

Exploring Python ByteCode

Hands-On Session

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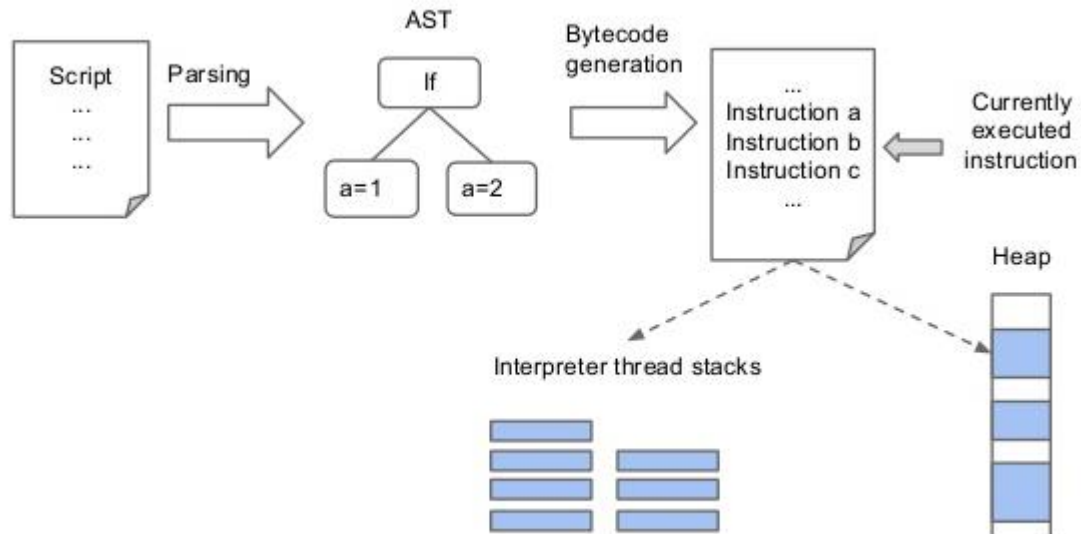
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www.github.com/janhak/bytecode

What I would like to talk about today

What can you learn

- Gain insight into how **Python** executes code



- Get hands on practice using the **dis** module to look at **Python Bytecode**

```
b'd\x01\x00}\x00\x00|\x00\x00d\x02\x00k\x00\x00r\x16\x00d\x03\x00Sd\x04\x00Sd\x00\x00S'
```

Lexer

Organize your source code into tokens



Groups characters together into chunk called tokens and identifies them

Parser

Takes the tokens and creates a structured code object

- Can be explored using the ast module

```
>>> tree = ast.parse("print('hello world')")
>>> tree
<_ast.Module object at 0x9e3df6c>
>>> exec(compile(tree, filename="<ast>", mode="exec"))
hello world
```

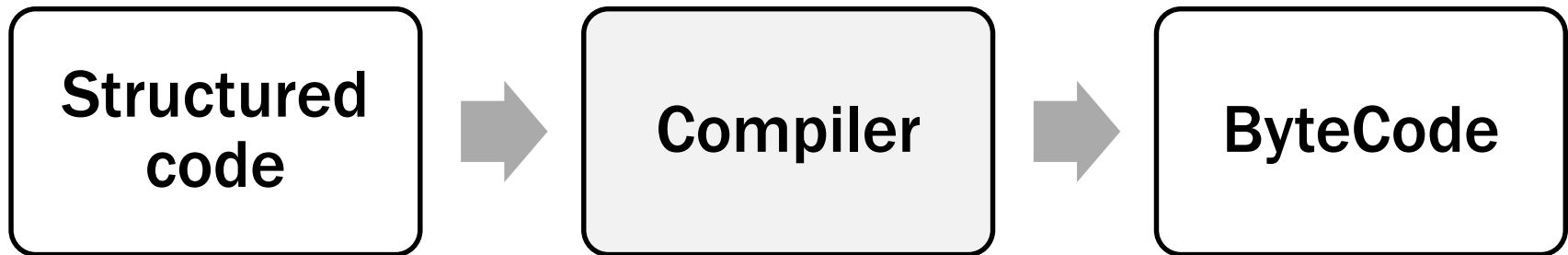


```
>>> parseprint("a, *b = it")
Module(body=[
  Assign(targets=[
    Tuple(elts=[
      Name(id='a', ctx=Store()),
      Starred(value=Name(id='b', ctx=Store()), ctx=Store()),
    ], ctx=Store()),
  ], value=Name(id='it', ctx=Load()))
])
```

Compiler

Traverses the Abstract Syntax Tree to generate Bytecode

- Output can be disassembled using the dis module
- <https://docs.python.org/3/library/dis.html>



