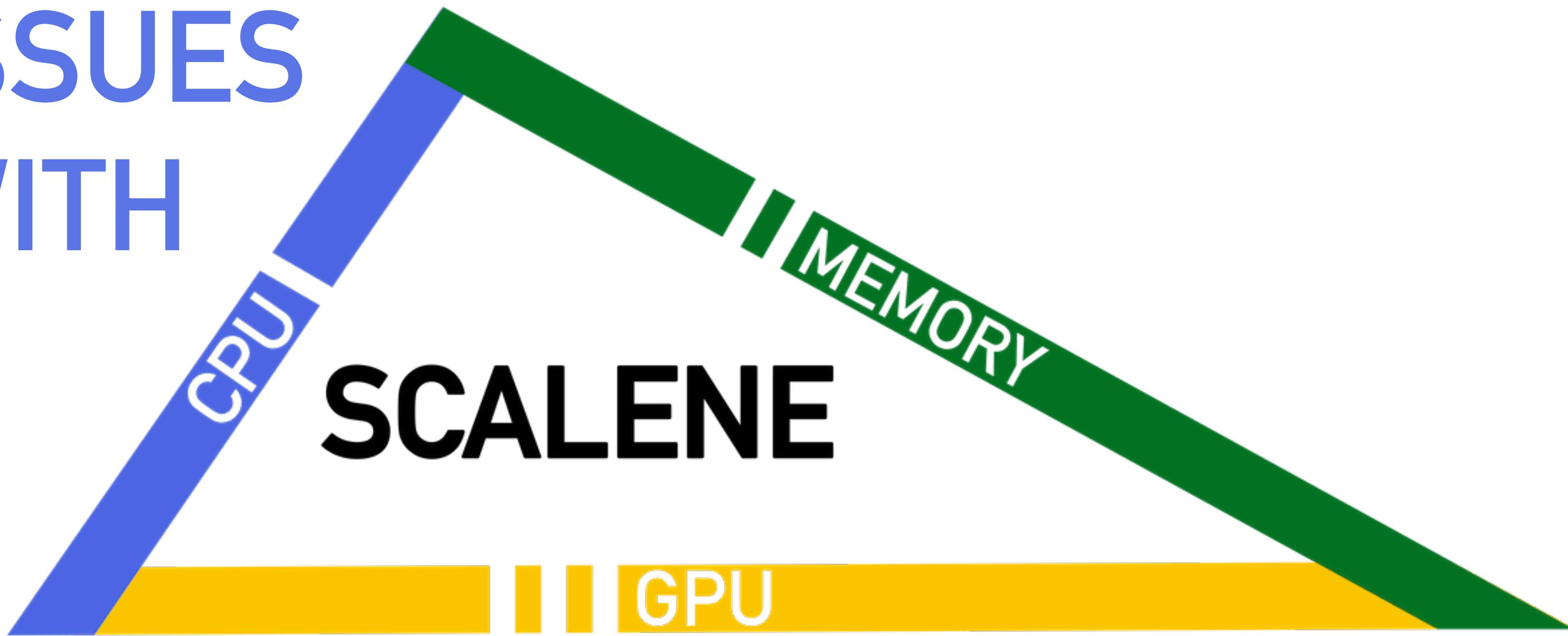
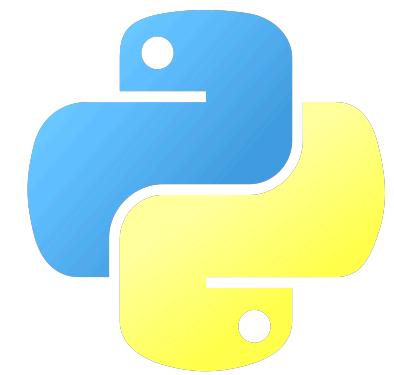


TRIANGULATING PYTHON PERFORMANCE ISSUES WITH

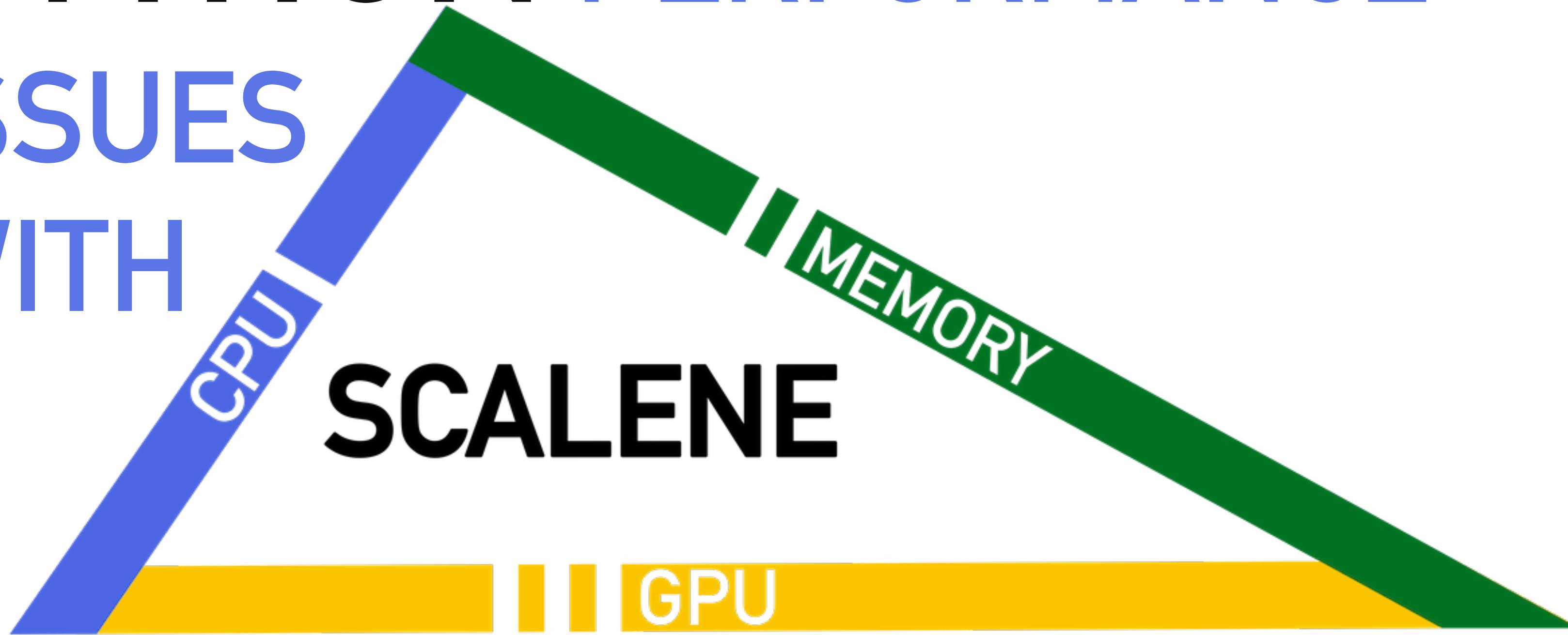


EMERY BERGER, SAM STERN,
JUAN ALTMAYER PIZZORNO

UNIVERSITY OF MASSACHUSETTS AMHERST



TRIANGULATING PYTHON PERFORMANCE ISSUES WITH **SCALENE**



EMERY BERGER, SAM STERN,
JUAN ALTMAYER PIZZORNO

UNIVERSITY OF MASSACHUSETTS AMHERST



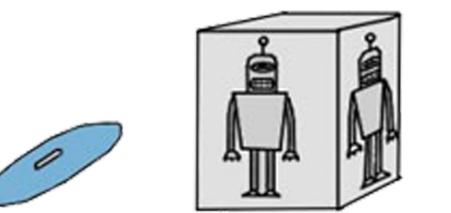
Jul 2023	Jul 2022	Change	Programming Language
1	1		 Python
2	2		 C
3	4	▲	 C++
4	3	▼	 Java

2023 Developer Survey



'Metal' Languages

- 1980s



```

TSC ASSEMBLER PAGE 2
9-14-80 BEGIN MONITOR
*****  

* FUNCTION: INITA - Initialize ACIA  

* INPUT: none  

* OUTPUT: none  

* CALLS: none  

* DESTROYS: acc A  

*****  

C000 80 00 70 START LEE $7EACK  

*****  

* FUNCTION: INCH - Input character  

* INPUT: none  

* OUTPUT: char in acc A  

* CALLS: none  

* DESTROYS: acc A  

*****  

C003 00 00 1001 RESETA EQU $00010011  

C001 11 CTIAREQ EQU $00010001  

*****  

C003 86 13 INITA LDA #$FRESETA RESET ACIA  

C003 87 B0 04 STA ACIA  

C003 88 11 LDI #$FFFFHLDZG SRT 8 BITS AND 2 STOP  

C003 C0 80 04 STA ACIA  

*****  

C007 7E C0 F1 JMP SIGNON GO TO START OF MONITOR  

*****  

* FUNCTION: INCH - Input character  

* INPUT: none  

* OUTPUT: char in acc A  

* CALLS: none  

* DESTROYS: acc A  

*****  

C010 D9 80 04 INCH LDA ACIA GET STATUS  

C013 47 CMP #0 SHIFT RND FLAG INTO CARRY  

C014 24 FA NHC INCH RECEIVE NOT READY  

C015 80 00 00 05 LDI #00000001 GET PARITY  

C015 82 5F AND A #1FH MAKE PARITY  

C018 7C 78 09 JMP OUTCH ECHO & RTS  

*****  

* FUNCTION: INHEX - INPUT HEX DIGIT  

* INPUT: none  

* OUTPUT: Digit in acc A  

* CALLS: INCH  

* DESTROYS: acc A  

* Returns to monitor if not hex input  

*****  

C016 8D 80 00 INHEX BSR INCH GET A CHAR  

C020 81 30 CMP A #'0 ZERO  

C020 82 31 CMP A #'9 NINE  

C024 81 33 CMP A #'A FIVE  

C025 29 0A BLSR HEXRTS GOOD HEX  

C025 81 34 CMP A #'B SIX  

C025 29 09 CMP A #'C SEVEN  

C025 81 46 CMP A #'D EIGHT  

C025 81 47 CMP A #'E NINE  

C030 80 07 SUB A #7 NOT HEX  

C032 84 0F HEXRTS AND A #$0F FIX A-F  

C032 84 0F HEXRTS AND A #$0F CONVERT ASCII TO DIGIT  

C034 39 RTS  

*****  

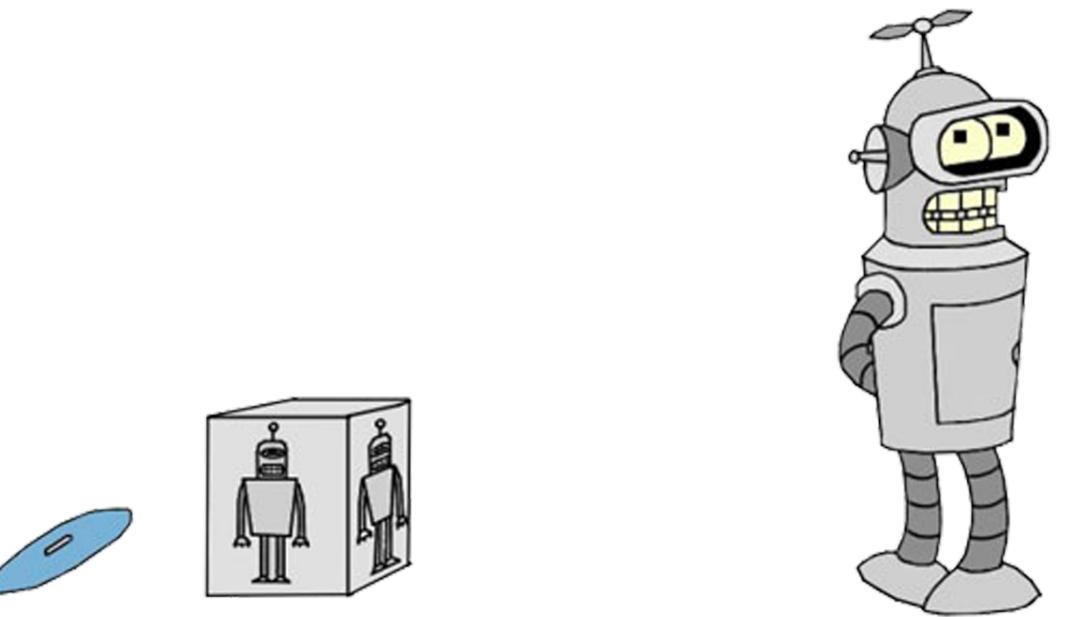
C035 7E C0 AF HEXERR JMP CTRL RETURN TO CONTROL LOOP

```

1949

"Metal" Languages

- 1980s



```

MONITOR FOR 6802 1.4          9-14-80 TSC ASSEMBLER PAGE

C000 ORG ROM=900000 BEGIN MONITOR
C000 8E 00 70 START LDS #STACK

***** FUNCTIONS *****
* FUNCTION: DATA - Initialize ACIA
* INPUT: none
* OUTPUT: none
* CALLS: none
* DESTROY: acc A

0013 RESETA EQU $00001001
0011 CLRDATA EQU $00001000

C003 86 13 INITA LDA #RESETA RESET ACIA
C005 B7 80 04 STA A
C006 86 11 04 STA D
C008 86 00 04 STA A #CTLREG SET 8 BITS AND 2 STOP
C00A 87 00 04 STA A #ACIA

C00D 7B 20 C0 JMP SIGNON GO TO START OF MONITOR

***** FUNCTIONS *****
* FUNCTION: INCH - Input character
* INPUT: none
* OUTPUT: char in acc A
* DESTROY: none
* CALLS: none
* DESTROYS: acc A
* CALLS: none
* DESTROY: none
* Returns: Gets 1 character from terminal

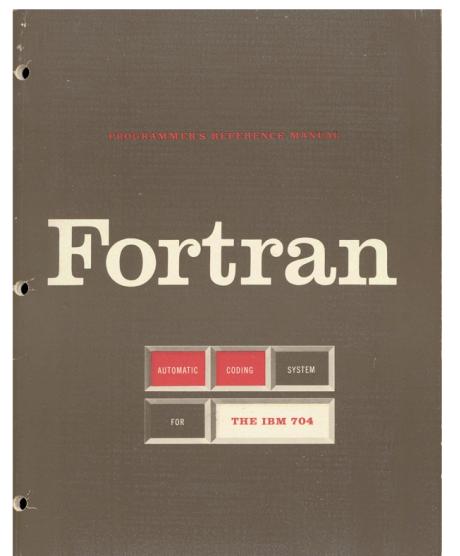
C010 B3 80 04 INCH LDA A ACIA GET STATUS
C011 86 00 04 STA A #0 SHIFT READ FLAG INTO
C014 24 FA RLC A
C015 86 00 05 RLC A BCC #00000001 RECEIVE NOT READY
C016 B6 80 05 LDA A ACIA+1 GET CHAR
C019 86 00 04 STA A #00000001
C01B 7E CO 79 STA A #00000000 JMP OUTCH ECHO & RTS

***** FUNCTIONS *****
* FUNCTION: INHEX - INPUT HEX DIGIT
* INPUT: none
* OUTPUT: digit in acc A
* CALLS: INCH
* DESTROYS: acc A
* Returns: none
* Returns to monitor if not HEX input

C01E 8D F0 INHEX BSR INCH GET A CHAR
C020 B1 80 CMP A #0 ZERO
C022 2B 11 BMI HEXERR NOT HEX
C024 86 00 04 CMP A #F FIVE
C026 2F 0A CMP A #00000001 HZEROX GOOD HEX
C028 B1 41 CMP A #F HEXERR NOT HEX
C02A 86 00 04 CMP A #00000000 HZEROX NOT HEX
C02B B1 46 CMP A #F
C02D 86 00 04 CMP A #00000000 HZEROX NOT HEX
C030 80 07 SUB A #00000001
C032 84 00 HEXRTS AND A #$0F FIX A-F
C034 39 SUB A #00000000 CONVERT ASCII TO DIGIT

C035 7B CO AF HEXERR JMP CTRL RETURN TO CONTROL LOOP

```

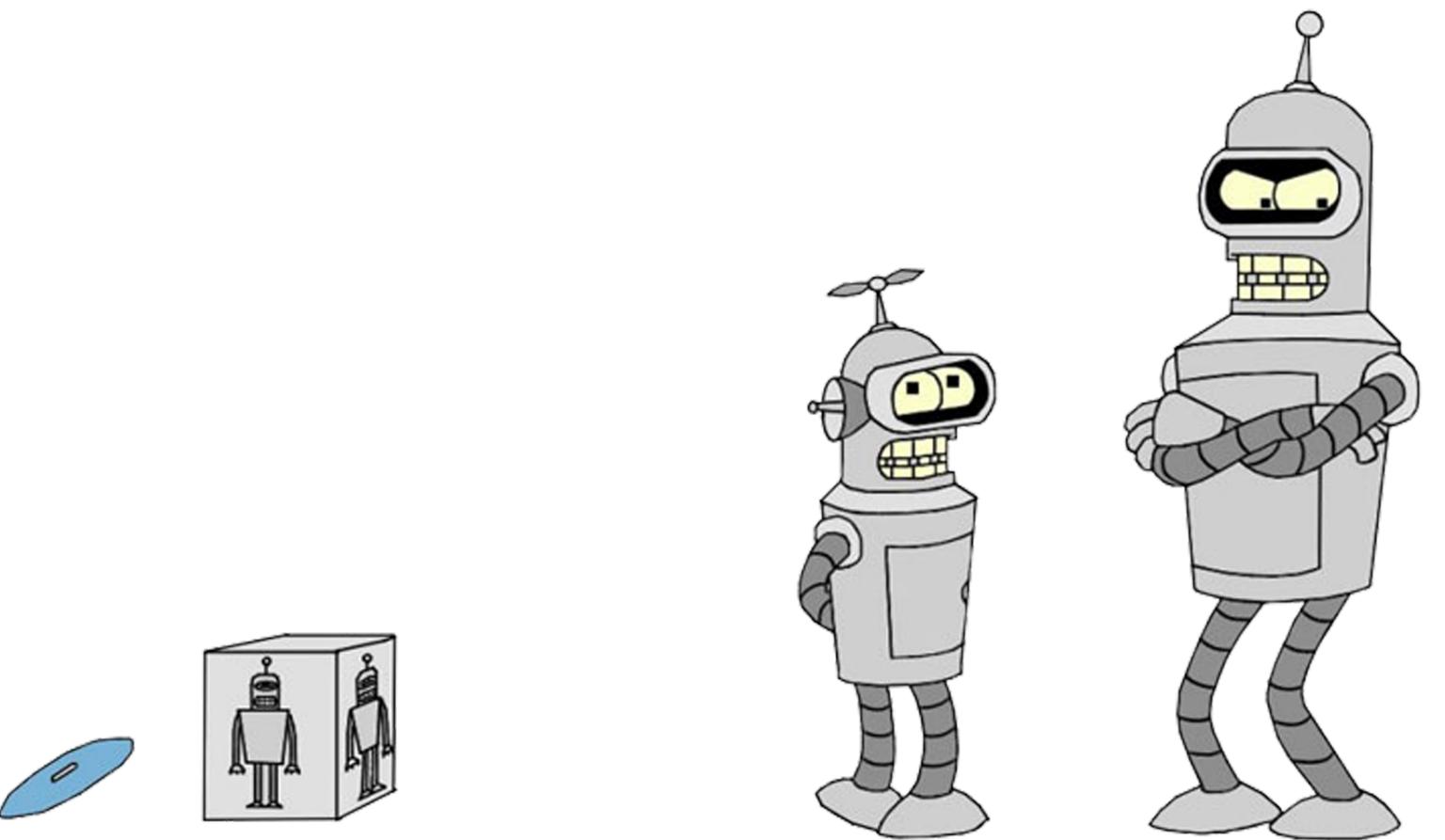


1949

1957

"Metal" Languages

- 1980s



```

MONITOR FOR 6802 1.4          9-14-80 TSC ASSEMBLER PAGE 1

C000      ORG RCM-80000 BEGIN MONITOR
C000 8K 00 70  START LDS #STACK

***** FUNCTIONS *****
* FUNCTION: INITA - Initialize ACIA
* INPUT: none
* OUTPUT: none
* CALLS: none
* DESTROYS: acc A

0013      RESETA EQU $Q0001001
          CLRSEG EQU $Q0001002

C003 8E 13  INITA    LDA #0             RESET ACIA
C005 87 80 40  INCH    LDA #0             INPUT ACIA
C008 86 11    LDA #0             SET 8 BITS AND 2 STOP
C00A 87 80 04    LDA #0             ACIA

CODE 7E CO FI  JMD SIGNON GO TO START OF MONITOR

***** DATA *****
* PARAMETER: INCH - Input character
* INPUT: none
* OUTPUT: char in acc A
* DESTROYS: acc A
* CALLS: none
* DESCRIPTION: Gets 1 character from terminal

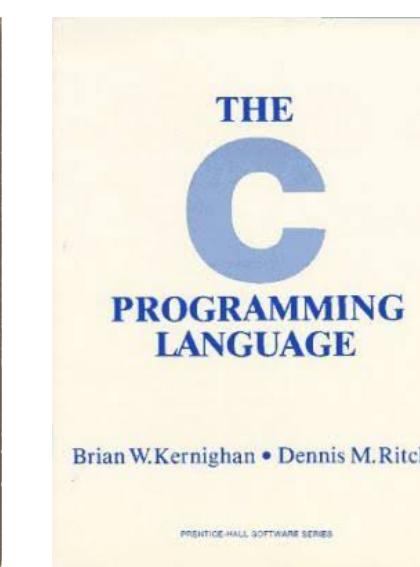
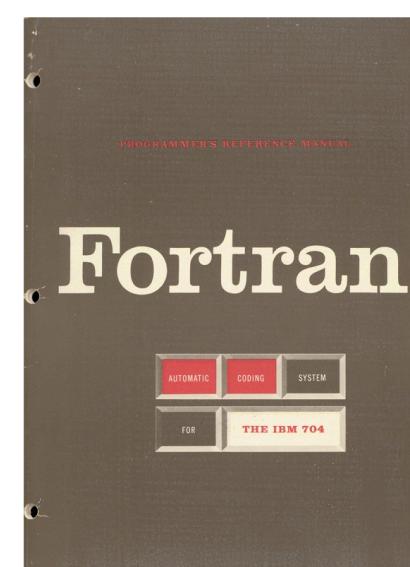
C010 B6 80 04  INCH   LDA #A             GET STATUS
C011 87 80 00    ASA #0             CLEAR FLAG INTO
C014 24 FA      INCH   LDA #ACIA-1        RECEIVE NOT READY
C016 B6 80 05    LDA #0             GET CHAR
C019 84 F9      ASA #0             CLEAR FLAG
C01B 7E CO 79    JMD  OUTCH          ECHO & RTS

***** FUNCTIONS *****
* FUNCTION: INHEX - INPUT HEX DIGIT
* INPUT: none
* OUTPUT: digit in acc A
* CALLS: INCH
* DESTROYS: acc A
* Returns to monitor if not HEX input

C01E BD 80 00  INHEX  BSF INCH  GET A CHAR
C020 81 30      CMW A #0             ZERO
C022 2B 80 00  INHEX  BSF INCH  NOT HEX
C024 39 80 00  INHEX  CMW A #9             NINE
C026 2F 0A      HBLK  HEEKRTS        GOOD HEK
C028 81 46      CMW A #0             NOT HEK
C02A 2B 09      HBLK  HEEHXRZ        NOT HEK
C02C 81 46      CMW A #F             GOOD HEK
C02E 81 46      CMW A #0             NOT HEK
C030 80 07      SUB A #7             CONV A-F
C032 64 0F      HEEHRTS AND #$0F    CONVERT ASCII TO DIGIT
C034 39          RTT

CODE 7E CO AF  HEEKRTS MJD  CTRL  RETURN TO CONTROL LOO

```



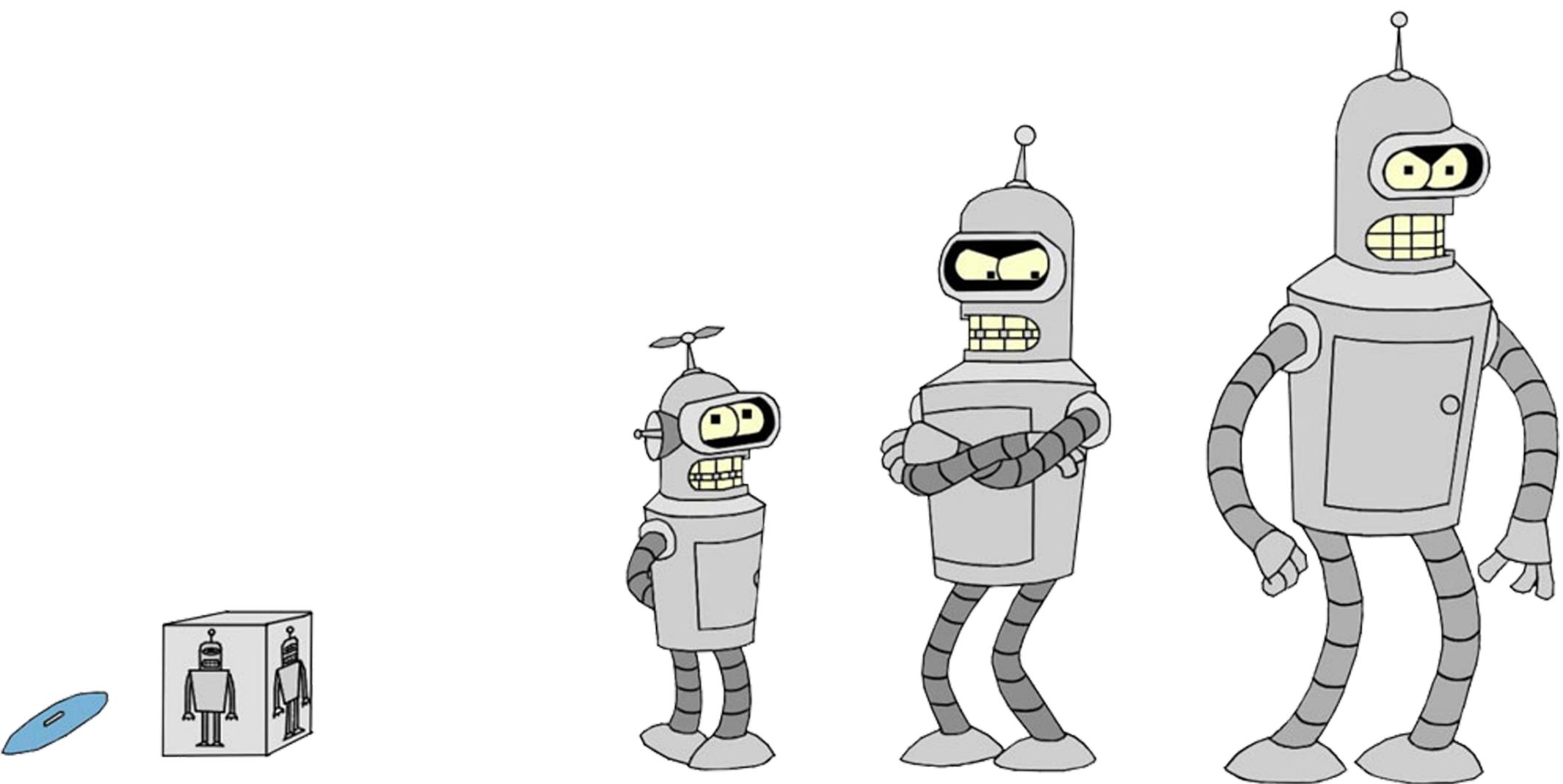
1949

1957

1972

"Metal" Languages

- 1980s



```

MONITOR FOR 6802 1.4          9-14-80 TSC ASSEMBLER PF

C000          ORG      ROM$000000 BEGIN MONITOR
C000 8E 00 70  START    LDS #STACK

***** FUNCTIONS *****
* FUNCTION: INITA - Initialize ACIA
* INPUT: none
* OUTPUT: none
* CALLS: none
* DESTROYS: acc A

        RESETA EQU $00010011
        CTRREG EQU $00010010

C003 8E 63 10  INITA    LDA #A      RESETA   RESET ACIA
C003 8E 60 04  STA ACIA
C008 8E 61 11  LDA #CTREG  SET 8 BITS AND
C008 8E 60 04  STA ACIA

C006 7E C0 F1  JMP SIGNON GO TO START OF

***** FUNCTIONS *****
* FUNCTION: INCH - Input character
* INPUT: none
* OUTPUT: char in acc A
* DESTROYS: acc A
* CALLS: none
* DESCRIPTION: Gets 1 character from terminal

        INCH    EQU $00010000

C010 8E B6 00 40  INCH     LDA A ACIA  GET STATUS
                        AER A      INCH   RETURN FLAG
C011 8E 94 FA  CMP A#0    RSTN    RETURN IF NOT HEX
C016 8E B6 00 50  INCH     LDA A ACIA+1 GET CHAR
C016 8E B6 00 51  CMP A#0    RSTN    RETURN IF NOT HEX
C018 8E C0 79  JMP  OUTCH ECHO + RTS

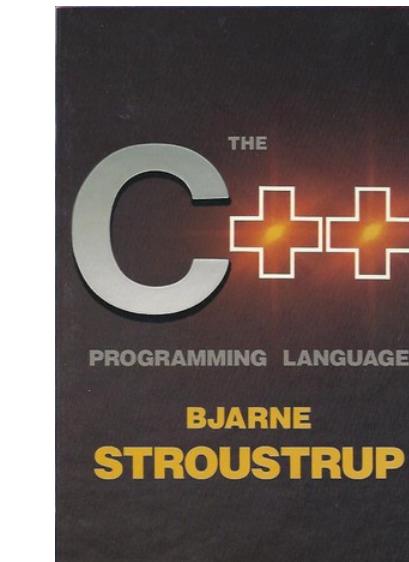
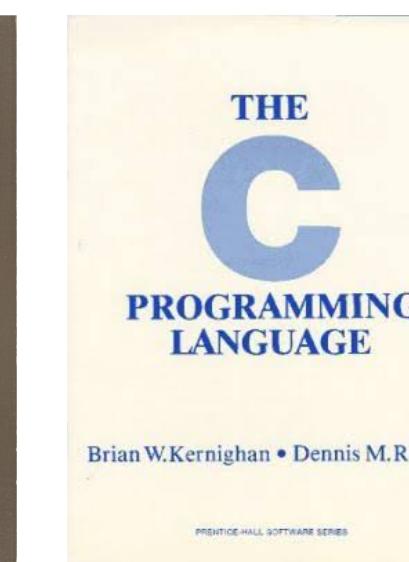
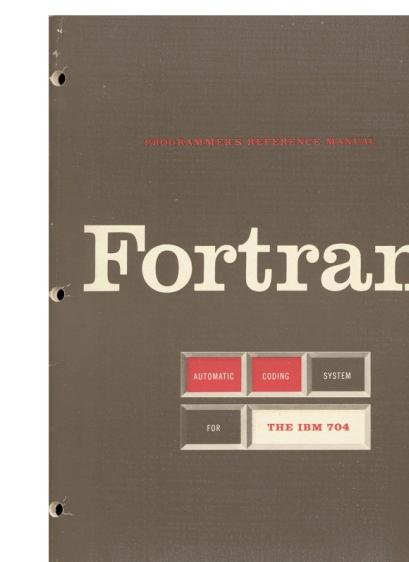
***** FUNCTIONS *****
* FUNCTION: INHEX - INPUT HEX DIGIT
* INPUT: none
* OUTPUT: hex digit in acc A
* CALLS: INCH
* DESTROYS: acc A
* DESCRIPTION: A monitor to get if not HEX input

        INHEX   EQU $00010001

C018 8D F0 00  INHEX   BSR INCH  GET A CHAR
C020 81 00 00  CMP A#0    ZERO
C022 2B 11  BMI HEXERR NOT HEX
C024 81 00 00  CMP A#0    NOTHEX
C026 2B 0A  BLE HEXTOK GOOD HEX
C028 81 00 00  CMP A#0    NOTHEX
C02A 81 00 00  CMP A#0    NOTHEX
C02C 81 00 00  CMP A#0    NOTHEX
C02E 81 00 00  CMP A#0    NOTHEX
C030 80 00 00  BSR INCH
C032 84 0F 00  HEEXTOK STA #F?    FIX A-F
C032 84 0F 00  HEEXTOK AAS #0?    CONFVER ASCII
C034 59 00 00  RTS

C035 7E C0 FA  HEXERR JMP CTRL  RETURN TO CONSOLE

```



1949

1957

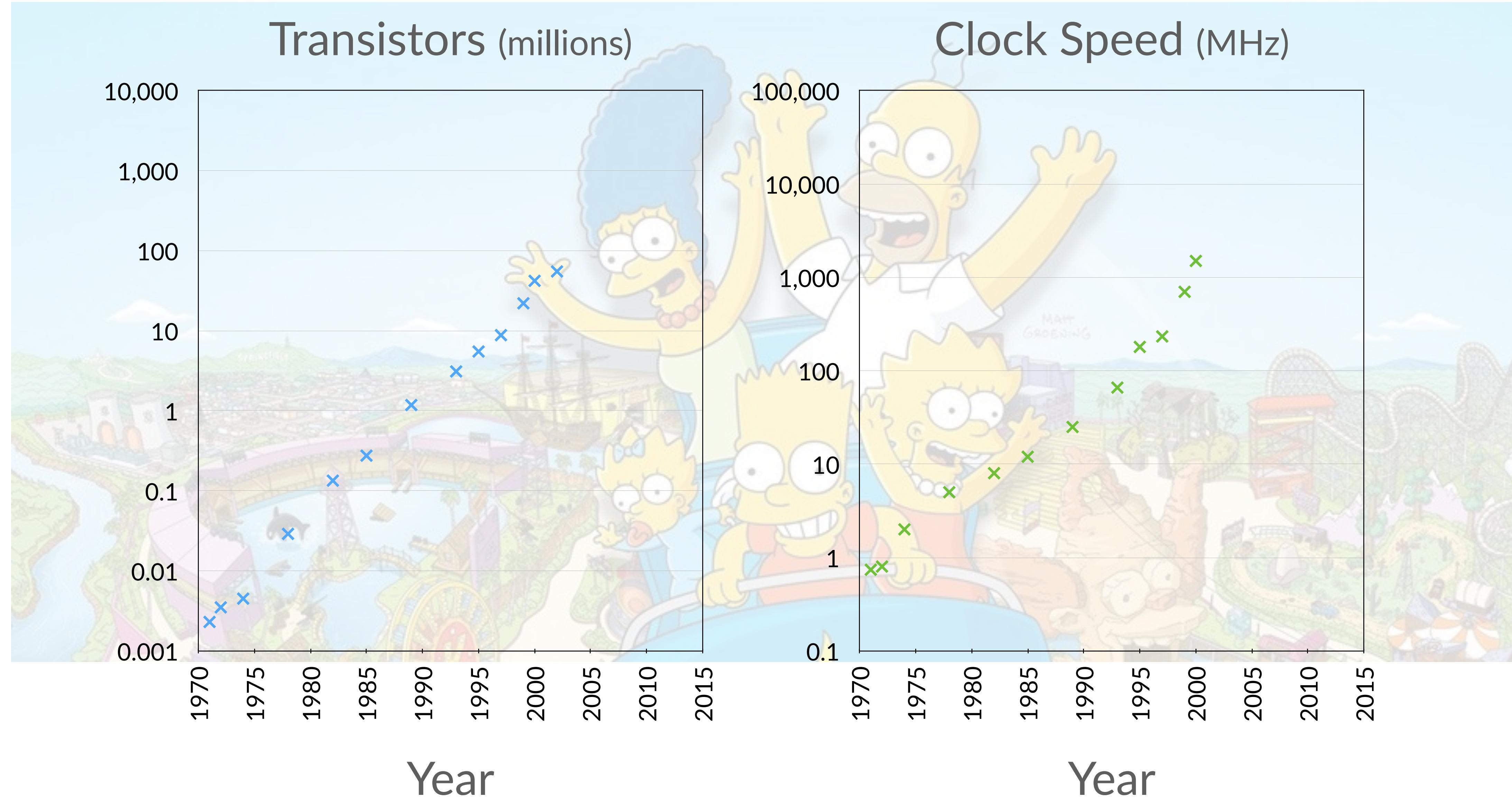
1972

1985

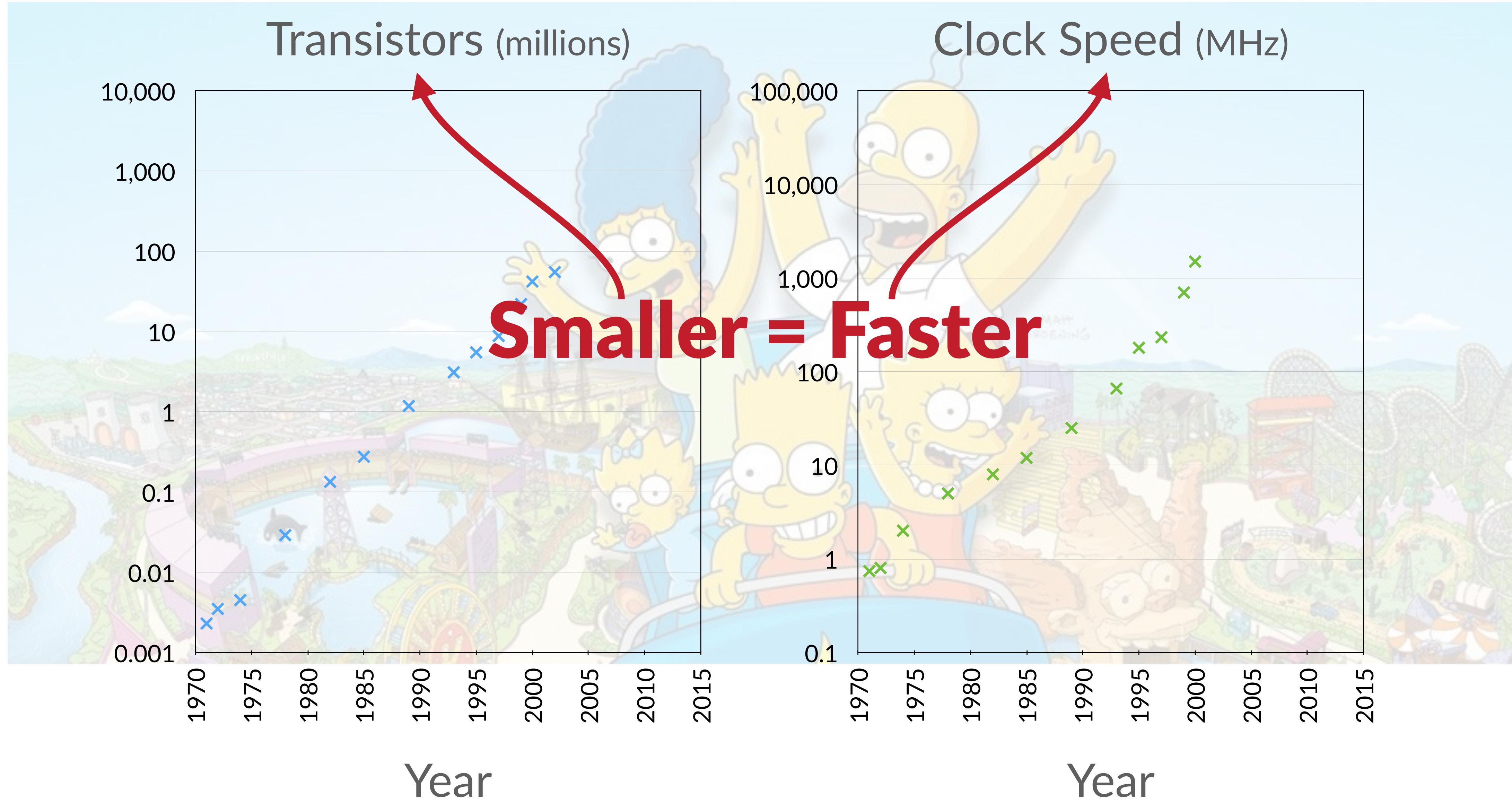
Wild Performance Ride (1980s-2010)!



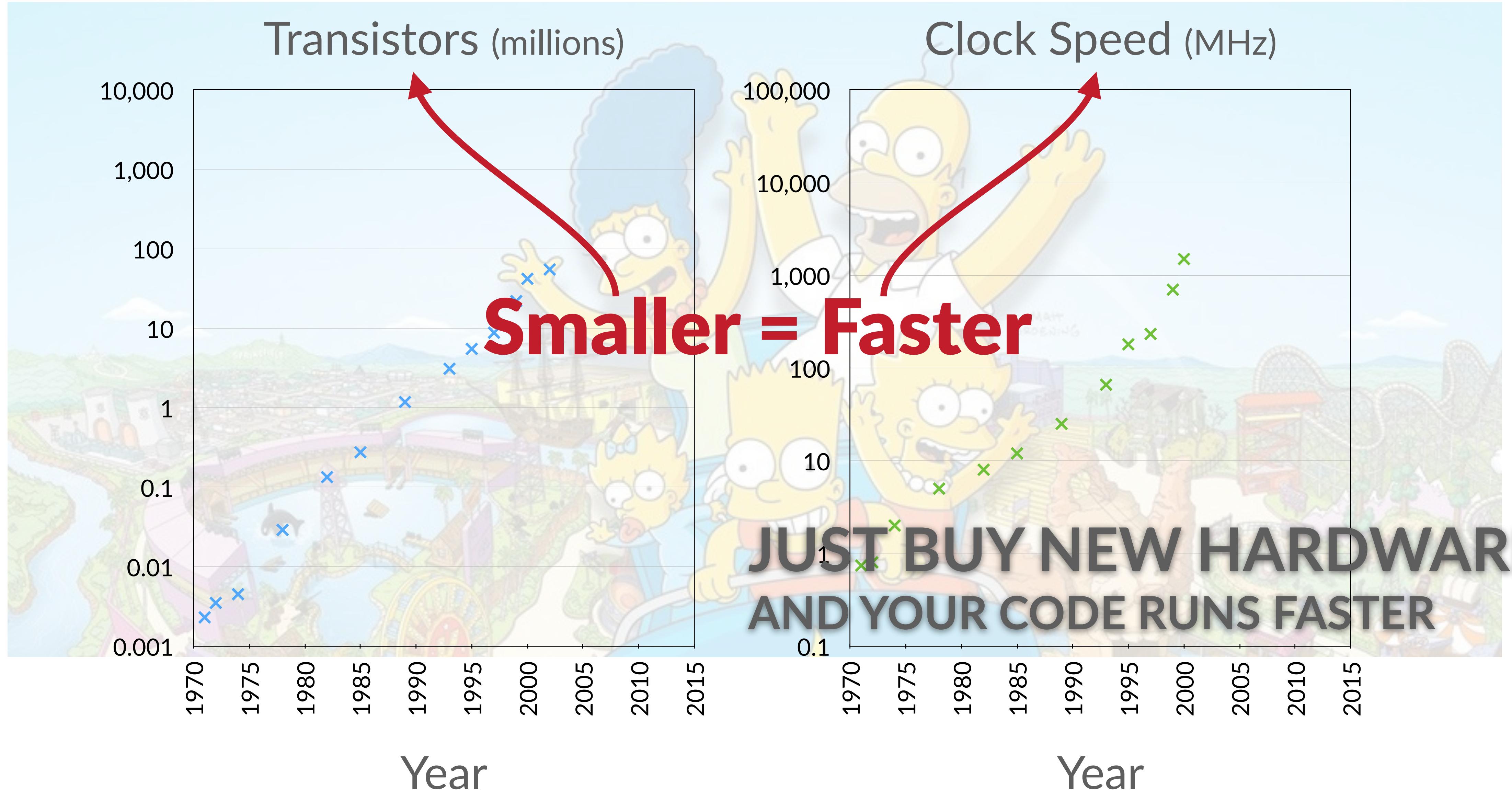
Wild Performance Ride (1980s-2010)!



Wild Performance Ride (1980s-2010)!

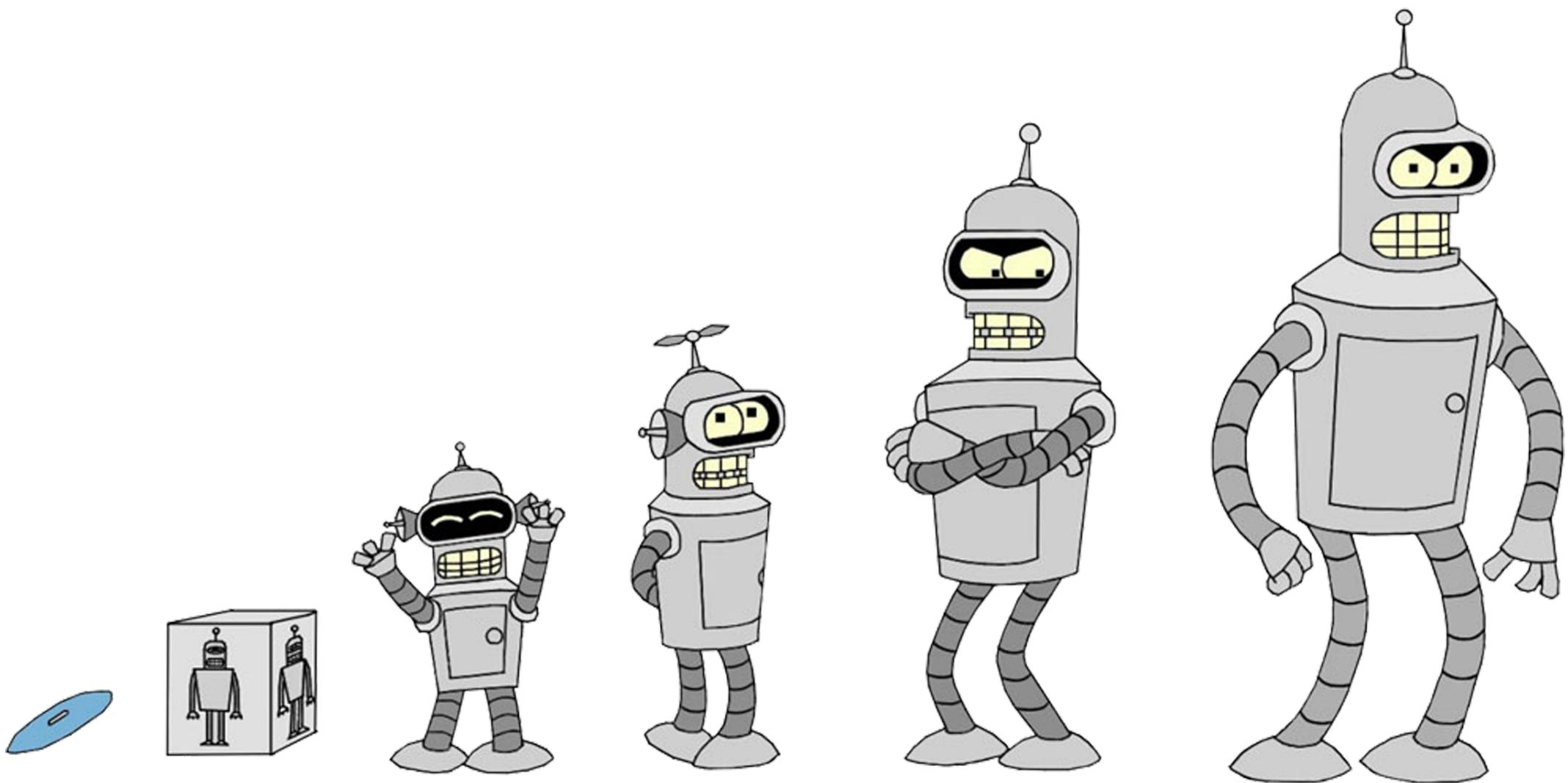


Wild Performance Ride (1980s-2010)!



