Subprocess to FFI IN PYTHON

Memory, Performance, and Why You Shouldn't Shell Out!



Christine Spang MIT class of 2010



Ksplice[®]

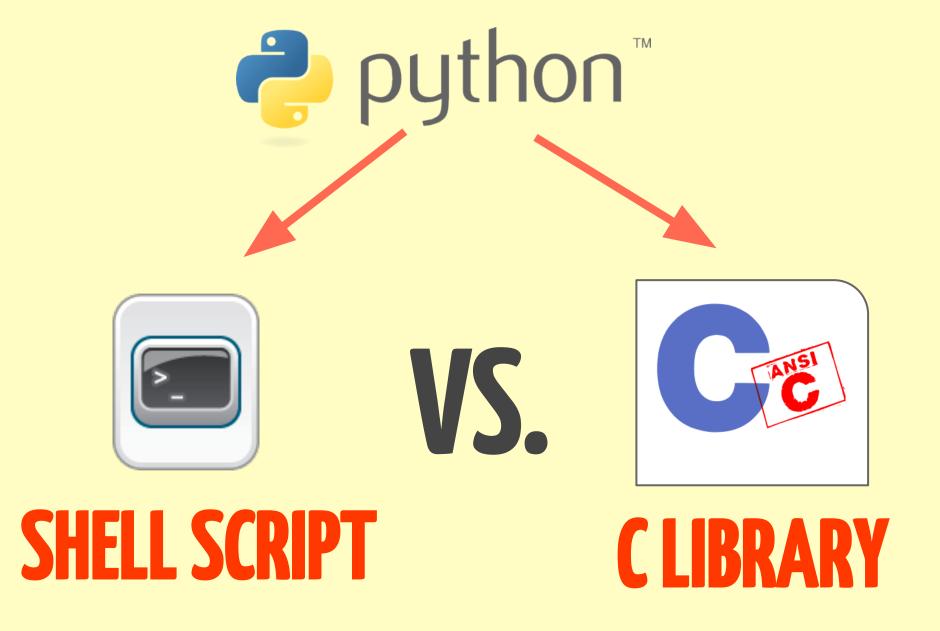


Inbox is a startup

that I co-founded in San Francisco funded by top VCs

building a new email platform.

We Python



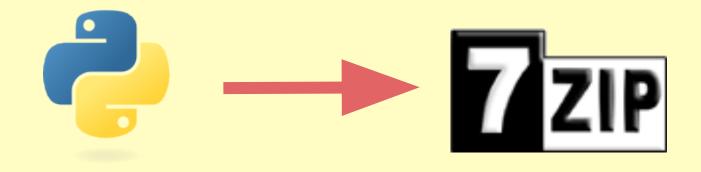
Python 2.7 on Linux

Why you shouldn't Shell Out.

And sometimes why you should...



z



7zdecom.py

7z

SUBPROCESS

```
import subprocess
import argparse

parser = argparse.ArgumentParser(help="Extract a 7z archive")
parser.add_argument('filename')

args = parser.parse_args()
subprocess.check_call(['7z', 'x', args.filename])
```

(USUALLY PART OF LARGER SYSTEM.)



subprocess.check_call(['7z', 'x', args.filename)

```
check_call(*popenargs, **kwargs)
   Run command with arguments. Wait for command to complete. If
   the exit code was zero then return, otherwise raise
   CalledProcessError. The CalledProcessError object will have the
   return code in the returncode attribute.

The arguments are the same as for the Popen constructor. Example:
   check call(["ls", "-l"])
```

Let's go source diving...

```
>>> from inspect import getsourcefile
>>> import subprocess
>>> getsourcefile(subprocess)
'/usr/lib/python2.7/subprocess.py'
```

```
errpipe_read, errpipe_write = self.pipe_cloexec()
try:
    try:
        gc_was_enabled = gc.isenabled()
        # Disable gc to avoid bug where gc -> file_dealloc ->
        # write to stderr -> hang. http://bugs.python.org/issue1336
```

self.pid = os.fork()

```
gc.enable()

raise

self._child_created = True

if self.pid == 0:

# Child
```

