     ^

```

SyntaxError: invalid syntax

2.5.4 Naming and binding

Names refer to objects. Names are introduced by name binding operations.

The following constructs bind names: - formal parameters to functions, - import statements, - class and function definitions, - and targets that are identifiers if occurring in an assignment, - for loop header, - or after as in a with statement or except clause.

2.5.5 Examples

```
In [24]: helper.print_code_names(module_code)
        mymodule??
```

```
{'co_cellvars': (),
 'co_consts': ('A',
               <code object A at 0x103a670b0, file "code_block/mymodule.py", line 1>,
               <code object fib at 0x103a67130, file "code_block/mymodule.py", line 5>,
               <code object decorator at 0x103a67230, file "code_block/mymodule.py", line 12>,
               1,
               None),
 'co_freevars': (),
 'co_names': ('object', 'A', 'fib', 'decorator', 'x'),
 'co_varnames': ()}
```

```
In [25]: helper.print_code_names(mymodule.fib.__code__)
```

```
{'co_cellvars': (),
 'co_consts': (None, 1, 2),
 'co_freevars': (),
 'co_names': ('fib',),
 'co_varnames': ('n', 'result')}
```

```
In [26]: helper.print_code_names(class_code)
```

```
{'co_cellvars': (),
 'co_consts': (1,),
 'co_freevars': (),
 'co_names': ('__name__', '__module__', 'bar'),
 'co_varnames': ()}
```

```
In [27]: helper.print_code_names(mymodule.decorator.__code__)
```

```
{'co_cellvars': ('func', 'x'),
 'co_consts': (None,
               10,
               <code object inner at 0x1039efc30, file "code_block/mymodule.py", line 14>),
 'co_freevars': (),
 'co_names': (),
 'co_varnames': ('func', 'inner')}
```

```
In [28]: helper.print_code_names(inner_code)
```

```
{'co_cellvars': (),
 'co_consts': (None,),
```

```
'co_freevars': ('func', 'x'),
'co_names': (),
'co_varnames': ('args', 'kwargs')}
```

We will discuss naming and binding in later lecture.

2.6 Execution frame

2.6.1 Definition in natural language

A code block is executed in an execution frame.

A frame contains some administrative information(used for debugging) and determines where and how execution continues after the code block's execution has completed.

2.6.2 Definition in C programming language