"Metal" Languages

- 1980s



```

MONITOR FOR 6802 1.4          9-14-80 TSC ASSEMBLER

C000          ORG  RCM+$0000 BEGIN MONIT
C000 8E 00 70  START LDS #STACK

*****+
* FUNCTION:  INITA - Initialize ACIA
* INPUT: none
* OUTPUT: none
* CALLS: none
* DESTROYS: acc A
*
0013        RESETA EQU $00010011
0011        CTLREG EQU $00010001

C003 B6 83 13  INITA    LDA A #RESETA      RESET ACIA
C005 B7 80 04  STA A ACIA
C006 B6 81 11  LDA A #CTLREG     SHI 1 BITS
C008 B7 80 04  STA A ACIA

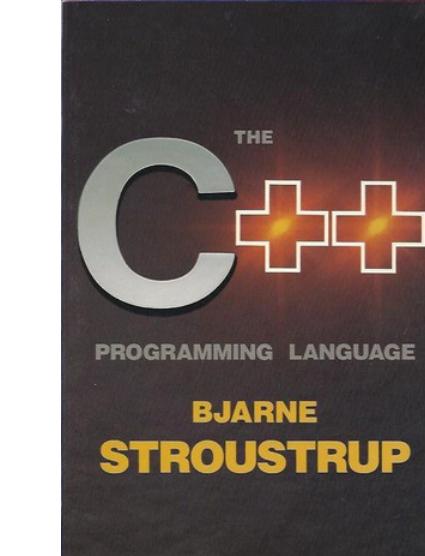
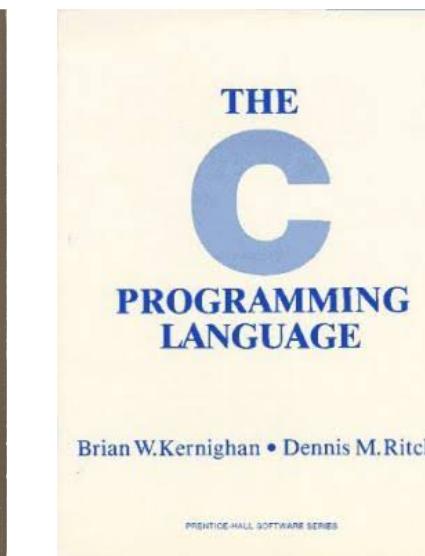
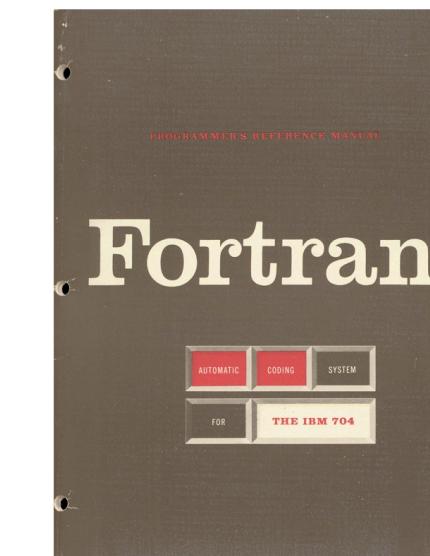
C0D 7E 7C F1  JMP SIGNON   GO TO STAR

*****+
* FUNCTION:  INCH - Input character
* INPUT: none
* OUTPUT: char in acc A
* DESTROYS: acc A
* CALLS: none
* DESCRIPTION: Gets 1 character from
*               keyboard
C010 B6 80 04  INCH    LDA A ACIA      GET STATUS
C013 4F 00 00  STA A #00        CLR R0
C014 24 F0 00  BCC INCH      RECEIVE NO R0
C016 B6 80 05  LDA A ACIA14    GET CHAR
C017 4F 00 00  STA A #00        CLR R0
C018 7E C0 79  JMP DUTCH     ECHO & RTS

*****+
* FUNCTION:  INHEX - INPUT HEX DIGIT
* INPUT: none
* OUTPUT: Digit in acc A
* CALLS: INCH
* DESTROYS: acc A
* Returns to monitor if not HEX input
*
C01B 8D F0 00  INHEX   BSR INCH      GHT A CHAR
C020 81 30  CMP A #0        ZERO
C022 28 11  BMI NEAR      NOT HEX
C024 00 00 00  STA A #0        NOT HEX
C026 2F 0A  BLD HEXRTS   GOOD HEX
C028 81 41  CMP A #0        NOT HEX
C02A 00 00 00  STA A #0        NOT HEX
C02C 81 46  CMP A #7        NOT HEX
C02E 00 00 00  STA A #0        NOT HEX
C030 80 07  SUB A #7        NOT HEX
C032 84 0F  HEXRTS   AND A #0FF  CONVERT ASCII
C034 39 00 00  RTS

C035 7E CO AF 00 00 00  HEXTOK JMP CTRL   RETURN TO

```



1949

1957

1972

1985

"Irrational Exuberance" Languages

1990s

"Irrational Exuberance" Languages

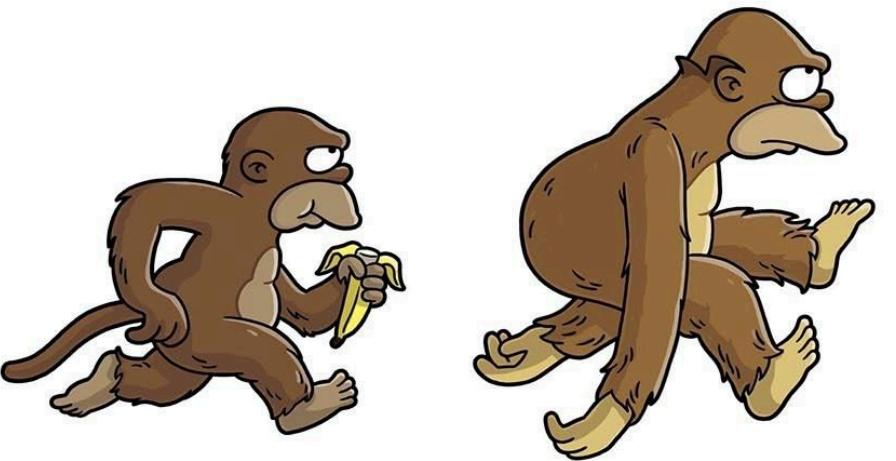
1990s



1991

"Irrational Exuberance" Languages

1990s



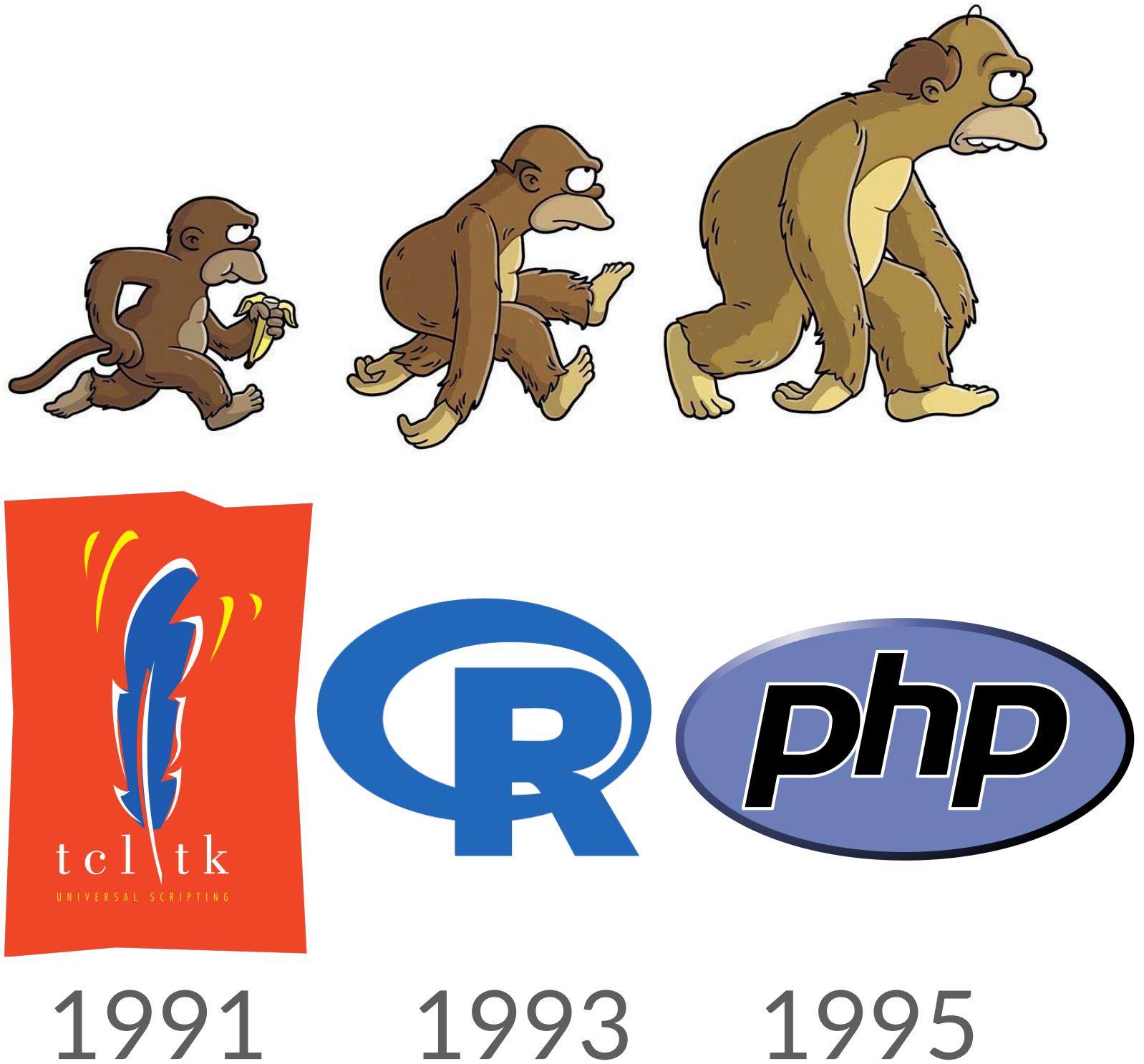
1991



1993

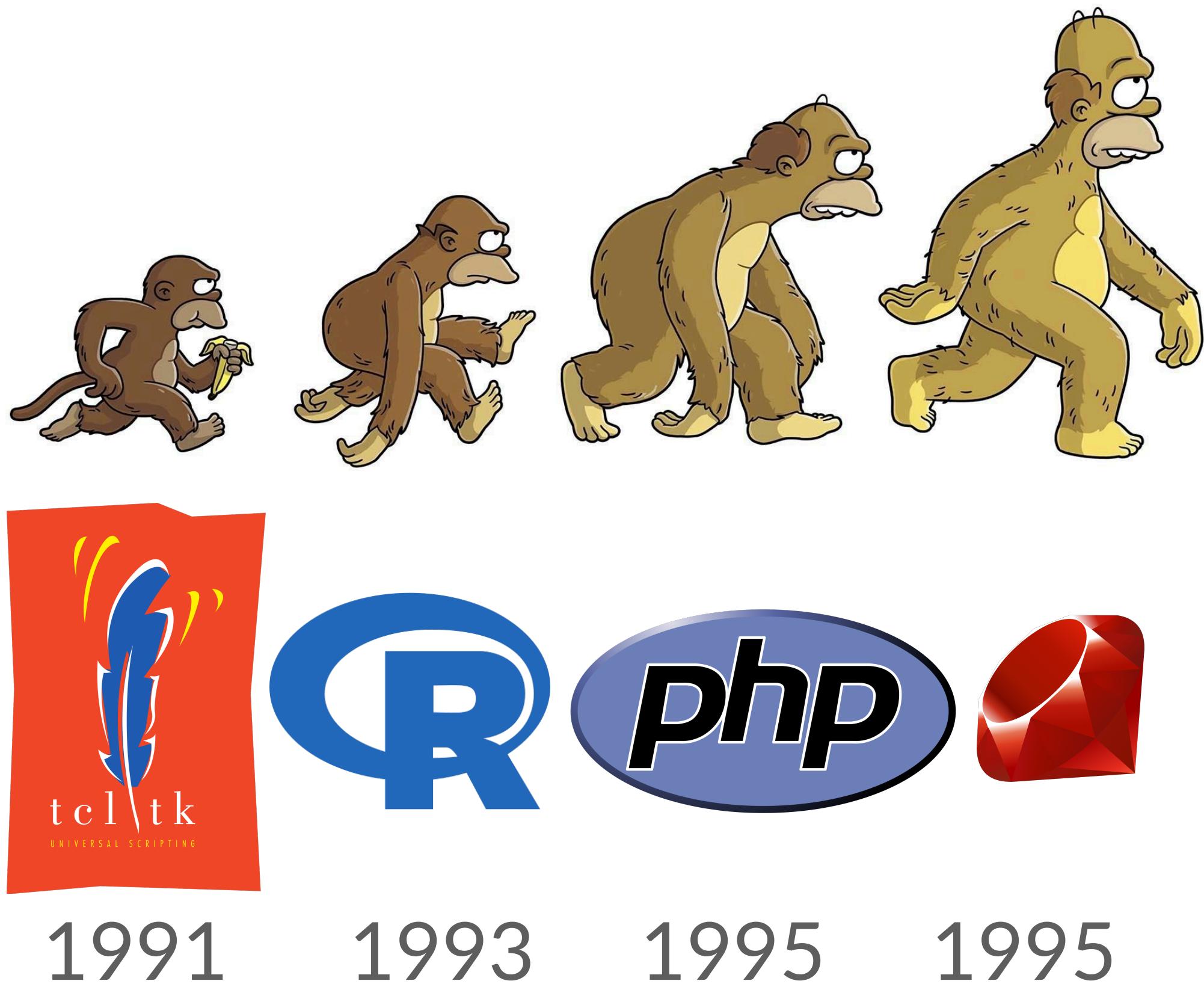
"Irrational Exuberance" Languages

1990s



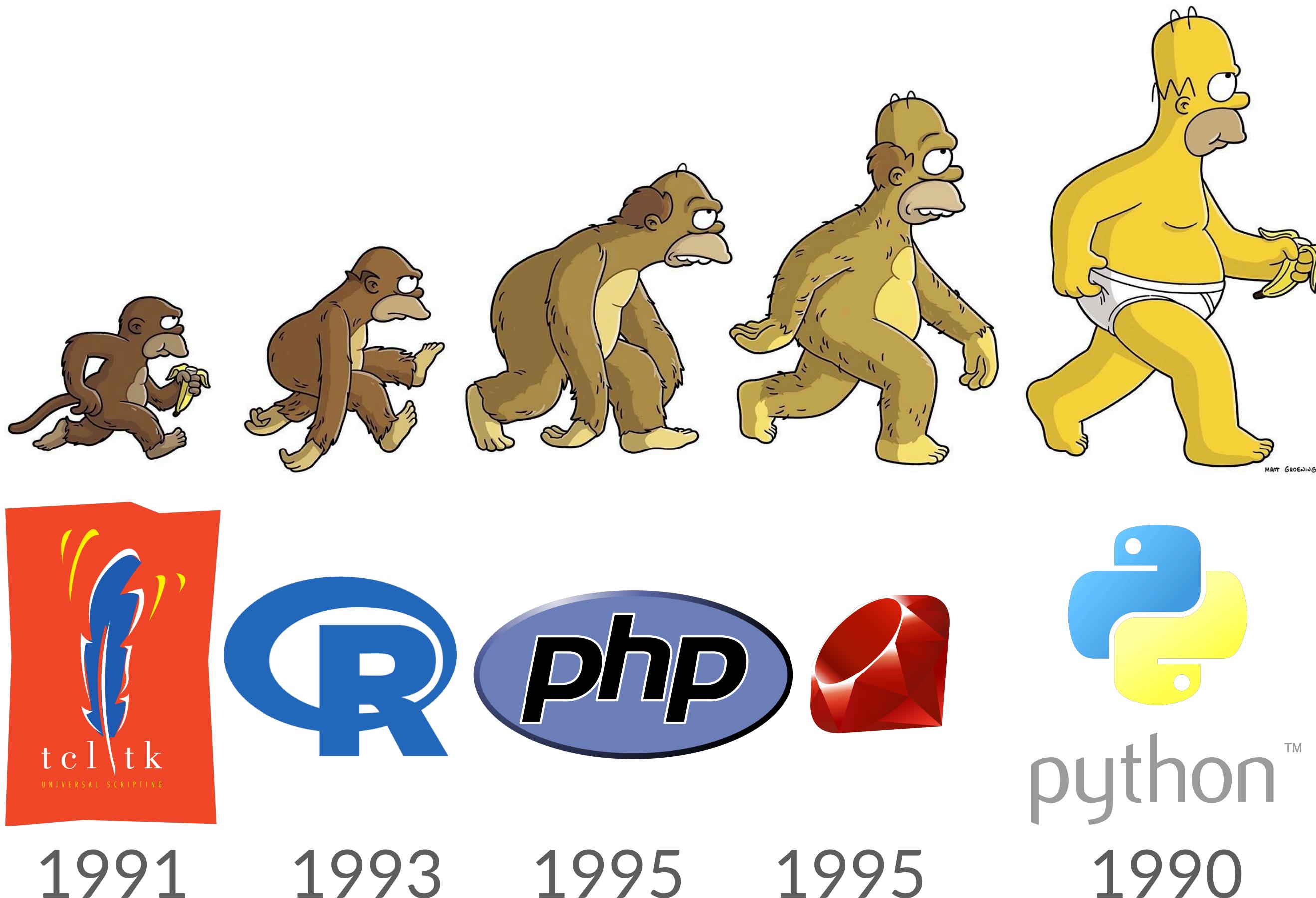
"Irrational Exuberance" Languages

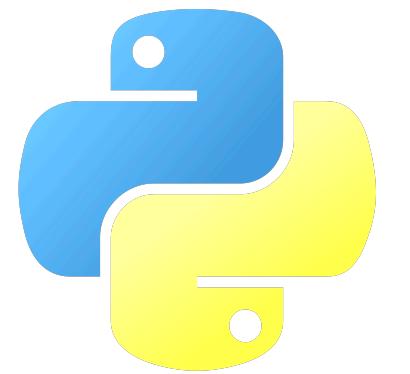
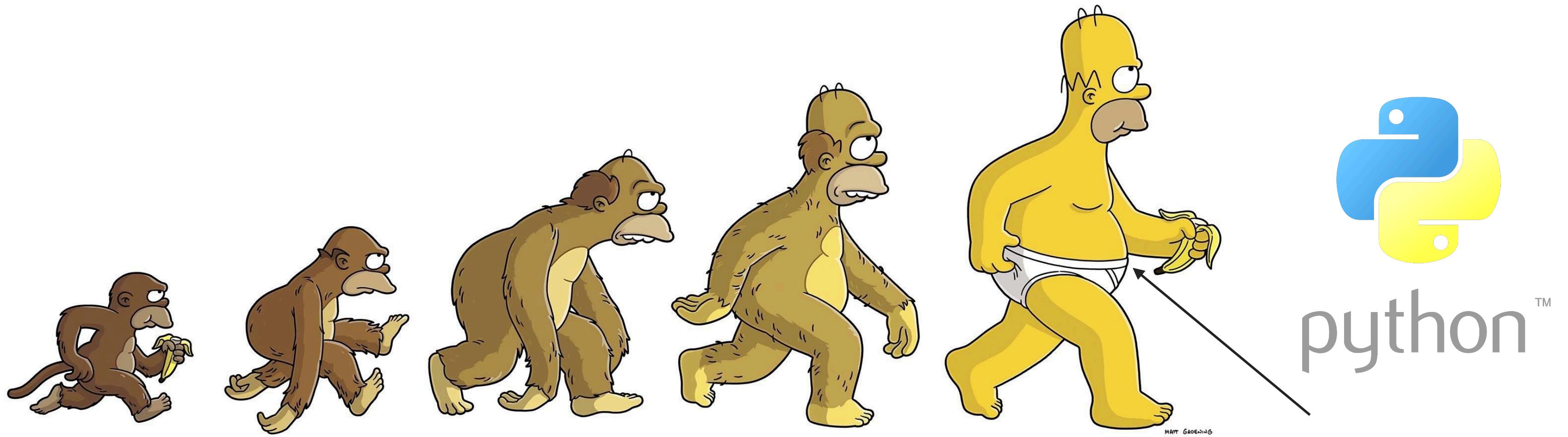
1990s



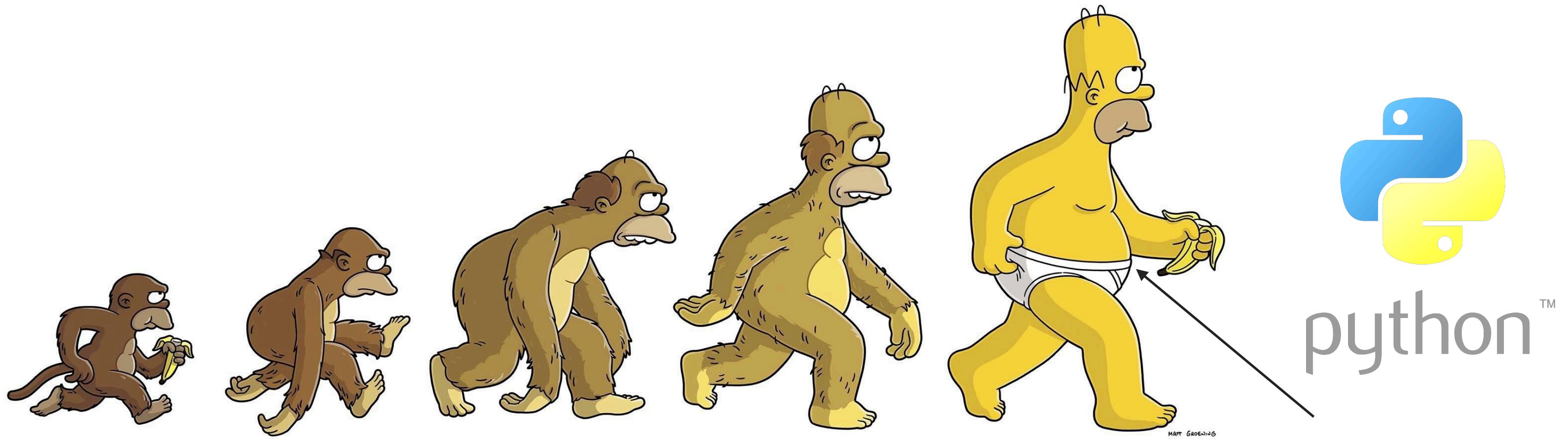
"Irrational Exuberance" Languages

1990s

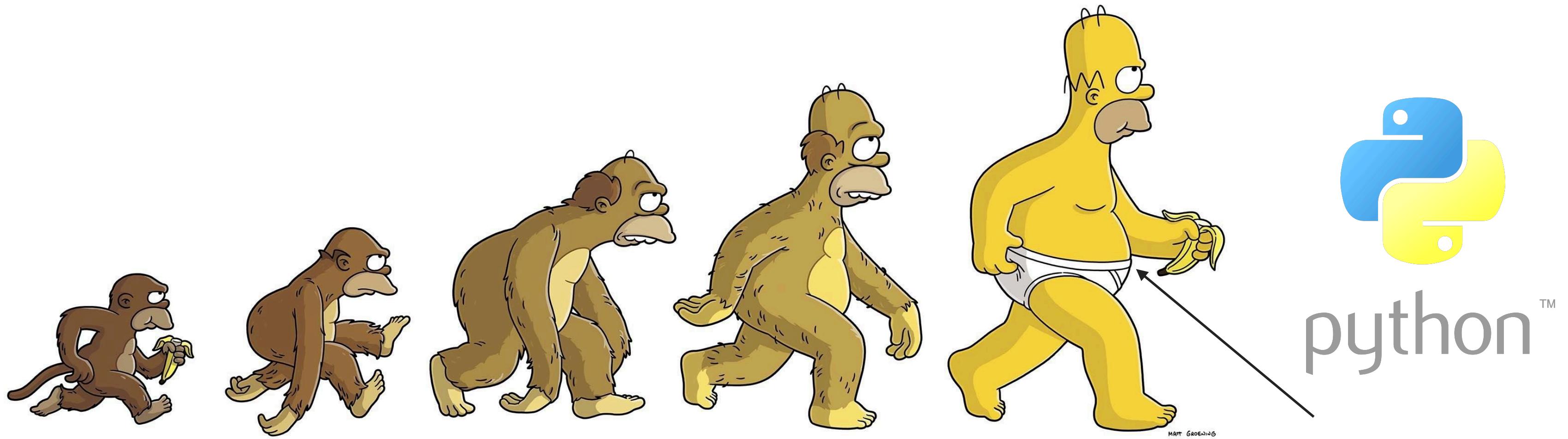




python™

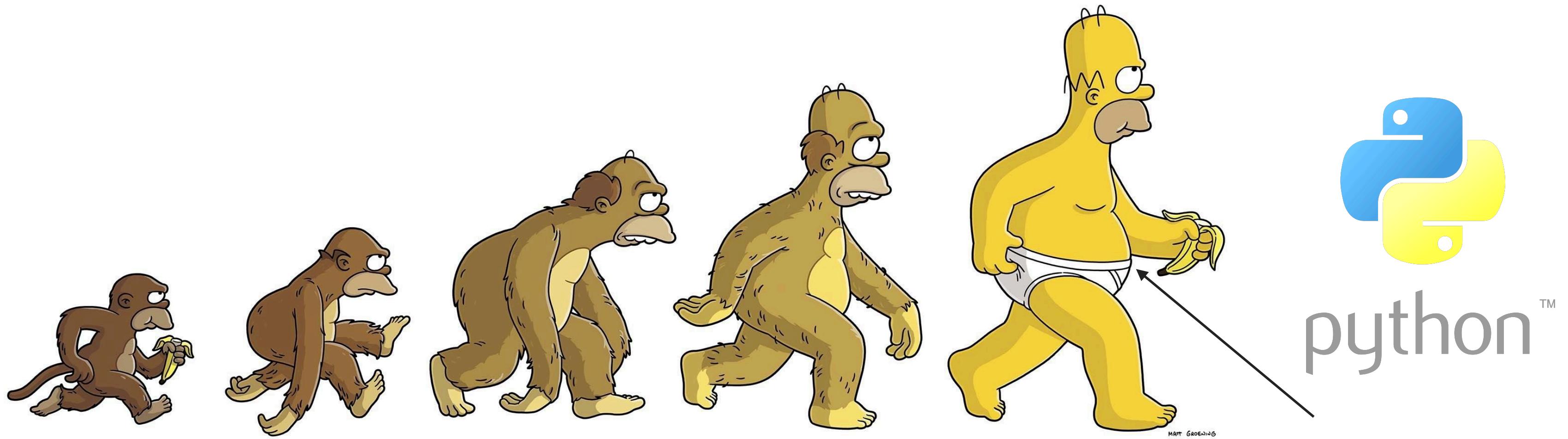


HOW MANY BYTES IN...(INT, LIST, DICT)?

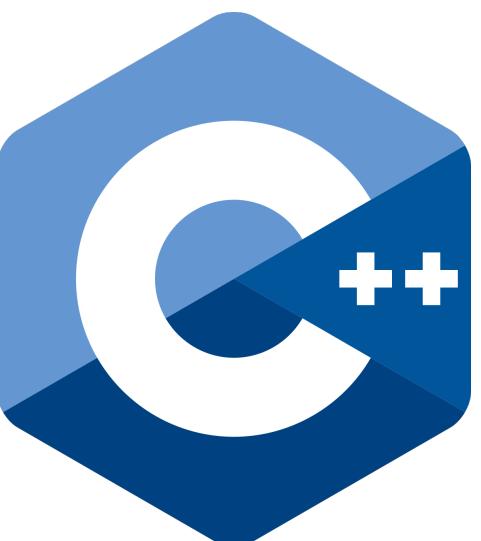


HOW MANY BYTES IN...(INT, LIST, DICT)?

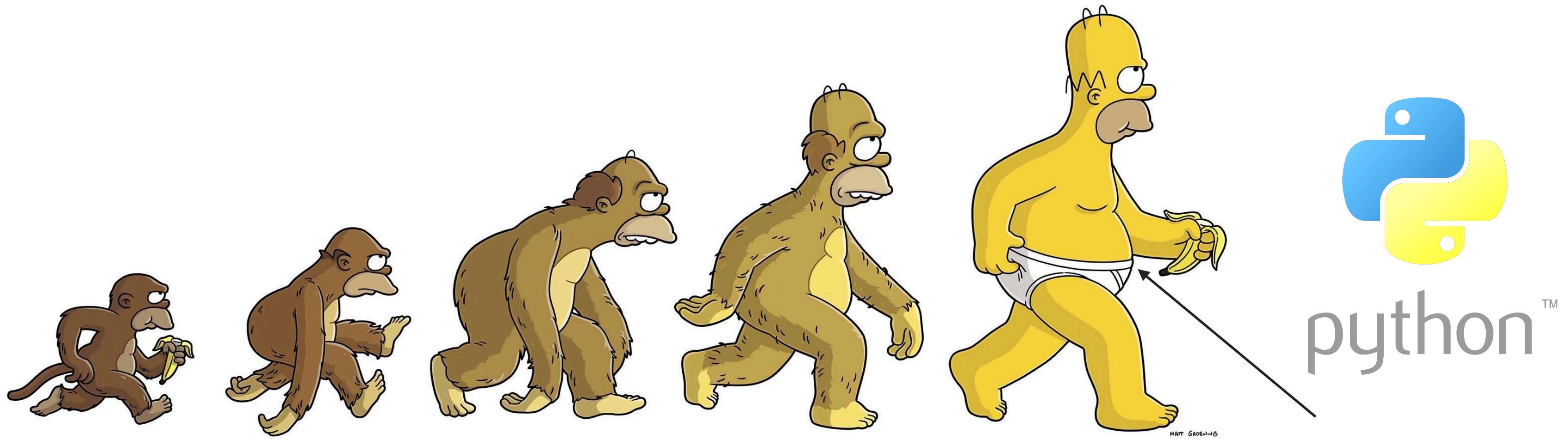




HOW MANY BYTES IN...(INT, LIST, DICT)?



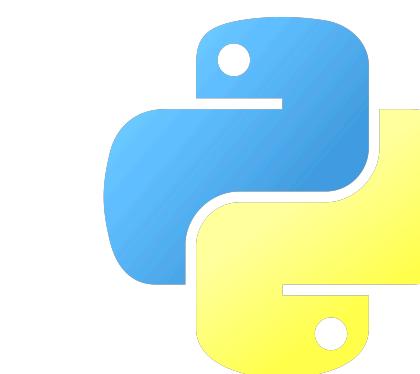
```
sizeof(1)  
→ 4
```



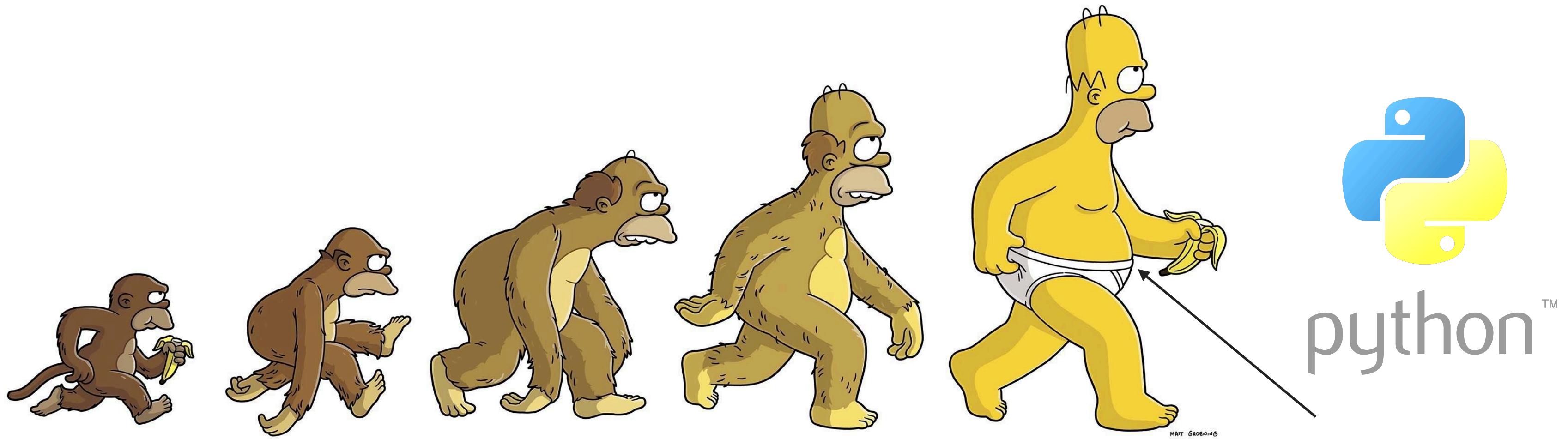
HOW MANY BYTES IN...(INT, LIST, DICT)?



```
sizeof(1)  
→ 4
```



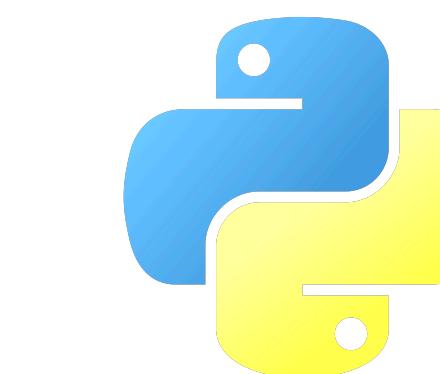
python™



HOW MANY BYTES IN...(INT, LIST, DICT)?

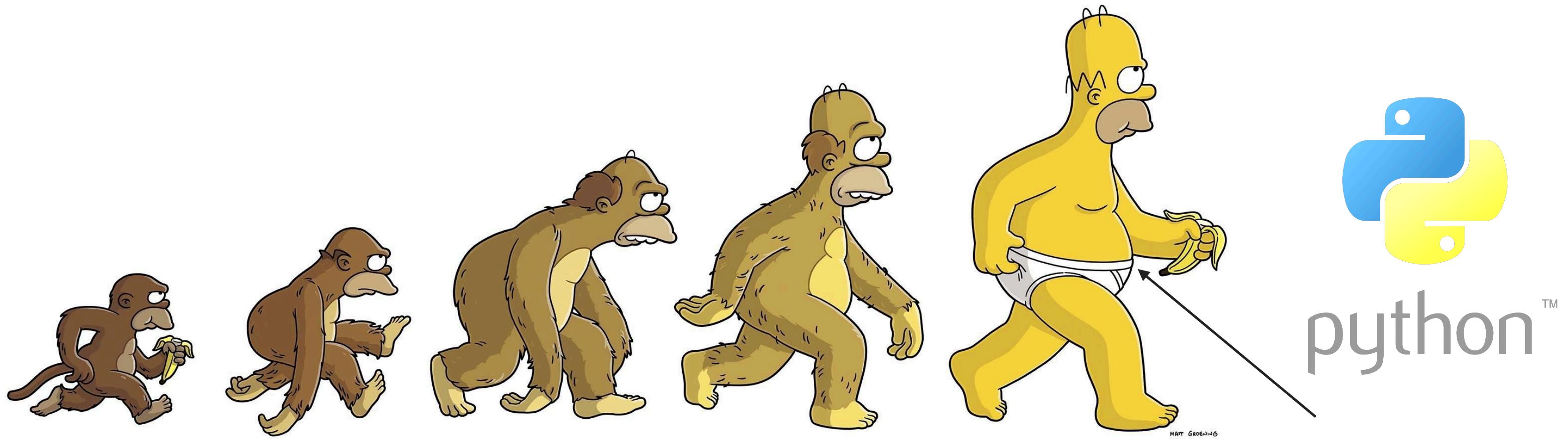


```
sizeof(1)  
→ 4
```



python™

```
>>> sys.getsizeof(1)  
28
```

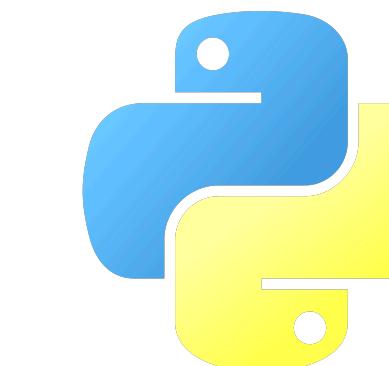


HOW MANY BYTES IN...(INT, LIST, DICT)?



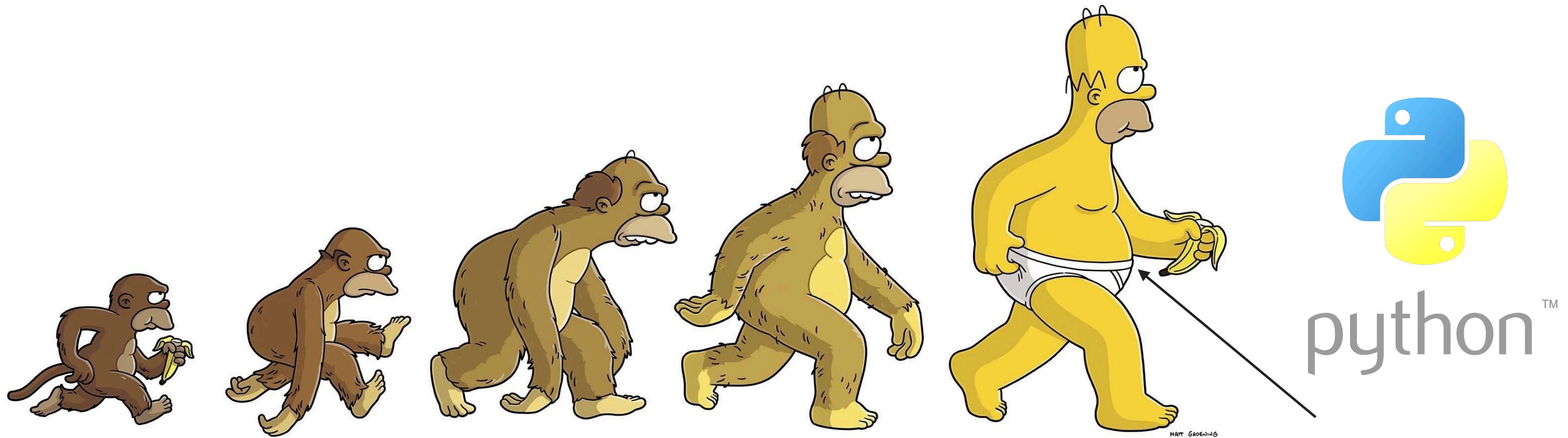
```
sizeof(1)  
→ 4
```

```
sizeof(list<int>)  
→ 24
```



python™

```
>>> sys.getsizeof(1)  
28
```

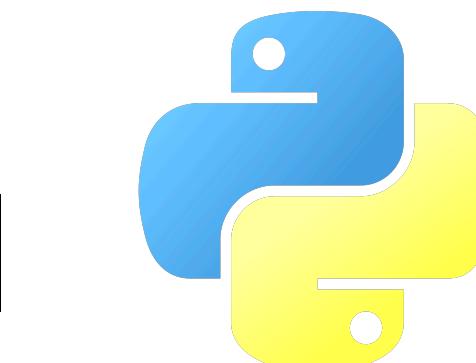


HOW MANY BYTES IN...(INT, LIST, DICT)?



```
sizeof(1)  
→ 4
```

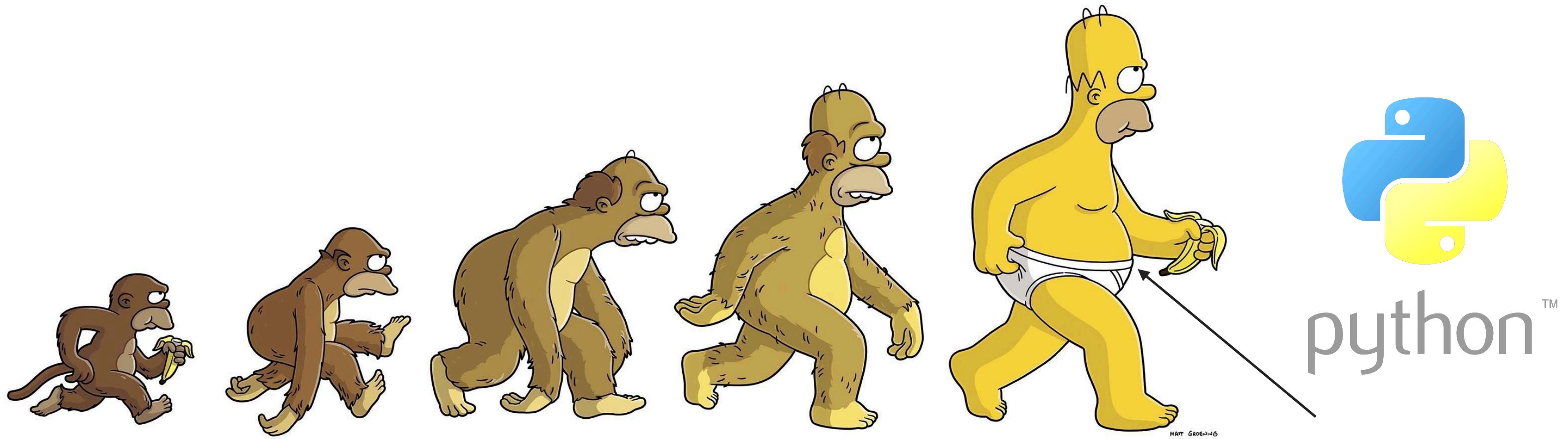
```
sizeof(list<int>)  
→ 24
```



python™

```
>>> sys.getsizeof(1)  
28
```

```
>>> sys.getsizeof( [] )  
56
```



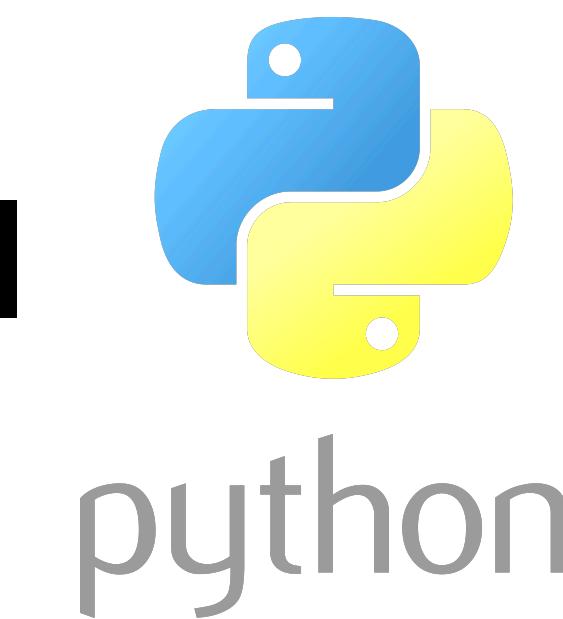
HOW MANY BYTES IN...(INT, LIST, DICT)?



```
sizeof(1)  
→ 4
```

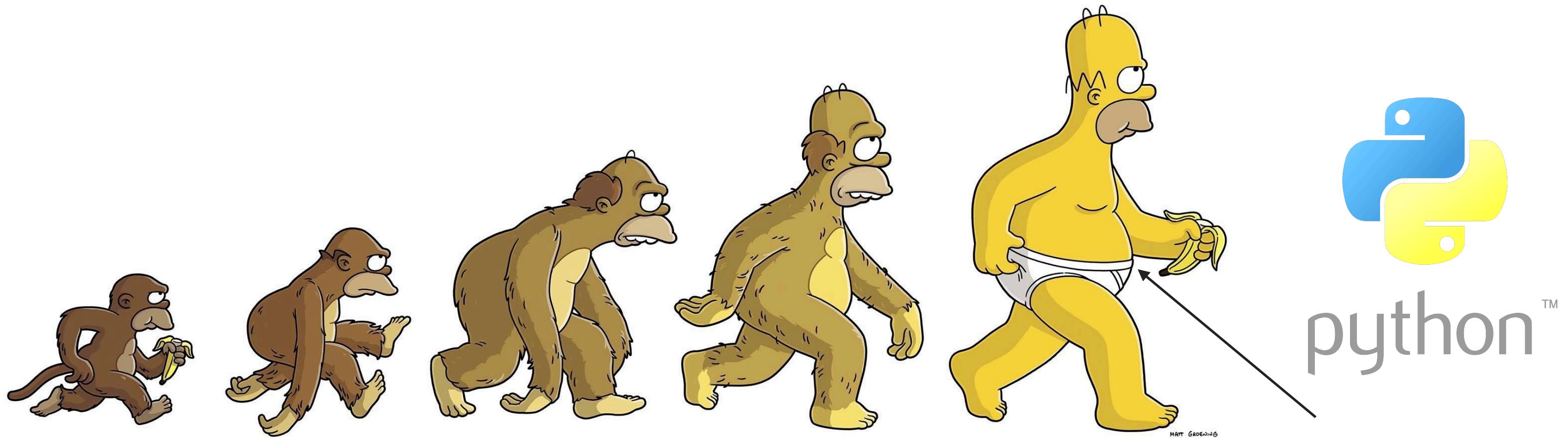
```
sizeof(list<int>)  
→ 24
```

```
sizeof(map<int,  
int>)  
→ 24
```



```
>>> sys.getsizeof(1)  
28
```

```
>>> sys.getsizeof( [] )  
56
```



HOW MANY BYTES IN...(INT, LIST, DICT)?



```
sizeof(1)  
→ 4
```

```
sizeof(list<int>)  
→ 24
```

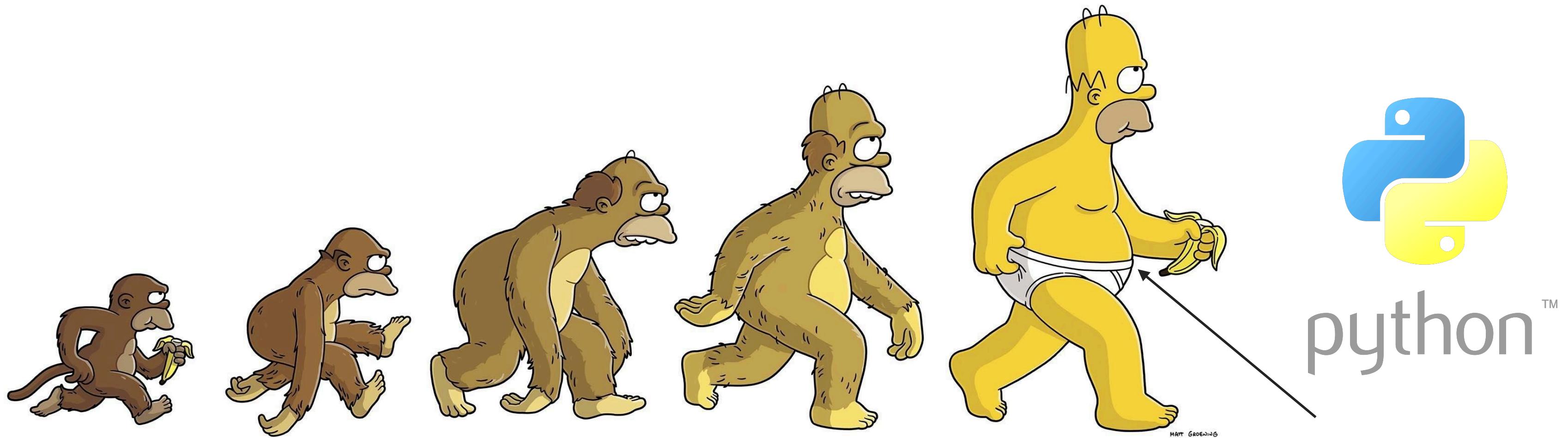
```
sizeof(map<int,  
int>)  
→ 24
```



```
>>> sys.getsizeof(1)  
28
```

```
>>> sys.getsizeof( [] )  
56
```

```
>>> sys.getsizeof( {} )  
64
```



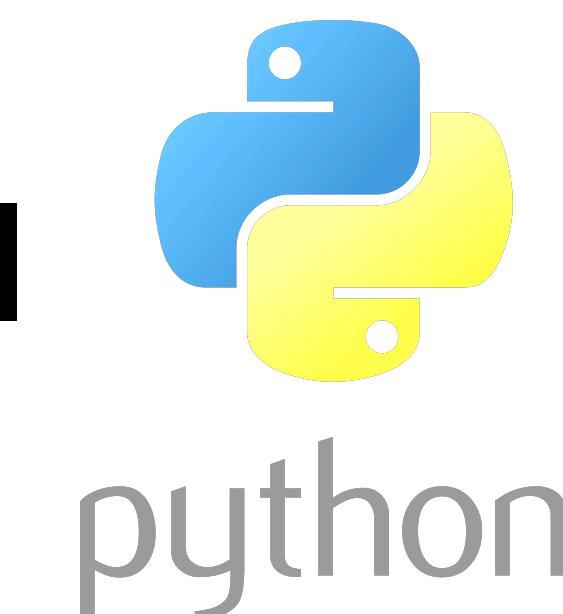
HOW MANY BYTES IN...(INT, LIST, DICT)?



```
sizeof(1)  
→ 4
```

```
sizeof(list<int>)  
→ 24
```

```
sizeof(map<int,  
int>)  
→ 24
```

