

```
struct PyObject {  
    ...  
    uint32_t    ob_ref_local;  
    Py_ssize_t  ob_ref_shared;  
    ...  
};
```

local reference counter,  
freely mutated by thread

```
graph LR; A([local reference counter, freely mutated by thread]) --> B[ob_ref_local];
```

shared reference counter,  
carefully guarded

```
graph LR; C([shared reference counter, carefully guarded]) --> D[ob_ref_shared];
```