

# Extending Cython With GIL-free Types



	Past	Present	Future
<b>ERP5 / SlapOS / Wendelin</b>	Python	Python	Cython+
<b>Instagram</b>	Python	Python	Python
<b>Dropbox</b>	Python	Go	Go
<b>OpenSVC</b>	Python	Python	Go
<b>CleverCloud</b>		Rust	Rust
<b>Kubernetes</b>		Go	Go
<b>Scikit-learn</b>	Cython	Cython	Cython

# What is Cython ?



```
PyObject * a, b, c;  
a = PyInt_FromLong(2);  
b = PyInt_FromLong(3);  
c = PyNumber_Add(a, b);
```



```
cdef int a, b, c  
a = 2  
b = 3  
c = a + b
```

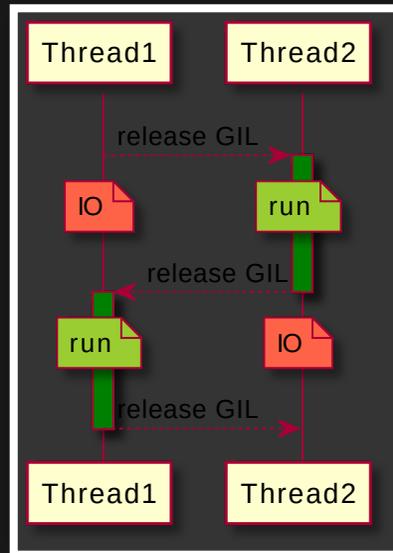


```
from libc.stdio cimport printf
printf("Hello World !\n")
```

```
#include <stdio.h>  
printf((char const *) "Hello World !\n");
```

```
>>> import helloworld
Hello Word !
>>>
```

# Bypassing the GIL with Cython



```
typedef struct _object {  
    _PyObject_HEAD_EXTRA  
    Py_ssize_t ob_refcnt;  
    PyTypeObject *ob_type;  
} PyObject;
```

```
with nogil:  
    # the GIL is released here
```

```
with nogil:  
    # ERROR!  
    a = 2  
    b = 3  
    c = a + b
```

```
cdef int a, b, c
with nogil:
    # OK
    a = 2
    b = 3
    c = a + b
```

```
with nogil:  
    # ERROR!  
    l = [1, 2]  
    l.append(3)
```

```
cdef int l[3]
```

```
with nogil:
```

```
    # OK
```

```
    l[0] = 1
```

```
    l[1] = 2
```

```
    l[2] = 3
```

```
with nogil:  
    # ERROR!  
    with open('somefile') as f:  
        f.read()
```

```
from libc.stdio cimport fopen, fclose, fread, FILE

cdef unsigned char buf[1024]
cdef FILE * f
cdef int size

with nogil:
    # OK
    f = fopen('somefile.txt', 'r')
    size = fread(buf, 1, 1024, f)
    fclose(f)
```

	<b>Object Oriented</b>	<b>Memory Managed</b>	<b>Thread- Safe</b>	<b>Fast</b>	<b>Multi- Core</b>
Python	yes	yes	yes	no	no
C	no	no	no	yes	yes
C++	yes	no	no	yes	yes

# Let's hack a bit in the Cython compiler

```
cdef cypclass Adder:  
    int value  
  
    __init__(self, int value):  
        self.value = value  
  
    int add(self, int v):  
        self.value += v  
        return self.value
```

```
struct CyObject {
    std::atomic_int nogil_ob_refcnt;
    /* ... */
};

struct Adder : CyObject {
    int value;
    void __init__(int);
    int add(int);
    /* ... */
};
```

```
with nogil:  
    a = Adder(1)
```

# Making CyObject Python-compatible

```
>>> from snakes import Adder
>>> a = Adder(2)
>>> repr(a)
'<snakes.Adder object at 0x2940c98>'
>>> a.value
2
>>> a.add(3)
5
>>>
```

```
typedef struct _object {
    Py_ssize_t ob_refcnt;
    /* ... */
} PyObject;

struct CyObject : PyObject {
    std::atomic_int nogil_ob_refcnt;
    /* ... */
};
```

```
void tp_dealloc_Adder(PyObject *o) {  
    /* A normal PyObject would free the memory here */  
    PyObject * c = static_cast<PyObject *>(o);  
    Cy_DECREF(c);  
}
```

# Making CyObject thread-safe

# Reference Capabilities

Castegren, E. (2018).

Capability-Based Type Systems for Concurrency  
Control.