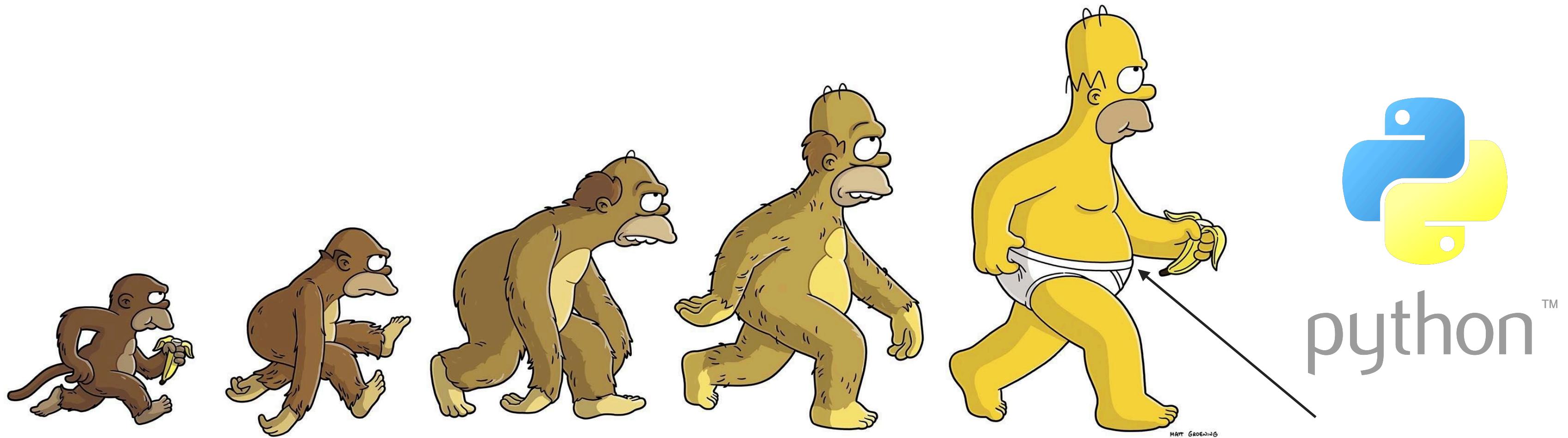


```
>>> sys.getsizeof(1)  
28
```

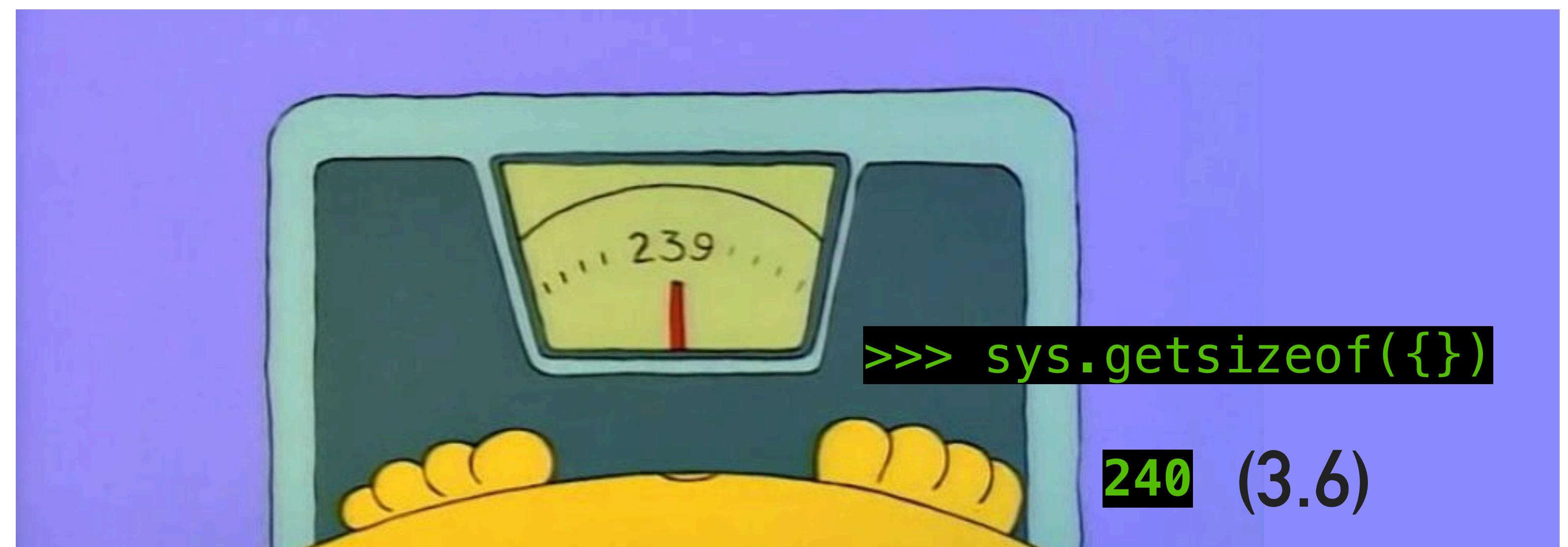
```
>>> sys.getsizeof( [] )  
56
```

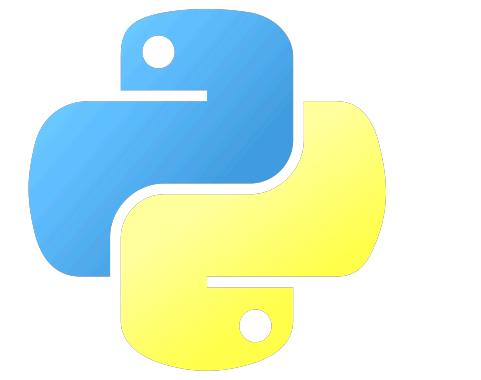
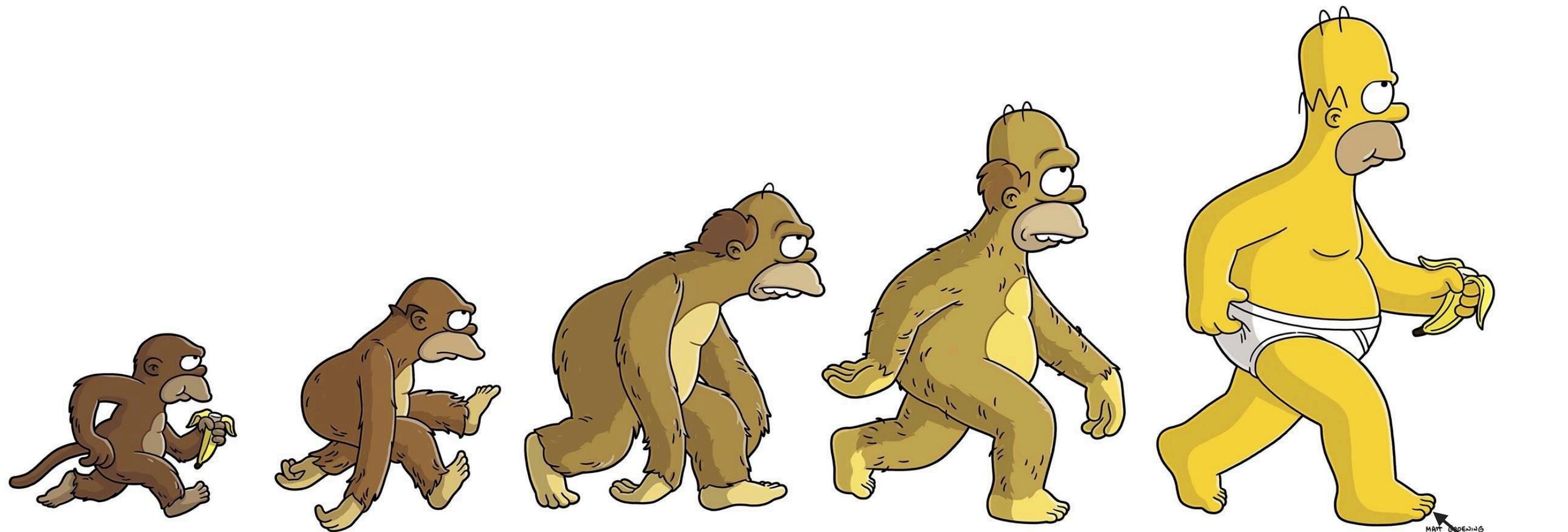
```
>>> sys.getsizeof( {} )
```

240 (3.6)

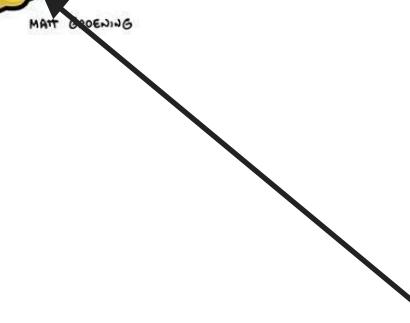


HOW MANY BYTES IN...(INT, LIST, DICT)?



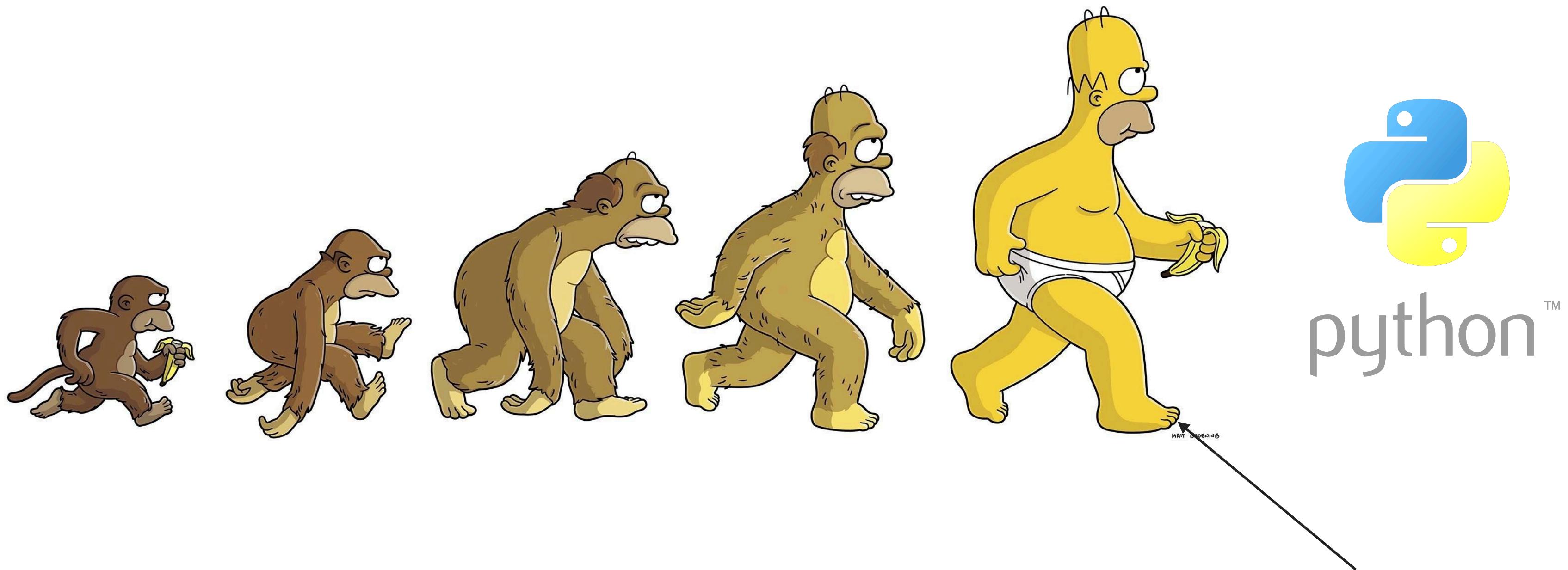


python™

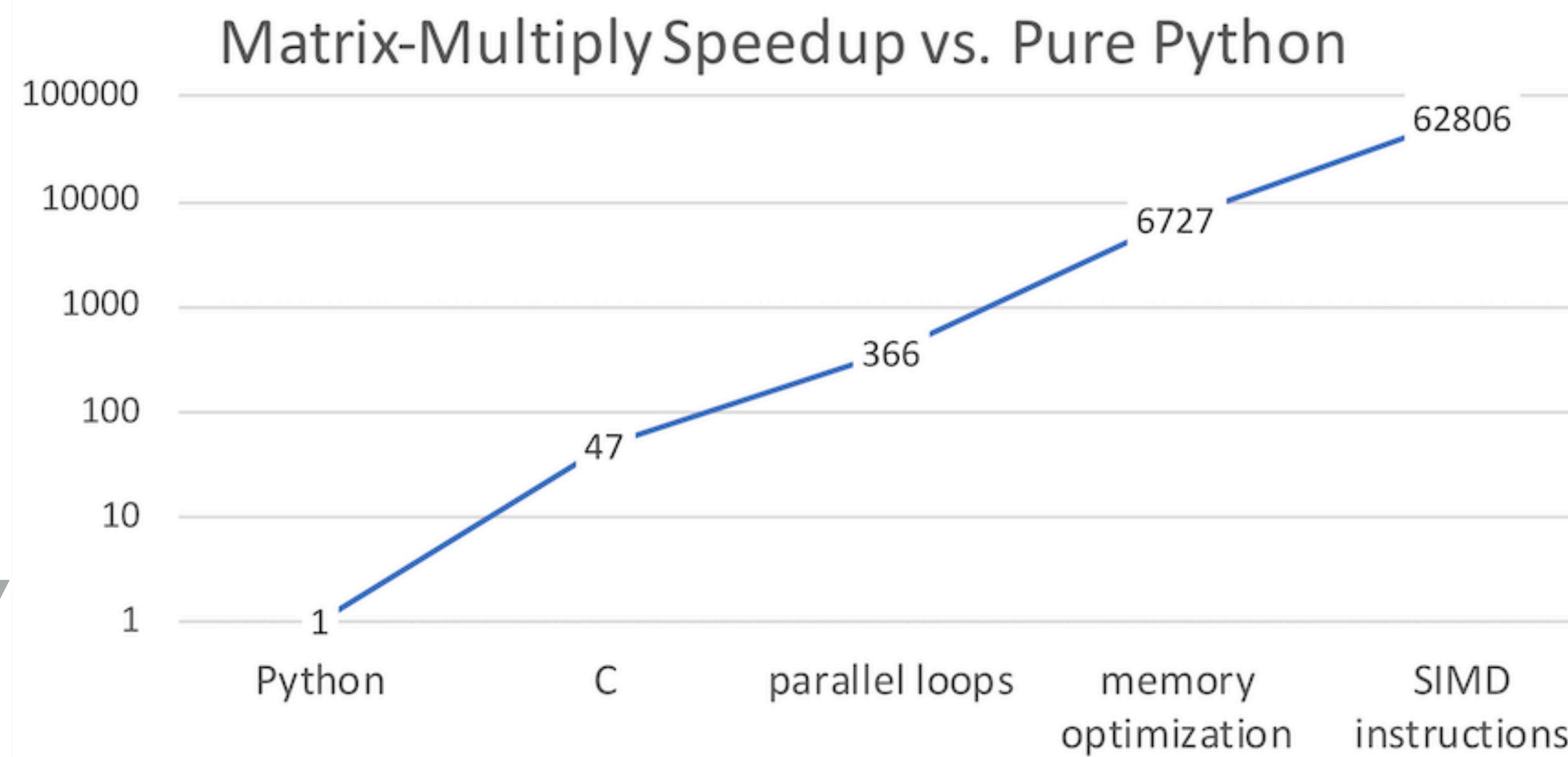
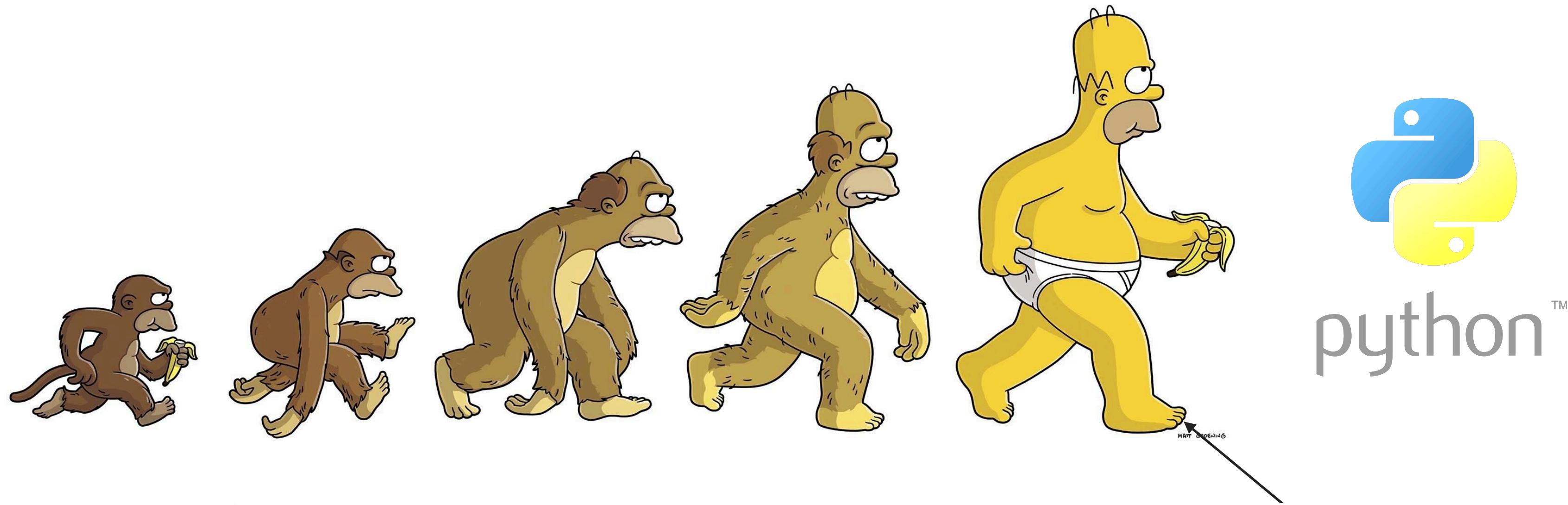


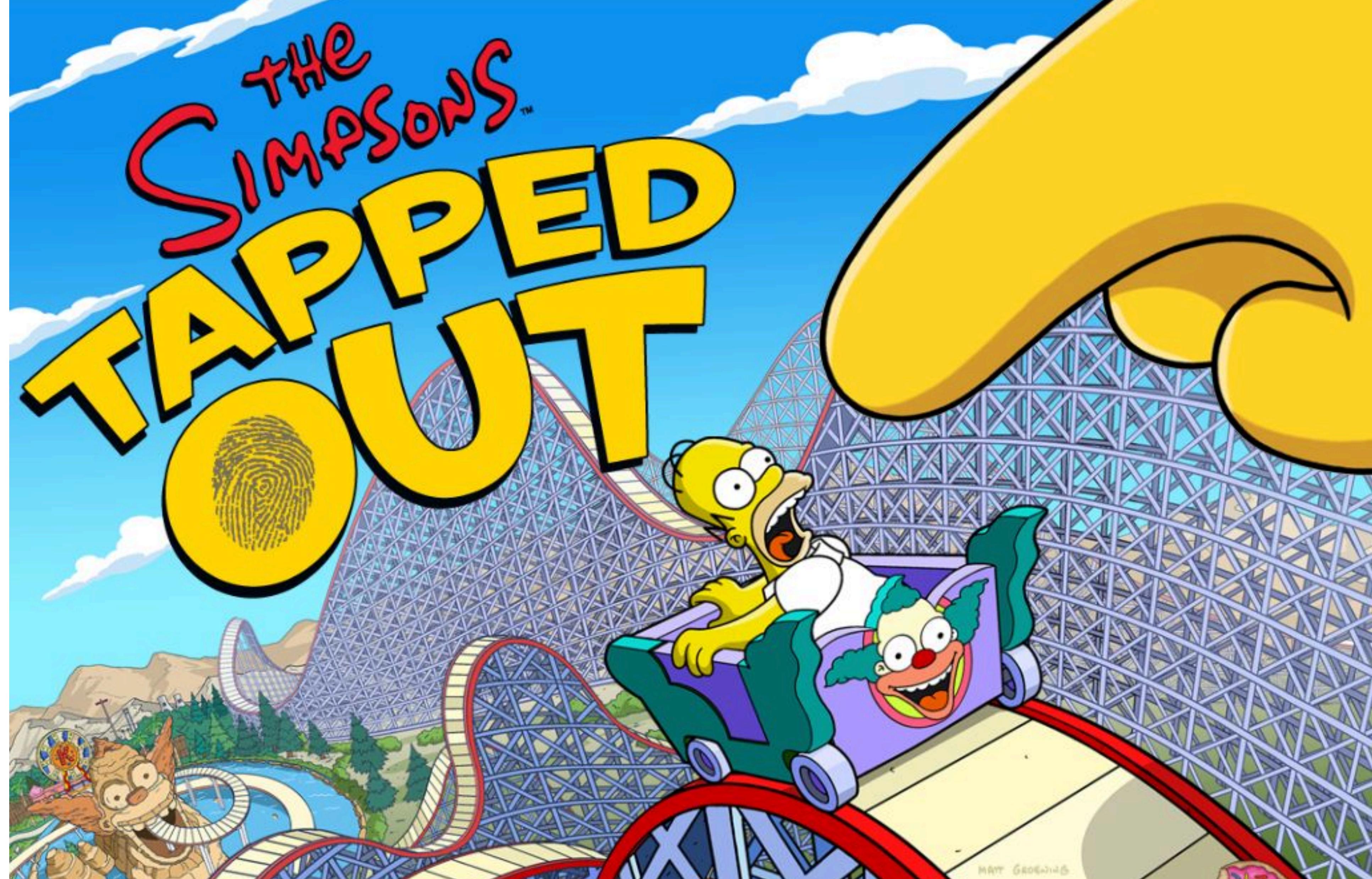
MATRIX- MATRIX MULTIPLY

```
for i in range(n):
    for j in range(n):
        for k in range(n):
            C[i][j] += A[i][k] * B[k][j]
```



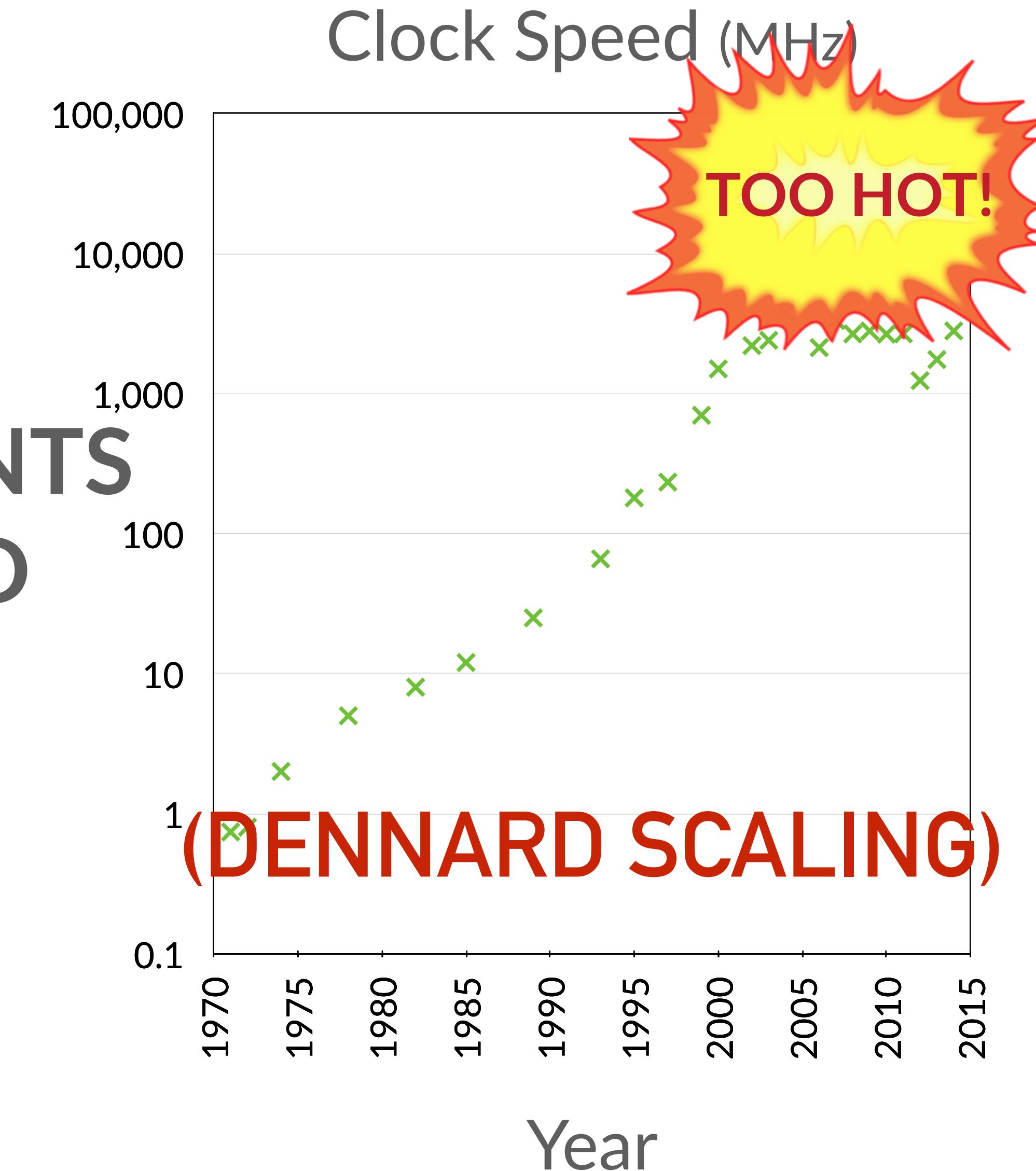
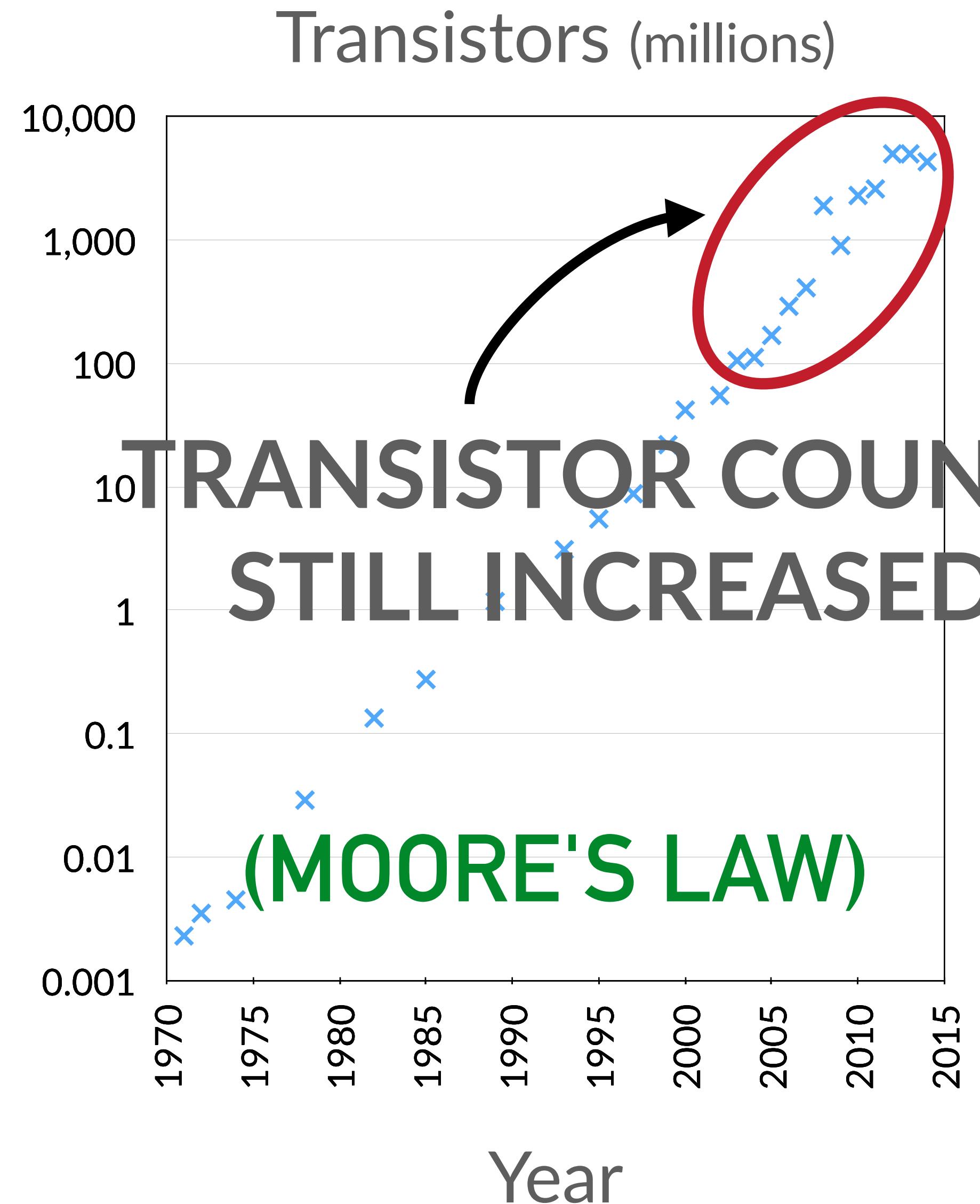
MATRIX-MATRIX MULTIPLY





≈2010: THE RIDE IS OVER

The Ride Is Over





```
import numpy as np

def main():
    for i in range(10):
        x = np.array(range(10**7))
```

76999 function calls (74718 primitive calls) in 6.307 seconds

python3 -m cProfile

Ordered by: cumulative time	ncalls	tottime	percall	cumtime	percall	filename:lineno(function)
	433/1	0.000	0.000	6.307	6.307	{built-in method builtins.exec}
	1	0.022	0.022	6.307	6.307	test2-2.py:2(<module>)
	1	0.155	0.155	6.216	6.216	test2-2.py:4(main)
	131	3.191	0.024	3.191	0.024	{built-in method numpy.array}
	6	2.870	0.478	2.870	0.478	{method 'uniform' of 'numpy.random.mtrand.RandomState' objects}
	13	0.000	0.000	0.146	0.011	__init__.py:1(<module>)
	156/1	0.000	0.000	0.069	0.069	<frozen importlib._bootstrap>:1002(_find_and_load)
	156/1	0.000	0.000	0.069	0.069	<frozen importlib._bootstrap>:967(_find_and_load_unlocked)
	145/1	0.000	0.000	0.069	0.069	<frozen importlib._bootstrap>:659(_load_unlocked)
	112/1	0.000	0.000	0.069	0.069	<frozen importlib._bootstrap_external>:784(exec_module)
	224/1	0.000	0.000	0.069	0.069	<frozen importlib._bootstrap>:220(_call_with_frames_removed)
	179/16	0.000	0.000	0.066	0.004	<frozen importlib._bootstrap>:1033(_handle_fromlist)
	326/9	0.000	0.000	0.066	0.007	{built-in method builtins.__import__}
	112	0.000	0.000	0.024	0.000	<frozen importlib._bootstrap_external>:856(get_code)
	112	0.000	0.000	0.016	0.000	<frozen importlib._bootstrap_external>:976(get_data)
	112	0.014	0.000	0.014	0.000	{method 'read' of '_io.BufferedReader' objects}
	145/142	0.000	0.000	0.011	0.000	<frozen importlib._bootstrap>:558(module_from_spec)
	1	0.000	0.000	0.010	0.010	multiarray.py:1(<module>)
	320	0.000	0.000	0.010	0.000	overrides.py:187(decorator)
	32/30	0.000	0.000	0.010	0.000	<frozen importlib._bootstrap_external>:1106(create_module)
	32/30	0.008	0.000	0.010	0.000	{built-in method __imp.create_dynamic}
	1	0.000	0.000	0.009	0.009	overrides.py:1(<module>)
	1	0.000	0.000	0.008	0.008	_pickle.py:1(<module>)
	153	0.000	0.000	0.007	0.000	<frozen importlib._bootstrap>:901(_find_spec)
	1	0.000	0.000	0.007	0.007	__init__.py:166(__spec__)

A large, patterned Python is swimming in clear, greenish-blue water. The snake's body is coiled, and its head is above the surface, facing towards the right. The water has small ripples and bubbles.

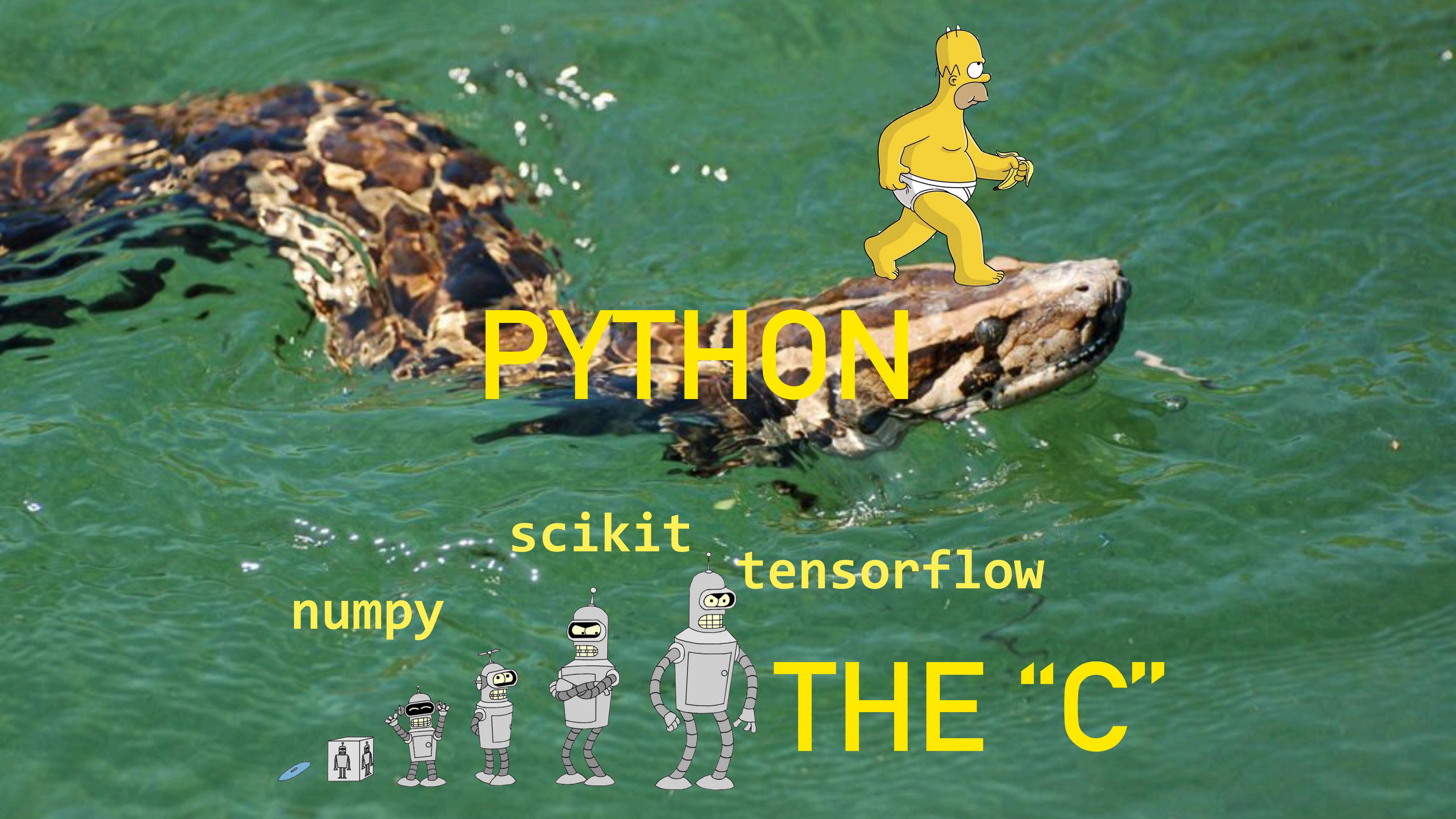
PYTHON





PYTHON

THE “C”



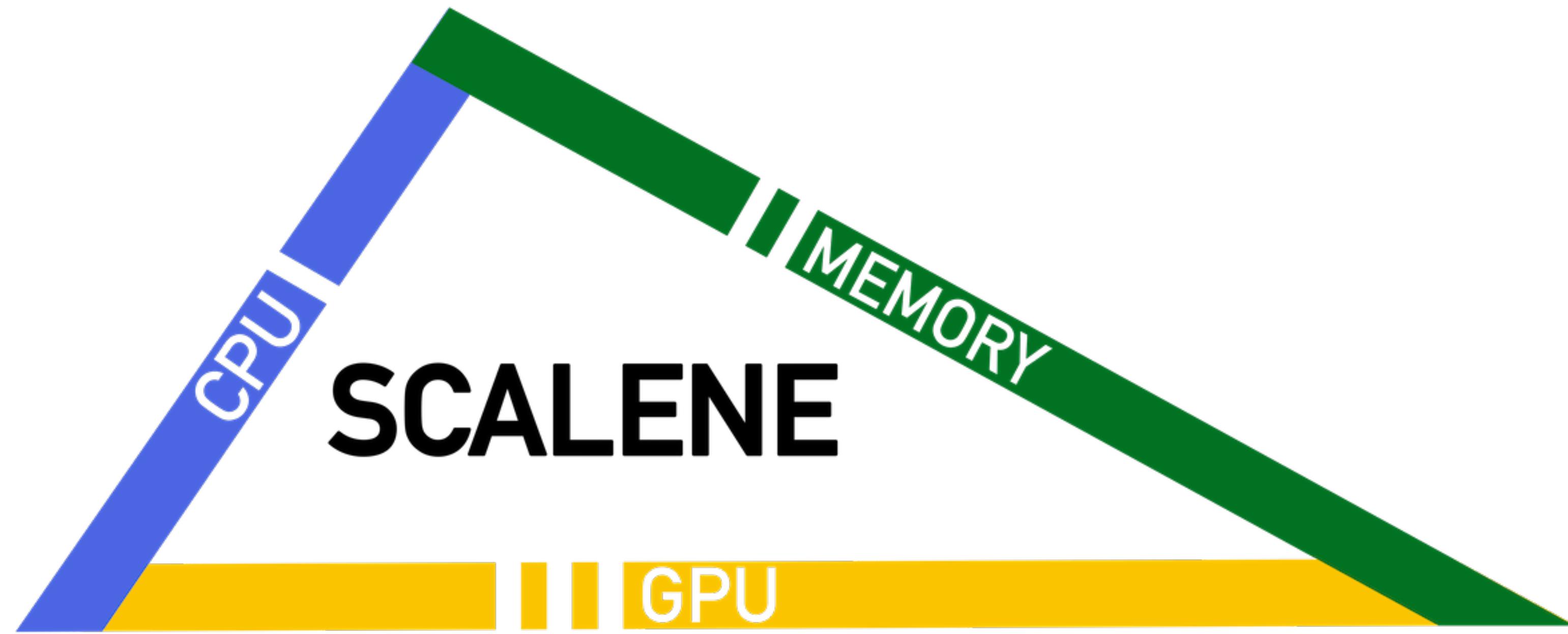
PYTHON

numpy

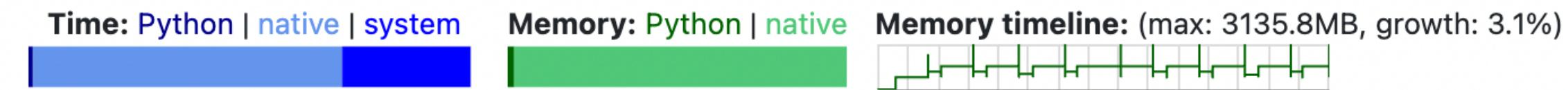
scikit

tensorflow

THE “C”



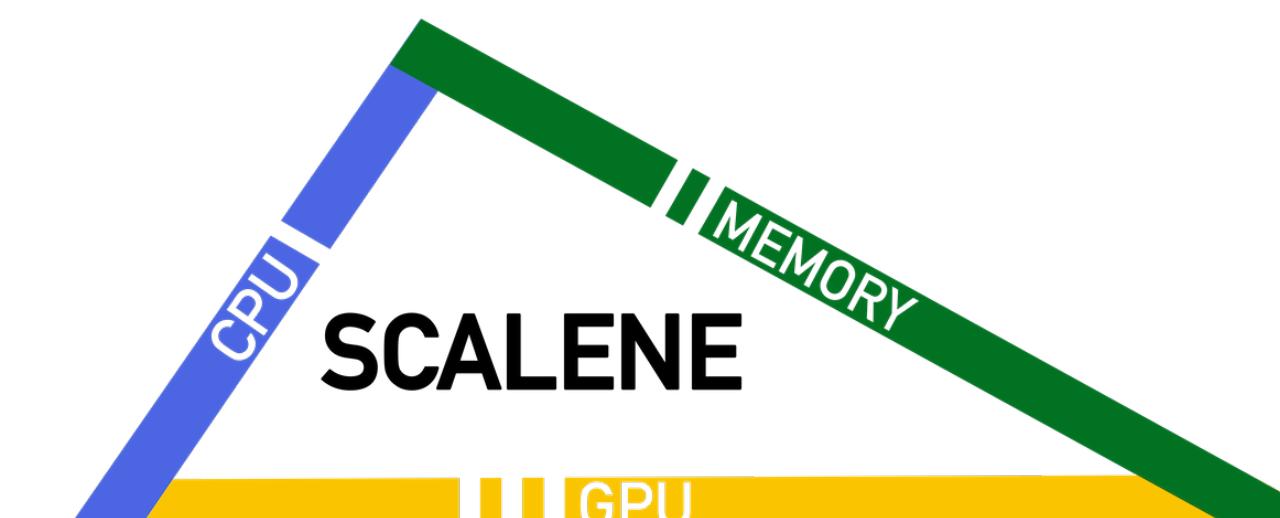
```
import numpy as np
def main():
    for i in range(10):
        x = np.array(range(10**7))
        y = np.array(np.random.uniform(0, 100, size=(10**8)))
```

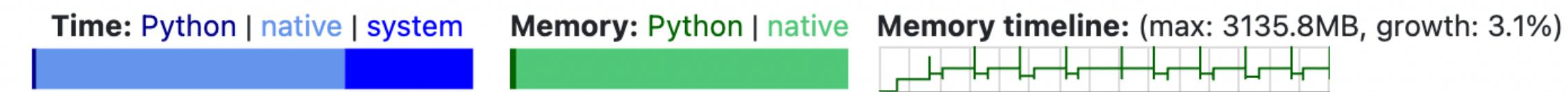


hover over bars to see breakdowns; click on COLUMN HEADERS to sort.

`./test2-2.py`: % of time = 97.8% out of 30.1s.

TIME	MEMORY average	MEMORY peak	MEMORY timeline	MEMORY activity	COPY (MB/s)	GPU util.	GPU memory	LINE PROFILE (click to reset order)
								<code>./test2-2.py</code>
								<pre> 2 import numpy as np 4 def main(): 5 for i in range(10): 6 x = np.array(range(10**7)) 7 y = np.array(np.random.uniform(0, 100, size=(10**8))) </pre>
				17%	83%	253		





hover over bars to see breakdowns; click on COLUMN HEADERS to sort.

`./test2-2.py`: % of time = 97.8% out of 30.1s.

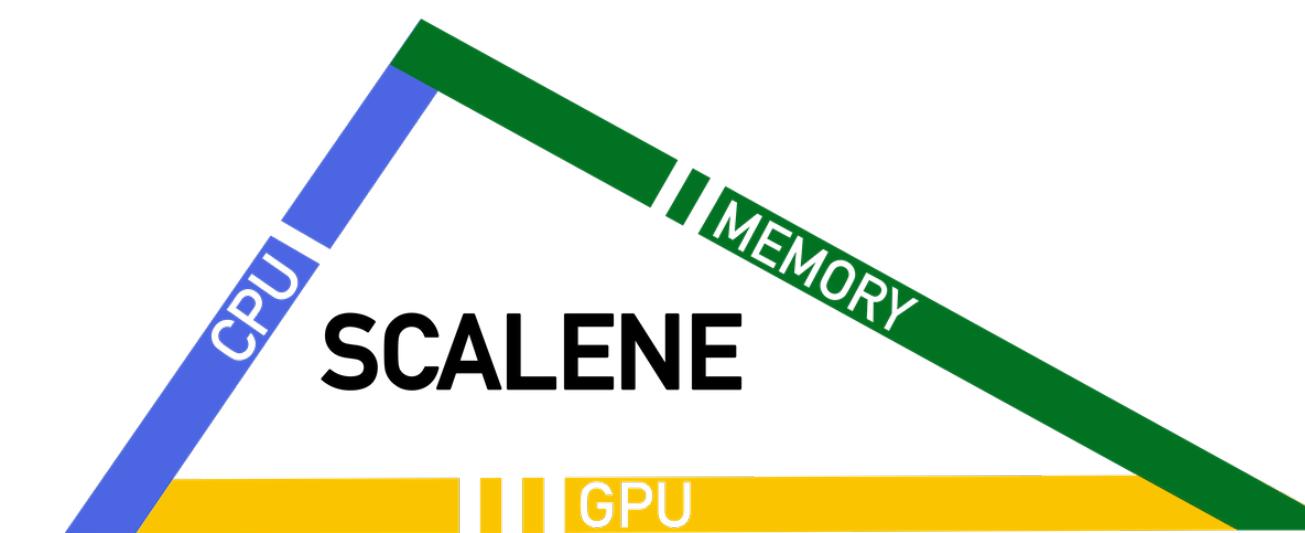
TIME	MEMORY average	MEMORY peak	MEMORY timeline	MEMORY activity	COPY (MB/s)	GPU util.	GPU memory	LINE PROFILE (click to reset order)
				17%	83%	253		<code>./test2-2.py</code>

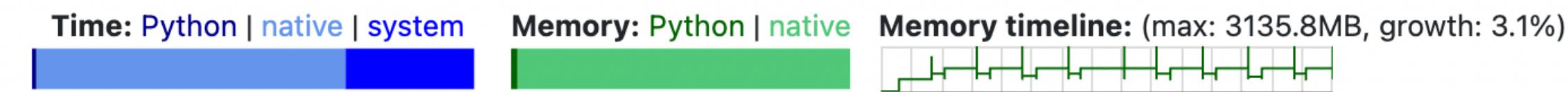
```

2 import numpy as np
4 def main():
5     for i in range(10):
6         x = np.array(range(10**7))
7         y = np.array(np.random.uniform(0, 100, size=(10**8)))

```

CPU
PYTHON
NATIVE
SYS%





hover over bars to see breakdowns; click on COLUMN HEADERS to sort.

`./test2-2.py`: % of time = 97.8% out of 30.1s.

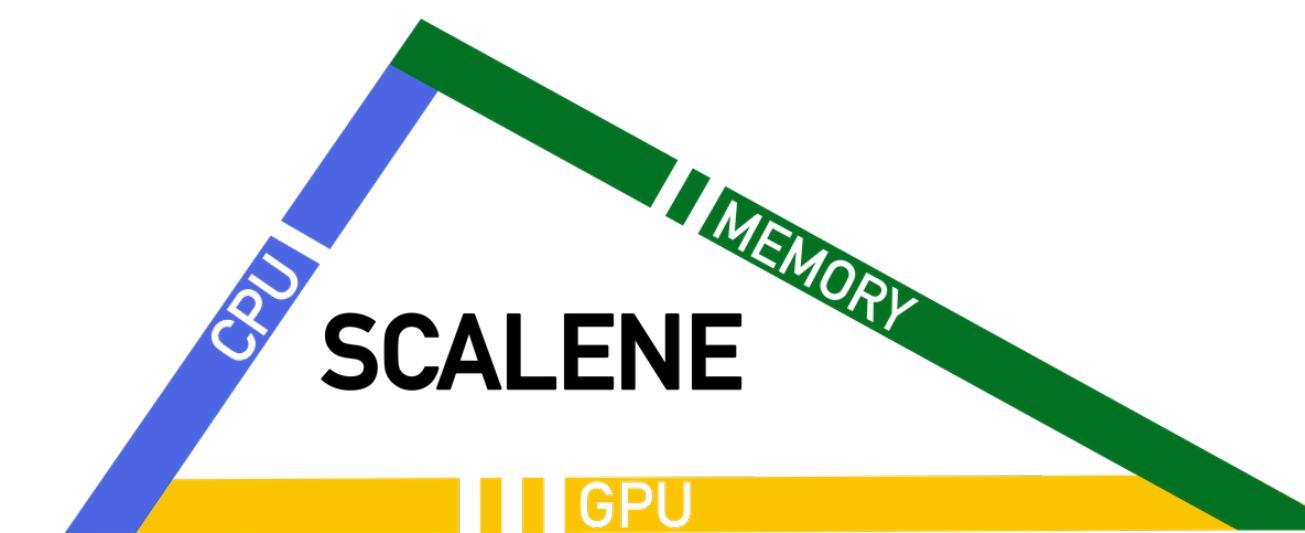
TIME	MEMORY average	MEMORY peak	MEMORY timeline	MEMORY activity	COPY (MB/s)	GPU util.	GPU memory	LINE PROFILE (click to reset order)
					17%	83%	253	<code>./test2-2.py</code>

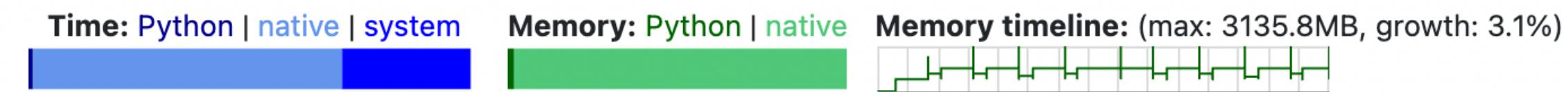
```

2 import numpy as np
4 def main():
5     for i in range(10):
6         x = np.array(range(10**7))
7         y = np.array(np.random.uniform(0, 100, size=(10**8)))

```

CPU MEMORY
PYTHON PYTHON
NATIVE NATIVE
SYS% AVERAGE &
 PEAK





hover over bars to see breakdowns; click on COLUMN HEADERS to sort.