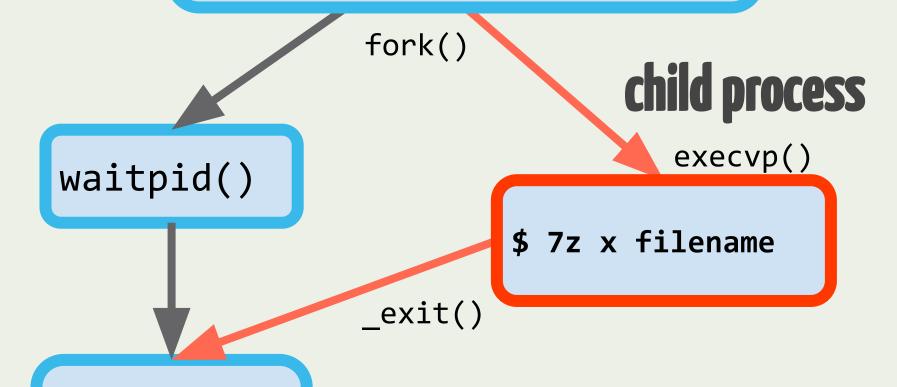


a system call (syscall)

the API between a userspace application (like 7zdecom.py) and the operating system's kernel

parent

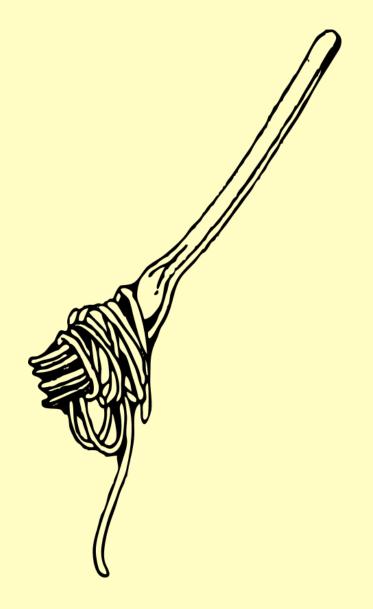
7zdecom.py
subprocess.check_call()



7zdecom.py

checks exit code and raises exception if child process failed

fork()

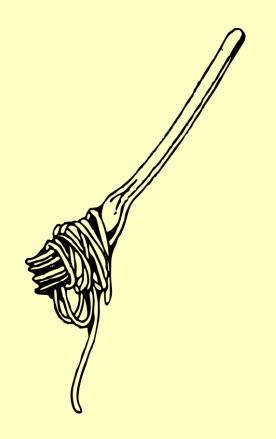


```
NAME
      fork - create a child process
SYNOPSIS
      #include <unistd.h>
      pid_t fork(void);
DESCRIPTION
      fork() creates a new process by duplicating the
      calling process. The new process, referred to as
      the child, is an exact duplicate of the calling
      process, referred to as the parent, except for the
      following points:
      * The child has its own unique process ID, and this
         PID does not match the ID of any existing process
         group (setpgid(2)).
      * The child's parent process ID is the same as the
         parent's process ID.
      * The child does not inherit its parent's memory
         locks (mlock(2), mlockall(2)).
      * Process resource utilizations (getrusage(2)) and
         CPU time counters (times(2)) are reset to zero in
page fork(2) line 1/177 14% (press h for help or q to quit)
```

shutaya:[0] | 1:zsh| 2:zsh, 2:zsh, 4:zsh, 5> 16:20 27.lan.2014

Linux Frogrammer 5 Manual TORK(2)

fork()



creates the child process by making a *copy* of the parent process.

The child process inherits the parent's memory pages: the program data is **shared** between the two processes, and the data, heap, and stack are given to the child **copy-on-write**.

fork() -> TWO PROCESSES

USING MORE TOTAL MEMORY THAN THE ENTIRE SYSTEM HAS ALLOCATED

COPY - ON - WRITE



OVERCOMMIT

```
→ ~ sudo sysctl -a|grep vm.overcommit vm.overcommit_memory = 0 vm.overcommit_ratio = 50
```

When overcommit_memory flag is 0, the kernel attempts to estimate the amount of free memory left when userspace requests more memory.

— docs from Kernel.org

OVERCOMMIT

SOMETIMES MORE COMPLICATED



why shell out?

using subprocess module

simple and easy
flexible enough
throws native Python exceptions



the dangers...

of forking your process

significant overhead limited API parsing stdout/stderr

DO IT ANYWAY

(USUALLY)

Another option:

Wrapping Clibraries from Python

C extension

write lots of C with Python's C API

C extension

write lots of C with Python's C API

ctypes

standard library, no C compiler needed, but tedious and clunky

C extension

write lots of C with Python's C API

ctypes

standard library, no C compiler needed, but tedious and clunky

Cython

Python/C hybrid language

C extension

write lots of C with Python's C API

ctypes

standard library, no C compiler needed, but tedious and clunky

Cython

Python/C hybrid language

CFFI

written by PyPy authors, clean, ABI or API (needs compiler) interface

What did we learn?

SHELLING OUT IS EXPENSIVE

IN BOTH MEMORY AND COMPUTATION

TO MAKE IT FASTER & L. HAVE MORE CONTROL...

WRAP YOUR LIBRARIES

WITH CFFI

EVEN WHEN USING A HIGH-LEVEL LANGUAGE...





KNOW YOUR OS

Say hi!

spang@mit.edu
follow @spang
all examples on GitHub

Like this? Come work at Inbox!:)