```
// https://github.com/python/cpython/blob/2.7/Include/frameobject.h#L16
typedef struct _frame {
    PyObject_VAR_HEAD
    struct _frame *f_back; /* previous frame, or NULL */
    PyCodeObject *f_code; /* code segment */
    PyObject *f_builtins; /* builtin symbol table (PyDictObject) */
    PyObject *f_globals; /* global symbol table (PyDictObject) */
    PyObject *f_locals; /* local symbol table (any mapping) */
    PyObject **f_valuelist; /* points after the last local */
    PyObject **f_stacktop;
    PyObject *f_trace; /* Trace function */
    PyObject *f_exc_type, *f_exc_value, *f_exc_traceback;
    PyThreadState *f_tstate;
    int f_lasti; /* Last instruction if called */
    int f_lineno; /* Current line number */
    int f_iblock; /* index in f_blockstack */
    PyTryBlock f_blockstack[CO_MAXBLOCKS]; /* for try and loop blocks */
    PyObject *f_localsplus[1]; /* locals+stack, dynamically sized */
} PyFrameObject;
```

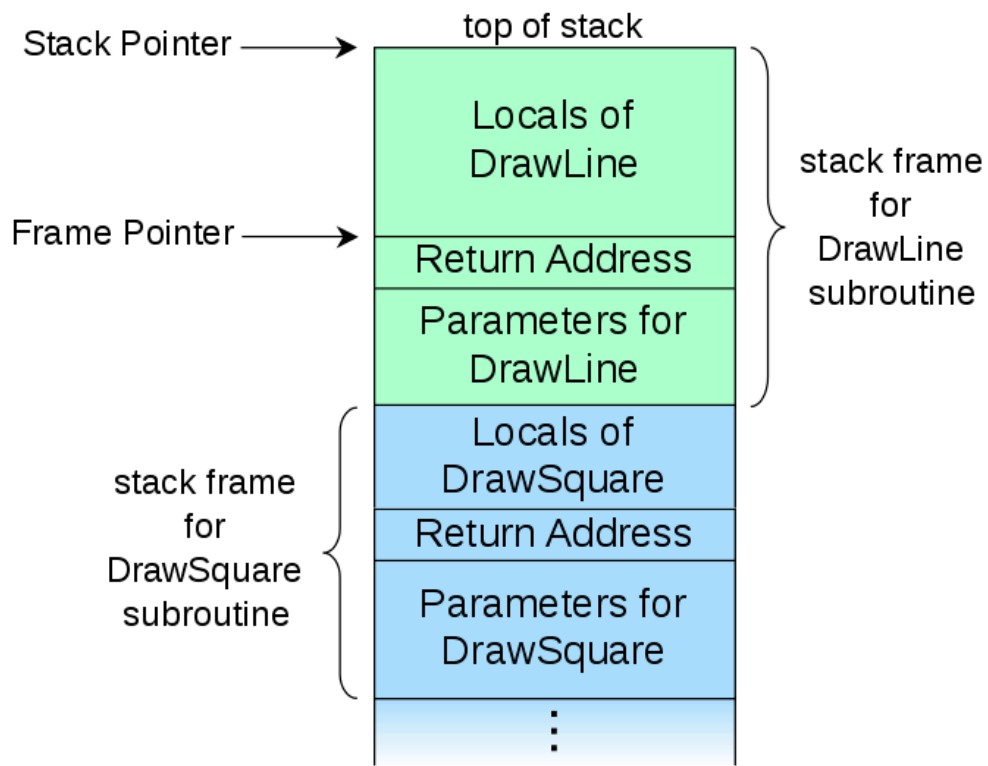
2.6.3 Call stack (C)

2.6.4 Call stack (Python)

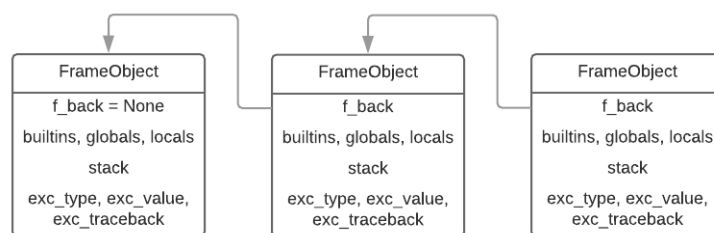
2.6.5 A code block is executed in an execution frame

Proof.

```
In [29]: import inspect
         code = compile("""exc_frame = inspect.currentframe()""", "<string>", "exec")
         exec(code)
         exc_frame.f_code is code
```



typical call stack



call stack python

Out[29]: True

In [30]: *# frame structure.*

```
import helper
helper.print_frame(exc_frame)
```

```
[{'back': <frame object at 0x7f8400d2f720>},
 {'code': <code object <module> at 0x1039efd30, file "<string>", line 1>},
 {'exc_traceback': None, 'exc_type': None, 'exc_value': None},
 {'builtins': 4325396840, 'globals': 4354387592, 'locals': 4354387592},
 {'stack': [('/usr/local/Cellar/python/2.7.14/Frameworks/Python.framework/Versions/2.7/lib/python2.7/site-packages/ipykernel_launcher.py', 174,
             '_run_module_as_main',
             '"__main__", fname, loader, pkg_name)'),
            ('/usr/local/Cellar/python/2.7.14/Frameworks/Python.framework/Versions/2.7/lib/python2.7/site-packages/ipykernel_launcher.py', 72,
             '_run_code',
             'exec code in run_globals'),
            ('/usr/local/lib/python2.7/site-packages/ipykernel_launcher.py', 16,
             '<module>',
             'app.launch_new_instance()),
            ('/usr/local/lib/python2.7/site-packages/traitlets/config/application.py', 658,
             'launch_instance',
             'app.start()),
            ('/usr/local/lib/python2.7/site-packages/ipykernel/kernelapp.py', 486,
             'start',
             'self.io_loop.start()),
            ('/usr/local/lib/python2.7/site-packages/tornado/ioloop.py', 1065,
             'start',
             'handler_func(fd_obj, events)'),
            ('/usr/local/lib/python2.7/site-packages/tornado/stack_context.py', 278,
             'null_wrapper',
             '_state.contexts = current_state'),
            ('/usr/local/lib/python2.7/site-packages/zmq/eventloop/zmqstream.py', 463,
             '_handle_events',
             'raise'),
            ('/usr/local/lib/python2.7/site-packages/zmq/eventloop/zmqstream.py', 480,
             '_handle_recv',
             'self._run_callback(callback, msg)'),
            ('/usr/local/lib/python2.7/site-packages/zmq/eventloop/zmqstream.py', 438,
```