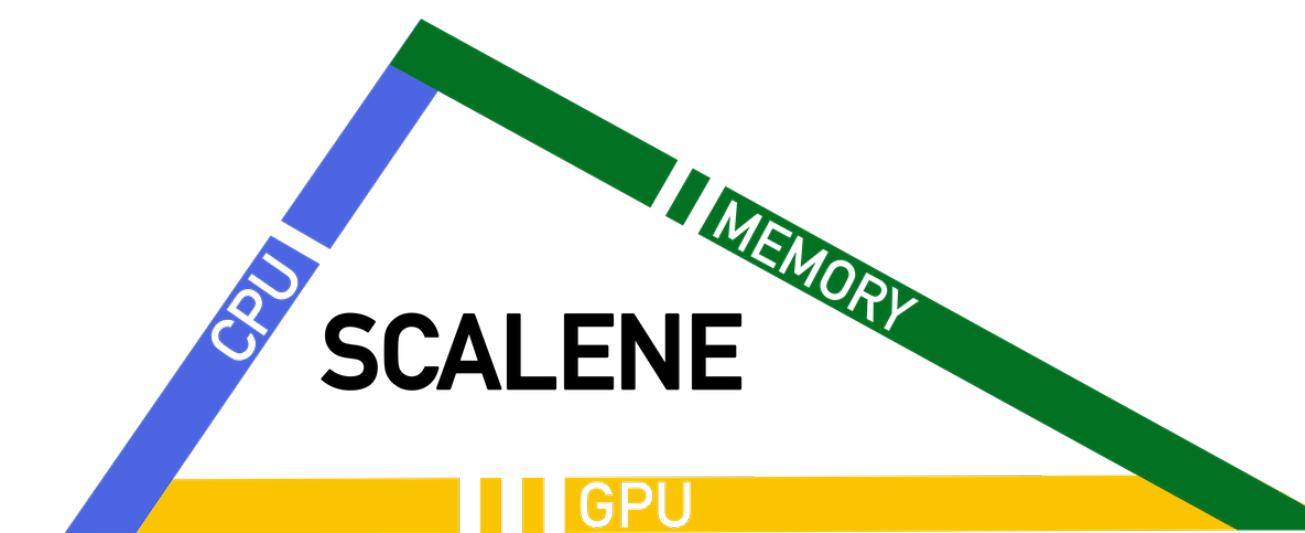
`./test2-2.py`: % of time = 97.8% out of 30.1s.

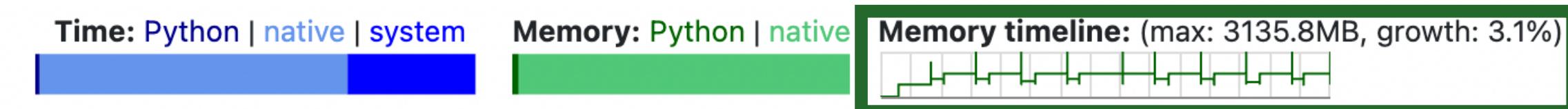
TIME	MEMORY average	MEMORY peak	MEMORY timeline	MEMORY activity	COPY (MB/s)	GPU util.	GPU memory	LINE PROFILE (click to reset order)
					253			<code>./test2-2.py</code>

CPU
PYTHON
NATIVE
SYS%

MEMORY
PYTHON
NATIVE
AVERAGE &
PEAK

MEMORY
USAGE
OVER TIME,
% OF MEM
ALLOCATED





hover over bars to see breakdowns; click on COLUMN HEADERS to sort.

`./test2-2.py`: % of time = 97.8% out of 30.1s.

MEMORY USAGE OVER TIME

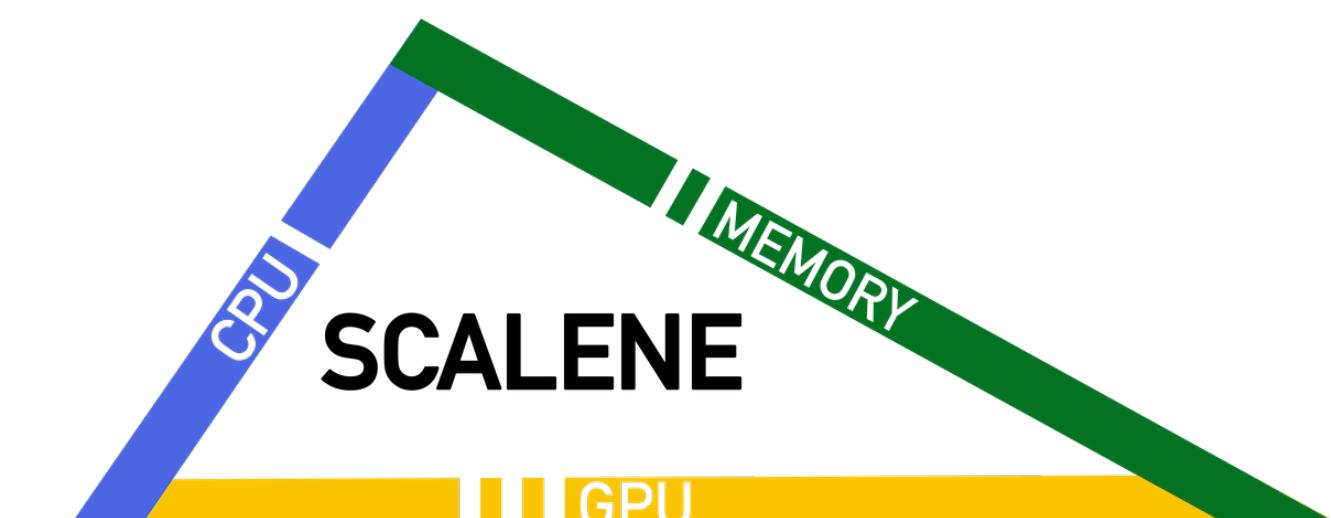
TIME	MEMORY average	MEMORY peak	MEMORY timeline	MEMORY activity	COPY (MB/s)	GPU util.	GPU memory	LINE PROFILE (click to reset order)
				17% 	253			<code>./test2-2.py</code>

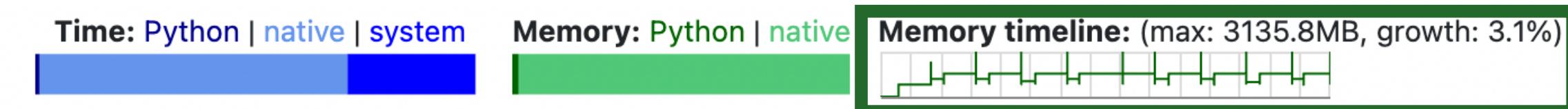
```

2 import numpy as np
4 def main():
5     for i in range(10):
6         x = np.array(range(10**7))
7         y = np.array(np.random.uniform(0, 100, size=(10**8)))

```

CPU
PYTHON
NATIVE
SYS%
MEMORY
PYTHON
NATIVE
AVERAGE &
PEAK
MEMORY
USAGE
OVER TIME,
% OF MEM
ALLOCATED

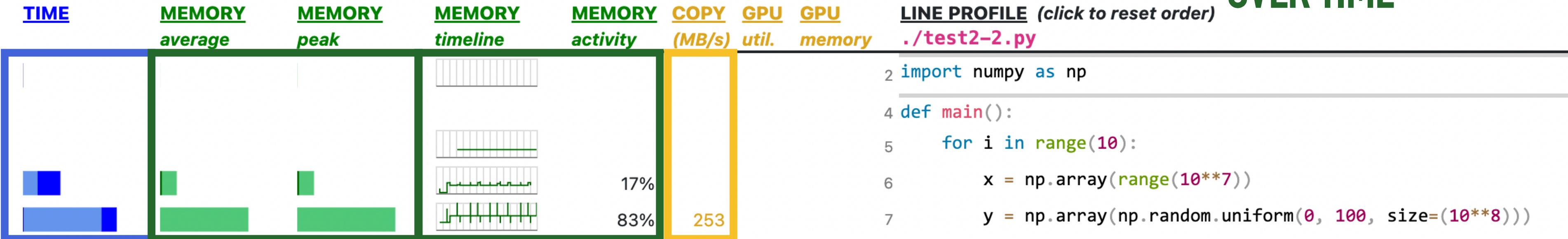




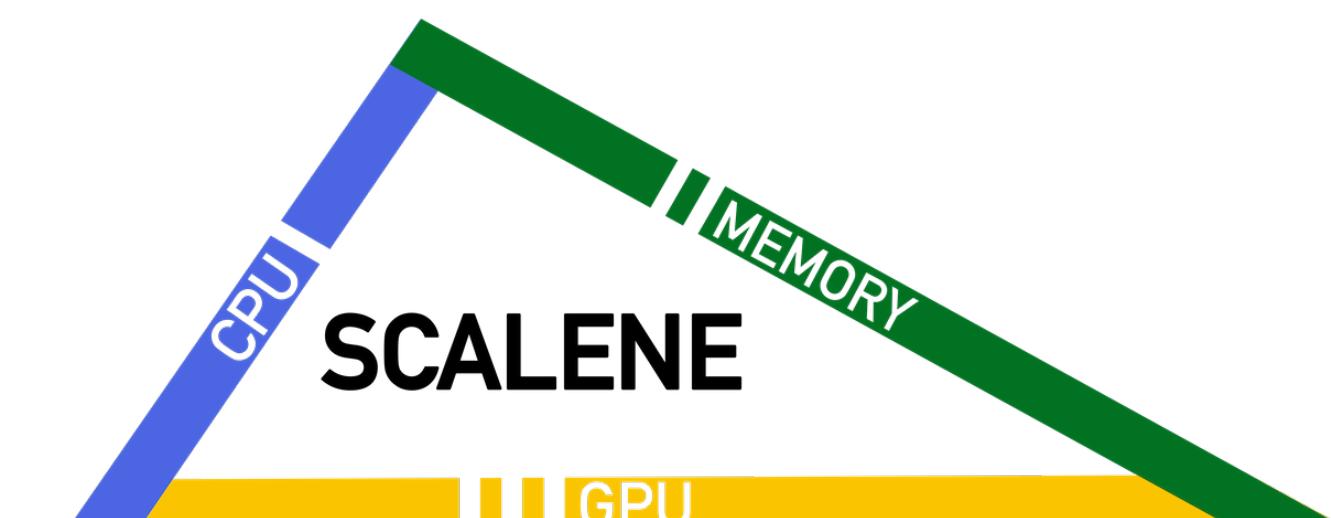
hover over bars to see breakdowns; click on COLUMN HEADERS to sort.

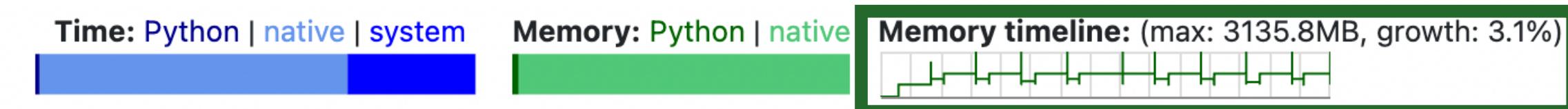
./test2-2.py: % of time = 97.8% out of 30.1s.

MEMORY USAGE OVER TIME



CPU MEMORY MEMORY COPY
PYTHON PYTHON USAGE VOLUME
NATIVE NATIVE OVER TIME, (MB/s)
NATIVE AVERAGE &
SYS% PEAK % OF MEM
 ALLOCATED

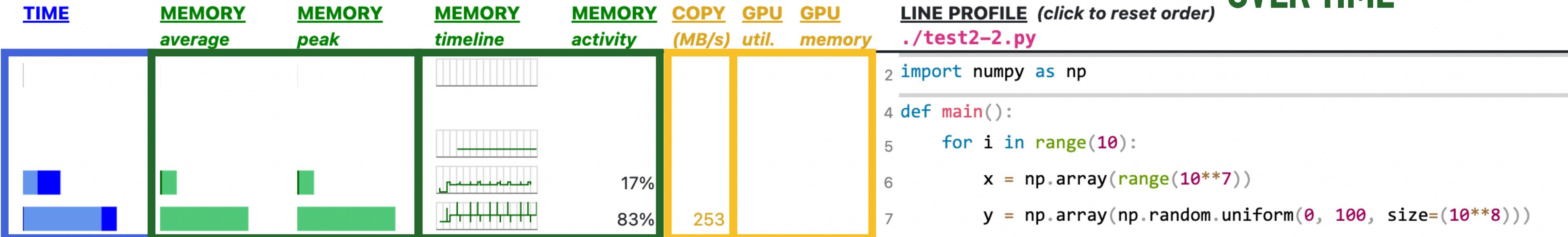




hover over bars to see breakdowns; click on COLUMN HEADERS to sort.

`./test2-2.py`: % of time = 97.8% out of 30.1s.

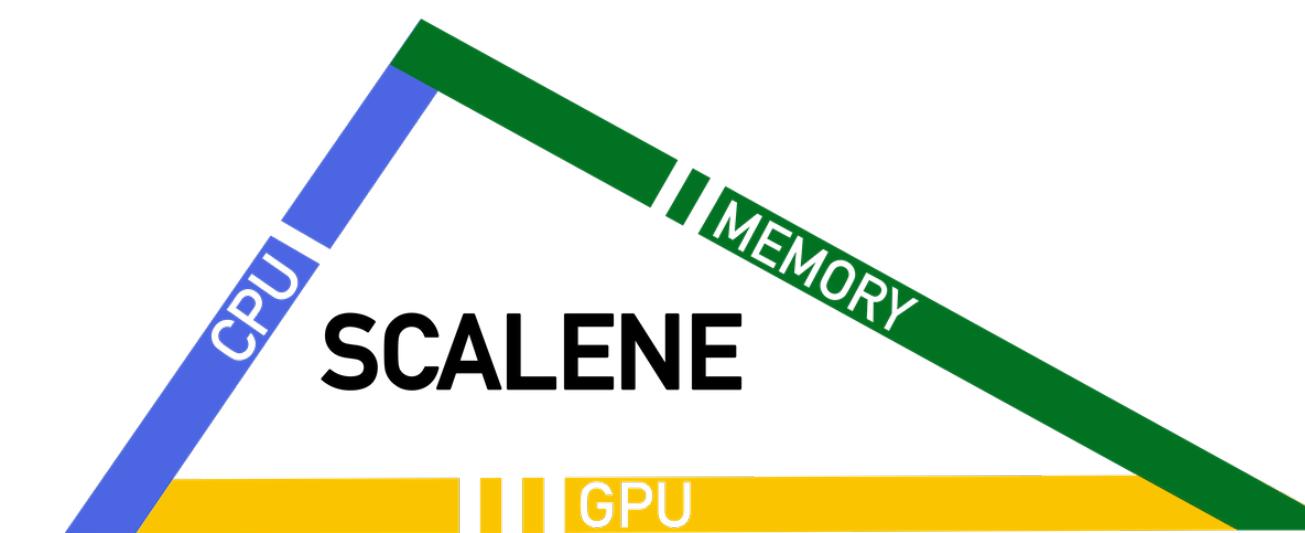
MEMORY USAGE OVER TIME

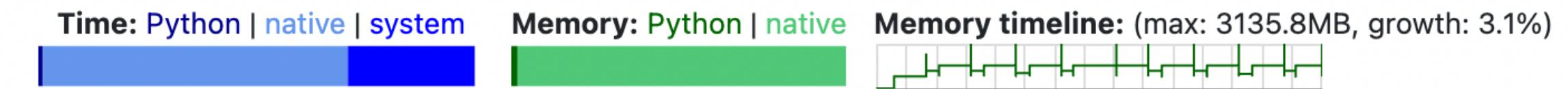


CPU
PYTHON
NATIVE
SYS%

MEMORY
PYTHON
NATIVE
**AVERAGE &
PEAK**

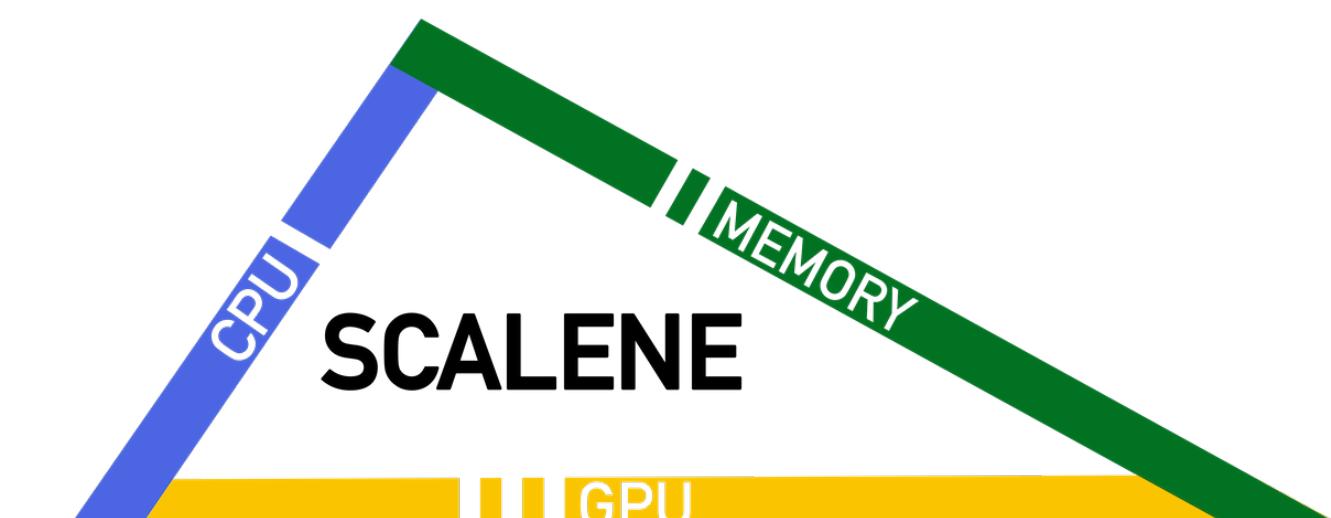
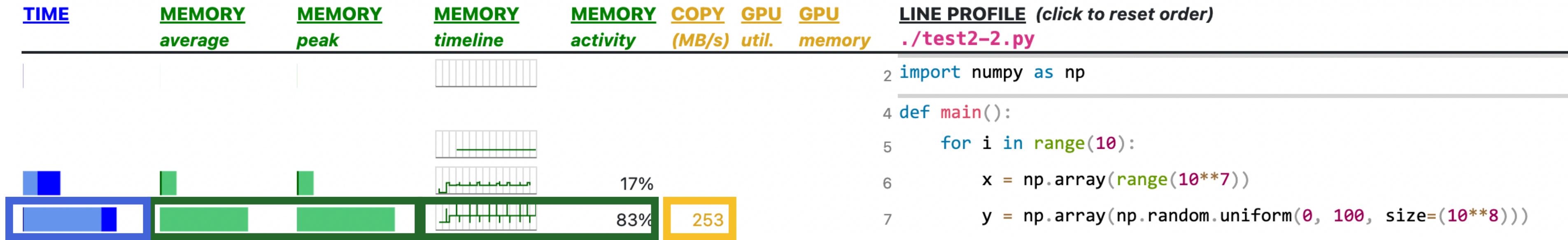
MEMORY **COPY** **GPU**
USAGE **VOLUME** **UTIL %,**
OVER TIME, **(MB/s)** **PEAK**
% OF MEM **MEMORY**
ALLOCATED

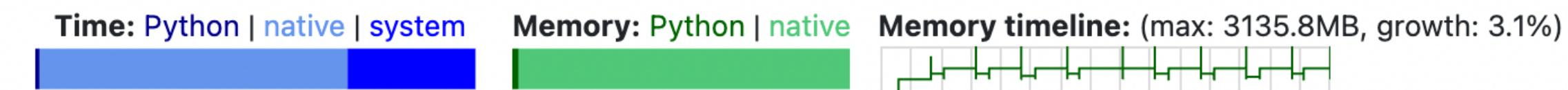




hover over bars to see breakdowns; click on COLUMN HEADERS to sort

`./test2-2.py`: % of time = 97.8% out of 30.1s.





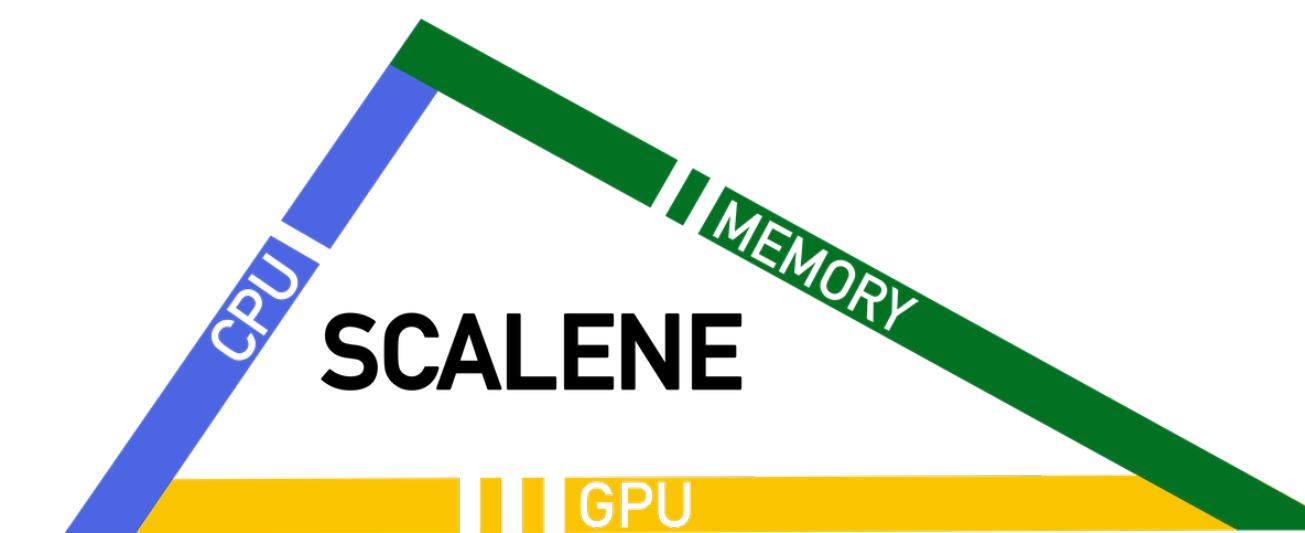
hover over bars to see breakdowns; click on COLUMN HEADERS to sort.

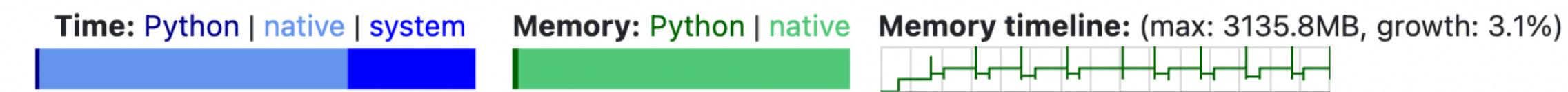
`./test2-2.py`: % of time = 97.8% out of 30.1s.

TIME	MEMORY average	MEMORY peak	MEMORY timeline	MEMORY activity	COPY (MB/s)	GPU util.	GPU memory	LINE PROFILE (click to reset order)
								<code>./test2-2.py</code>
								<pre> 2 import numpy as np 4 def main(): 5 for i in range(10): 6 x = np.array(range(10**7)) 7 y = np.array(np.random.uniform(0, 100, size=(10**8))) </pre>



58% of runtime
in native code





hover over bars to see breakdowns; click on COLUMN HEADERS to sort.

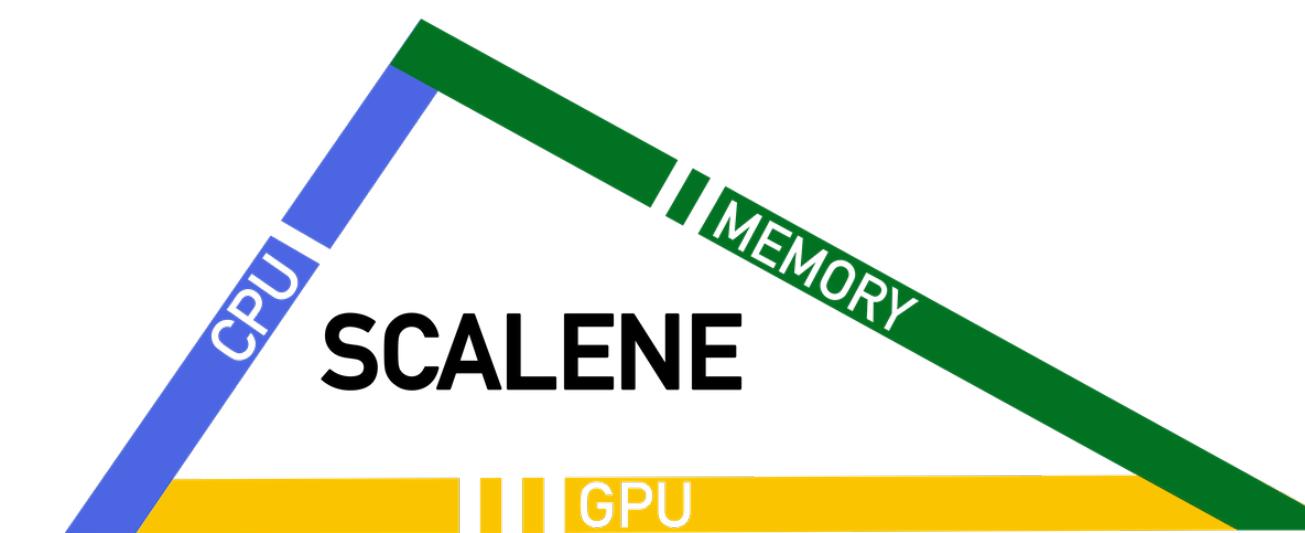
`./test2-2.py`: % of time = 97.8% out of 30.1s.

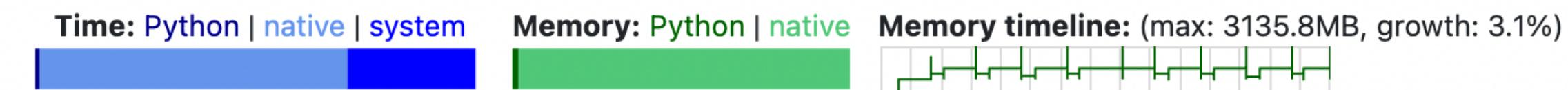
TIME	MEMORY average	MEMORY peak	MEMORY timeline	MEMORY activity	COPY (MB/s)	GPU util.	GPU memory	LINE PROFILE (click to reset order)
								<code>./test2-2.py</code>
								<pre> 2 import numpy as np 4 def main(): 5 for i in range(10): 6 x = np.array(range(10**7)) 7 y = np.array(np.random.uniform(0, 100, size=(10**8))) </pre>



58% of runtime
in native code

2GB
allocated
in native
code





hover over bars to see breakdowns; click on COLUMN HEADERS to sort.

`./test2-2.py`: % of time = 97.8% out of 30.1s.

TIME	MEMORY average	MEMORY peak	MEMORY timeline	MEMORY activity	COPY (MB/s)	GPU util.	GPU memory	LINE PROFILE (click to reset order) <code>./test2-2.py</code>
								2 import numpy as np
								4 def main():

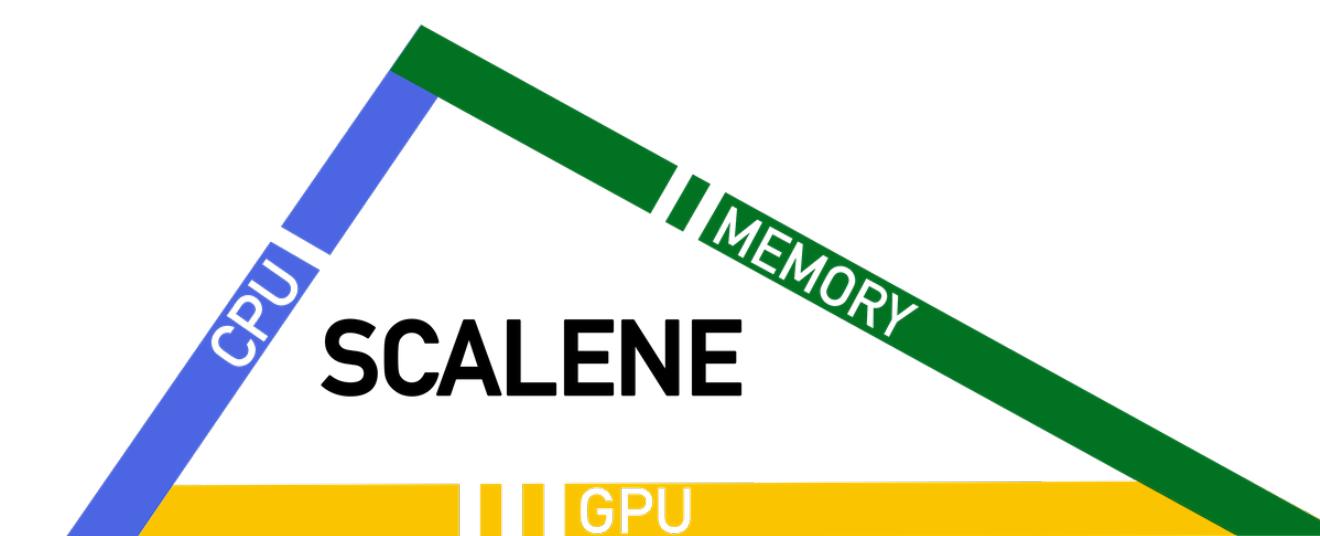
17% 83% 253

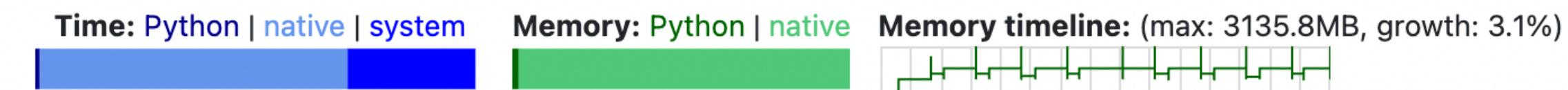
```
import numpy as np
def main():
    for i in range(10):
        x = np.array(range(10**7))
        y = np.array(np.random.uniform(0, 100, size=(10**8)))
```

58% of runtime
in native code

2GB
allocated
in native
code

83% of
memory
activity
"sawtooth"
pattern





hover over bars to see breakdowns; click on COLUMN HEADERS to sort.

`./test2-2.py`: % of time = 97.8% out of 30.1s.

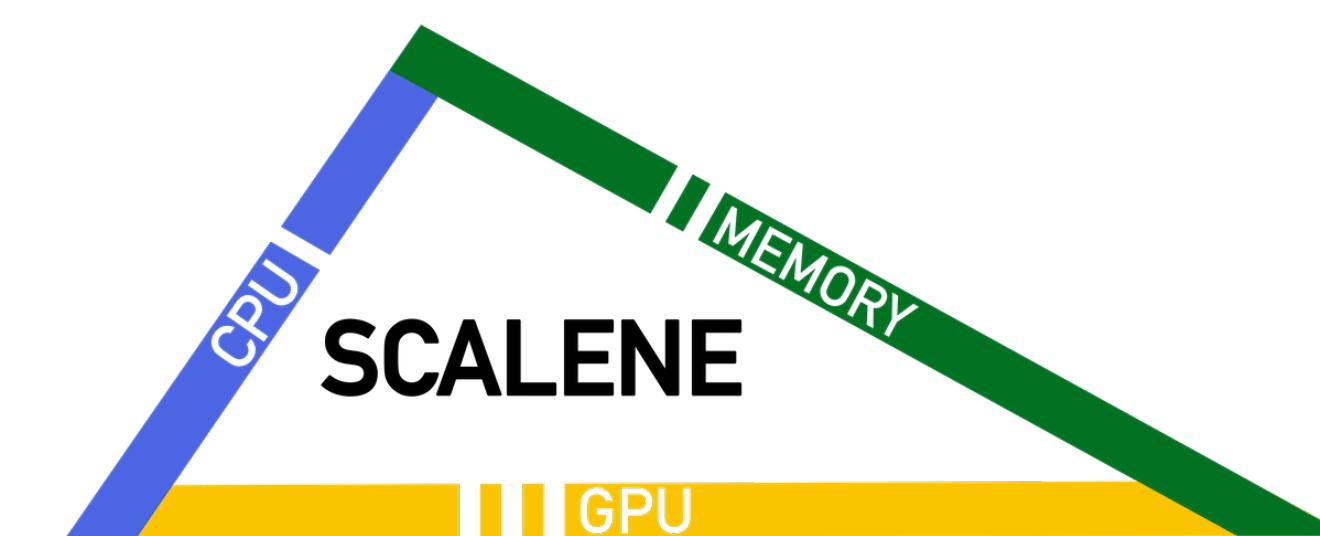
TIME	MEMORY average	MEMORY peak	MEMORY timeline	MEMORY activity	COPY (MB/s)	GPU util.	GPU memory	LINE PROFILE (click to reset order) <code>./test2-2.py</code>
								2 import numpy as np
								4 def main():

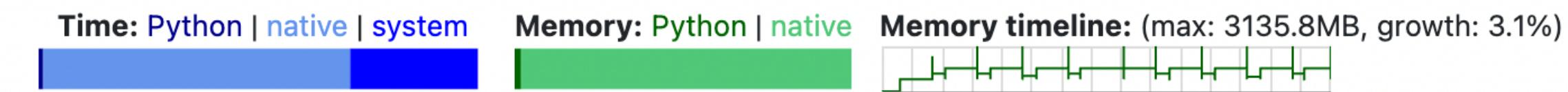
58% of runtime
in native code

2GB
allocated
in native
code

83% of
memory
activity
"sawtooth"
pattern

250MB/s
copying





hover over bars to see breakdowns; click on COLUMN HEADERS to sort

`./test2-2.py`: % of time = 97.8% out of 30.1s.

TIME **MEMORY** **MEMORY** **MEMORY** **MEMORY** **COPY** **GPU** **GPU**

average **peak** **timeline** **activity** **(MB/s)** **util.** **memory**

LINE PROFILE (click to reset order)

./test2-2.py

```
2 import numpy as np
4 def main():
5     for i in range(10):
6         x = np.array(range(10**7))
7         y = np.array(np.random.uniform(0, 100, size=(10**8)))
```



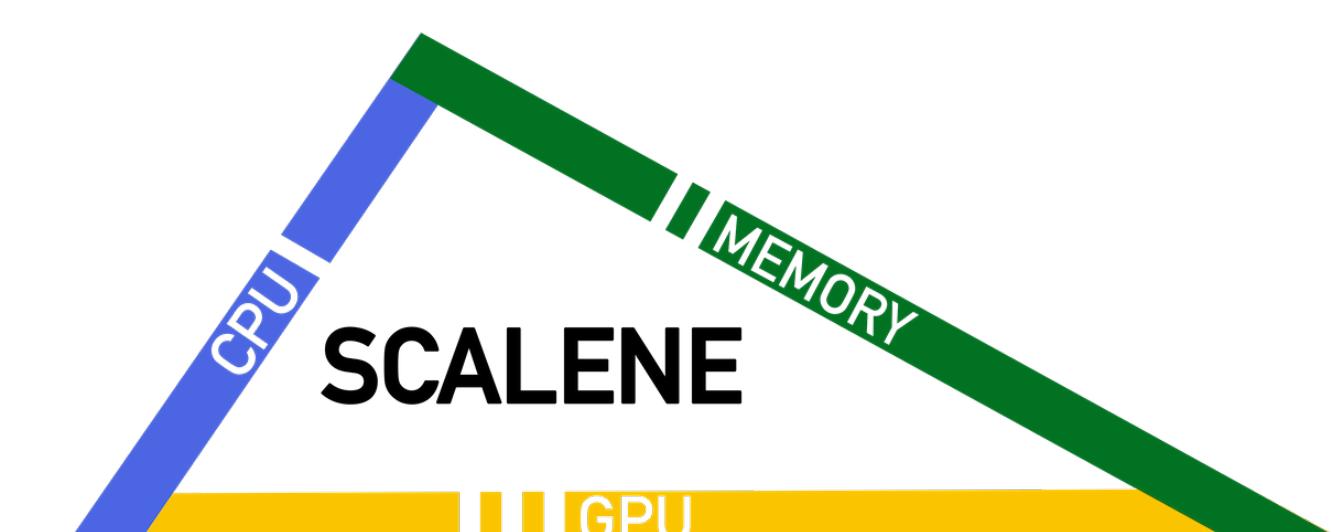
The visualization displays memory usage metrics across four tabs: TIME, MEMORY average, MEMORY peak, and MEMORY timeline. The TIME tab shows a timeline with vertical bars representing memory usage. The MEMORY average tab shows a horizontal bar indicating the average memory usage. The MEMORY peak tab shows a horizontal bar indicating the peak memory usage. The MEMORY timeline tab shows a timeline with a green bar representing memory usage over time. Below these tabs, there are three progress bars: a blue bar at 17%, a green bar at 83%, and an orange bar at 253%.

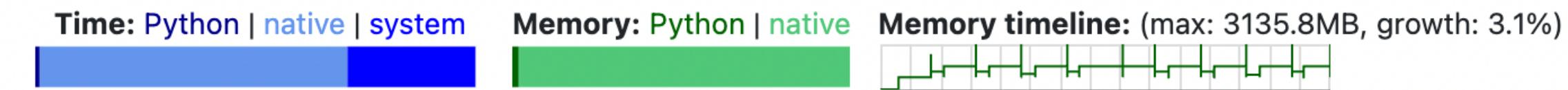
**58% of runtime
in native code**

2GB allocated in native code **83% of** memory activity
"sawtooth pattern"

250MB/s
copying

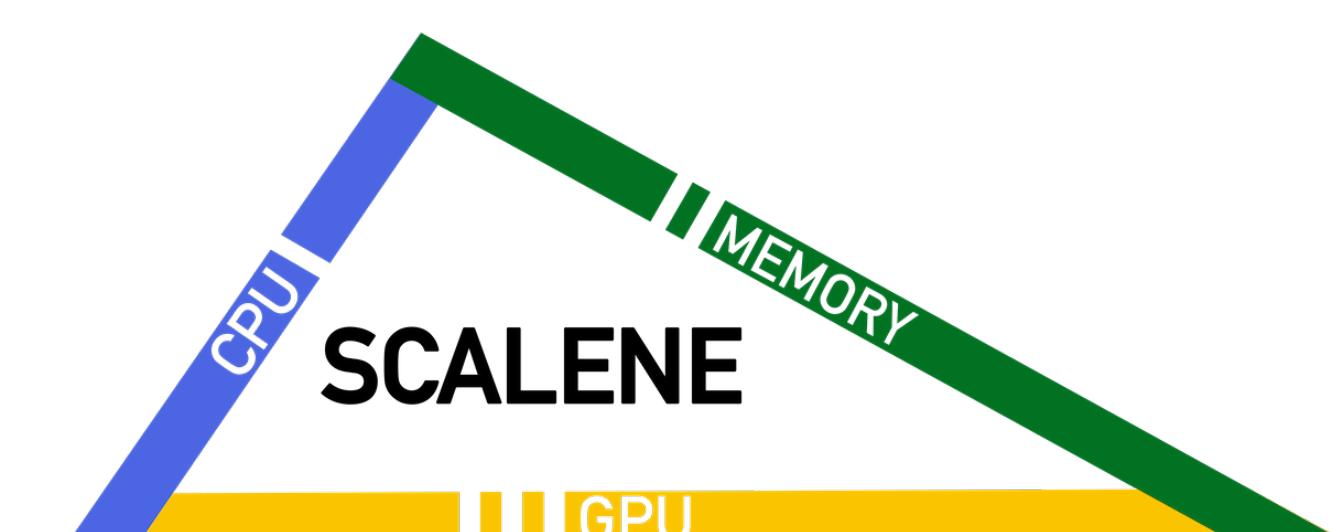
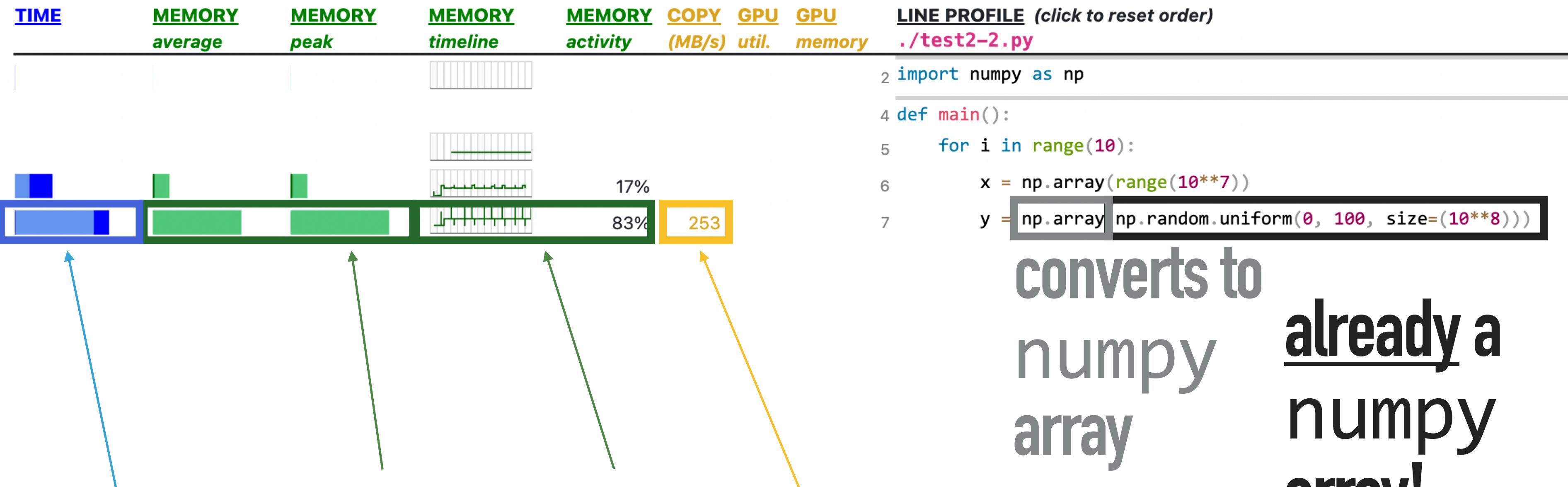
converts to
numpy
array





hover over bars to see breakdowns; click on COLUMN HEADERS to sort.

`./test2-2.py`: % of time = 97.8% out of 30.1s.





hover over bars to see breakdowns; click on COLUMN HEADERS to sort.

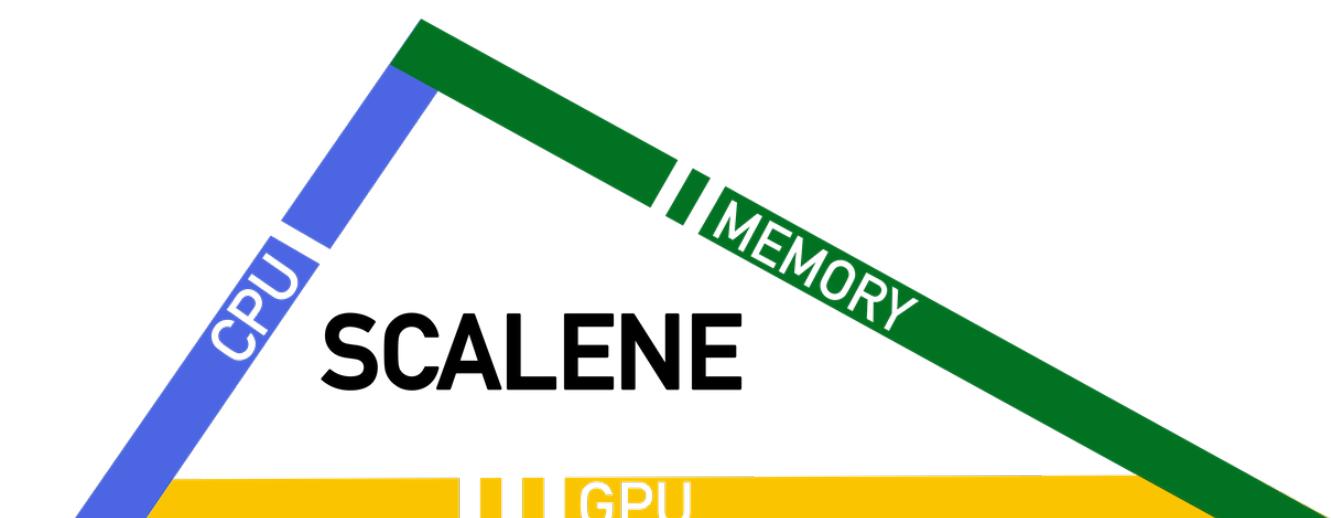
`./test2-2.py`: % of time = 97.8% out of 30.1s.

TIME	MEMORY average	MEMORY peak	MEMORY timeline	MEMORY activity	COPY (MB/s)	GPU util.	GPU memory	LINE PROFILE (click to reset order)
				17%	83%	253		<code>./test2-2.py</code>

```

2 import numpy as np
4 def main():
5     for i in range(10):
6         x = np.array(range(10**7))
7         y = np.array(np.random.uniform(0, 100, size=(10**8)))

```



Time: Python | native | system Memory: Python | native Memory timeline: (max: 3135.8MB, growth: 3.1%)

hover over bars to see breakdowns; click on COLUMN HEADERS to sort.

./test2-2.py: % of time = 97.8% out of 30.1s.

TIME	MEMORY average	MEMORY peak	MEMORY timeline	MEMORY activity	COPY (MB/s)	GPU util.	GPU memory	LINE PROFILE (click to reset order)
								./test2-2.py

```
2 import numpy as np
4 def main():
5     for i in range(10):
6         x = np.array(range(10**7))
7         y = np.array(np.random.uniform(0, 100, size=(10**8)))
```

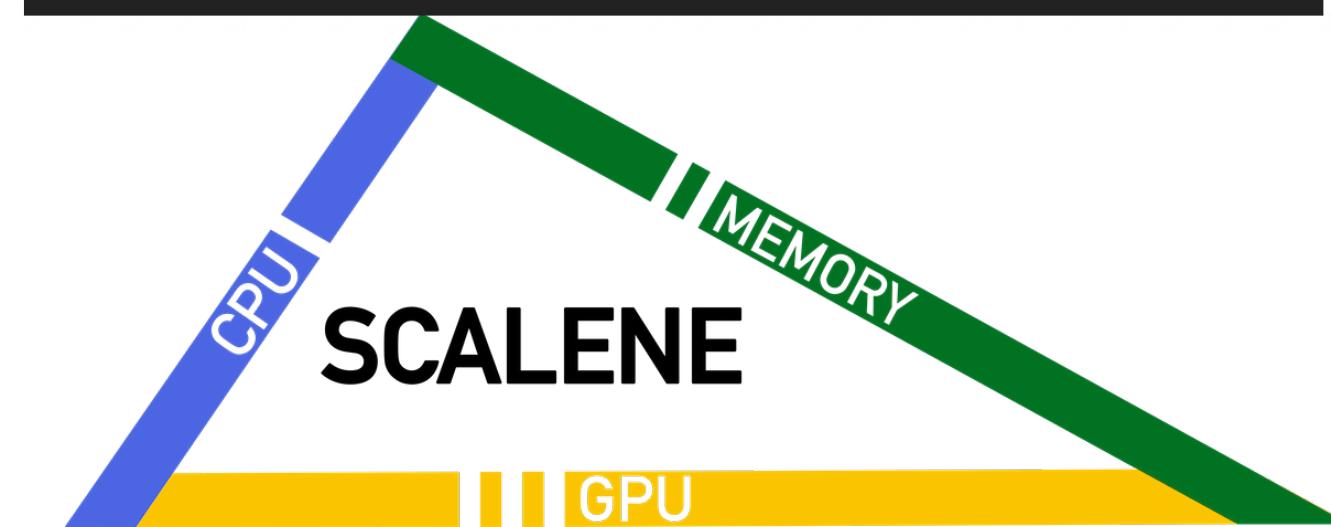
Time: Python | native | system Memory: Python | native Memory timeline: (max: 1609.9MB, growth: 0.1%)

hover over bars to see breakdowns; click on COLUMN HEADERS to sort.

./test2-2-optimized.py: % of time = 95.2% out of 23.4s.