Outputs ByteCode, machine readable instructions for the interpreter

Interpreter

Simple stack based virtual machine executing your code

- Output can be disassembled using the dis module



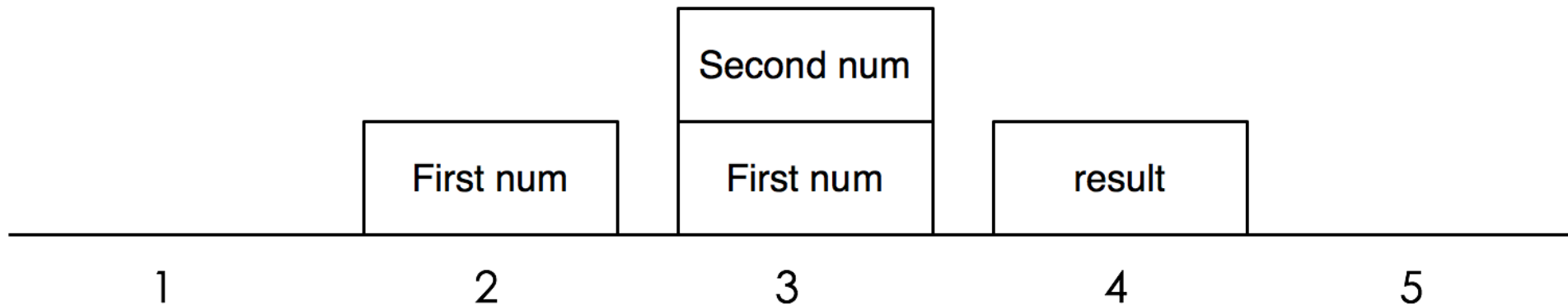
Interpreter

Only understand limited set of instructions (circa ~100)

- Suppose we want to execute $7 + 5$
- We could represent it as:
 - INSTRUCTION - ARGUMENT
 - LOAD_VALUE - 0
 - LOAD_VALUE - 1
 - ADD_TWO_VALUES - None
 - PRINT_ANSWER - None



Stack states while executing the code above:



Bytecode

Machine readable set of instructions for interpreter

- An intermediate representation of your program
- What the interpreter works with when it runs your program
- Machine code for a virtual machine
- A series of instructions for stack operations
- Cached as .pyc files



Dis module

Module used to disassemble Python bytecode

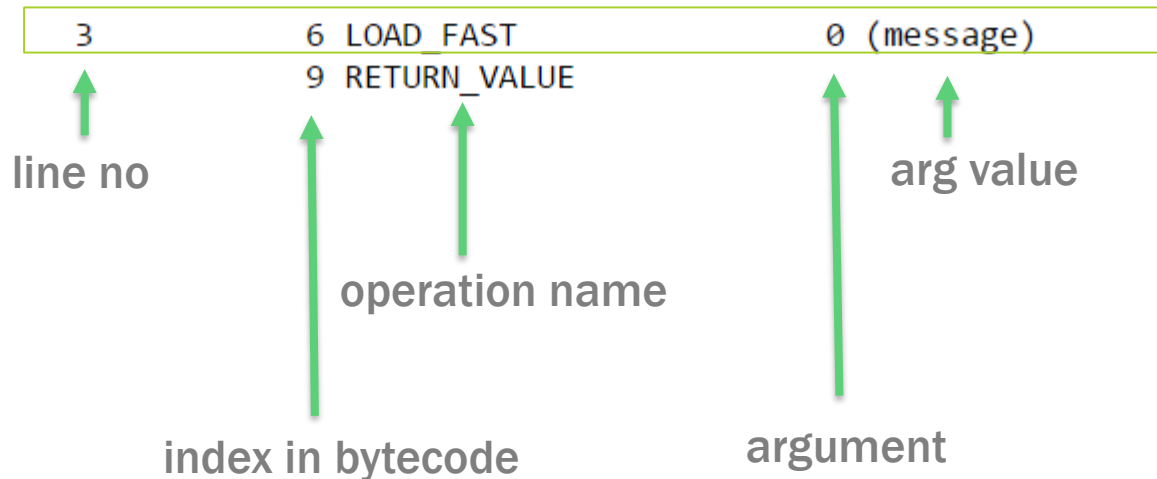
```
In [1]: def greet():  
        message = "Hello CAMPUG"  
        return message
```

```
In [2]: import dis
```

```
In [3]: dis.dis(greet)
```

2	0 LOAD_CONST	1 ('Hello CAMPUG')
	3 STORE_FAST	0 (message)

instruction



Thanks!

Further resources

- **A Python Interpreter written in Python:**
 - <http://www.aosabook.org/en/500L/a-python-interpreter-written-in-python.html>
 - <https://github.com/nedbat/byterun>
- **Hand crafted ByteCode:**
 - <http://multigrad.blogspot.co.uk/2014/06/fun-with-python-bytecode.html>
- **Anjana Vakil presentation:**
 - <https://speakerdeck.com/vakila/exploring-python-bytecode>
- **Docs for the dis module:**
 - <https://docs.python.org/3/library/dis.html>
- **Exploring ceval.c at the heart of interpreter:**
 - <https://tech.blog.aknin.name/category/my-projects/pythons-innards/>