```

        '_run_callback',
        'raise'),
('usr/local/lib/python2.7/site-packages/tornado/stack_context.py',
278,
 'null_wrapper',
 '_state.contexts = current_state'),
('usr/local/lib/python2.7/site-packages/ipykernel/kernelbase.py',
283,
 'dispatcher',
 'return self.dispatch_shell(stream, msg)'),
('usr/local/lib/python2.7/site-packages/ipykernel/kernelbase.py',
241,
 'dispatch_shell',
 "self._publish_status(u'idle')"),
('usr/local/lib/python2.7/site-packages/ipykernel/kernelbase.py',
421,
 'execute_request',
 'self._abort_queues()'),
('usr/local/lib/python2.7/site-packages/ipykernel/ipkernel.py',
258,
 'do_execute',
 'return reply_content'),
('usr/local/lib/python2.7/site-packages/ipykernel/zmqshell.py',
537,
 'run_cell',
 'return super(ZMQInteractiveShell, self).run_cell(*args, **kwargs)'),
('usr/local/lib/python2.7/site-packages/IPython/core/interactiveshell.py',
2737,
 'run_cell',
 'return result'),
('usr/local/lib/python2.7/site-packages/IPython/core/interactiveshell.py',
2850,
 'run_ast_nodes',
 'return False'),
('usr/local/lib/python2.7/site-packages/IPython/core/interactiveshell.py',
2902,
 'run_code',
 'return outflag'),
('<ipython-input-29-bef013c441f0>',
3,
 '<module>',
 u'exec(code)'),
('<string>', 1, '<module>', None)]]]

```

2.6.6 Linked list of frames

In [32]: `dis.dis(exc_frame.f_code)`

```

1          0 LOAD_NAME          0 (inspect)
          3 LOAD_ATTR          1 (currentframe)
          6 CALL_FUNCTION      0
          9 STORE_NAME        2 (exc_frame)
         12 LOAD_CONST        0 (None)
         15 RETURN_VALUE

```

```
In [33]: dis.dis(exc_frame.f_back.f_code)
```

```

3          0 LOAD_NAME          0 (code)
          3 LOAD_CONST        0 (None)
          6 DUP_TOP
          7 EXEC_STMT
          8 LOAD_CONST        0 (None)
         11 RETURN_VALUE

```

2.7 Control flow & Exceptions

2.7.1 Exception Definition in natural language

Exceptions are a means of breaking out of the normal flow of control of a code block in order to handle errors or other exceptional conditions.

```
In [ ]: # I would like to talk about 'the flow of control' instead of the exceptions only.
```

2.7.2 PyTryBlock

```
// https://github.com/python/cpython/blob/2.7/Include/frameobject.h#L10
typedef struct {
    int b_type;           /* what kind of block this is */
    int b_handler;        /* where to jump to find handler */
    int b_level;          /* value stack level to pop to */
} PyTryBlock;
```

2.7.3 PyFrameObject Recap

```
// https://github.com/python/cpython/blob/2.7/Include/frameobject.h#L16
typedef struct _frame {
    /* ... */
    int f_iblock;         /* index in f_blockstack */
    PyTryBlock f_blockstack[CO_MAXBLOCKS]; /* for try and loop blocks */
    /* ... */
} PyFrameObject;
```

2.7.4 PyFrame_BlockSetup