TIME	MEMORY average	MEMORY peak	MEMORY timeline	MEMORY activity	COPY (MB/s)	GPU util.	GPU memory	LINE PROFILE (click to reset order)
								./test2-2-optimized.py

```
2 import numpy as np
4 def main():
5     for i in range(10):
6         x = np.array(range(10**7))
7         y = np.random.uniform(0, 100, size=(10**8))
```



Time: Python | native | system

Memory: Python | native

Memory timeline: (max: 3135.8MB, growth: 3.1%)

./test2-2.py: % of time = 97.8% out of 30.1s.

TIME	MEMORY average	MEMORY peak	MEMORY timeline	MEMORY activity	COPY (MB/s)	GPU util.	GPU memory	LINE PROFILE (click to reset order)
					253			./test2-2.py

```

2 import numpy as np
4 def main():
5     for i in range(10):
6         x = np.array(range(10**7))
7         y = np.array(np.random.uniform(0, 100, size=(10**8)))

```

Time: Python | native | system

Memory: Python | native

Memory timeline: (max: 1609.9MB, growth: 0.1%)

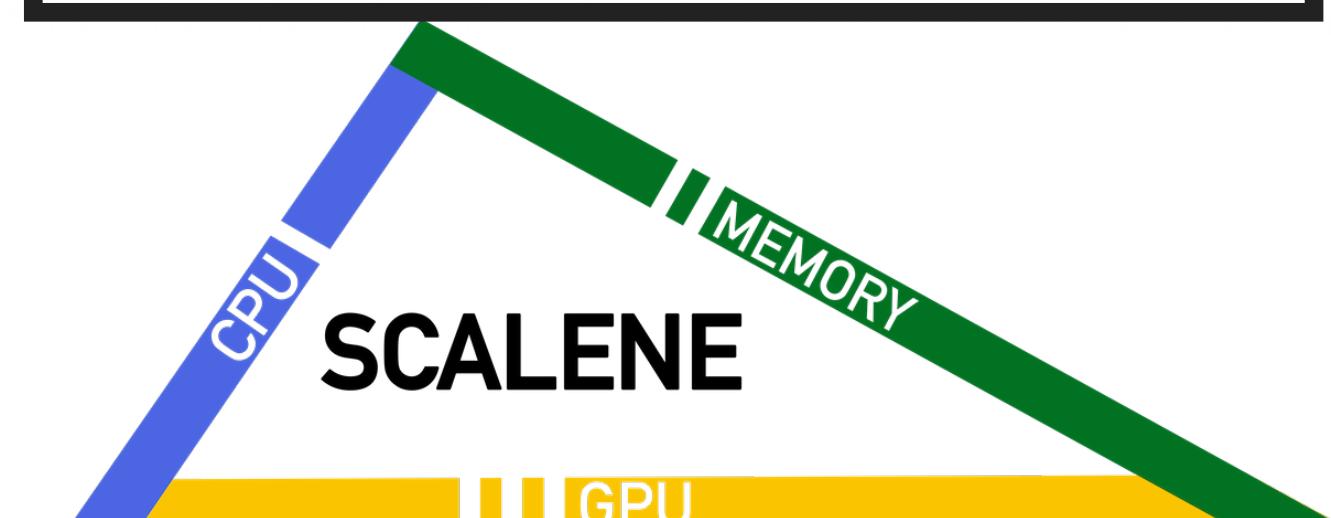
./test2-2-optimized.py: % of time = 95.2% out of 23.4s.

TIME	MEMORY average	MEMORY peak	MEMORY timeline	MEMORY activity	COPY (MB/s)	GPU util.	GPU memory	LINE PROFILE (click to reset order)
					62%			./test2-2-optimized.py

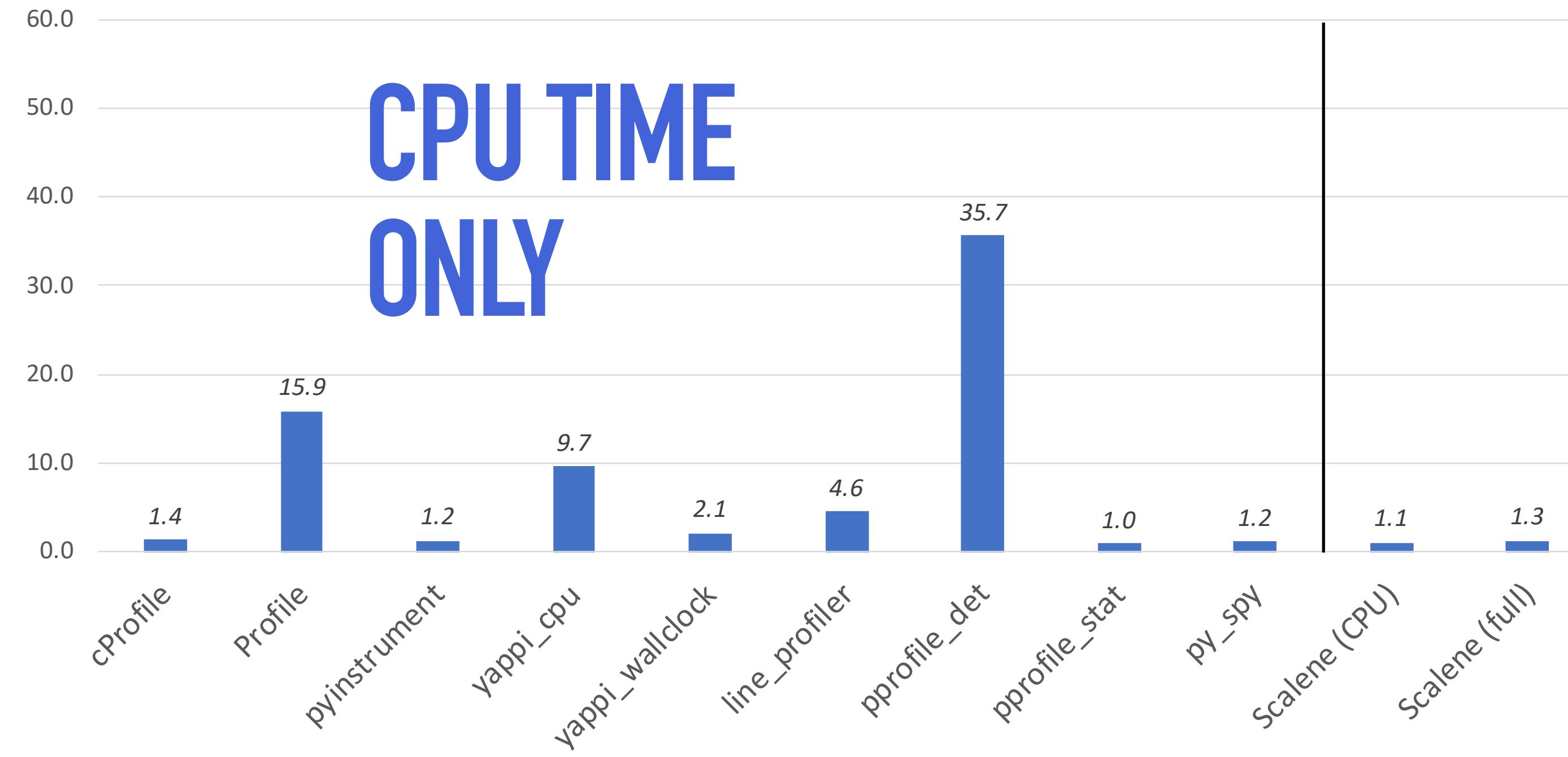
```

2 import numpy as np
4 def main():
5     for i in range(10):
6         x = np.array(range(10**7))
7         y = np.random.uniform(0, 100, size=(10**8))

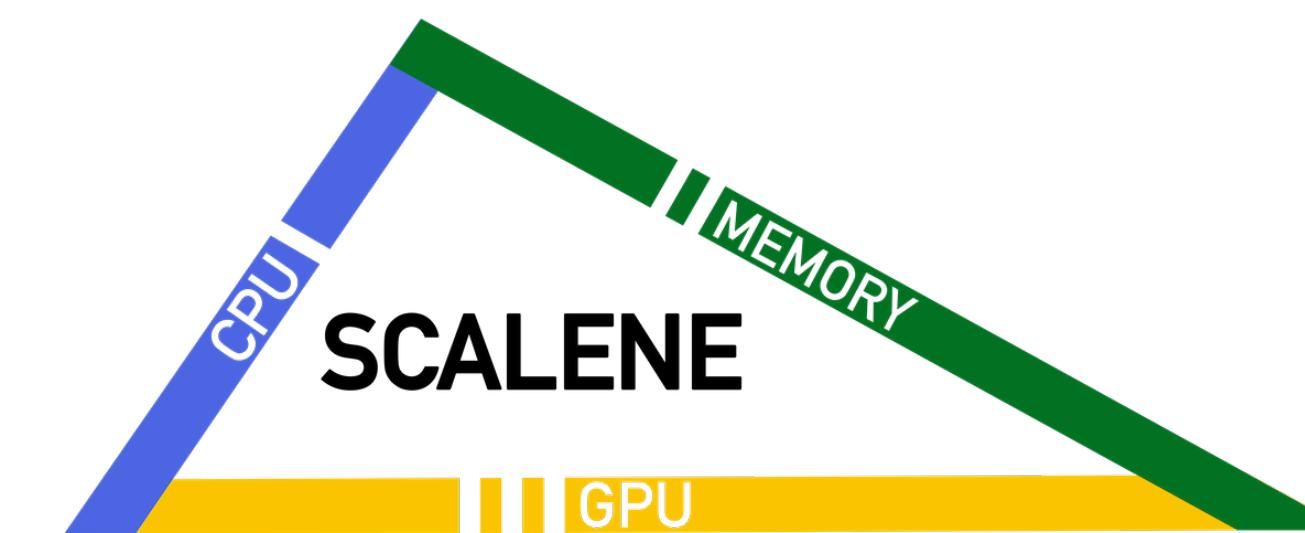
```



Normalized profiler execution time (mdp)

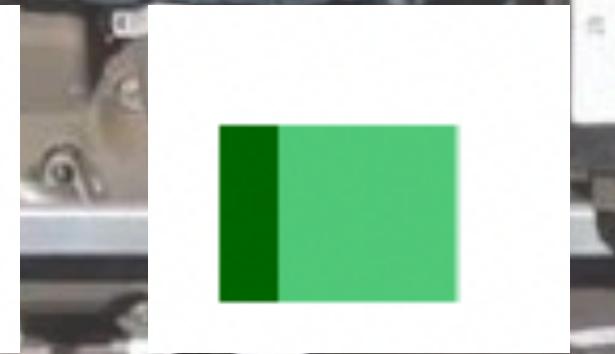


memory_profiler: ~300X slower
(from 5s to 20 minutes!)





Time: Python | [native](#) | system



Memory timeline: (max: 1609.9MB, growth: 0.1%)



NATIVE VS.
PYTHON TIME

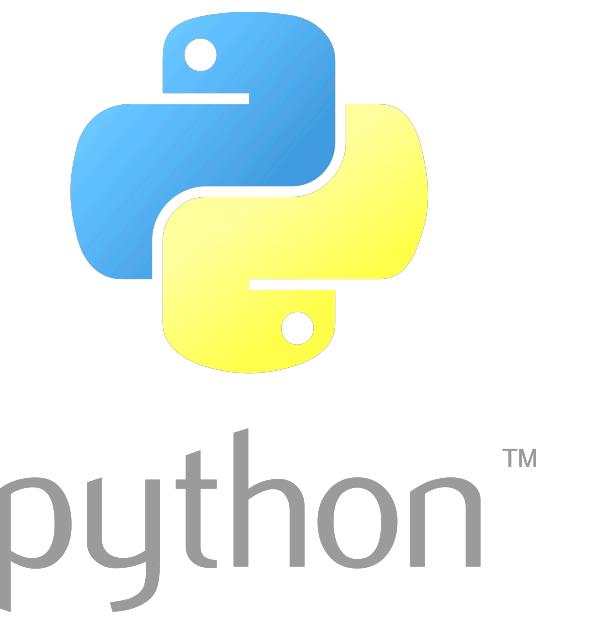
LOW-OVERHEAD
MEMORY PROFILING





SAMPLING -BASED PROFILING





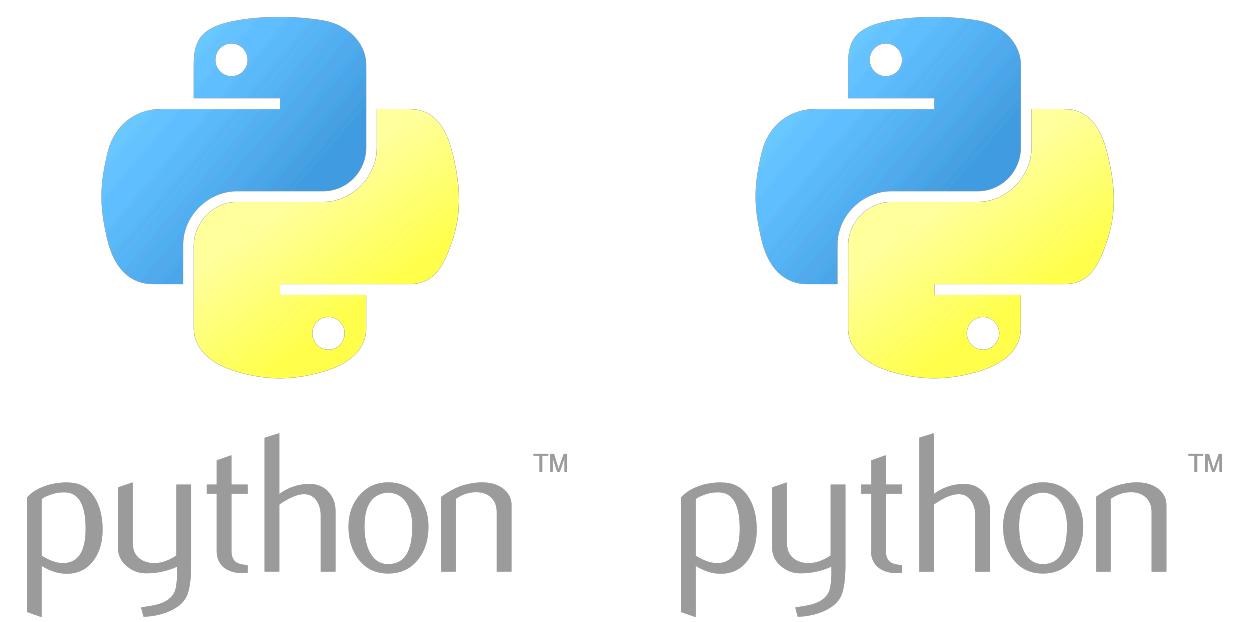
SAMPLING -BASED PROFILING



foo

function	time
foo	1

SAMPLING -BASED PROFILING



foo

bar

function	time
foo	1
bar	1

SAMPLING -BASED PROFILING



foo

bar

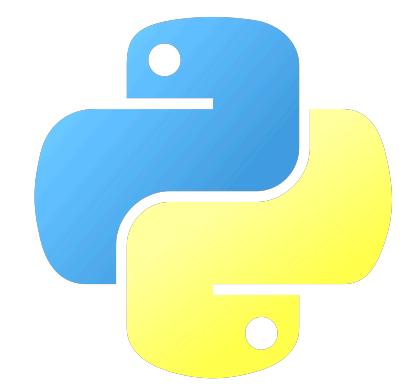
bar

function	time
foo	1
bar	2

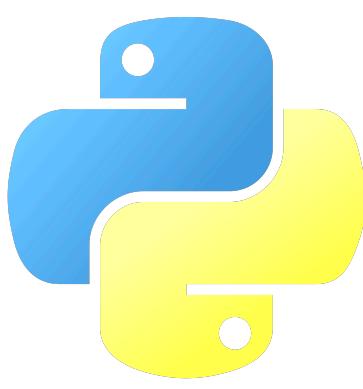
SAMPLING -BASED PROFILING



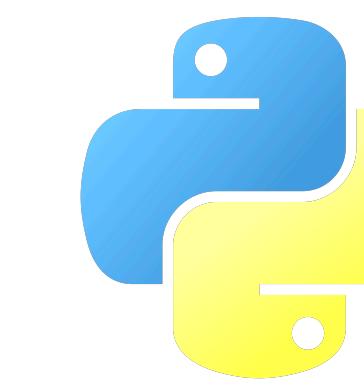
function	time
foo	2
bar	2



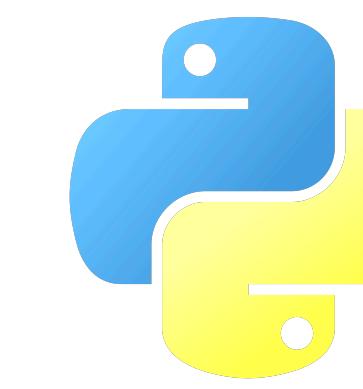
python™



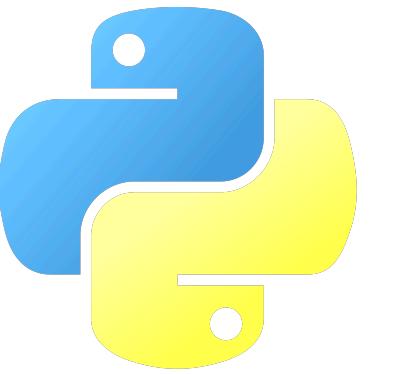
python™



python™



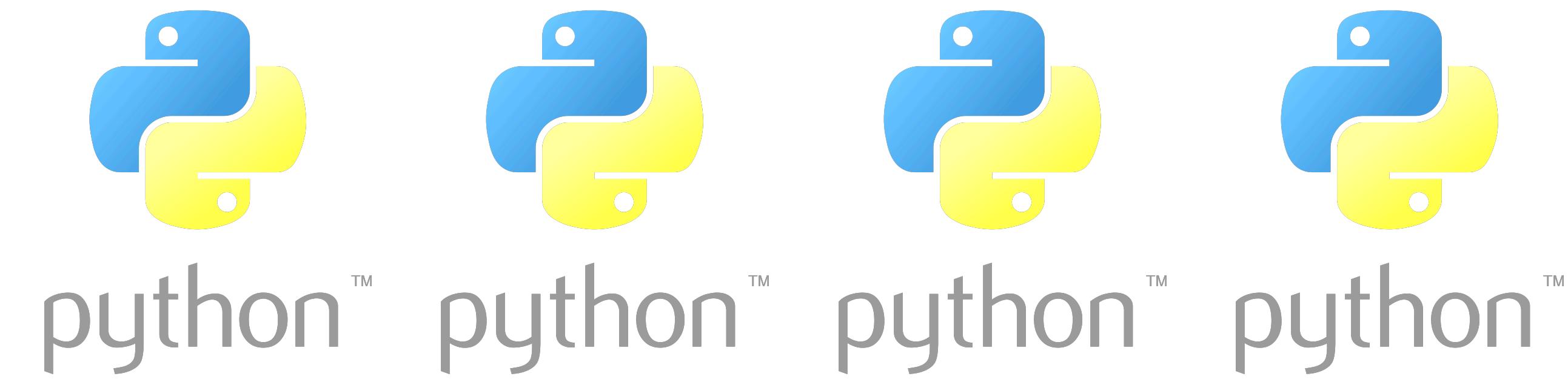
python™



python™

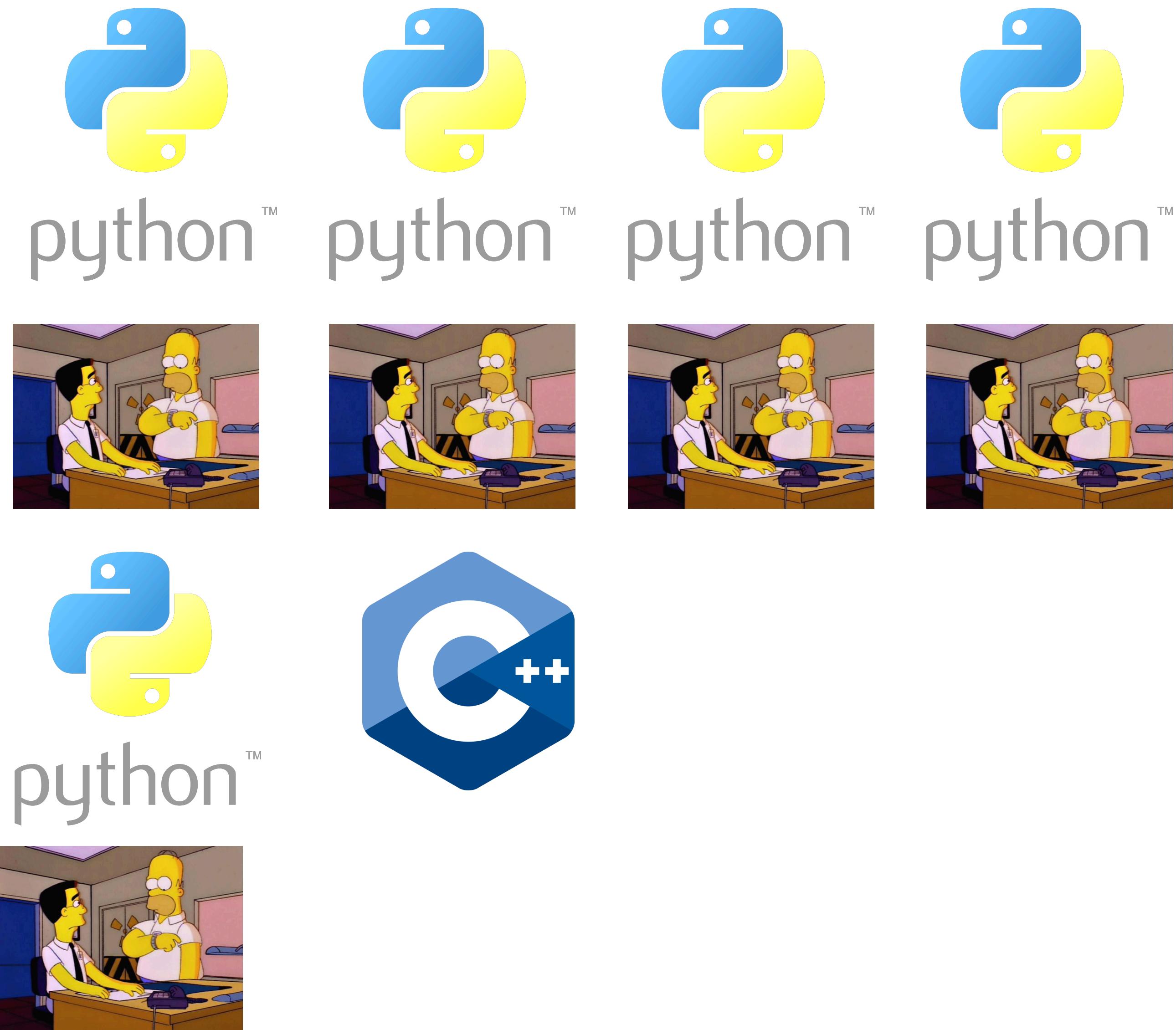
**DEFERRED
SIGNAL
DELIVERY**

DEFERRED SIGNAL DELIVERY



function	time
foo	1

DEFERRED SIGNAL DELIVERY



function	time
foo	1

DEFERRED SIGNAL DELIVERY



function	time
foo	1

DEFERRED SIGNAL DELIVERY



function	time
foo	2

DEFERRED SIGNAL DELIVERY

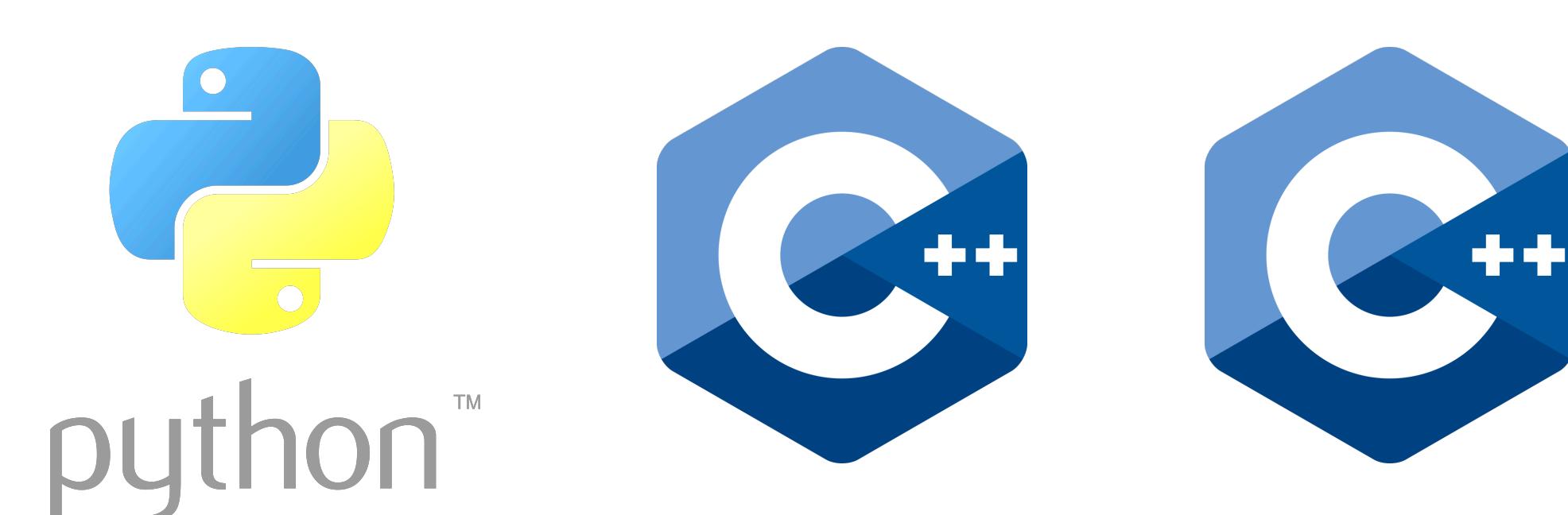


function	time
foo	2

DEFERRED SIGNAL DELIVERY

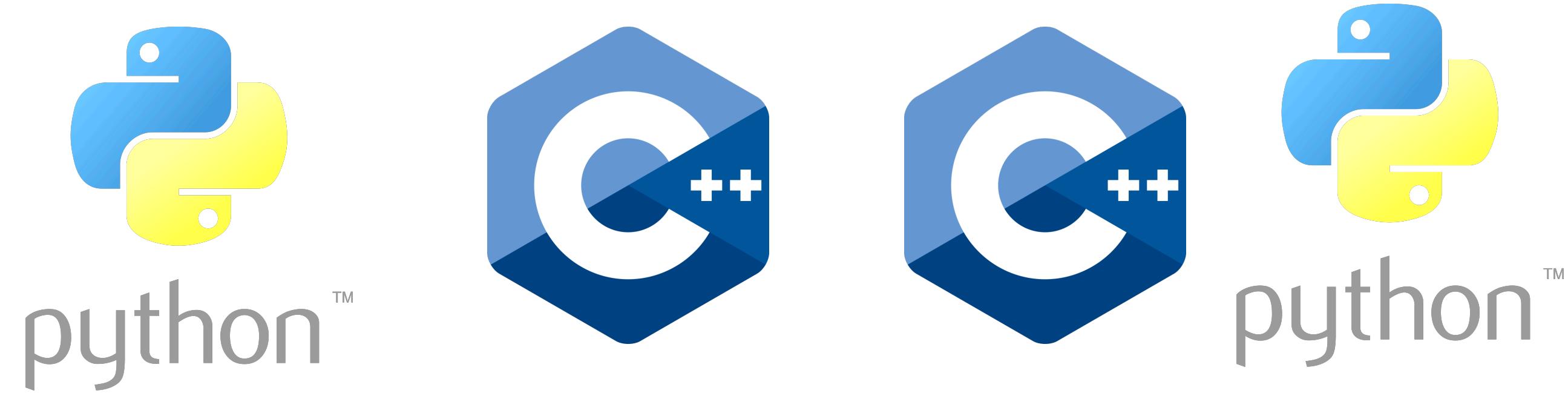


(pprofile)



function	time
foo	2

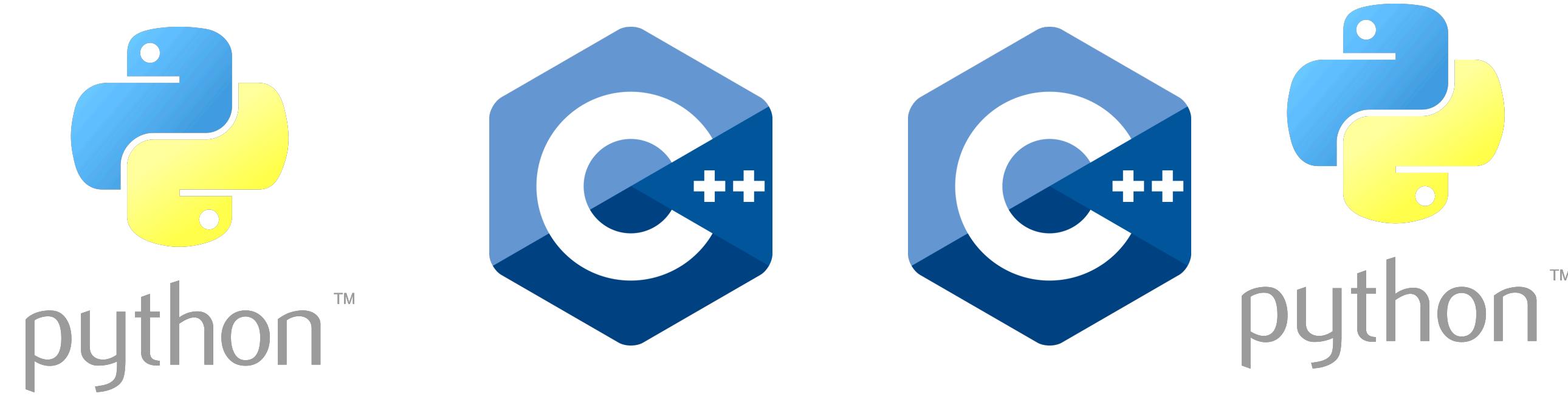
(VIRTUAL TIME)
INFERRING
EXECUTION TIME



delay



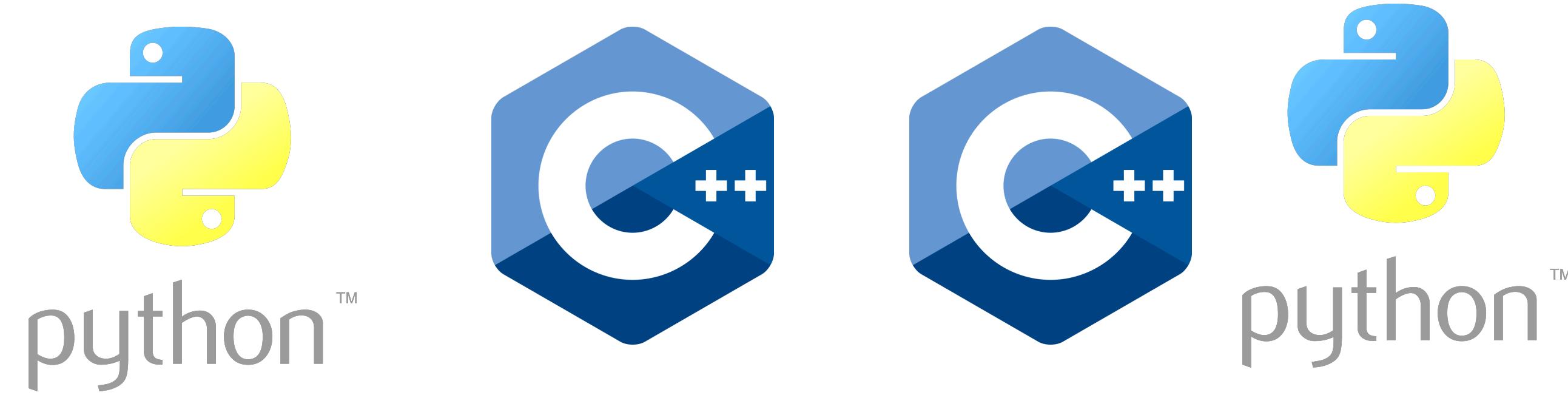
(VIRTUAL TIME)
INFERRING
EXECUTION TIME



```
python_time += interval  
c_time += delay - interval
```

function	time
foo	2
bar	2

(VIRTUAL TIME)
INFERRING
EXECUTION TIME



delay



```
python_time += interval  
c_time += delay - interval
```

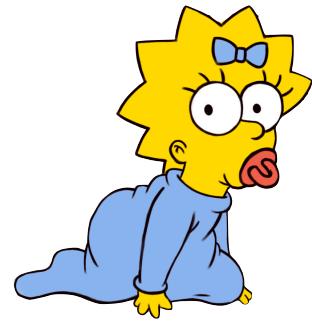
Time: Python | native | system

function	time
foo	2
bar	2

memory_profiler:

memory_profiler: ~300x slower

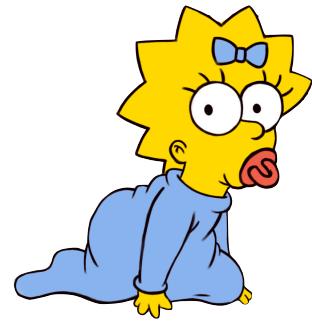
`memory_profiler`: ~300x slower



record
malloc
info

**tracks every
malloc/free**

`memory_profiler`: ~300x slower



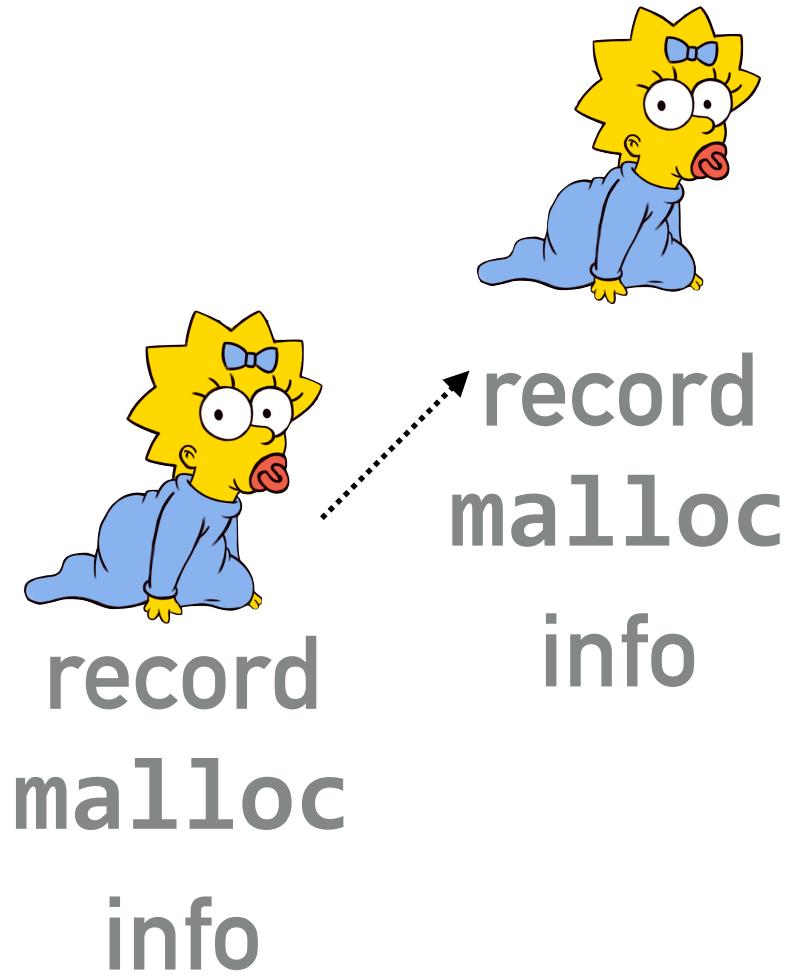
record
malloc

info

tracks every
malloc/free

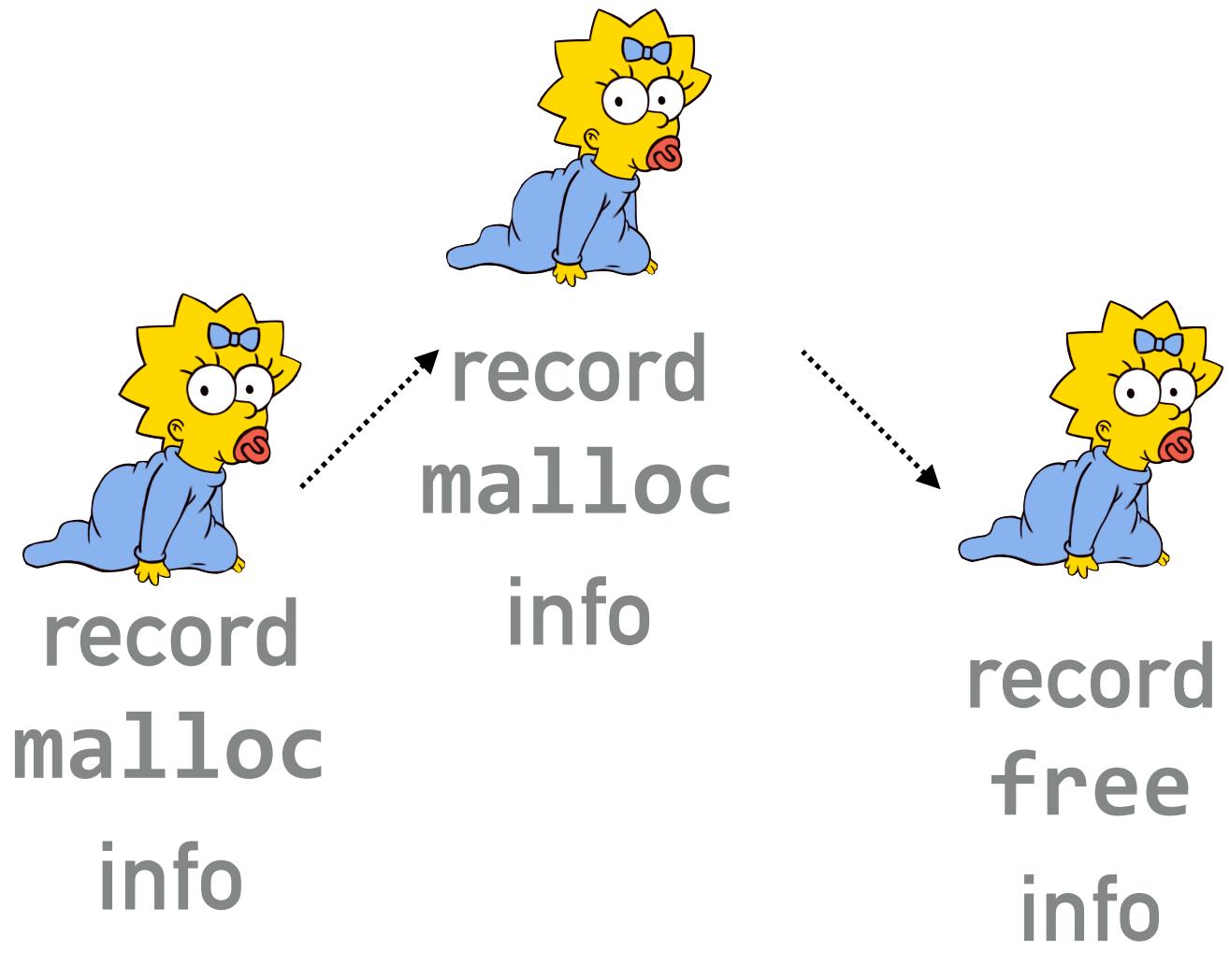
invokes
getrusage!

