# High Performance Computing with Python

Reference counting, garbage collection and the global interpreter lock

Rafael Sarmiento
ETHZürich / CSCS
CSCS/USI Summer University 2023



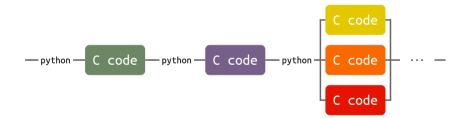
#### **Python**

- Most of its operations can be overloaded
- It's fairly easy to glue it to other languages like C and Fortran



#### **Python**

- Most of its operations can be overloaded
- It's fairly easy to glue it to other languages like C and Fortran





```
a ---> 01000010000111011 (ref = 1) a = np.random.random(m) 0110011010011010 01001101100110110
```









```
(ref = 2) a = np.random.random(m)
                     b = a.T # increases the ref count
           d = np.random.random(m)
           (ref = 1) del c # sets ref count to 0
01001101100110110
                       = np.random.random(n)
           (ref = 1)
```



```
(ref = 2) a = np.random.random(m)
                          b = a.T # increases the ref count
             (ref = 1)
                          c = np.random.random(m)
01001101100110110
                          d = np.random.random(m)
             (ref = 1)
                        del c # sets ref count to 0
                            = np.random.random(n)
             (ref = 1)
                            = np.random.random(m)
```



A **Lock** is a mechanism for enforcing limits for accessing resources in an environment where there are many threads of execution



A **Lock** is a mechanism for enforcing limits for accessing resources in an environment where there are many threads of execution

#### Locks have two methods:

- acquire()
- release()



#### CPU bound

```
...
acquire_lock()
// do something
release_lock() // let other threads do something
...
```

#### CPU bound

```
acquire_lock()

// do something
release_lock()

// let other threads do something
...
```

#### • IO bound (waiting from OS calls)

```
...
release_lock() // let other threads do something
// do the io task
acquire_lock()
// go back to the interpreter
...
```

```
... //some_numpy_function.c
// release the GIL
NPY_LOOP_BEGIN_THREADS
// do something
// acquire the GIL
NPY_LOOP_END_THREADS
...
```



## Thank you for your attention!