```
// https://github.com/python/cpython/blob/2.7/Objects/frameobject.c#L748
void
```



```

PyFrame_BlockSetup(PyFrameObject *f, int type, int handler, int level)
{
    PyTryBlock *b;
    if (f->f_iblock >= CO_MAXBLOCKS)
        Py_FatalError("XXX block stack overflow");
    b = &f->f_blockstack[f->f_iblock++];
    b->b_type = type;
    b->b_level = level;
    b->b_handler = handler;
}

```

2.7.5 for loop

```

In [34]: # SETUP_LOOP: https://github.com/python/cpython/blob/2.7/Python/ceval.c#L2865
# FOR_ITER: https://github.com/python/cpython/blob/2.7/Python/ceval.c#L2823
# BREAK_LOOP: https://github.com/python/cpython/blob/2.7/Python/ceval.c#L3248
import dis
code = compile("""
for i in range(10):
    if i < 0:
        break
    print(i)
else:
    print("no break")""", "<string>", "exec")
dis.dis(code)

```

2	0 SETUP_LOOP	46 (to 49)
	3 LOAD_NAME	0 (range)
	6 LOAD_CONST	0 (10)
	9 CALL_FUNCTION	1
	12 GET_ITER	
>>	13 FOR_ITER	27 (to 43)
	16 STORE_NAME	1 (i)
3	19 LOAD_NAME	1 (i)
	22 LOAD_CONST	1 (0)
	25 COMPARE_OP	0 (<)
	28 POP_JUMP_IF_FALSE	35
4	31 BREAK_LOOP	
	32 JUMP_FORWARD	0 (to 35)
5	>> 35 LOAD_NAME	1 (i)
	38 PRINT_ITEM	
	39 PRINT_NEWLINE	
	40 JUMP_ABSOLUTE	13
>>	43 POP_BLOCK	

```

7          44 LOAD_CONST                2 ('no break')
          47 PRINT_ITEM
          48 PRINT_NEWLINE
>>        49 LOAD_CONST                3 (None)
          52 RETURN_VALUE

```

2.7.6 with statement

```

In [35]: # SETUP_WITH: https://github.com/python/cpython/blob/2.7/Python/ceval.c#L2882
        # WITH_CLEANUP: https://github.com/python/cpython/blob/2.7/Python/ceval.c#L2913
import dis
code = compile("""with open('q3/a.py') as f:
    print(f.read())""", "<string>", "exec")
dis.dis(code)

1          0 LOAD_NAME                  0 (open)
          3 LOAD_CONST                  0 ('q3/a.py')
          6 CALL_FUNCTION                1
          9 SETUP_WITH                  18 (to 30)
         12 STORE_NAME                  1 (f)

2         15 LOAD_NAME                  1 (f)
         18 LOAD_ATTR                    2 (read)
         21 CALL_FUNCTION                0
         24 PRINT_ITEM
         25 PRINT_NEWLINE
         26 POP_BLOCK
         27 LOAD_CONST                  1 (None)
>>        30 WITH_CLEANUP
         31 END_FINALLY
         32 LOAD_CONST                  1 (None)
         35 RETURN_VALUE

```

2.7.7 try ... except statement