`memory_profiler`: ~300x slower



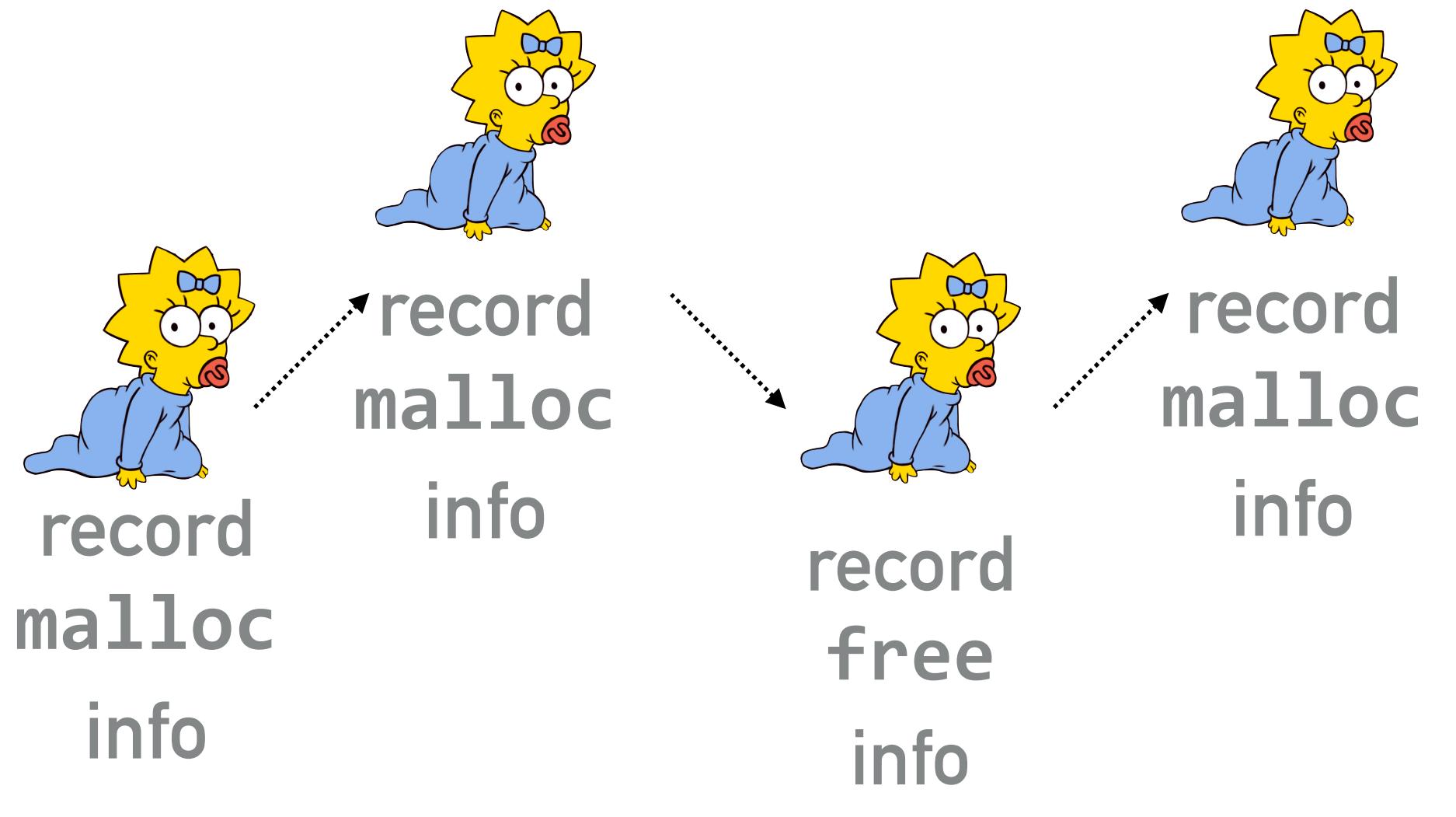
**tracks every
malloc/free**

`memory_profiler`: ~300x slower



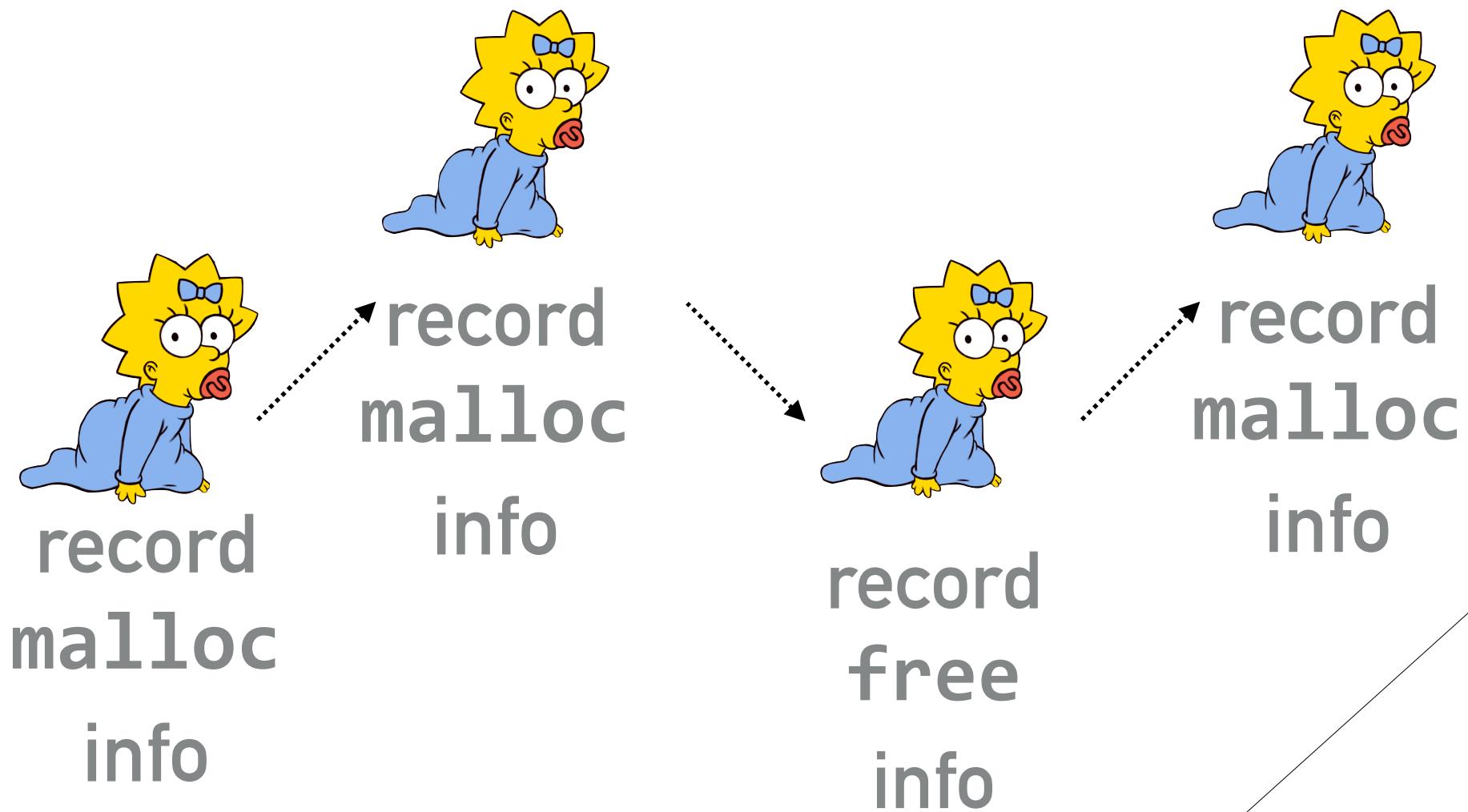
**tracks every
malloc/free**

memory_profiler: ~300x slower

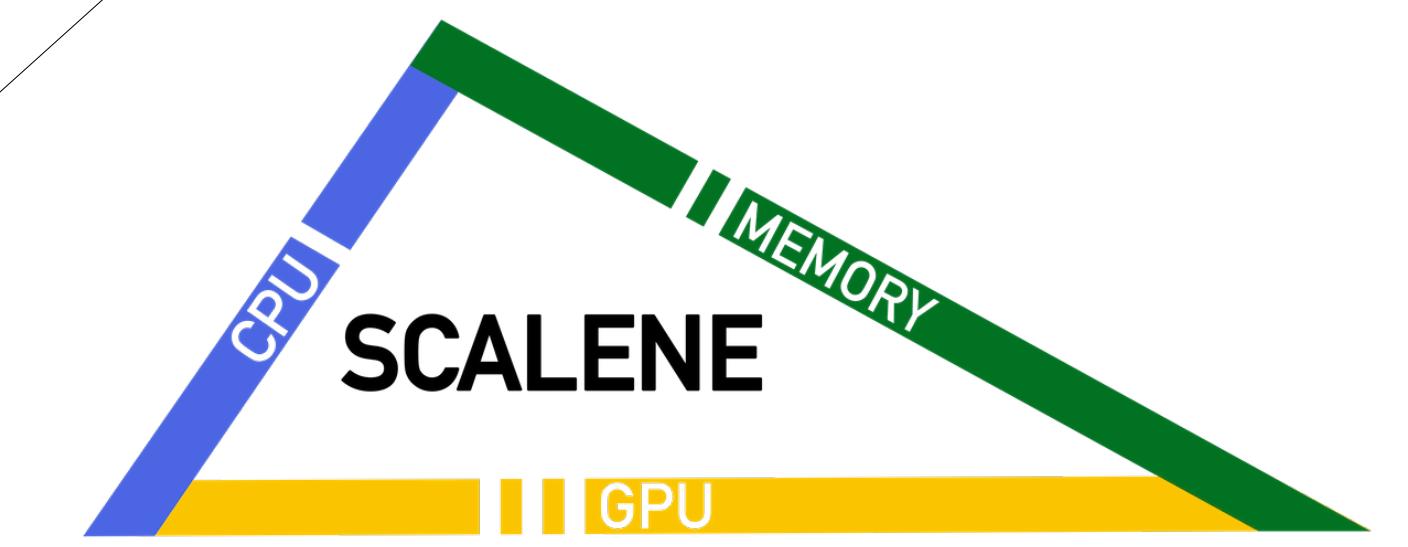


**tracks every
malloc/free**

`memory_profiler`: ~300x slower

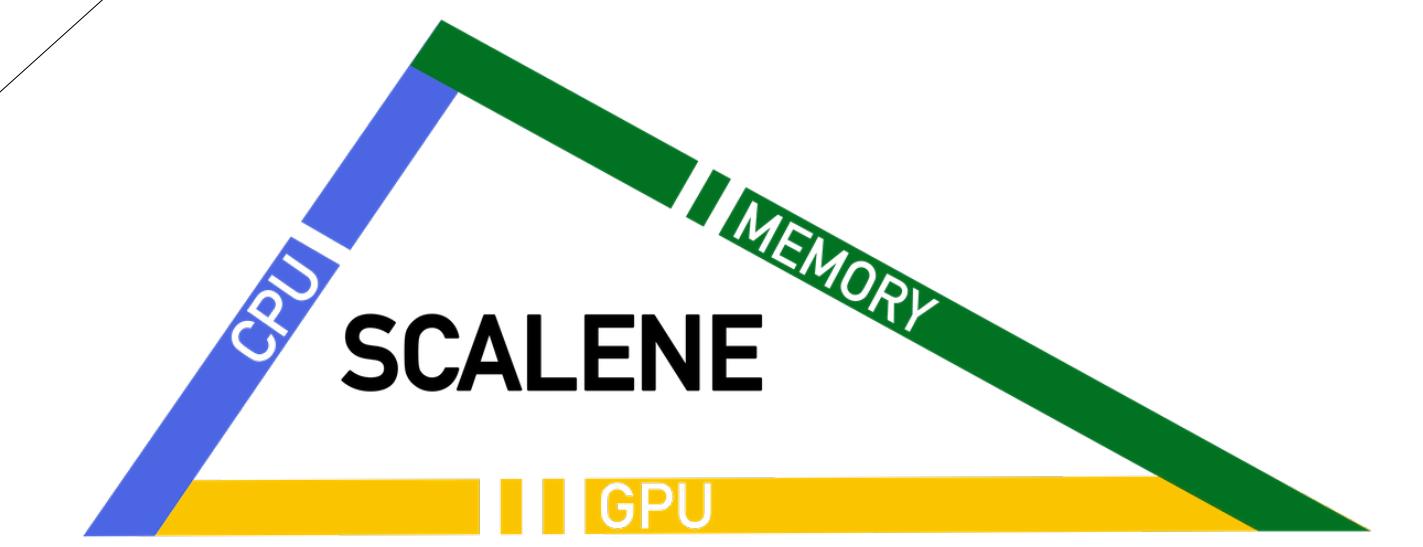


tracks every
`malloc/free`

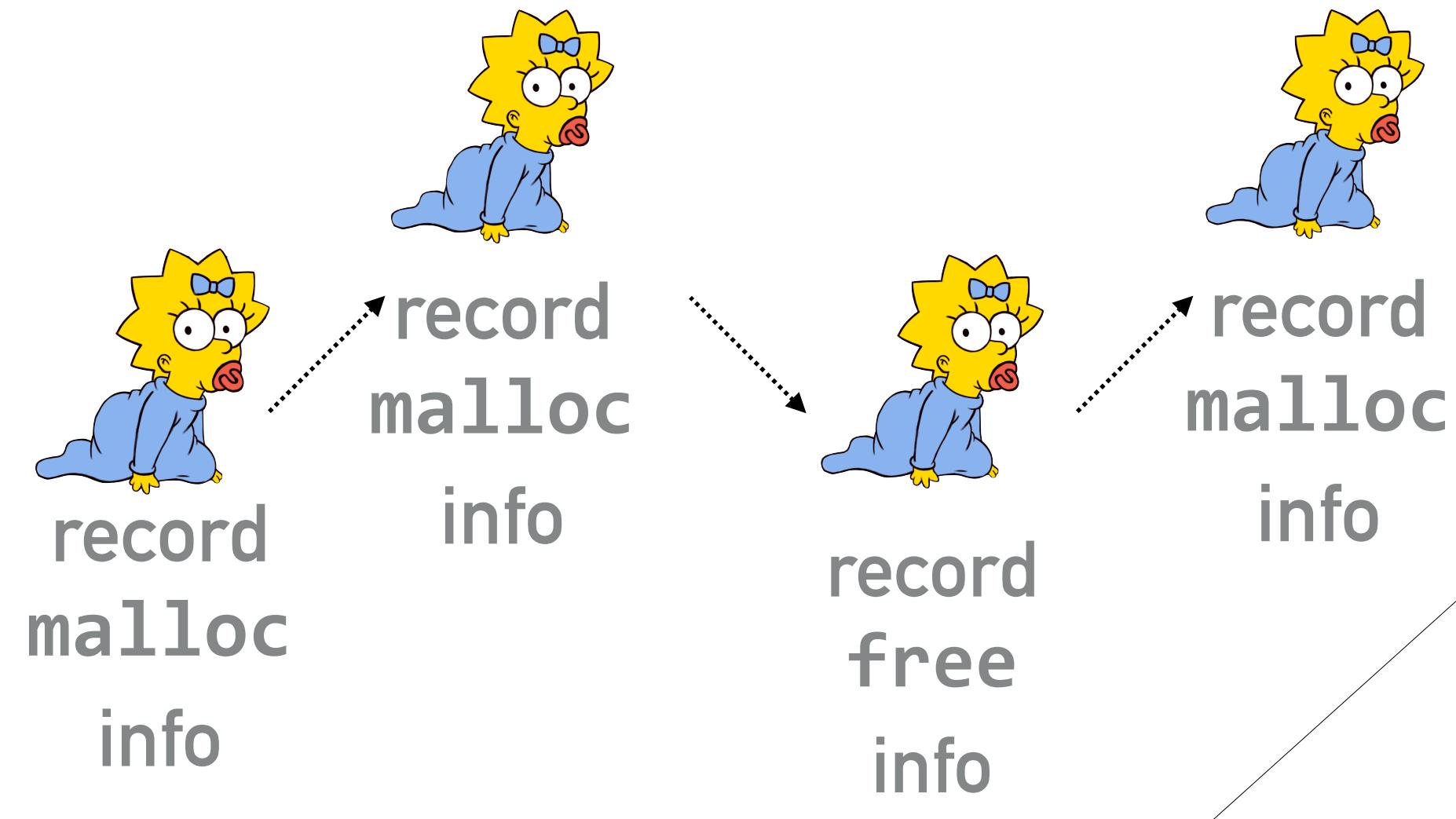


threshold-
based
sampling

`memory_profiler`: ~300x slower

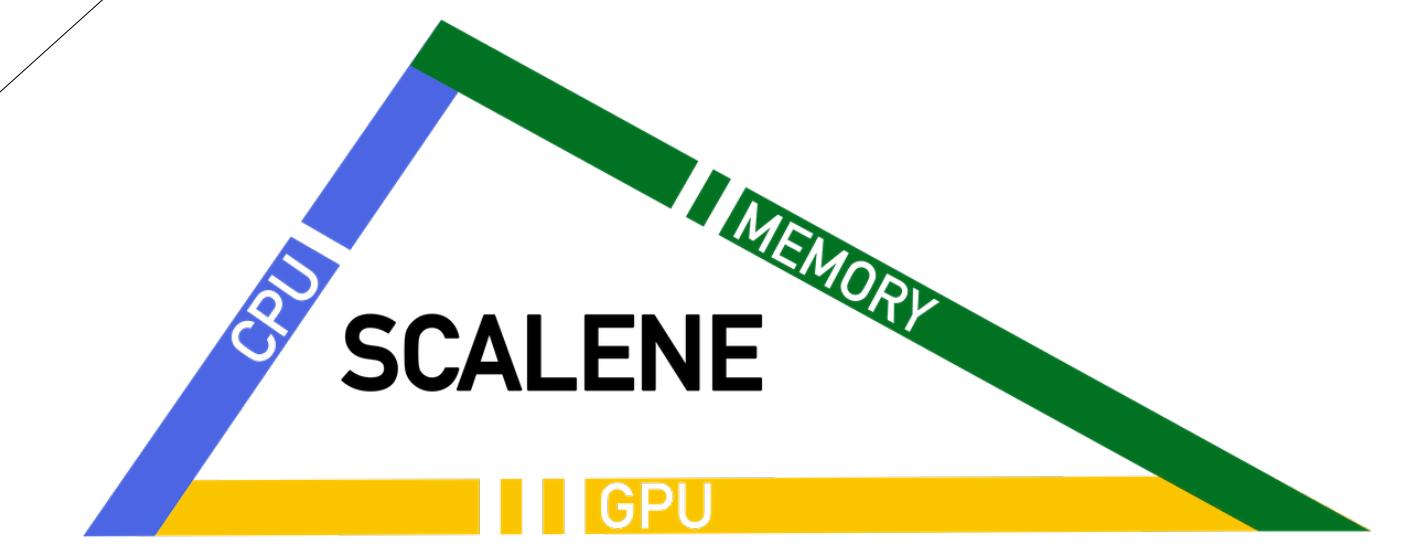


threshold-based
sampling

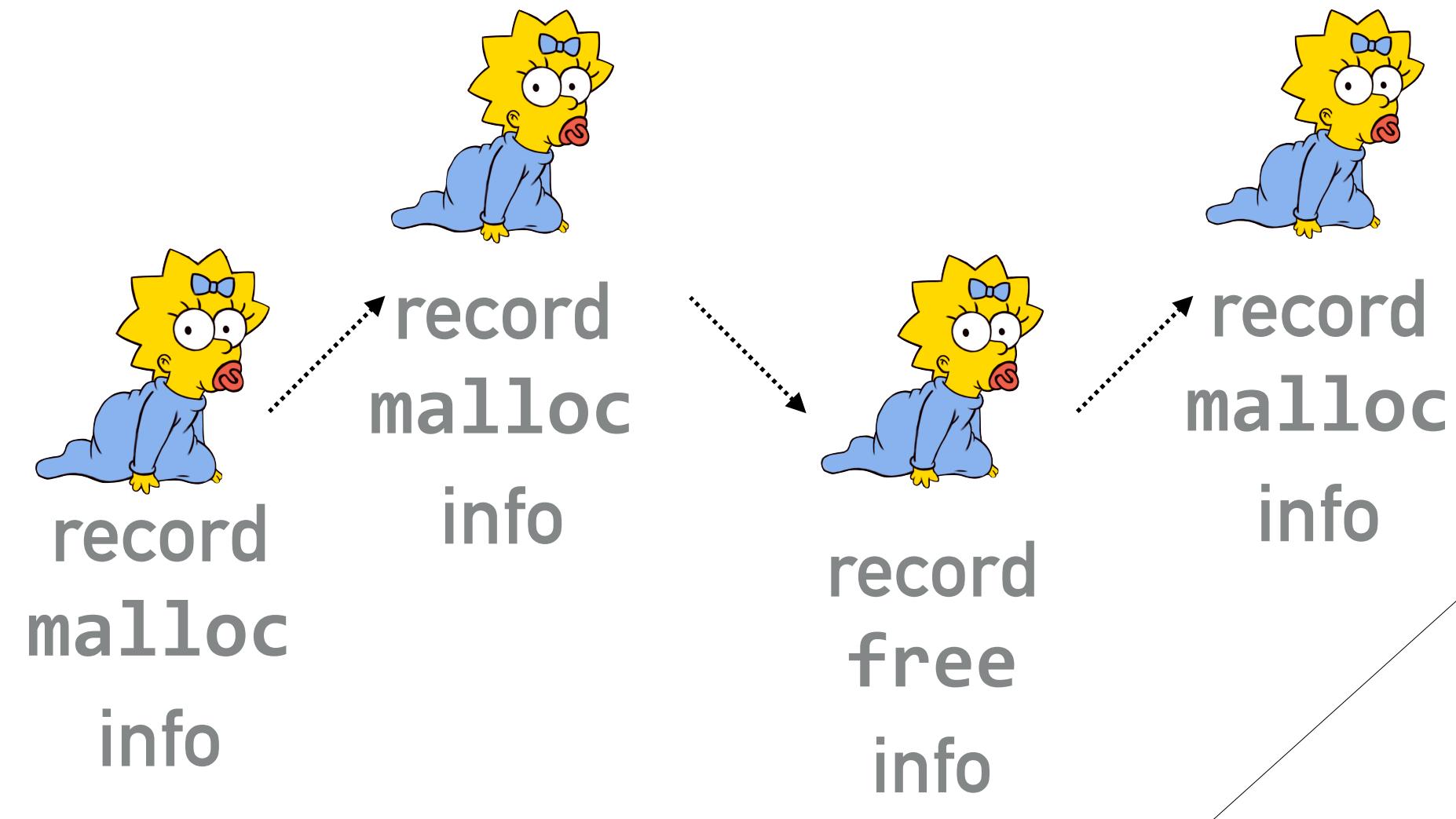


tracks every
malloc/free

`memory_profiler`: ~300x slower

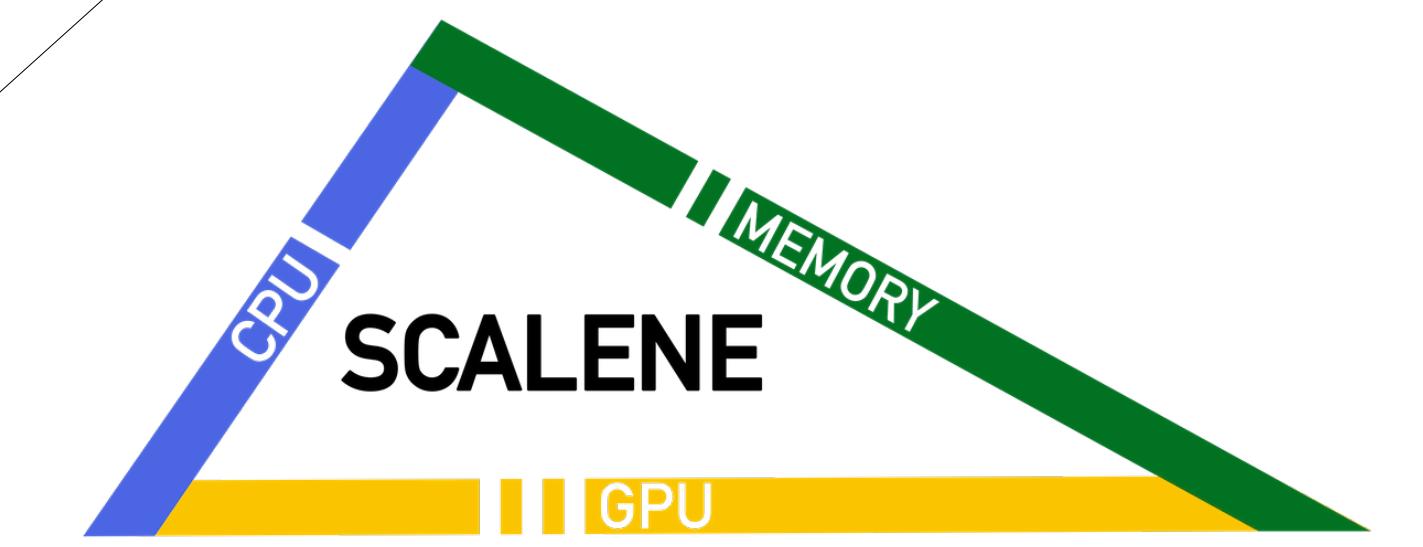


threshold-based
sampling

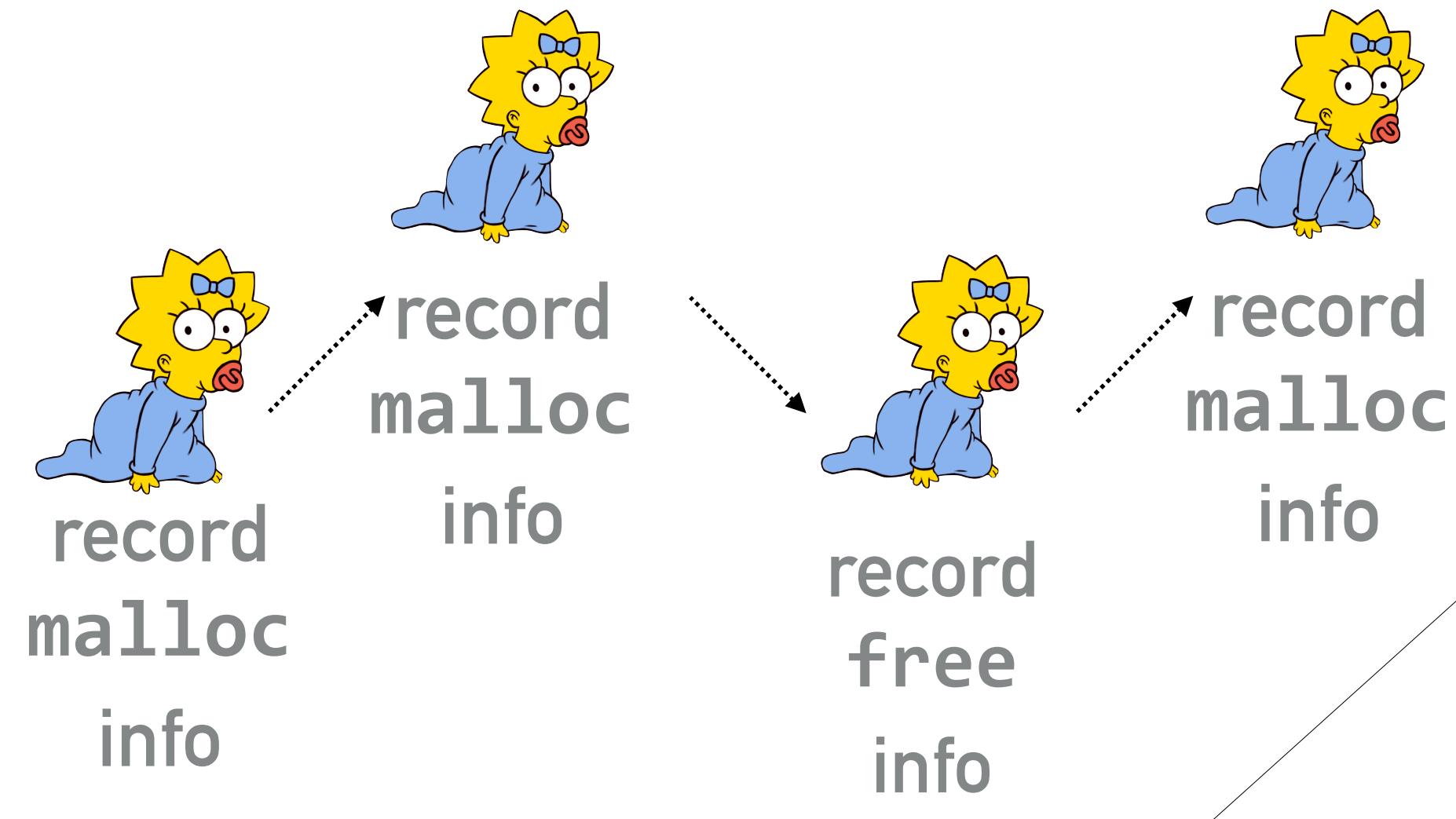


tracks every
malloc/free

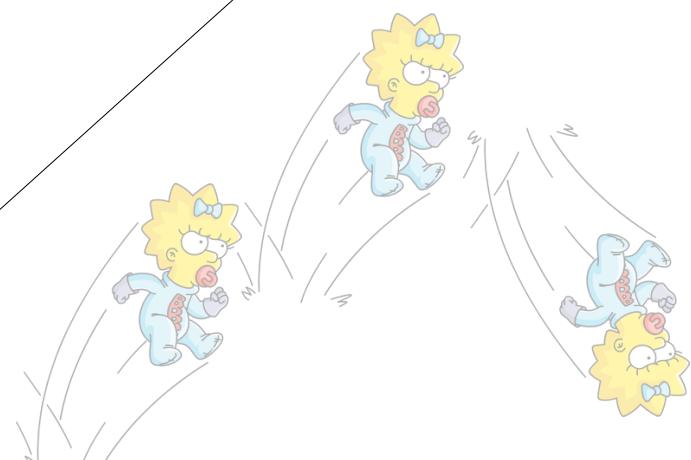
`memory_profiler`: ~300x slower



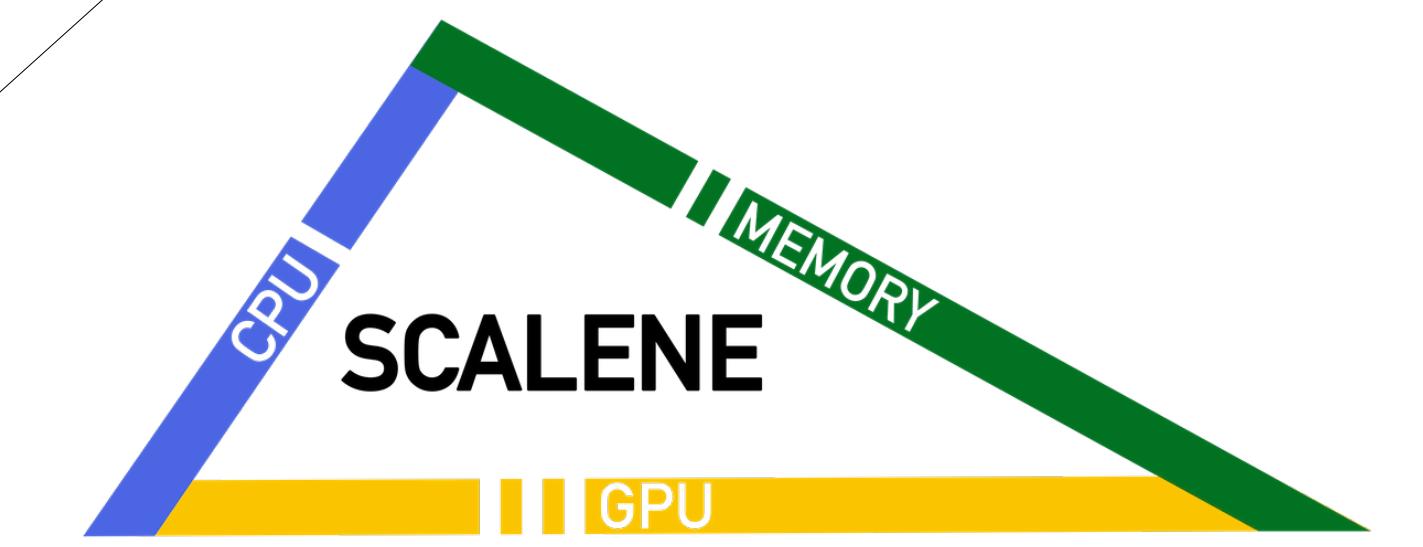
threshold-based
sampling



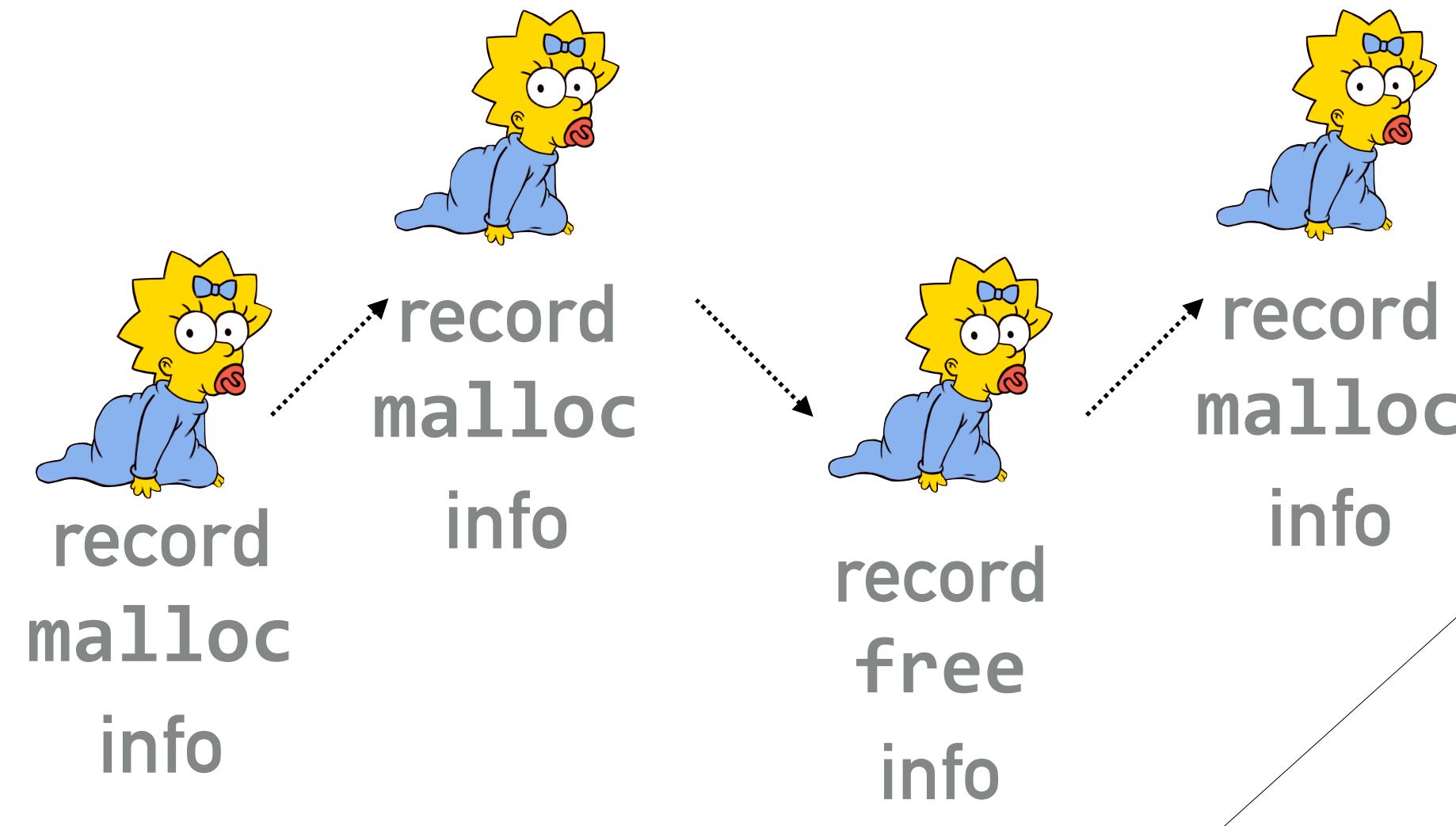
tracks every
malloc/free



`memory_profiler`: ~300x slower

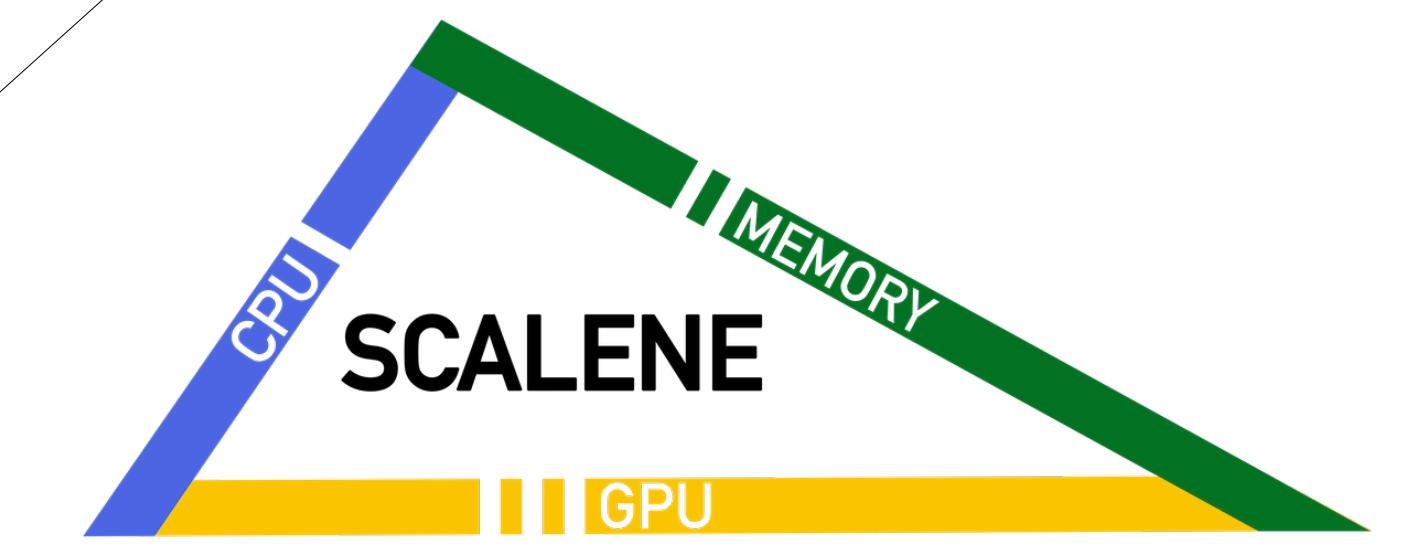


threshold-based
sampling

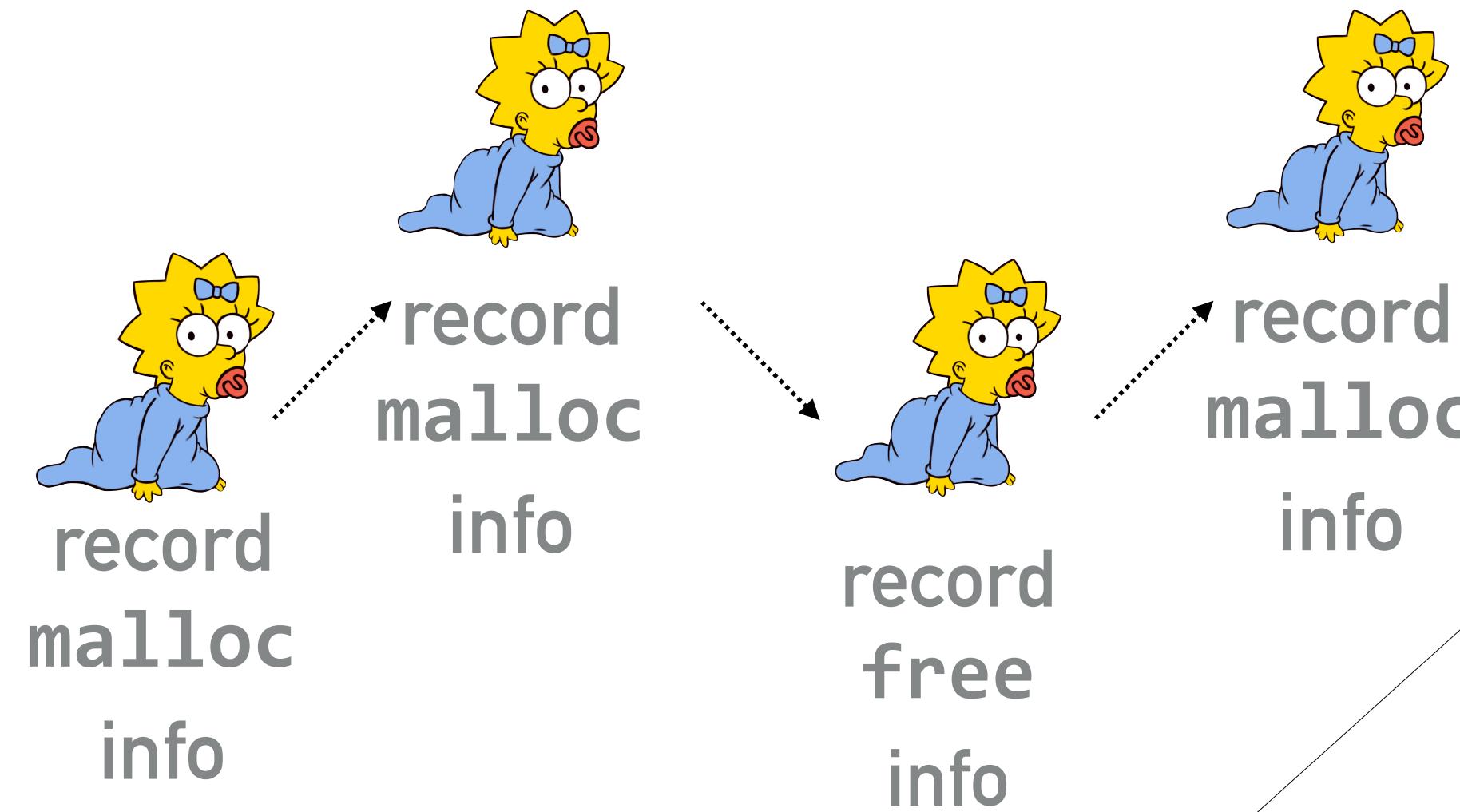


tracks every
malloc/free

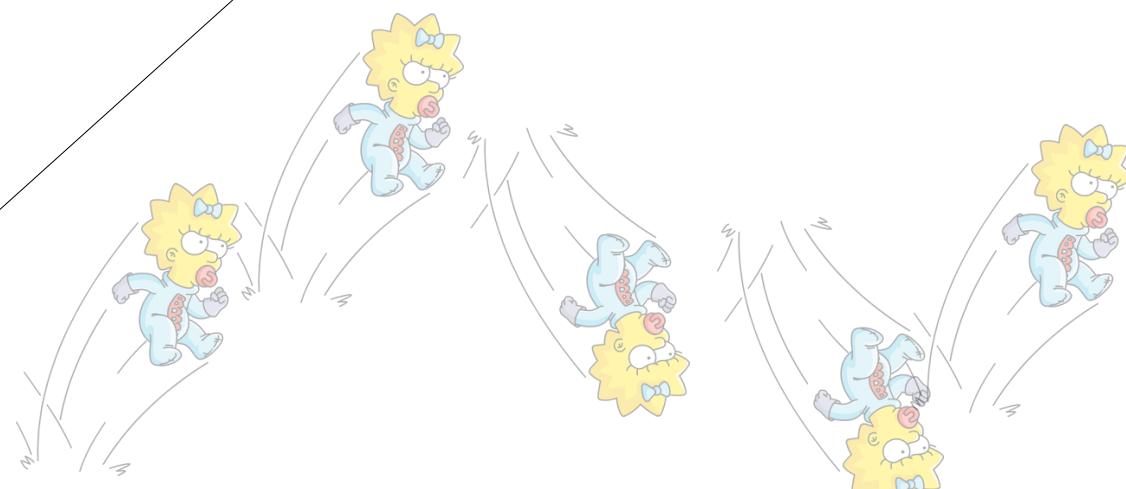
`memory_profiler`: ~300x slower



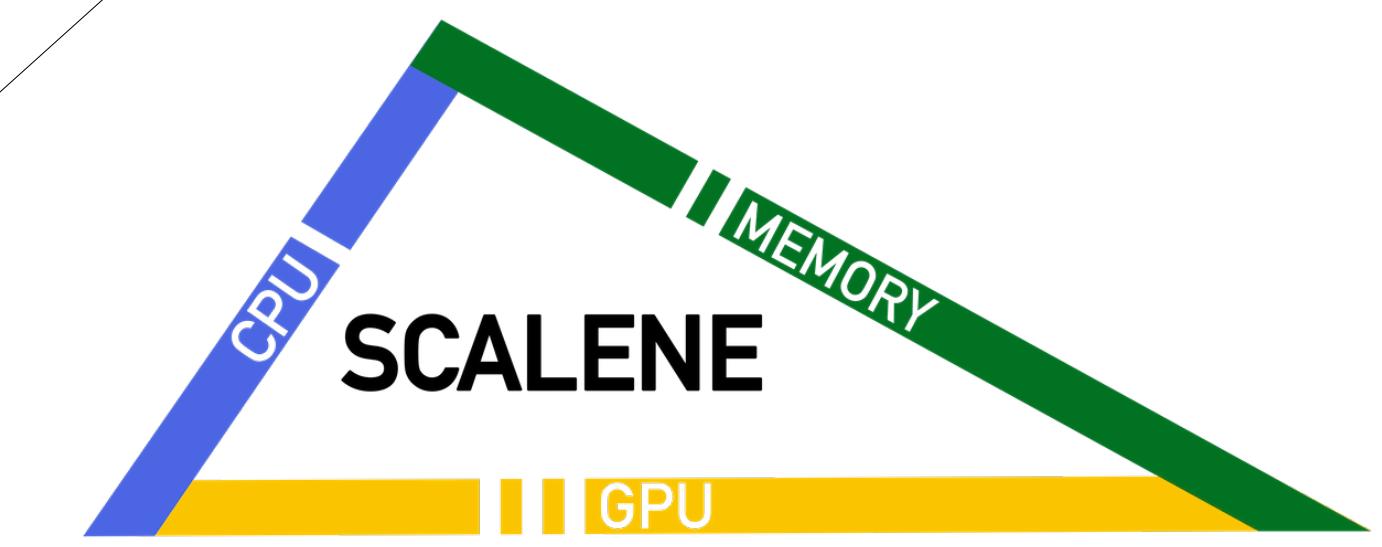
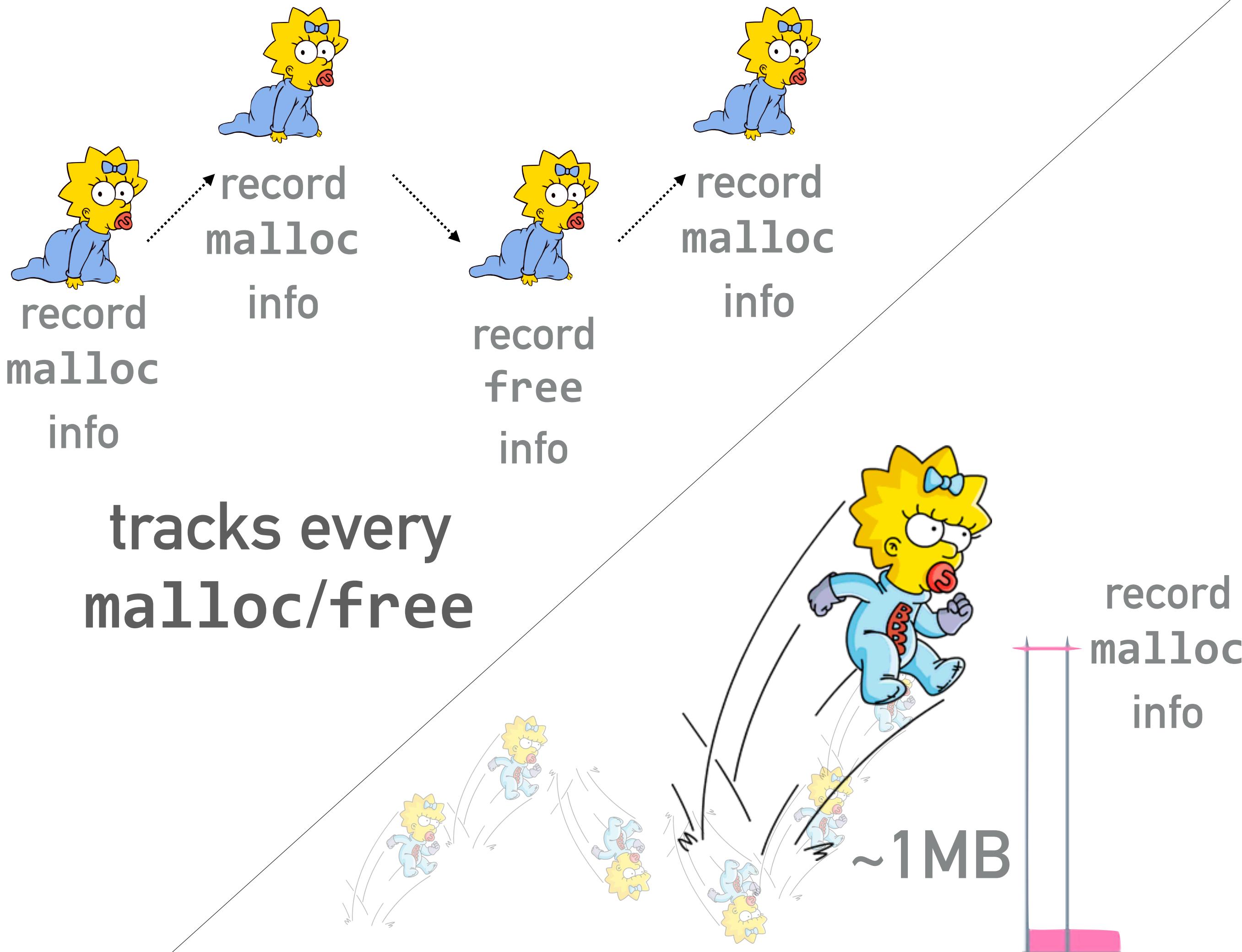
threshold-based
sampling



tracks every
malloc/free

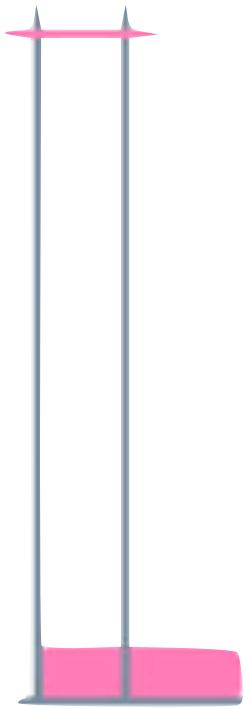


`memory_profiler`: ~300x slower

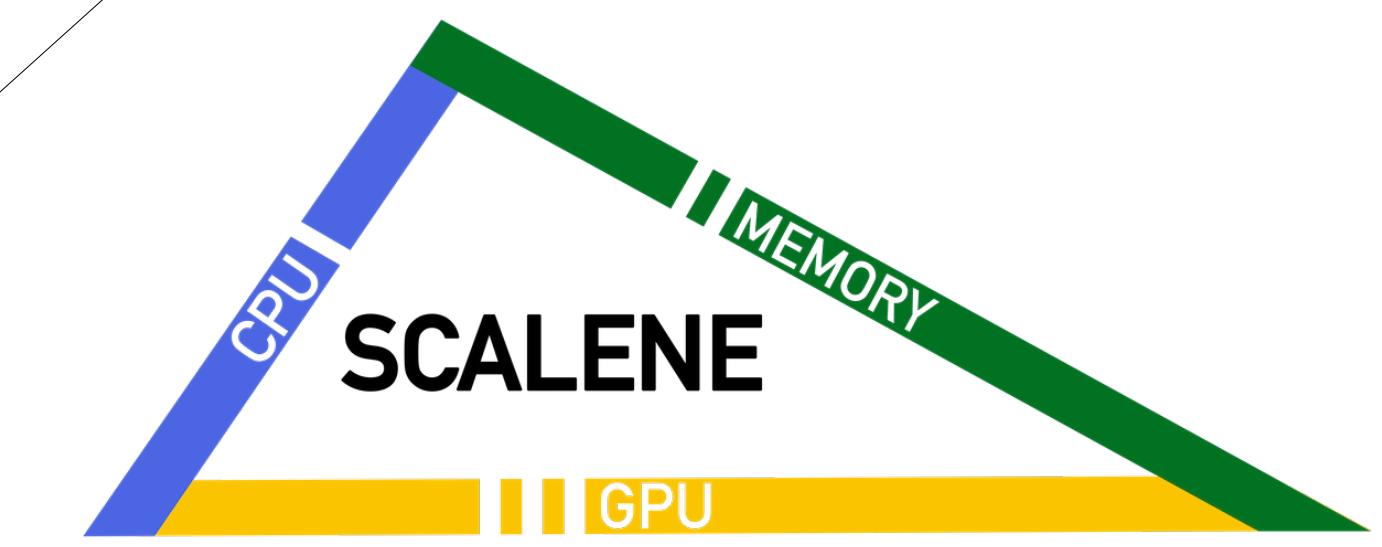
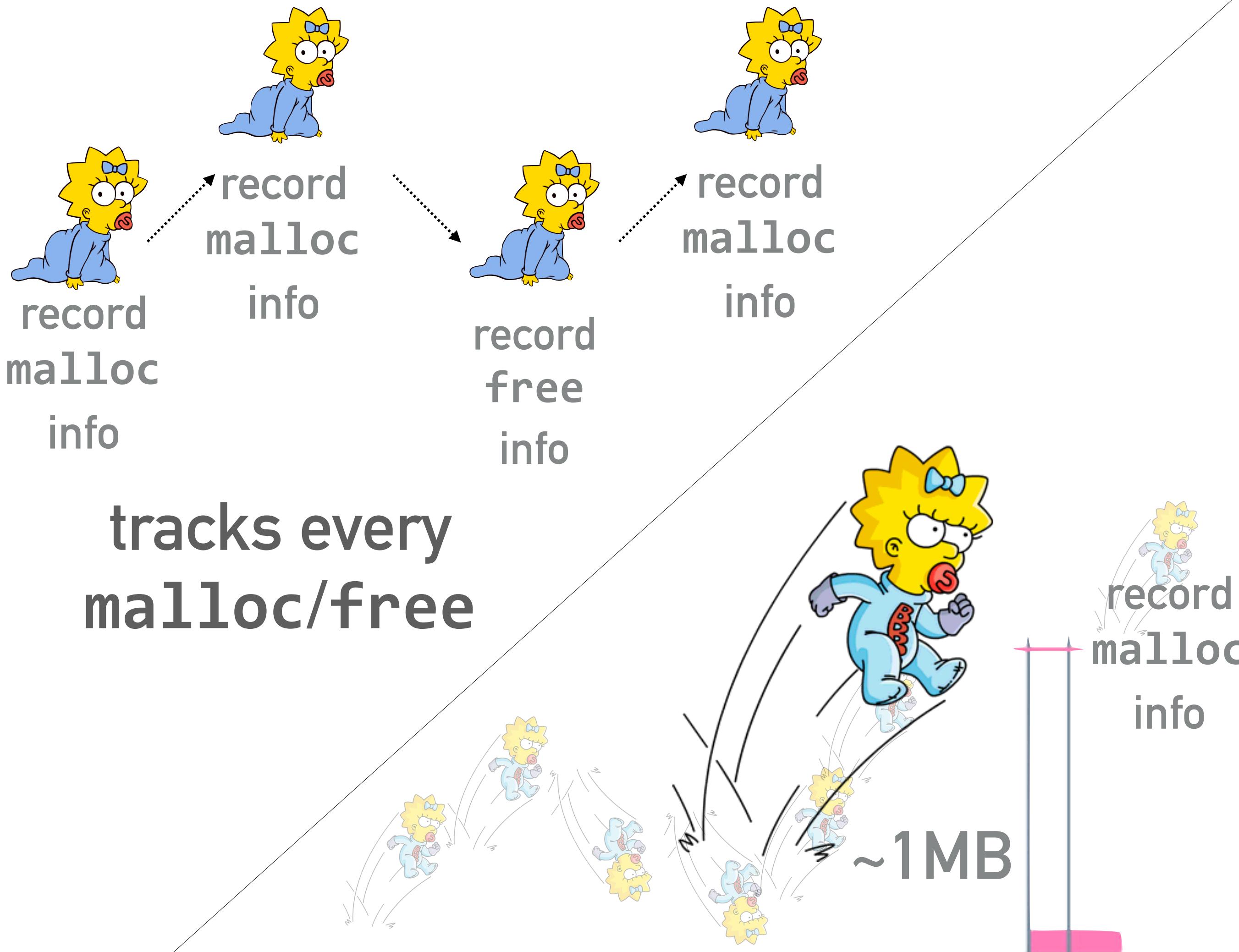


threshold-based sampling

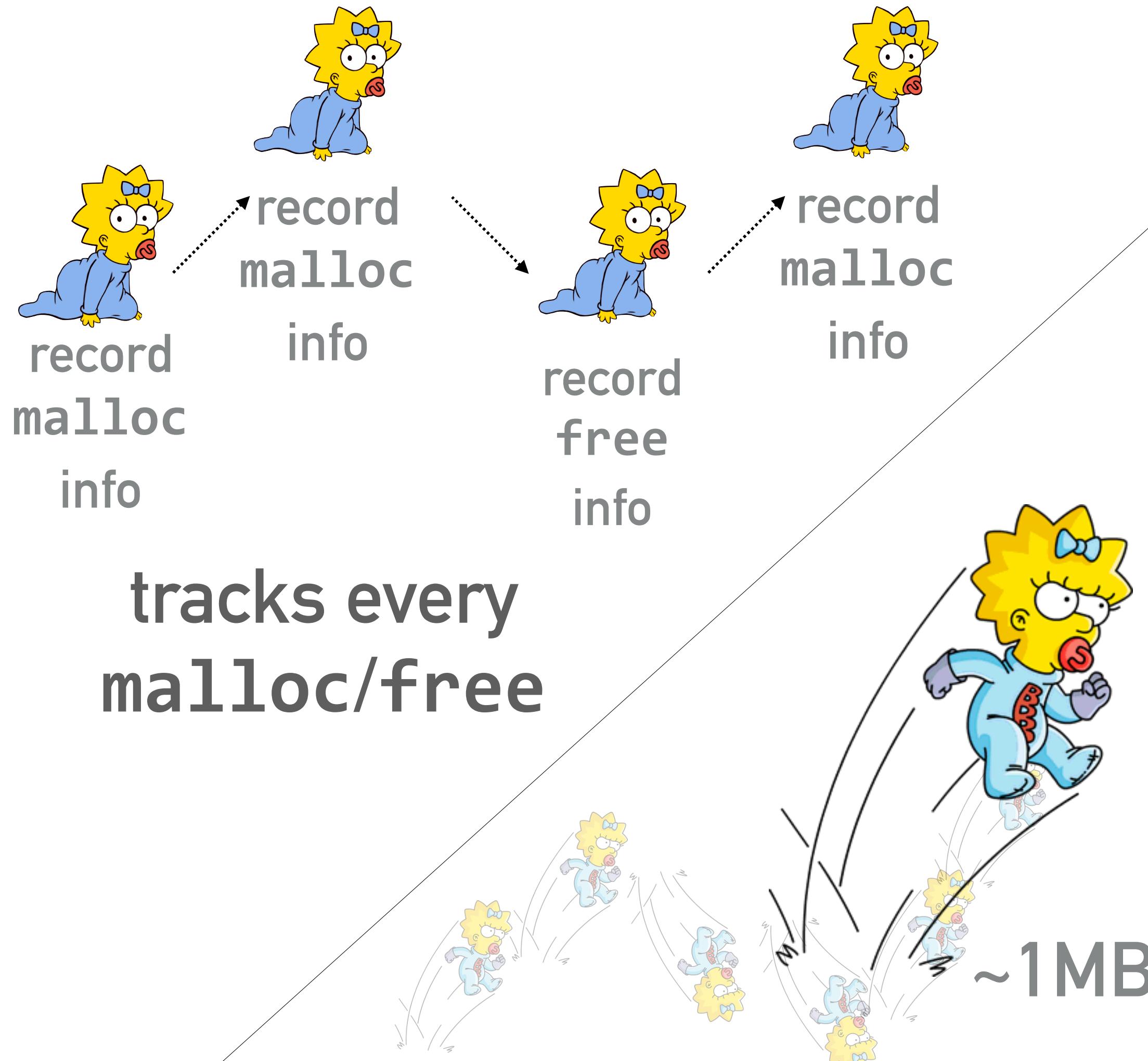
only tracks every $\Delta \geq 1\text{MB}$



