python recursion

It keeps getting better.

John Hanley

 $30^{\rm th}$ September 2025

agenda

- improvements
- recursion
- recursion in Scheme
- TCO
- stability
- python
- recent interpreters

transparent improvements

- diverse speedups, in libs and interpreter
- quadratic string append
- bare except vs. CTRL/C
- timsort speed from Tim Peters
- dict storage & iteration order from Raymond Hettinger
- "zero cost" try: blocks, also by Raymond

quadratic $O(n^2)$ string append

```
n = 1_{000}000
    s = ""
    for _ in range(n):
        s += " hello"
    return s
versus
    text = []
    for _ in range(n):
        text.append(" hello")
    return "".join(text)
```

zero cost try: blocks

old way:

• Execute try: -> push some state onto the stack.

new way:

• Occasionally raise an exception -> go find some state.

coming soon

Interpreter 3.14 hits the streets October 7th.

It will feature template t-strings, similar to formatted f-strings.

motivation

StackOverflow question:

Why does python limit recursion depth?

cheaper, lazy Python frames

Buried in the 3.11 rel notes we find:

• Streamlined the internal frame struct to contain only essential information

For most user code, no frame objects are created at all. As a result, nearly all Python functions calls have sped up significantly.

Most Python function calls now consume no C stack space, speeding them up.

recursion

```
"""Recursively solve the famous Towers of Hanoi problem."""
Peg = str
def hanoi(n: int, source: Peg, target: Peg, aux: Peg) -> None:
    if n == 0:
        return # base case
    hanoi(n - 1, source, aux, target)
    print(f"Move disk {n} from {source} to {target}")
    hanoi(n - 1, aux, target, source)
hanoi(3, "A", "C", "B")
```

towers in motion

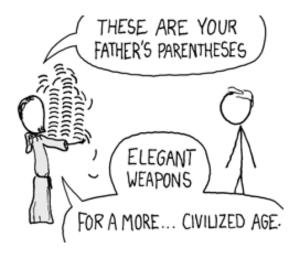
```
hanoi(n - 1, source, aux, target)
print(f"Move disk {n} from {source} to {target}")
hanoi(n - 1, aux, target, source)
```

hanoi(3, "A", "C", "B")

- Move disk 1 from A to C
- Move disk 2 from A to B
- Move disk 1 from C to B
- Move disk 3 from A to C
- Move disk 1 from B to A
- Move disk 2 from B to C
- Move disk 1 from A to C



the lambda calculus



#lang racket

$$(+123)$$

6

factorial – tail call optimization

factorial – tail call optimization

```
(define (fact-slow n); TCO is disabled, so the call stack grows
 (if (zero? n)
     1
      (* n (fact-slow (sub1 n)))))
(define (fact n)
 ( fact n 1))
(define (fact n acc)
 (if (zero? n)
     acc
     ( fact (sub1 n) (* acc n))))
```

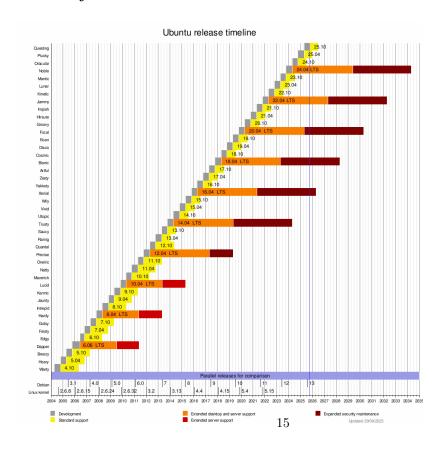
timing

Factorial 250000 found by #rocedure:fact-slow> in 29848 msec

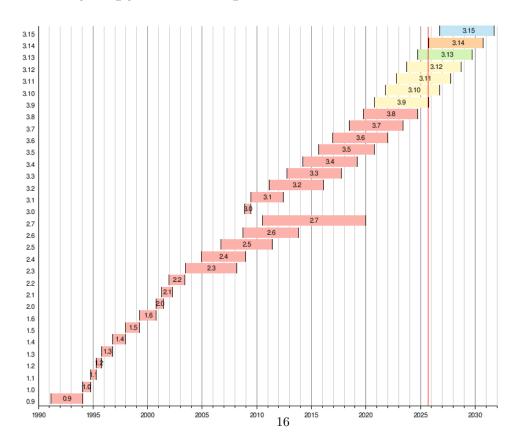
Factorial 250000 found by #rocedure:fact> in 10349 msec



stability – ubuntu



$stability-python\ interpreter$



stability – PEP-719 interpreter releases

- 3.13.1: Tuesday, 2024-12-03
- 3.13.2: Tuesday, 2025-02-04
- 3.13.3: Tuesday, 2025-04-08
- 3.13.4: Tuesday, 2025-06-03
- 3.13.5: Wednesday, 2025-06-11
- 3.13.6: Wednesday, 2025-08-06
- 3.13.7: Thursday, 2025-08-14

future:

- 3.13.8: Tuesday, 2025-10-07
- 3.13.9: Tuesday, 2025-12-02
- 3.13.10: Tuesday, 2026-02-03 ...

Makefile

```
measure: \
  $(REC)/py3.13 \
  $(REC)/py3.12 \
  $(REC)/py3.11 \
  $(REC)/py3.10 \
  $(REC)/py3.9 \
  $(REC)/py3.8 \
py%:
        mkdir $@
        cd $@ && uv venv --python $(shell basename $*)
        cd $0 && python $(DIR)/count.py
```

counting

```
def iterative count(i: int, ceil: int) -> int:
    assert 0 == i, i # Count up from zero, please.
    while i < ceil:
        i += 1
    return i
def recursive count(i: int, ceil: int) -> int:
    if i < ceil:
        return int(recursive count(i + 1, ceil))
    return i
```

counting

```
def main(n: int = 30 000 000) -> int:
    """Chooses large N, appropriate for current interpreter."""
   sys.setrecursionlimit(n)
   if sys.version info < (3, 11):
       n = 42_780 # max feasible value for interpreter 3.10.16
   if sys.version info < (3, 10): # noqa
       n = 72 287 # interpreters 3.8.20 & 3.9.23
   assert recursive count(0, n) == n
   return n
```

results

3.14.0rc	2 30,000,000	1.274513 sec;	23,538,402.4	count/sec
3.13.7	30,000,000	1.282322 sec;	23,395,061.2	count/sec
3.12.8	30,000,000	1.268134 sec;	23,656,808.2	count/sec
3.11.11	30,000,000	1.246084 sec;	24,075,419.4	count/sec
3.10.16	42,780	0.008580 sec;	4,986,031.8	count/sec
3.9.23	72,287	0.013965 sec;	5,176,249.8	<pre>count/sec</pre>
3.8.20	72,287	0.016485 sec;	4,384,959.7	count/sec

questions?

image credits

- https://en.wikipedia.org/wiki/Tower_of_Hanoi
 - AlejandroLinaresGarcia:
 - https://en.wikipedia.org/wiki/File:UniversumUNAM34.JPG
- https://xkcd.com/297 Randall Munroe
- https://asset.conrad.com/media10/isa/160267/c1/-/en/860048_BB_00_FB/image.jpg
- https://en.wikipedia.org/wiki/Ubuntu_version_history
 - $-\ https://upload.wikimedia.org/wikipedia/en/timeline/swfdceo7tl9n28j9pamsv083nwmv0l7.png$
- https://en.wikipedia.org/wiki/History_of_Python
 - https://upload.wikimedia.org/wikipedia/en/timeline/3aeqr87p1hb7nohu4c5lnlkdiiypums.png