```

In [36]: # SETUP_FINALLY, SETUP_EXCEPT: https://github.com/python/cpython/blob/2.7/Python/ceval.c#L2913
import dis
code = compile("""try:
    1/0
except NameError:
    print("should not be NameError")
except Exception as e:
    print(e)
finally:
    print("finally end")""", "<string>", "exec")
dis.dis(code)

```

1		0 SETUP_FINALLY	64 (to 67)
		3 SETUP_EXCEPT	12 (to 18)
2		6 LOAD_CONST	0 (1)
		9 LOAD_CONST	1 (0)
		12 BINARY_DIVIDE	
		13 POP_TOP	
		14 POP_BLOCK	
		15 JUMP_FORWARD	45 (to 63)
3	>>	18 DUP_TOP	
		19 LOAD_NAME	0 (NameError)
		22 COMPARE_OP	10 (exception match)
		25 POP_JUMP_IF_FALSE	39
		28 POP_TOP	
		29 POP_TOP	
		30 POP_TOP	
4		31 LOAD_CONST	2 ('should not be NameError')
		34 PRINT_ITEM	
		35 PRINT_NEWLINE	
		36 JUMP_FORWARD	24 (to 63)
5	>>	39 DUP_TOP	
		40 LOAD_NAME	1 (Exception)
		43 COMPARE_OP	10 (exception match)
		46 POP_JUMP_IF_FALSE	62
		49 POP_TOP	
		50 STORE_NAME	2 (e)
		53 POP_TOP	
6		54 LOAD_NAME	2 (e)
		57 PRINT_ITEM	
		58 PRINT_NEWLINE	
		59 JUMP_FORWARD	1 (to 63)
	>>	62 END_FINALLY	
	>>	63 POP_BLOCK	
		64 LOAD_CONST	3 (None)
8	>>	67 LOAD_CONST	4 ('finally end')
		70 PRINT_ITEM	
		71 PRINT_NEWLINE	
		72 END_FINALLY	
		73 LOAD_CONST	3 (None)
		76 RETURN_VALUE	

2.7.8 Python Exception mechanism

If an exception is raised, Python Interpreter will push the `exc_traceback`, `exc_value` and `exc_type` on the frame stack and handle it by calling block handler.
<https://github.com/python/cpython/blob/2.7/Python/ceval.c#L3257>

- `PyEval_EvalFrameEx`:
 - `PyEval_EvalFrameEx` function: <https://github.com/python/cpython/blob/2.7/Python/ceval.c#L688>
 - How to handle exceptions: <https://github.com/python/cpython/blob/2.7/Python/ceval.c#L3257>
- `PyErr_Fetch`: Fetch exception info from `ThreadState` <https://github.com/python/cpython/blob/2.7/Python/ceval.c#L3257>
- `set_exc_info`: <https://github.com/python/cpython/blob/2.7/Python/ceval.c#L3718>

2.8 Global interpreter lock(GIL)

```
// https://github.com/python/cpython/blob/2.7/Python/ceval.c#L1117
#ifdef WITH_THREAD
    if (interpreter_lock) {
        /* Give another thread a chance */
        if (PyThreadState_Swap(NULL) != tstate)
            Py_FatalError("ceval: tstate mix-up");
        PyThread_release_lock(interpreter_lock);
        PyThread_acquire_lock(interpreter_lock, 1);
        if (PyThreadState_Swap(tstate) != NULL)
            Py_FatalError("ceval: orphan tstate");
        /* Check for thread interrupts */
        /* ... */
    }
#endif
```

2.8.1 PyThreadState_Swap

```
// https://github.com/python/cpython/blob/2.7/Python/pystate.c#L336
PyThreadState *
PyThreadState_Swap(PyThreadState *newts)
{
    PyThreadState *oldts = _PyThreadState_Current;

    _PyThreadState_Current = newts;
    /* It should not be possible for more than one thread state
       to be used for a thread. Check this the best we can in debug
       builds.
    */
    #if defined(Py_DEBUG) && defined(WITH_THREAD)
        if (newts) {
            /* This can be called from PyEval_RestoreThread(). Similar
               to it, we need to ensure errno doesn't change.
            */
        }
    #endif
}
```

```

    */
    int err = errno;
    PyThreadState *check = PyGILState_GetThisThreadState();
    if (check && check->interp == newts->interp && check != newts)
        Py_FatalError("Invalid thread state for this thread");
    errno = err;
}
#endif
return oldts;
}

```

2.8.2 Execution Model Recap

A block is a piece of Python program text that is executed as a unit.

A code block is executed in an execution frame.

Names refer to objects. Names are introduced by name binding operations.

The Python interpreter is not fully thread-safe. In order to support multi-threaded Python programs, there's a global lock, called the global interpreter lock or GIL, that must be held by the current thread before it can safely access Python objects.

2.9 Next Time

2.10 References

<https://opensource.com/article/17/4/grok-gil>