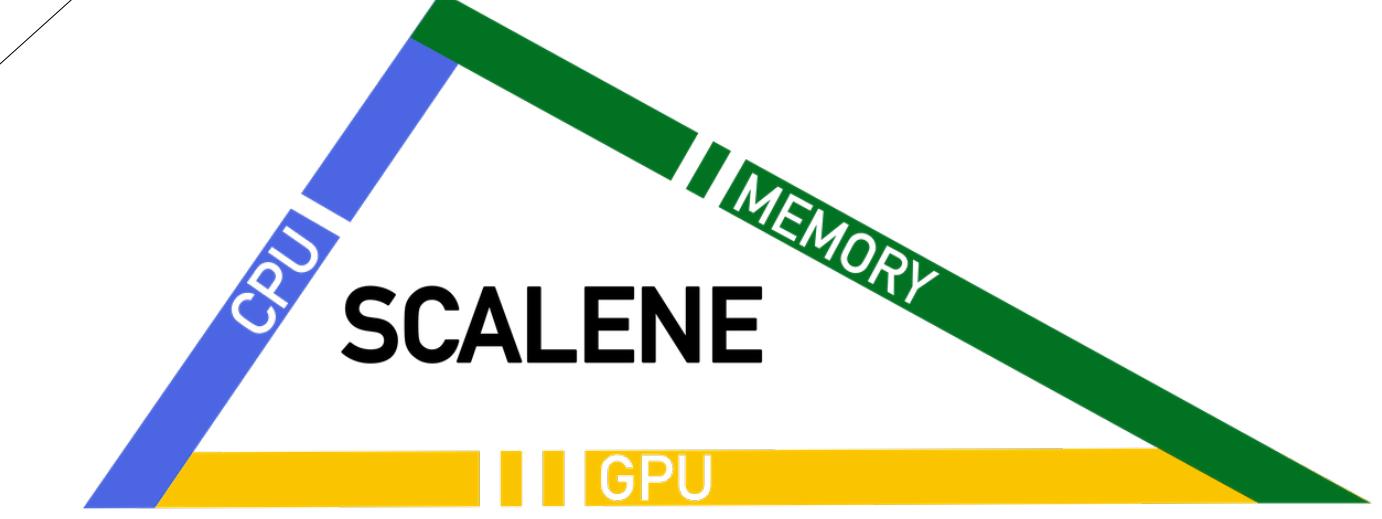
`memory_profiler`: ~300x slower



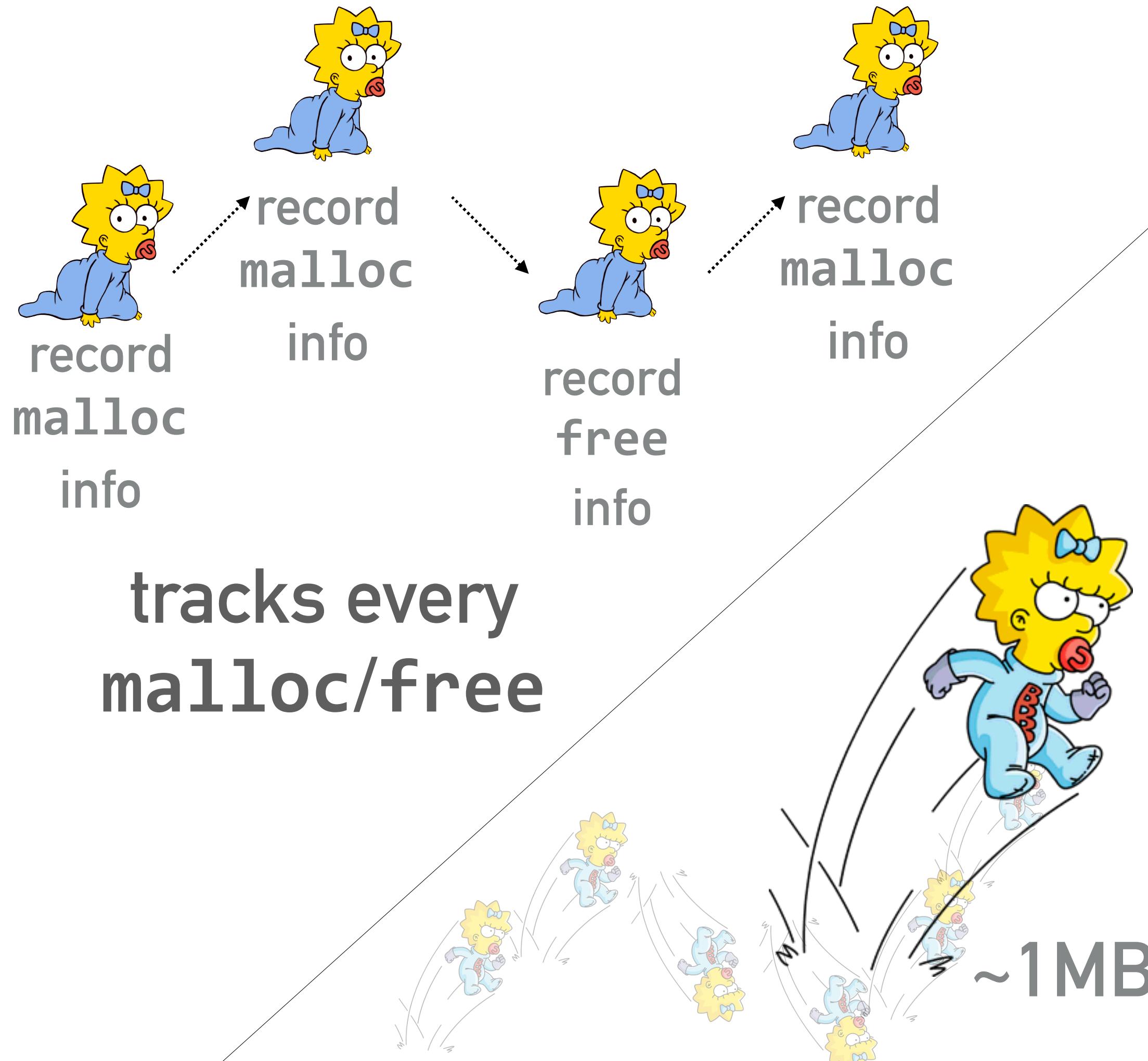
`memory_profiler`: ~300x slower



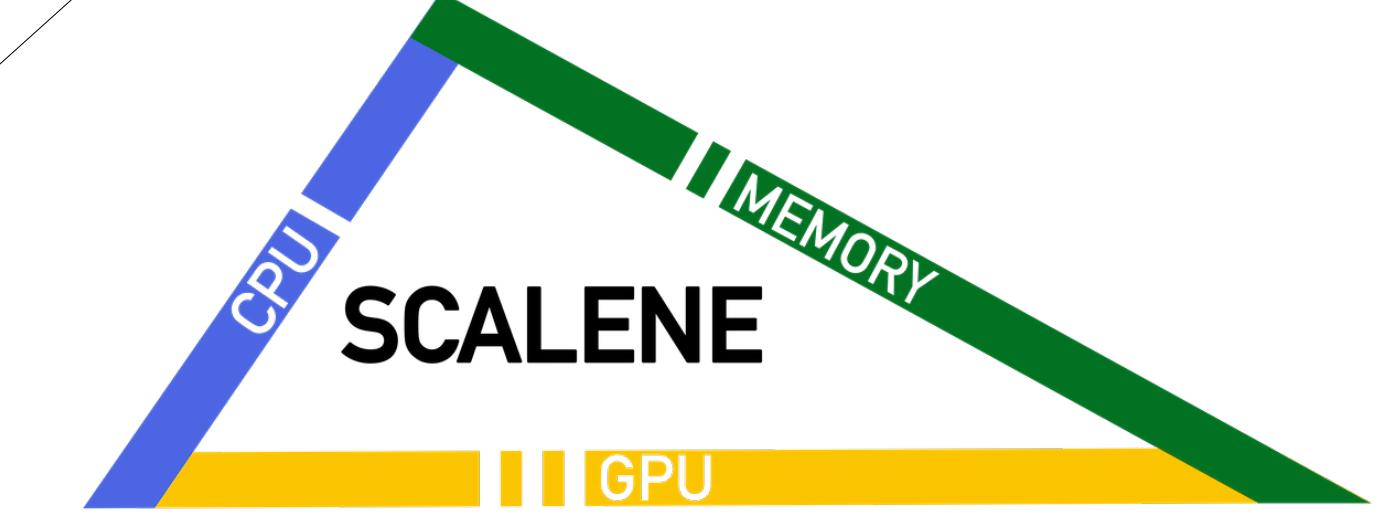
only tracks
every
 $\Delta \geq 1\text{MB}$



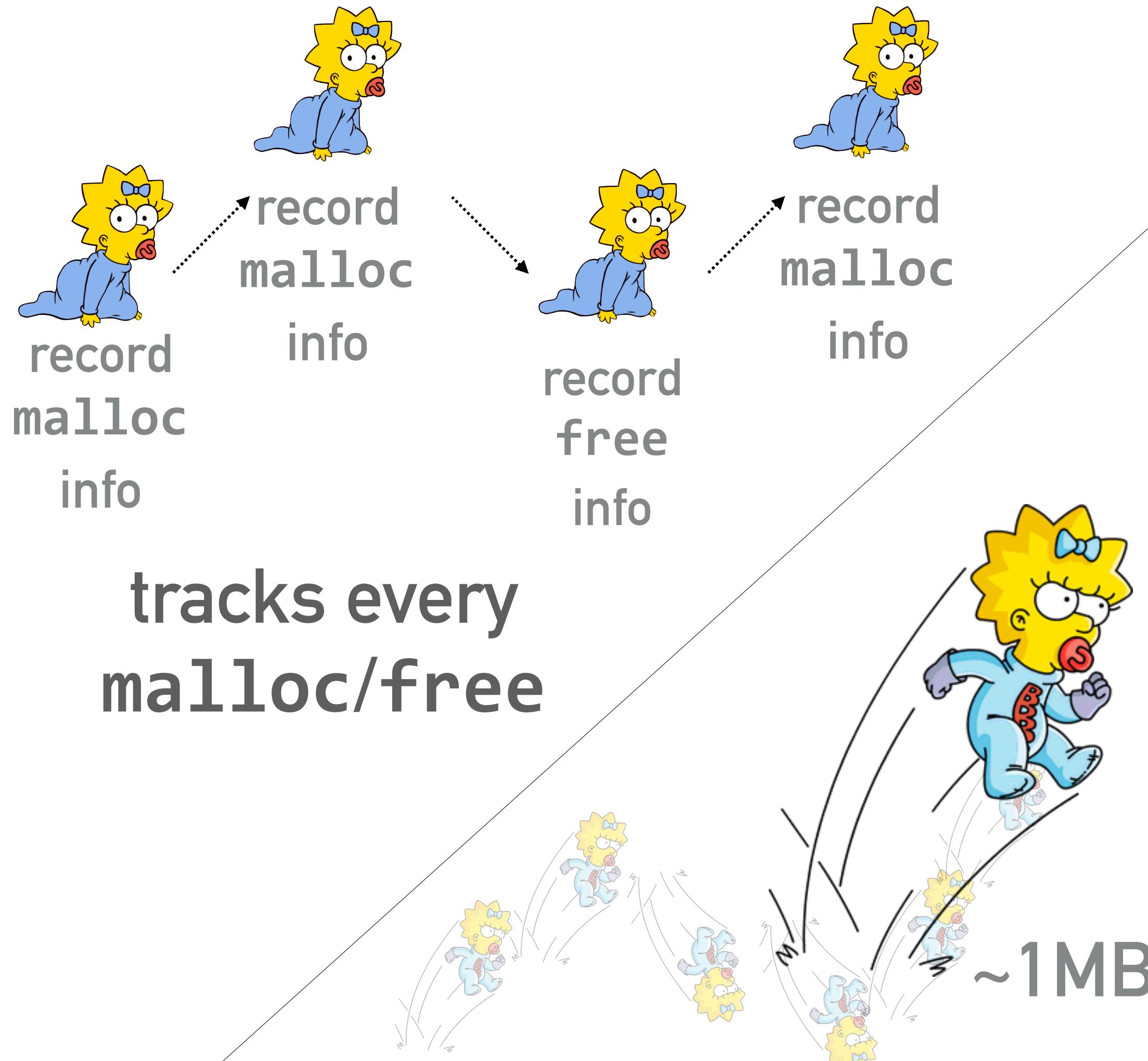
`memory_profiler`: ~300x slower



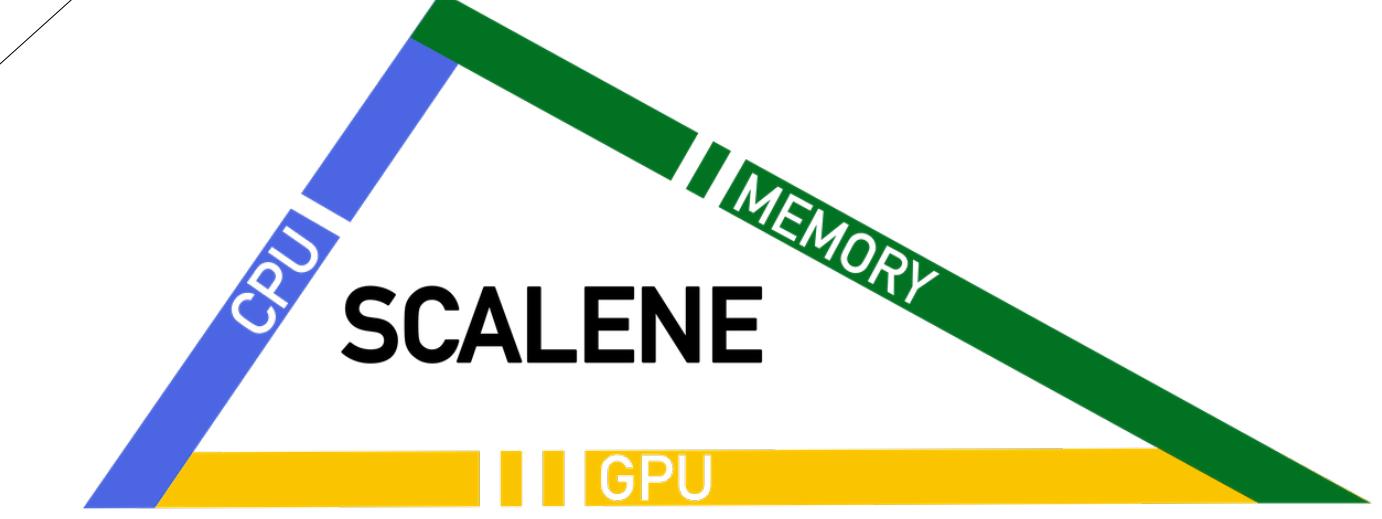
only tracks every
 $\Delta \geq 1\text{MB}$



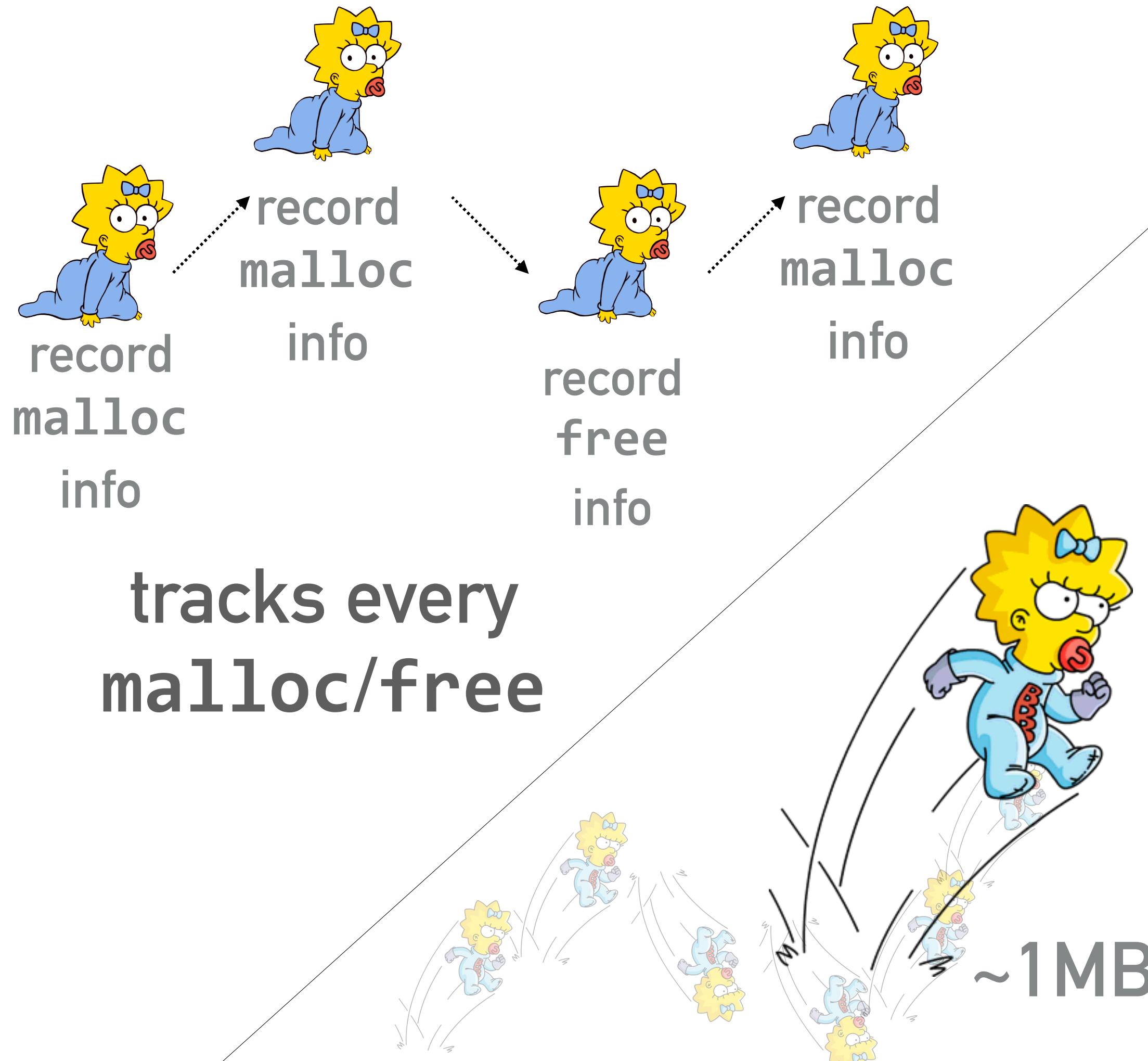
`memory_profiler`: ~300x slower



only tracks every
 $\Delta \geq 1\text{MB}$



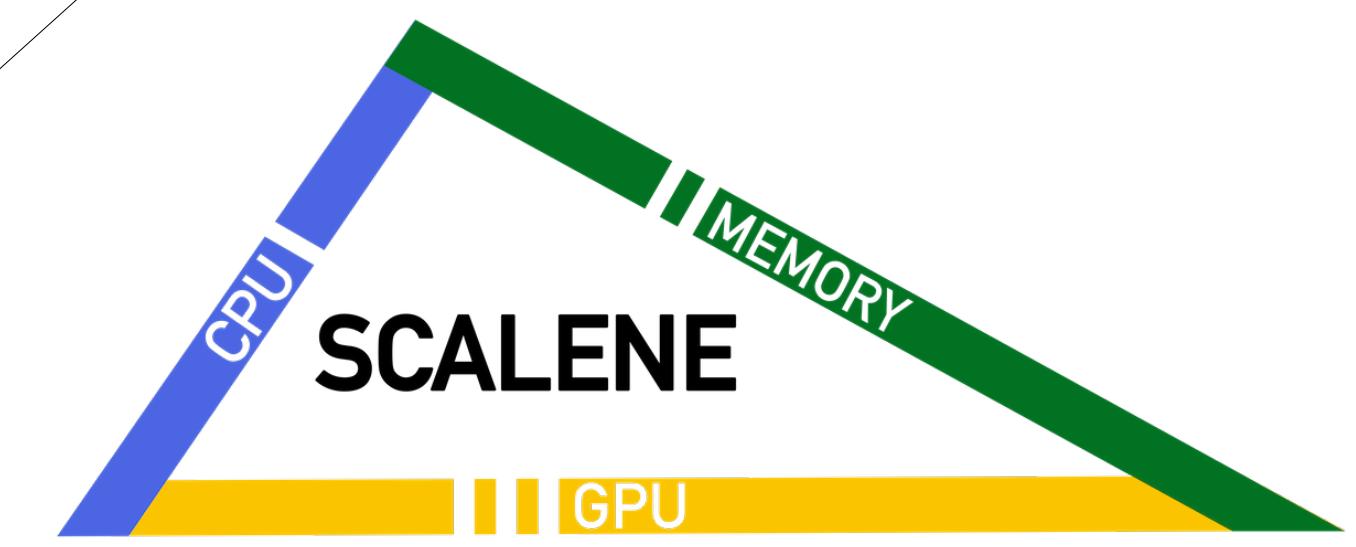
`memory_profiler`: ~300x slower



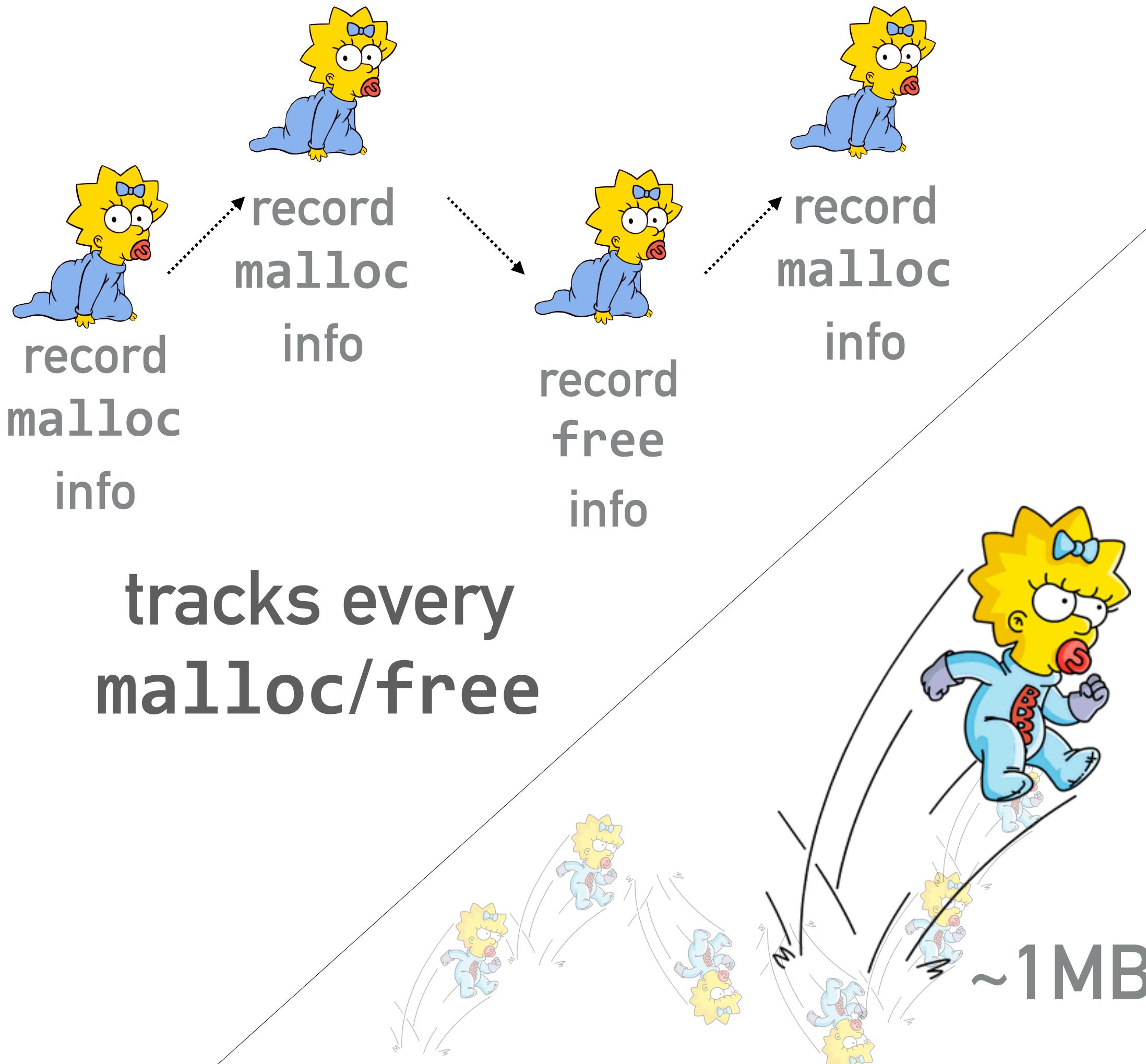
only tracks every
 $\Delta \geq 1\text{MB}$



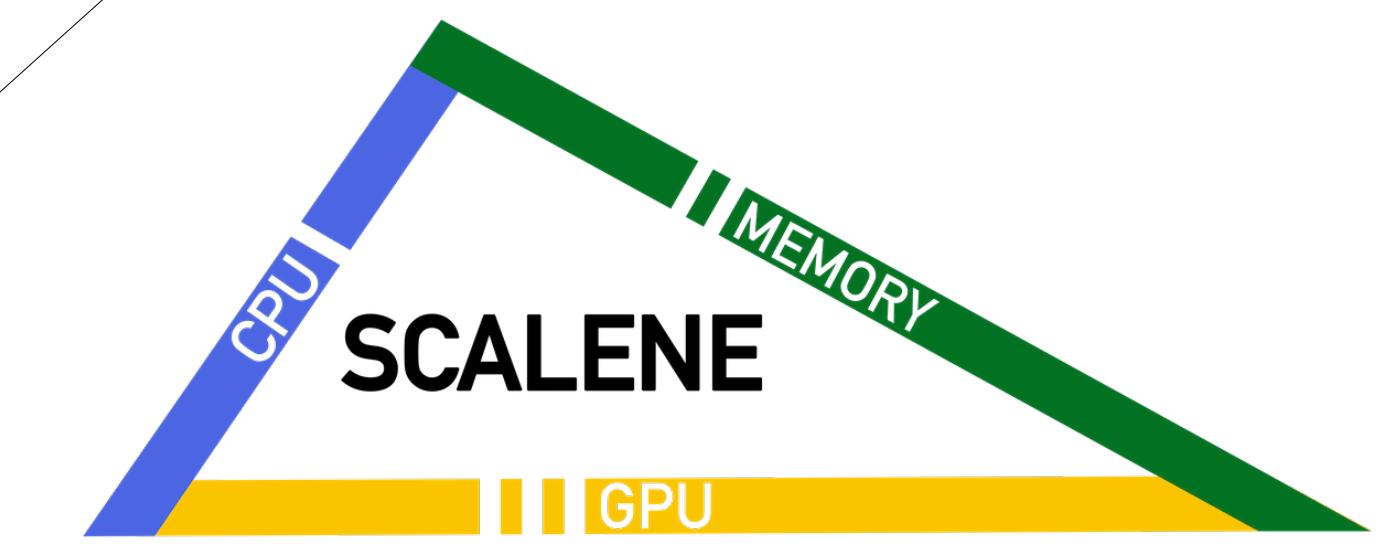
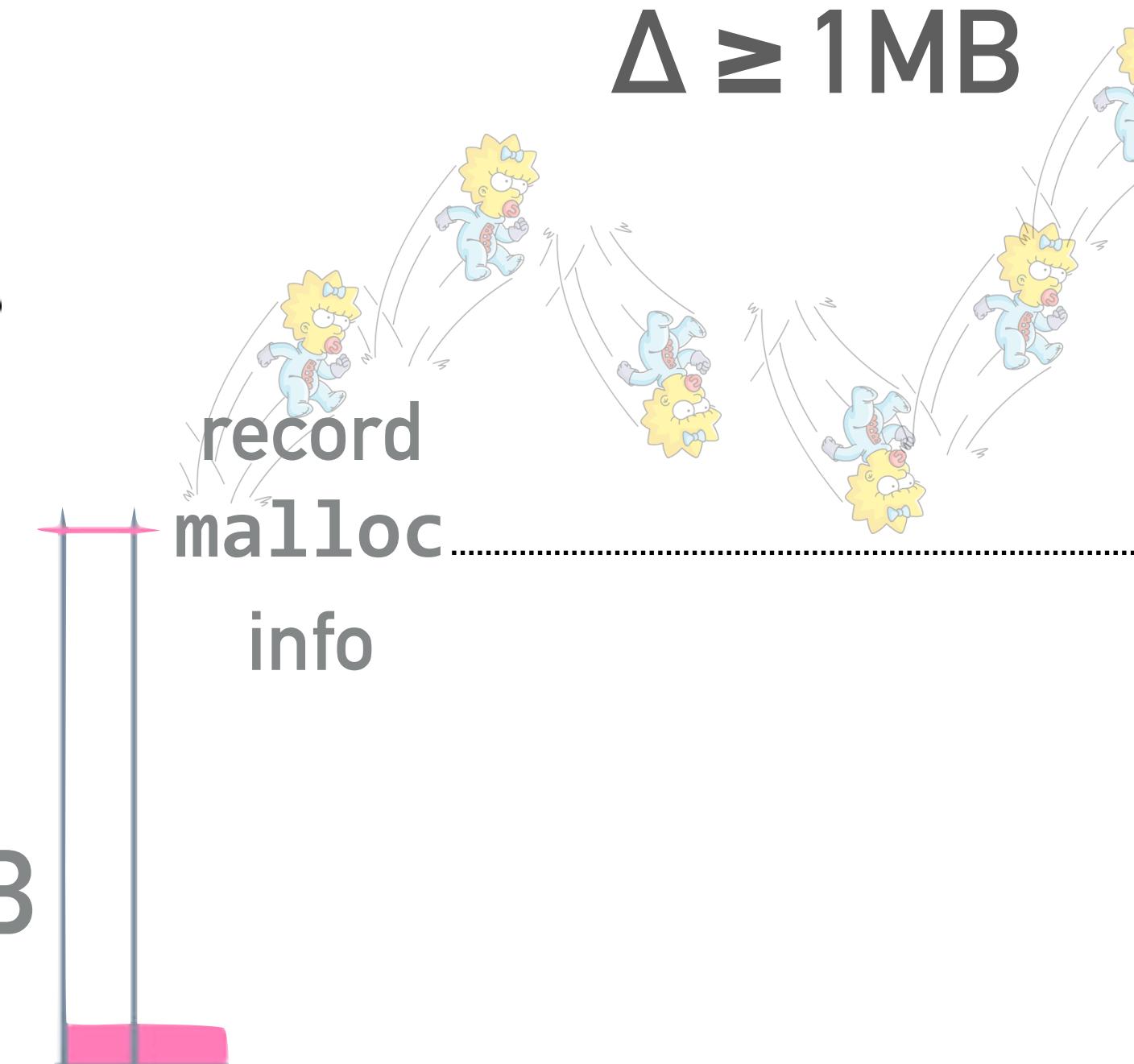
threshold-
based
sampling



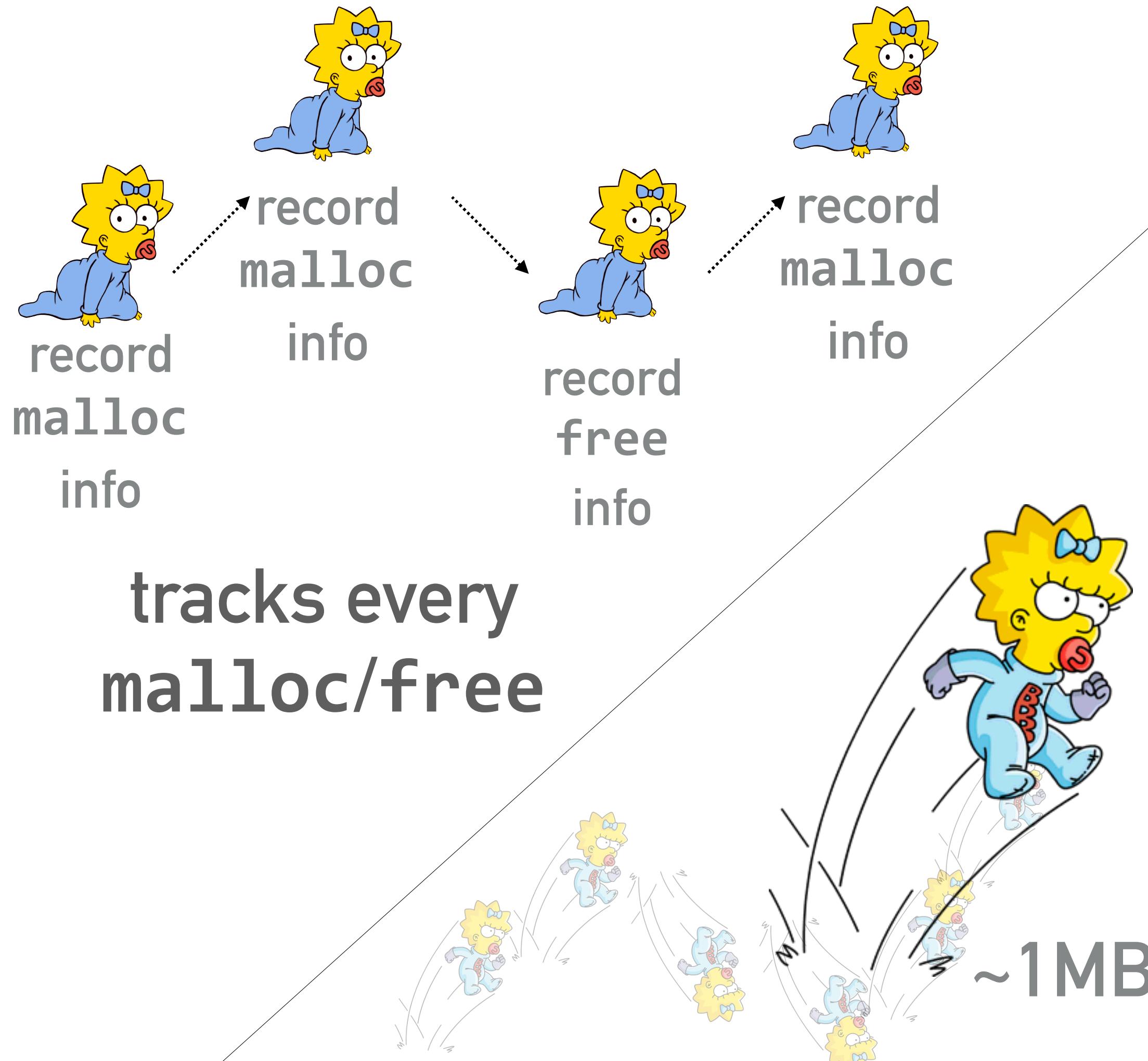
`memory_profiler`: ~300x slower



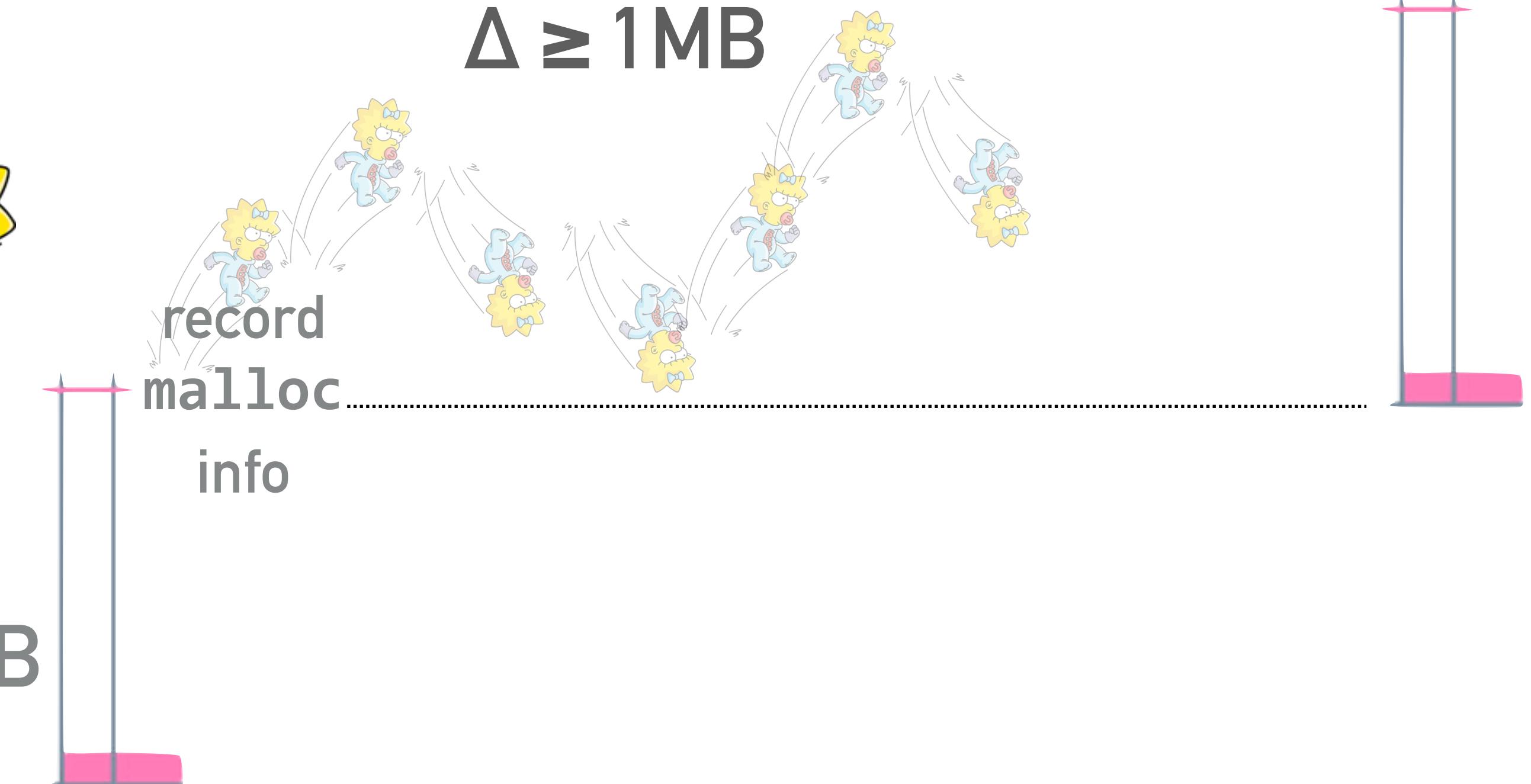
only tracks
every
 $\Delta \geq 1\text{MB}$