<b>Object State</b>	<b>Type System Guarantee</b>
---------------------	------------------------------

<i>thread-local</i>	all references live in the same thread
---------------------	--

<i>immutable</i>	all references can only read
------------------	------------------------------

<i>locked</i>	all references share a lock
---------------	-----------------------------

<i>active</i>	all references share a message queue
---------------	--------------------------------------

<i>isolated</i>	only reachable through one reference
-----------------	--------------------------------------

```
a = Adder(1) # thread-local
```

```
# a cannot be shared  
# with another thread
```

```
a = Adder(1) # thread-local  
  
# ERROR!  
cdef lock Adder b = a  
  
# an object cannot be seen as  
# thread-local and locked  
# at the same time
```

```
a = Adder(1) # thread-local  
  
# OK if a is isolated  
cdef lock Adder b = consume a  
  
# a is now out of scope  
# b can be safely shared with other threads
```

## Performance

## Productivity

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Single-Thread

zero overhead

zero headache

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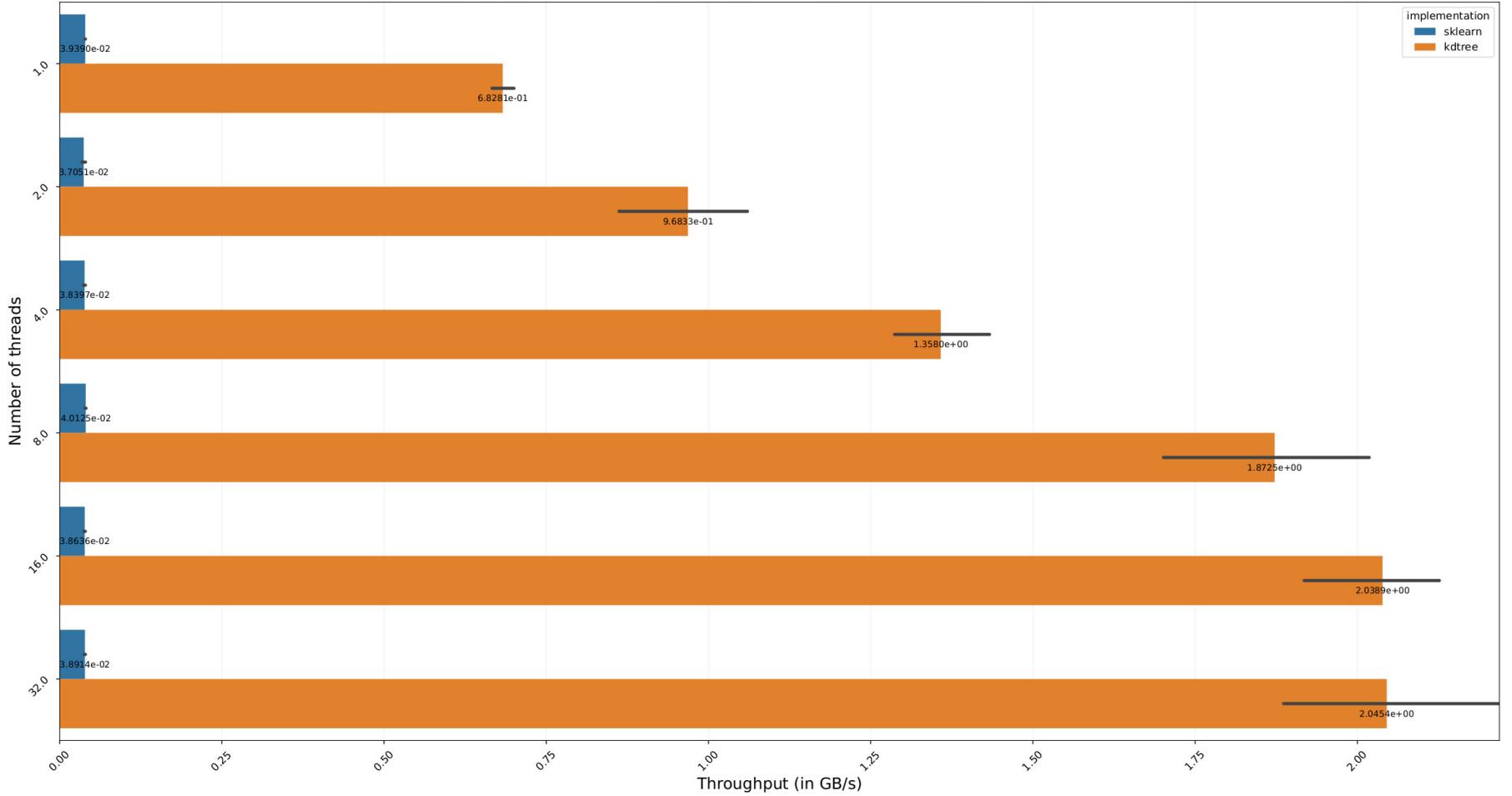
Multi-Thread

minimal cost

no weird bugs

	<b>Object Oriented</b>	<b>Memory Managed</b>	<b>Thread- Safe</b>	<b>Fast</b>	<b>Multi- Core</b>
Python	yes	yes	yes	no	no
C	no	no	no	yes	yes
C++	yes	no	no	yes	yes
Cython	<b>yes</b>	<b>yes</b>	<b>yes</b>	<b>yes</b>	<b>yes</b>

KDTree.\_init\_@ad5a2d3 - Euclidean Distance, dtype=np.float64, 5.0 trials  
n\_samples\_train=1000000.0 - n\_samples\_test=1.0 - n\_features=32.0 - leaf\_size=2048.0



# Thank You !

- Gwenaël Samain
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# Questions ?

More at <https://cython.plus>