`memory_profiler`: ~300x slower

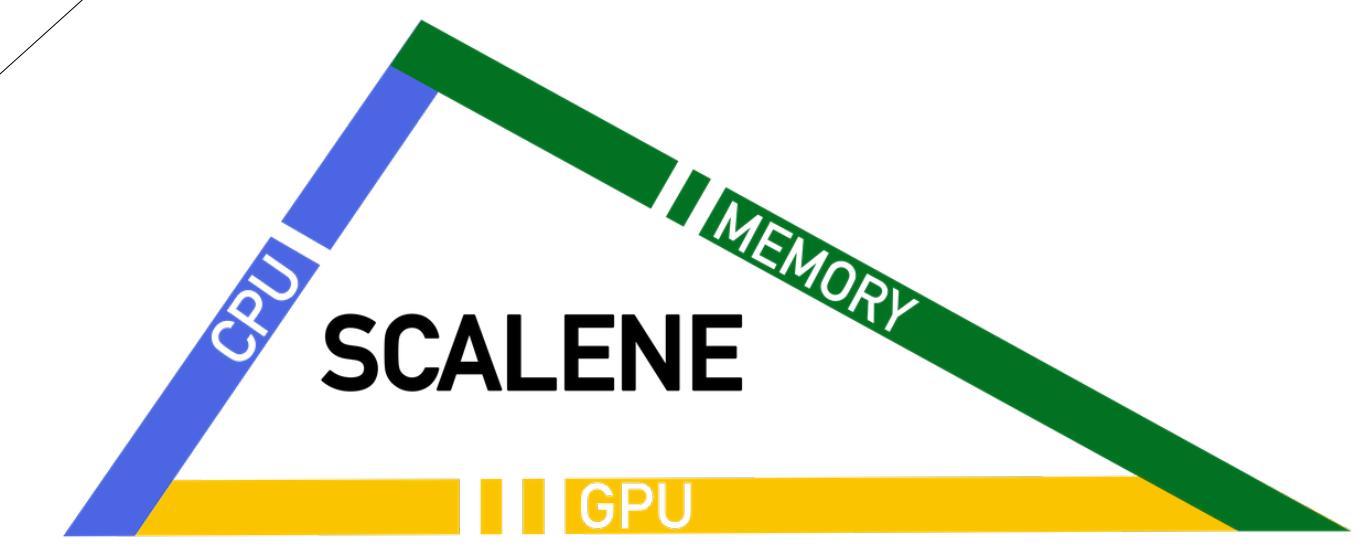


only tracks every
 $\Delta \geq 1\text{MB}$

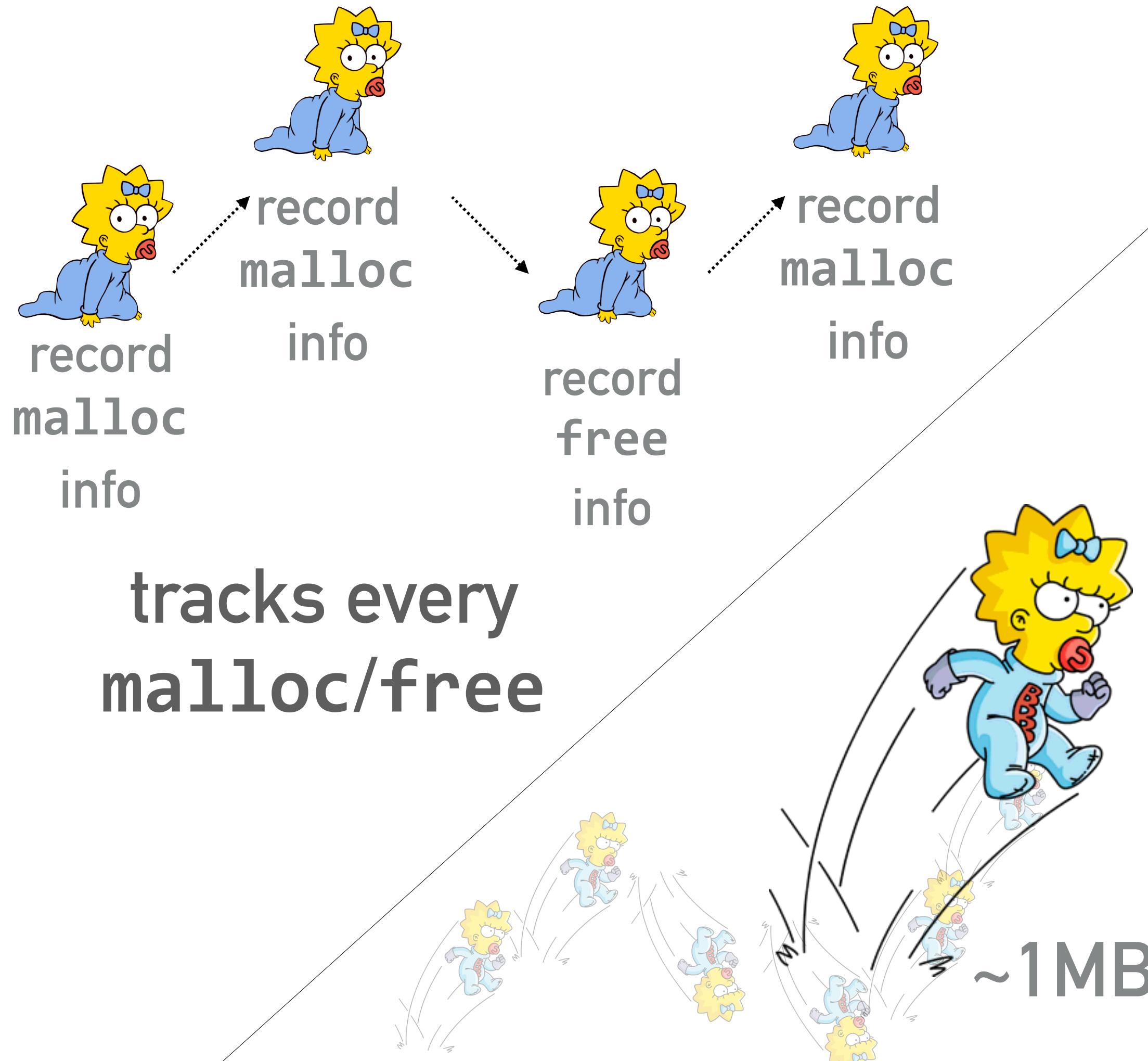


threshold-
based
sampling

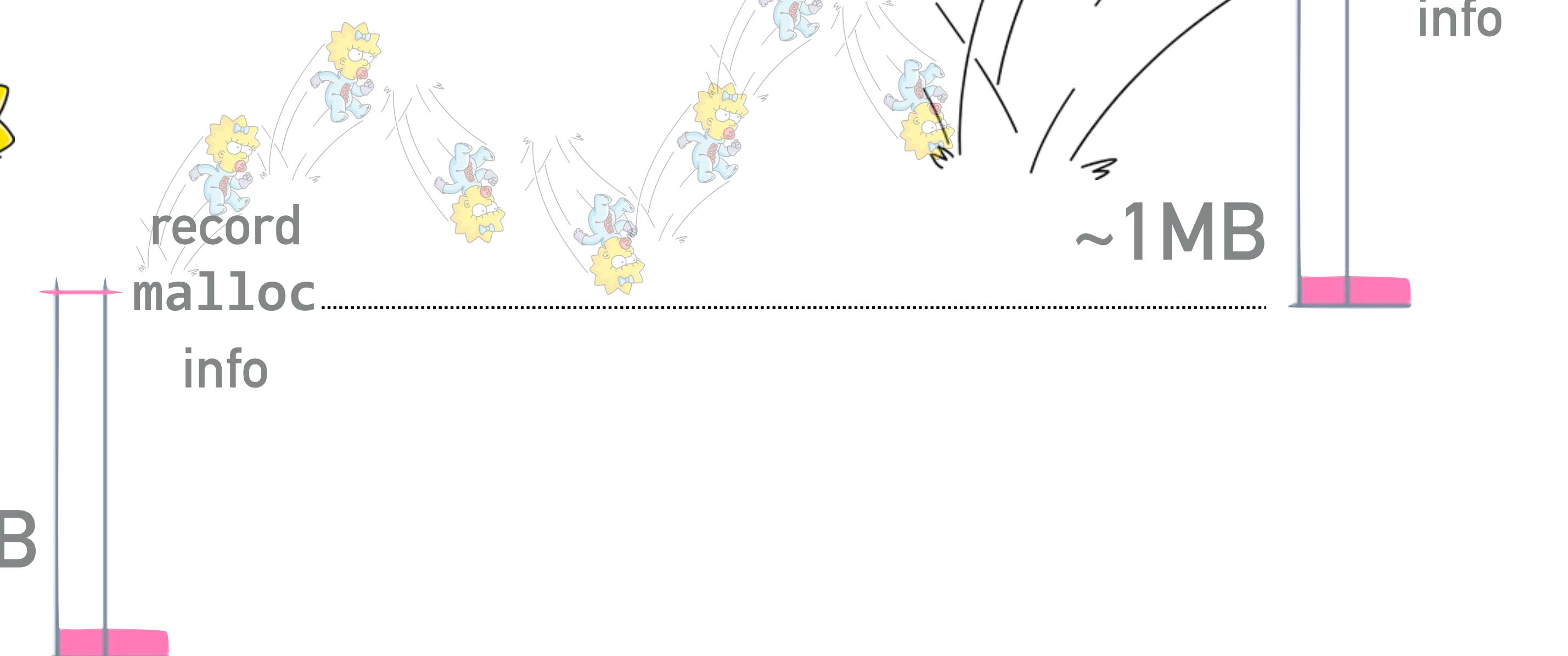
`memory_profiler`: ~300x slower



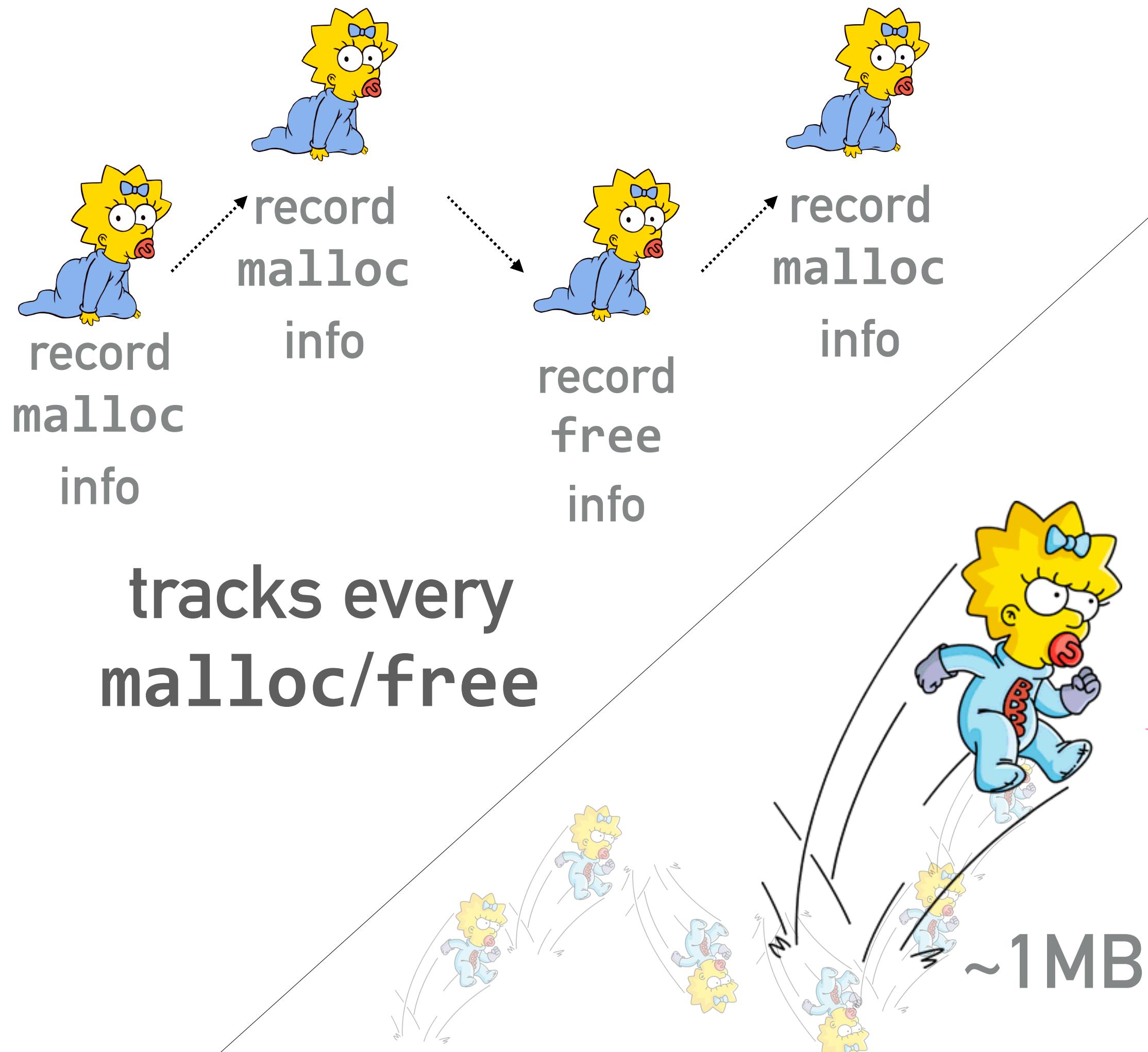
threshold-based sampling



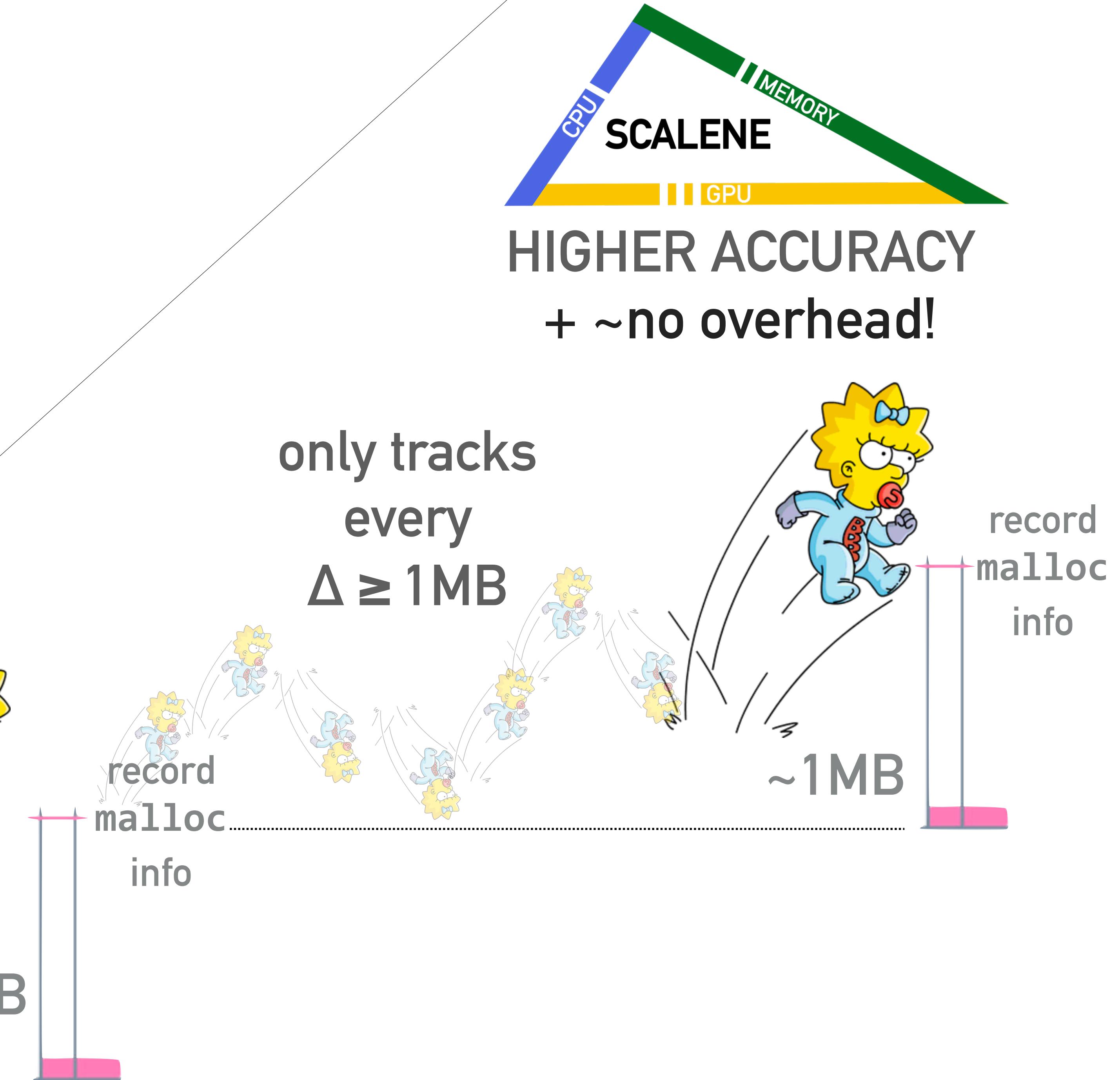
only tracks
every
 $\Delta \geq 1\text{MB}$



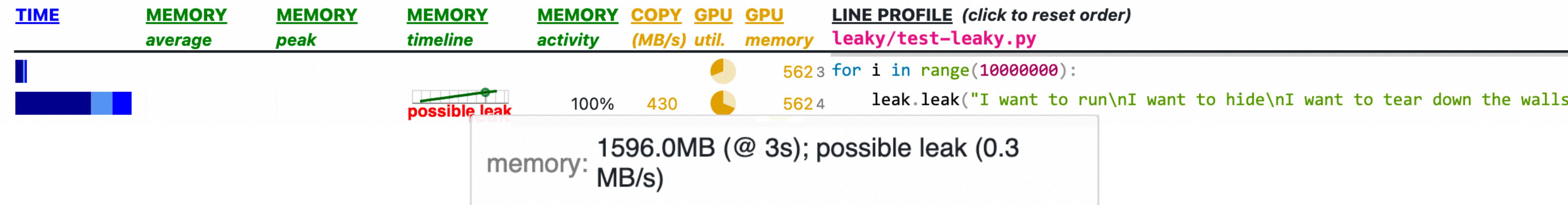
memory_profiler: ~300x slower

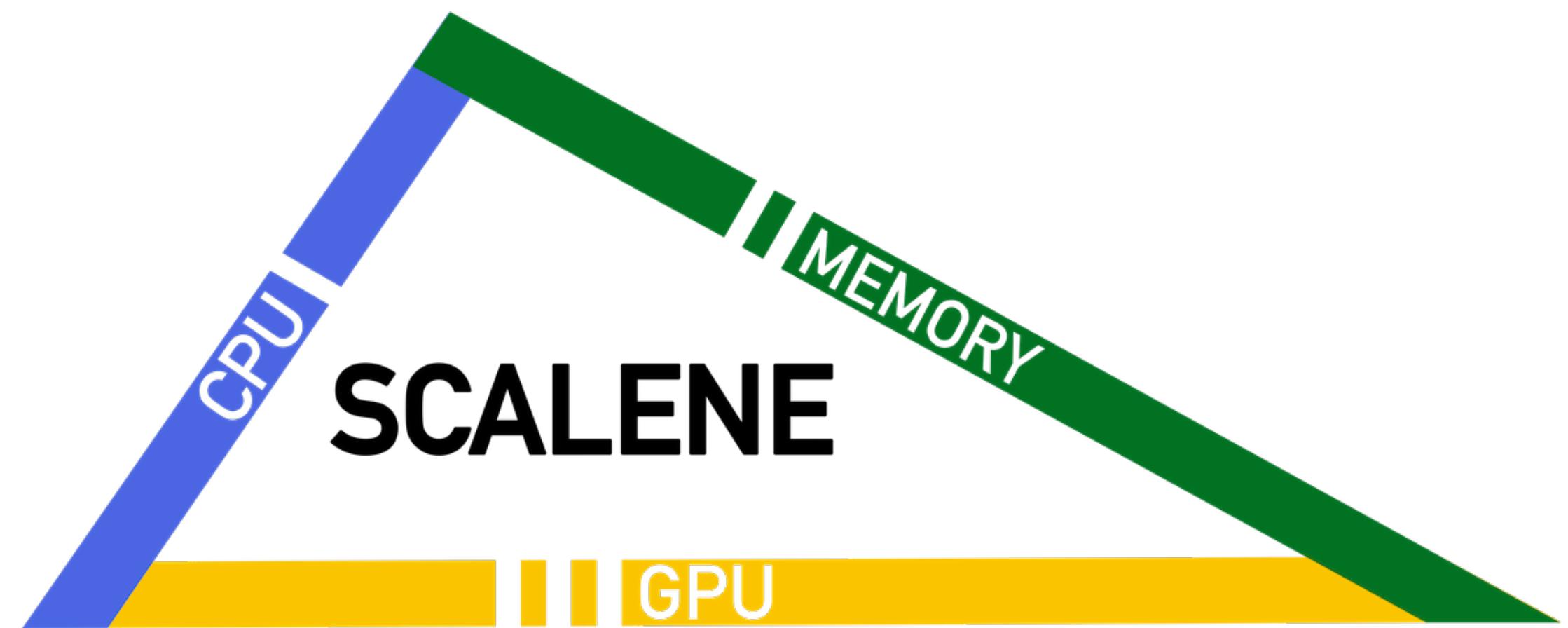


only tracks
every
 $\Delta \geq 1\text{MB}$



reports leak volume (MB/s) per line





<u>CPU</u>	<u>MEMORY</u>	<u>MEMORY</u>	<u>COPY</u>	<u>GPU</u>
PYTHON	PYTHON	USAGE	VOLUME	UTIL %,
NATIVE	NATIVE	OVER TIME,	(MB/s)	PEAK
SYS%	AVERAGE & PEAK	% OF MEM ALLOCATED		MEMORY

% pip install -U scalene

downloads

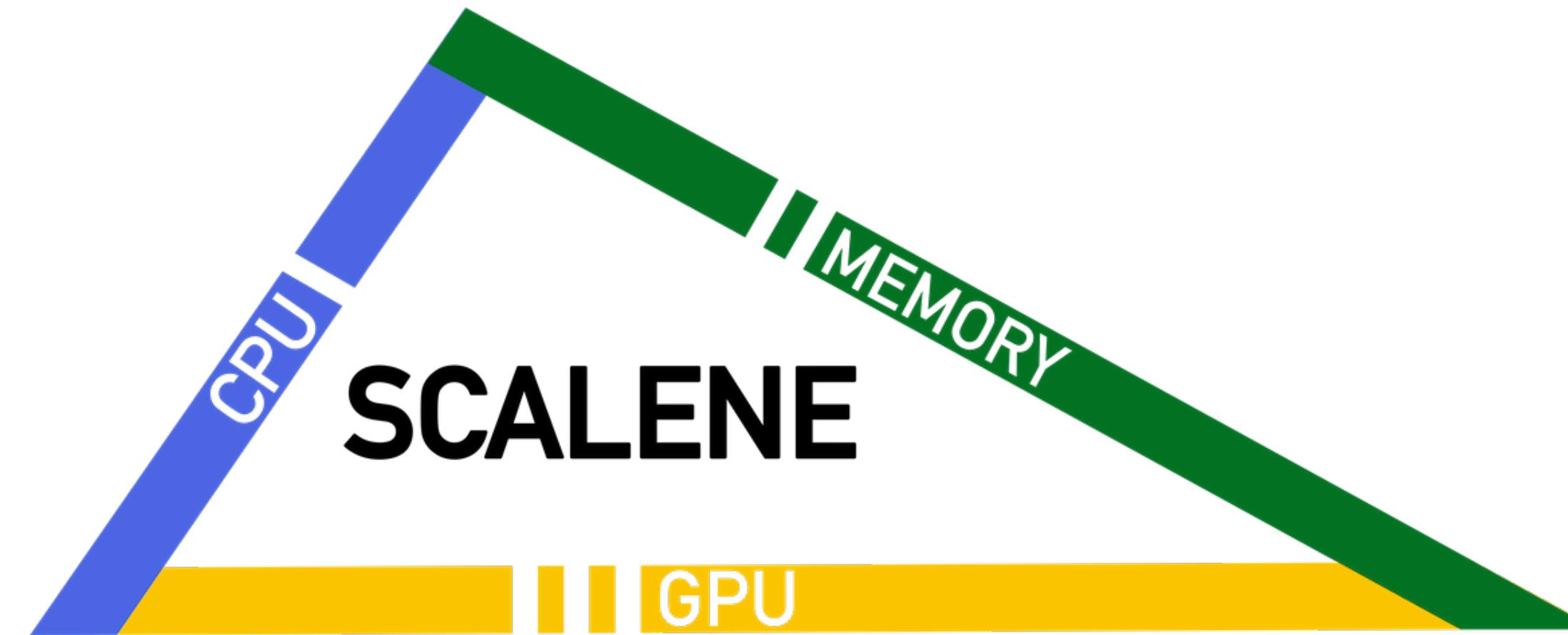
715k

downloads/month

27k



GitHub.com/plasma-umass/scalene



CPU MEMORY MEMORY COPY GPU
PYTHON PYTHON USAGE VOLUME UTIL %,
NATIVE NATIVE OVER TIME, PEAK
SYS% AVERAGE & % OF MEM
 PEAK ALLOCATED MEMORY

% pip install -U scalene

downloads

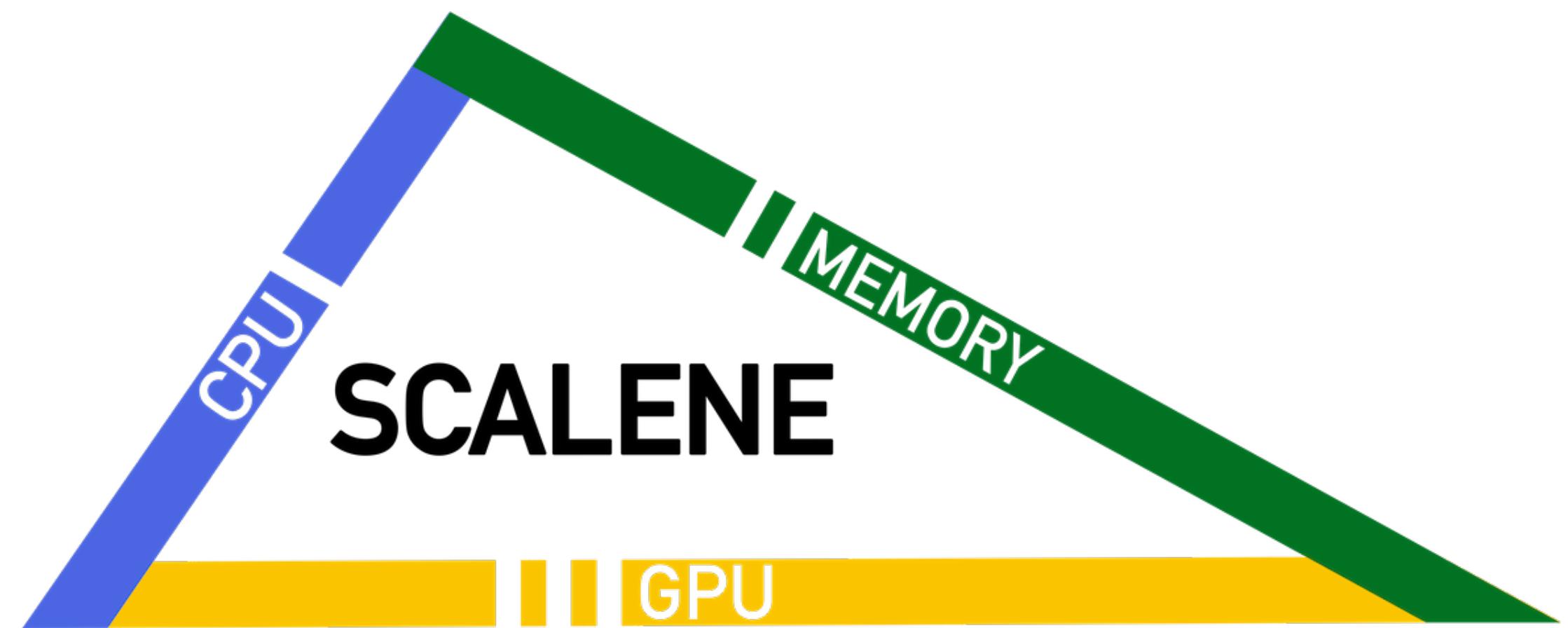
715k

downloads/month

27k

GitHub.com/plasma-umass/scalene





<u>CPU</u>	<u>MEMORY</u>	<u>MEMORY</u>	<u>COPY</u>	<u>GPU</u>
PYTHON	PYTHON	USAGE	VOLUME	UTIL %,
NATIVE	NATIVE	OVER TIME,	(MB/s)	PEAK
SYS%	AVERAGE & PEAK	% OF MEM ALLOCATED		MEMORY

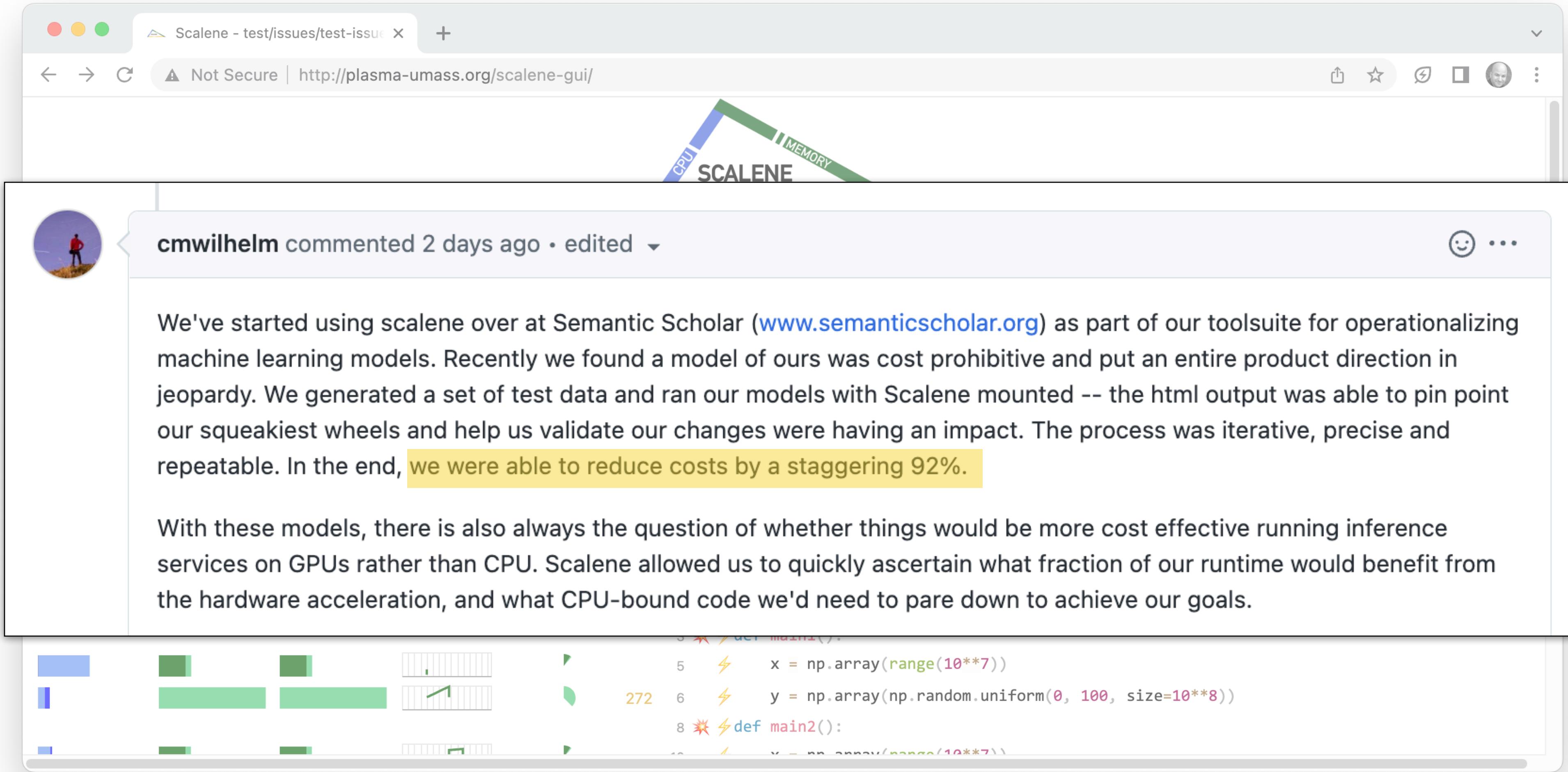
% pip install -U scalene

downloads 715k

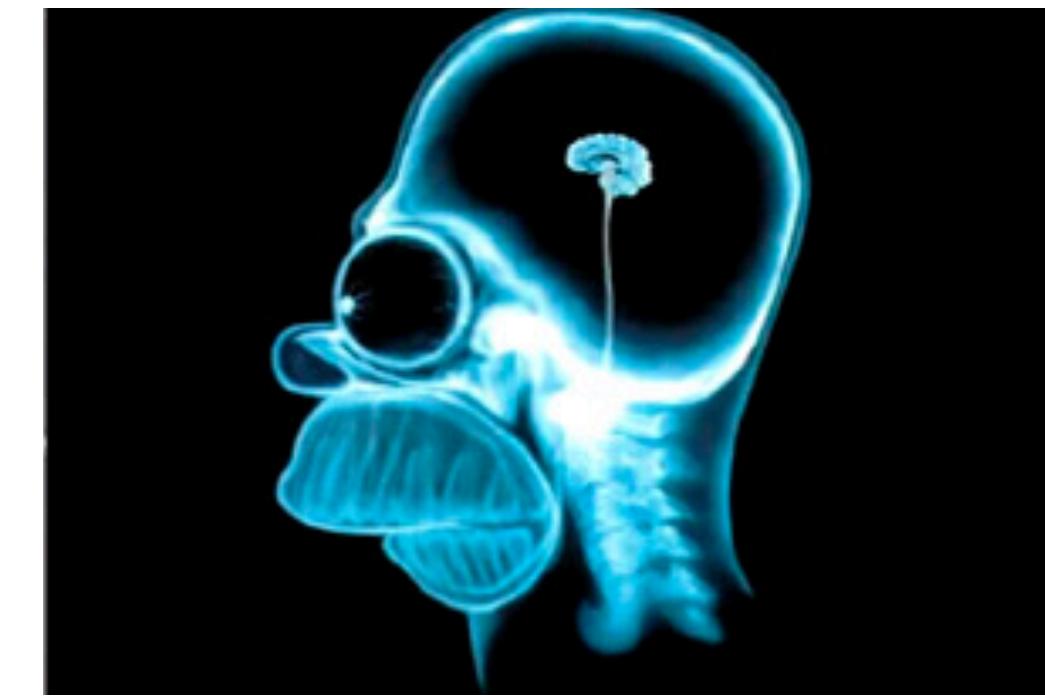
downloads/month 27k

GitHub.com/plasma-umass/scalene





writing your code in
Python



writing your code in
Python

profiling your Python
code with Scalene



writing your code in
Python

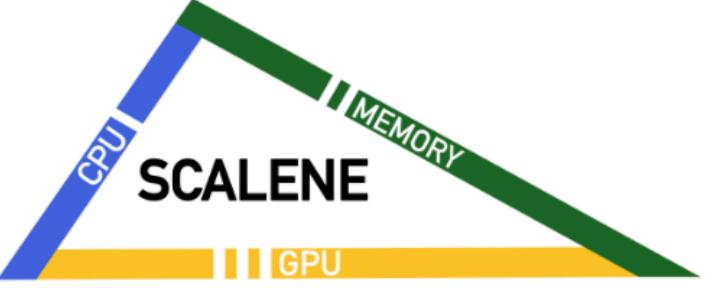
profiling your Python
code with Scalene

getting Scalene to
optimize your code!



Scalene - test/issues/test-issue

Not Secure | http://plasma.umass.org/scalene-gui/



Select a profile (.json)

▼ advanced options

Proposed optimizations

Enter an [OpenAI key](#) to enable: sk- [REDACTED] ✓

Optimize runtime performance
 Optimize memory efficiency
 Include GPU optimizations

Click on an explosion (✖) to see proposed optimizations for a region of code, or on a lightning bolt (⚡) to propose optimizations for a specific line. Click again to generate a different one.

Note that optimizations are AI-generated and may not be correct.

Time: Python | native | system Memory: Python | native Memory timeline: (max: 1.653 GB, growth: 21.0%)

hover over bars to see breakdowns; click on COLUMN HEADERS to sort.

show all | hide all | only display profiled lines

Scalene - test/issues/test-issue

Not Secure | http://plasma.umass.org/scalene-gui/

Select a profile (.json)

▼ advanced options

Proposed optimizations

Enter an [OpenAI key](#) to enable: sk- [REDACTED] ✓

Optimize runtime performance

Optimize memory efficiency

Include GPU optimizations

Click on an explosion (✖) to see proposed optimizations for a region of code, or on a lightning bolt (⚡) to propose optimizations for a specific line. Click again to generate a different one.

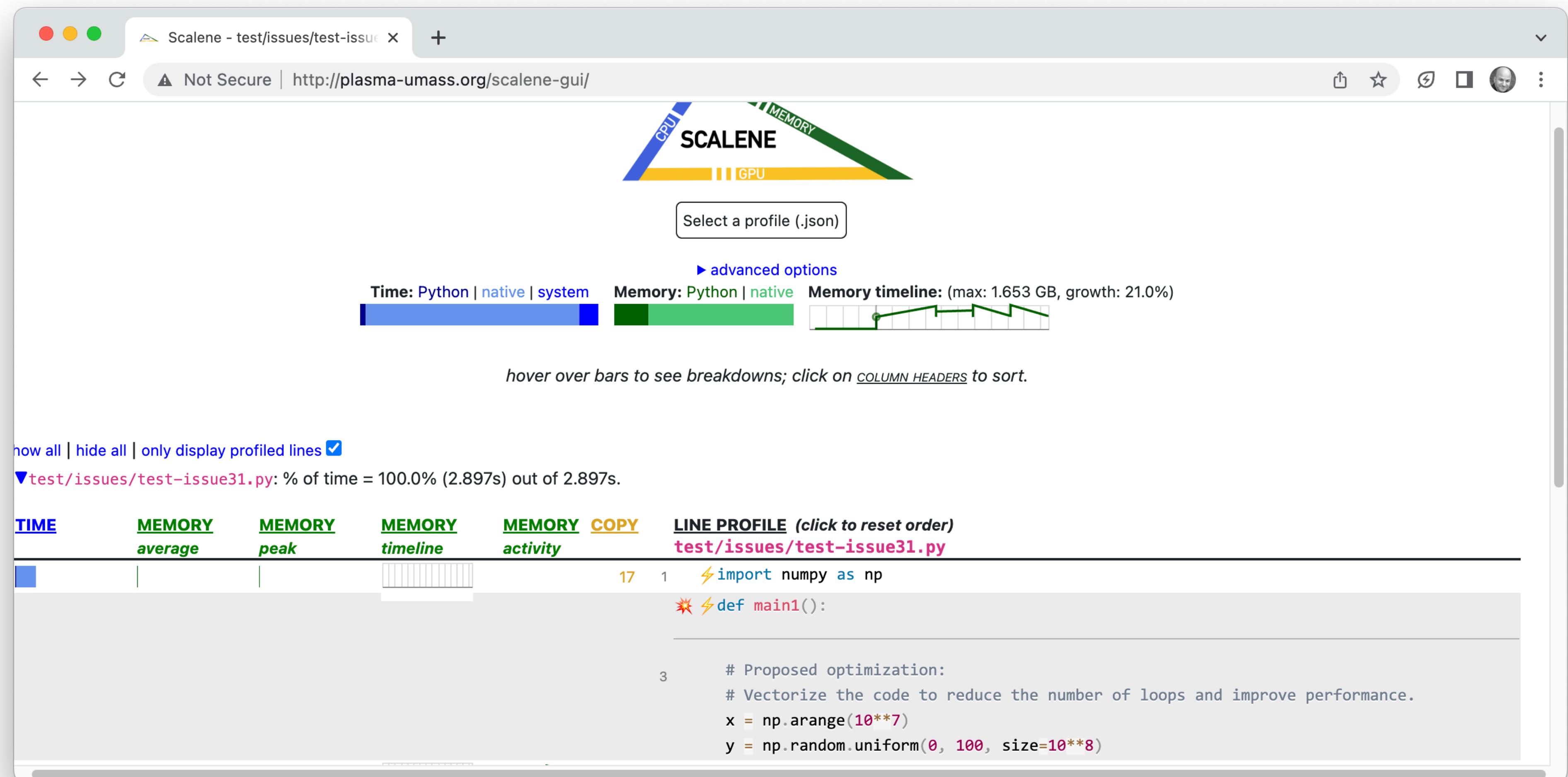
Note that optimizations are AI-generated and may not be correct.

Time: Python | native | system Memory: Python | native Memory timeline: (max: 1.653 GB, growth: 21.0%)

hover over bars to see breakdowns; click on COLUMN HEADERS to sort.

show all | hide all | only display profiled lines

The Scalene GUI interface is displayed in a web browser window. At the top, there's a navigation bar with standard browser controls (back, forward, search, etc.) and a title bar indicating the page is not secure. Below the title bar is a large yellow callout box containing configuration options for proposed optimizations. It includes fields for an OpenAI key, radio buttons for runtime vs. memory optimization, and a checkbox for GPU optimizations. It also contains instructions for interacting with the interface (clicking on explosions or lightning bolts) and a note about AI-generated optimizations. At the bottom of the callout box is a note about hovering over bars and sorting by column headers. The main content area below the callout box shows a memory timeline graph with three colored bars (blue, green, and red) representing different memory regions, and a line graph showing memory usage over time. There are also buttons for showing/hiding all profiles and filtering by profiled lines.



90x speedup

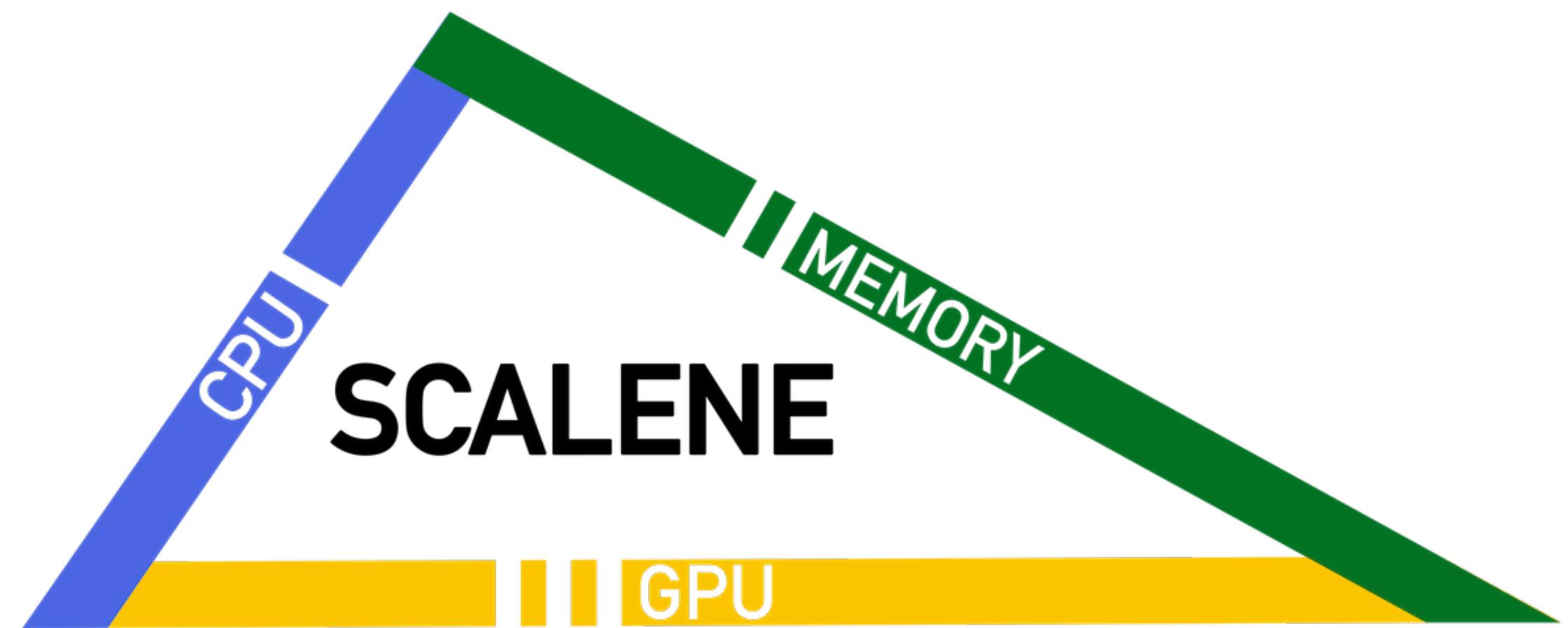
#58 (comment) presents the following code:

```
for i in range(n_features):
    for n in range(n_samples):
        subgrad[i] += (-y[n] * X[n][i]) if y[n] * (np.dot(X[n], w) + b) < 1 else 0
    subgrad[i] += self.lambda1 * (-1 if w[i] < 0 else 1) + 2 * self.lambda2 * w[i]
```

Scalene proposes the following optimization:

```
# Vectorized operations to replace for loops
subgrad[:-1] = np.sum(-y[:, None] * X * (y * (X.dot(w) + b) < 1)[:, None], axis=0)
subgrad[:-1] += self.lambda1 * np.sign(w) + 2 * self.lambda2 * w
subgrad[-1] = np.sum(-y * (y * (X.dot(w) + b) < 1))
```

Scalene's proposed optimization accelerates the original code by at least 90x (89 seconds to 1 second, when running 500 iterations), and takes full advantage of multiple cores.



<u>CPU</u>	<u>MEMORY</u>	<u>MEMORY</u>	<u>COPY</u>	<u>GPU</u>
PYTHON	PYTHON	USAGE	VOLUME	UTIL %,
NATIVE	NATIVE	OVER TIME,	(MB/s)	PEAK
SYS%	AVERAGE & PEAK	% OF MEM ALLOCATED		MEMORY

% pip install -U scalene

downloads

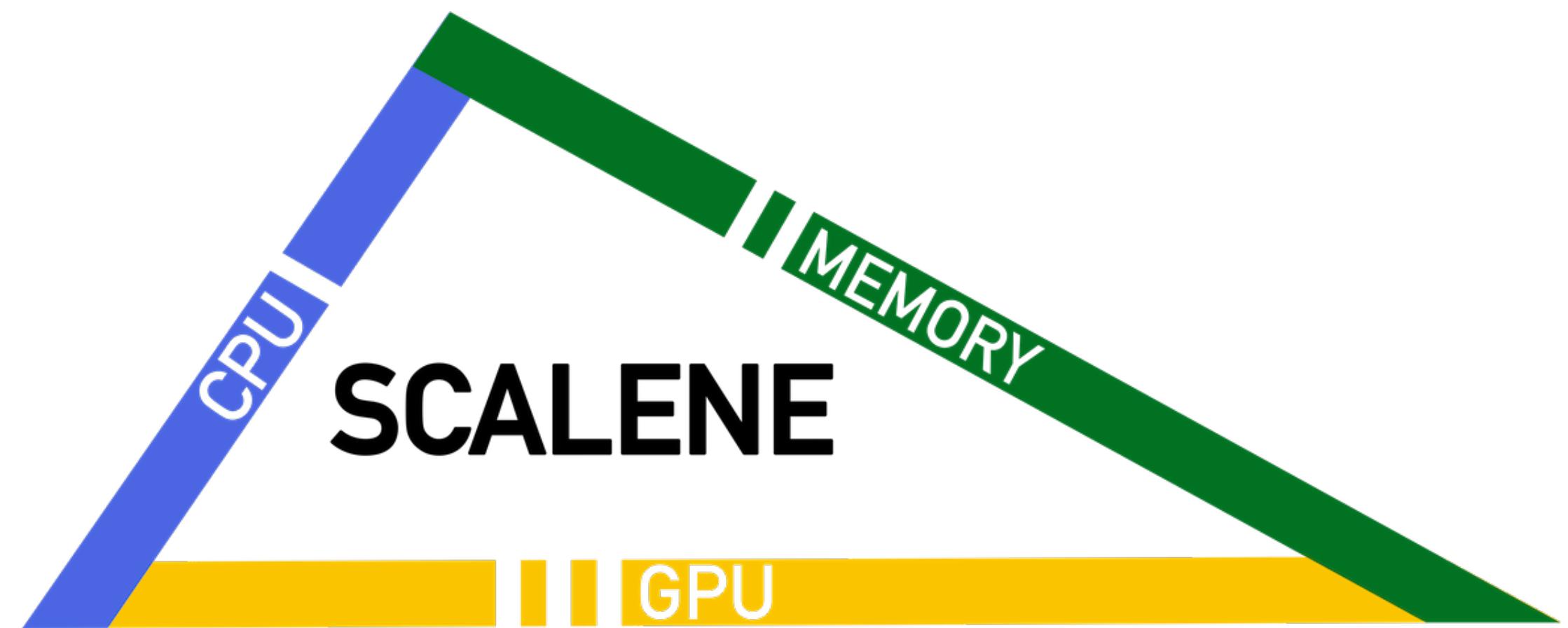
715k

downloads/month

27k

GitHub.com/plasma-umass/scalene





AI POWERED OPTIMIZATIONS!

CPU	MEMORY	MEMORY USAGE	COPY VOLUME	GPU
PYTHON	PYTHON	OVER TIME, % OF MEM ALLOCATED	(MB/s)	UTIL %, PEAK MEMORY
NATIVE	NATIVE			
SYS%	AVERAGE & PEAK			

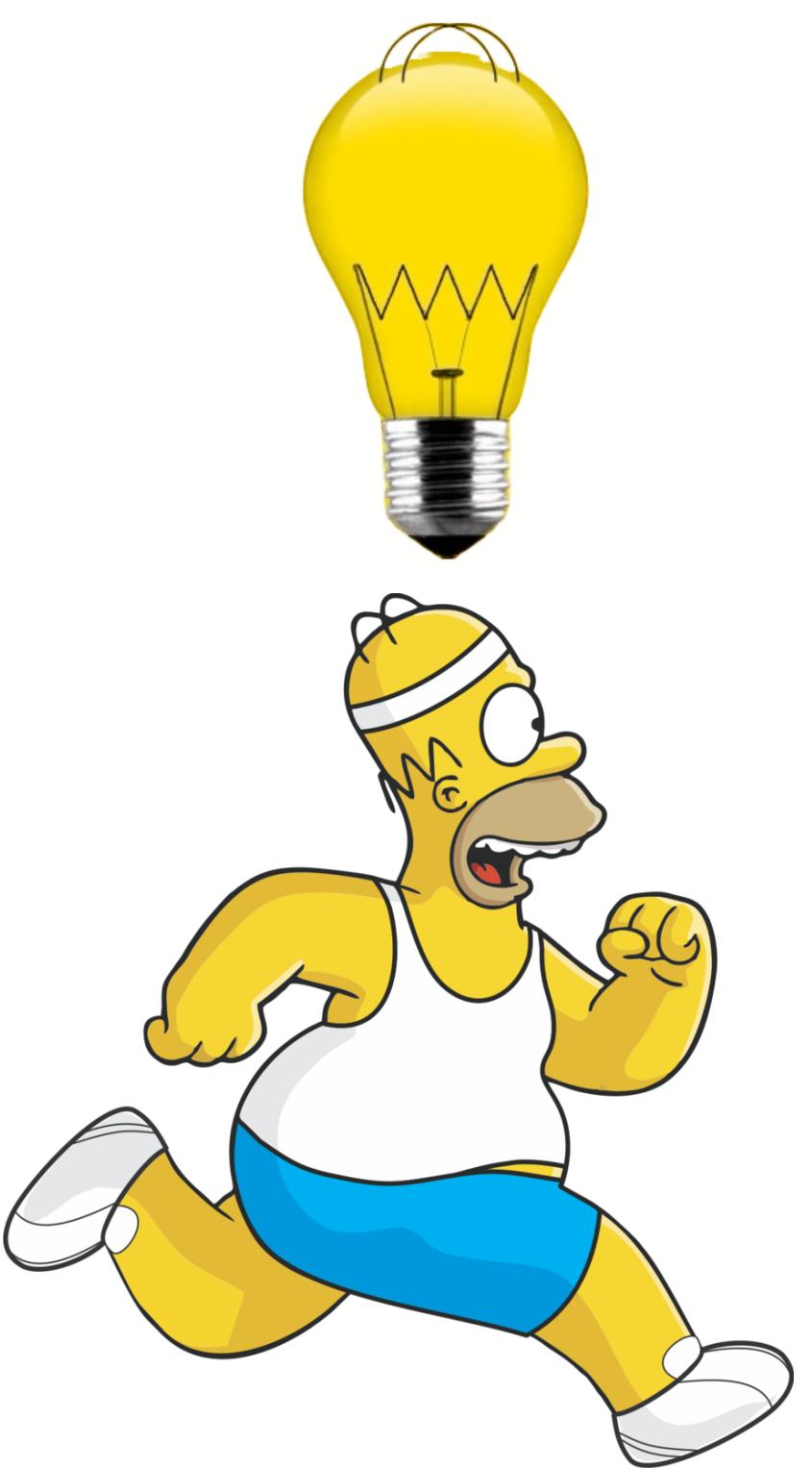
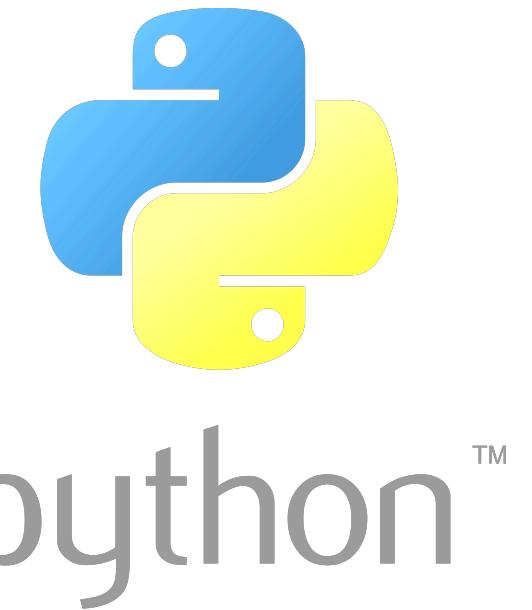
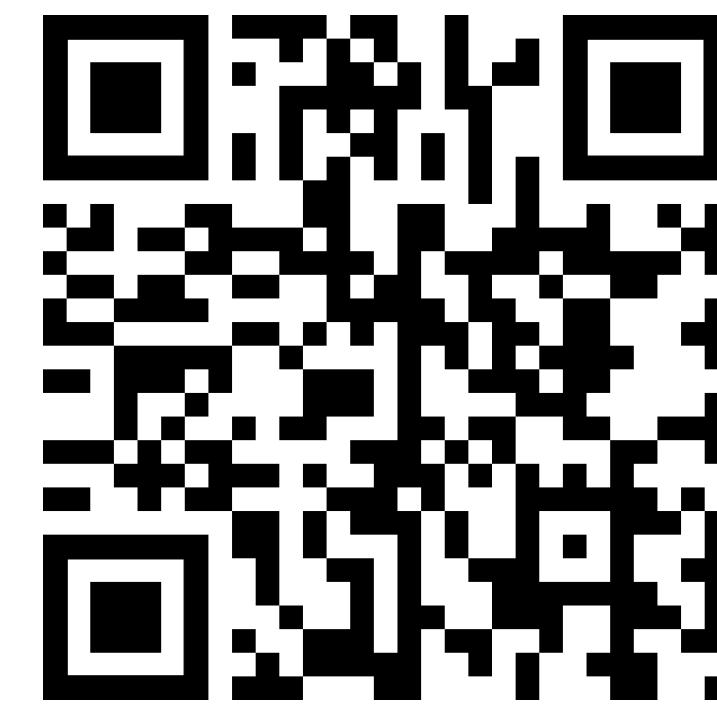
% pip install -U scalene

downloads

715k

downloads/month

27k



GitHub.com/plasma-umass/scalene