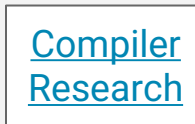


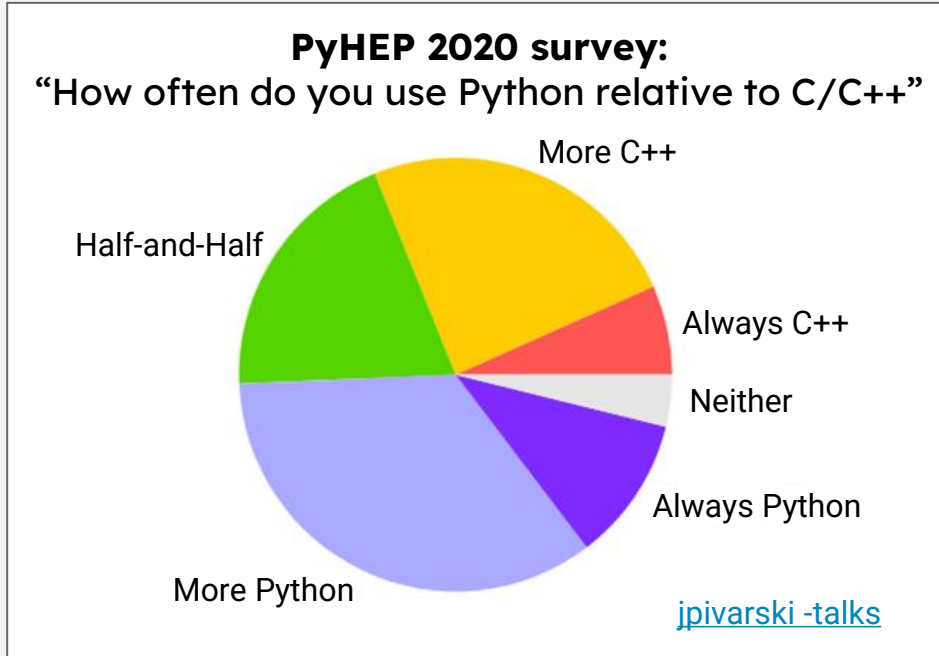
# Efficient and Accurate Automatic Python Bindings with Cppyy & Cling

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# Introduction



**Goal: Tight language integration between Python and C++**

# Cppy

Cppy is an automatic C++ - Python runtime bindings generator and supports a wide range of C++ features.

## C++ code (MyClass.h)

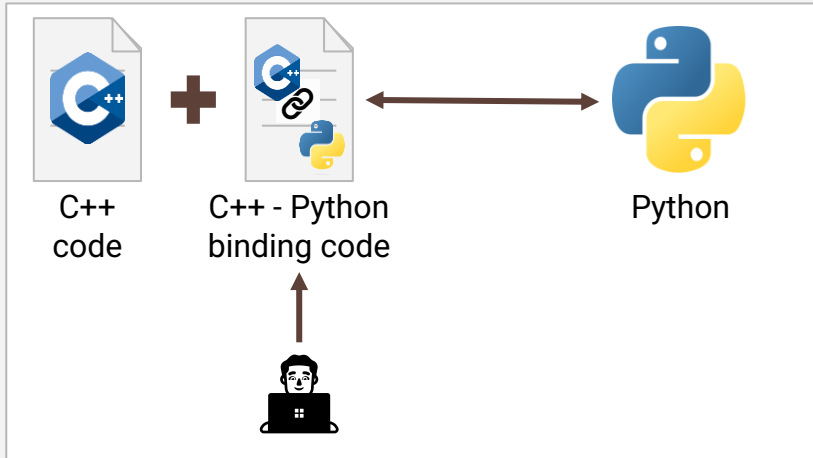
```
struct MyClass {
    MyClass(int i) : fData(i) {}
    virtual ~MyClass() {}
    virtual int add(int i) {
        return fData + i;
    }
    int fData;
};
```

## Python Interpreter

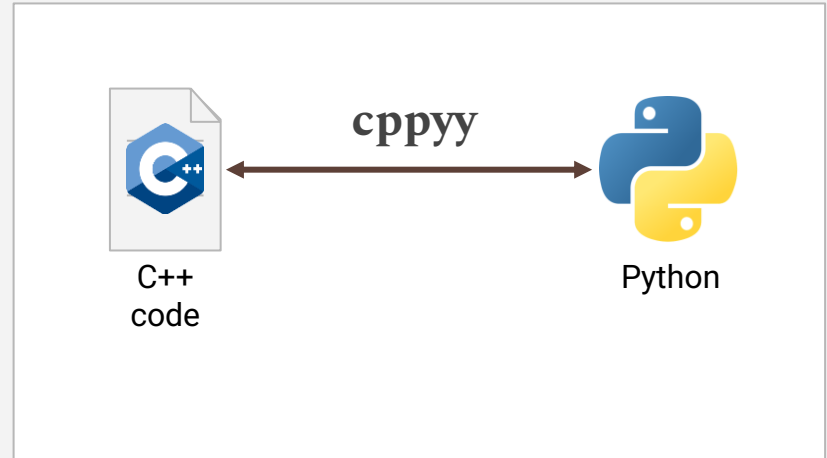
```
>>> import cppy
>>> import cppy.gbl as Cpp
>>> cppy.include("MyClass.h")
>>> class PyMyClass(Cpp.MyClass):
...     def add(self, i):
...         return self.fData + 2*i
...
>>> m = Cpp.MyClass(1)
>>> m.add(2) # = 1 + 2
3
>>> m = PyMyClass(1)
>>> m.add(2) # = 1 + 2 * 2
5
```

# Python-C++ Bindings Generators

## Manual Bindings Generators

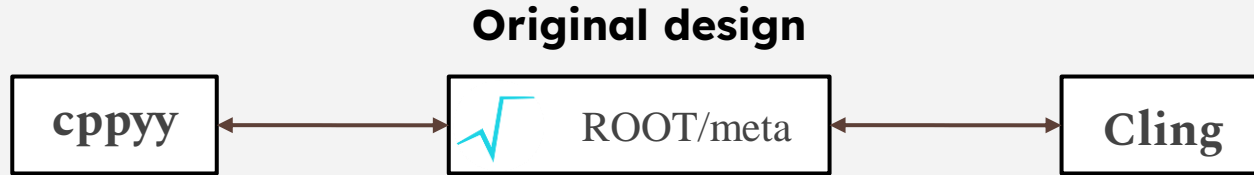


## Automatic Bindings Generators



# Motivation

Can we make cppy faster and lighter?



## Disadvantages of using ROOT/meta in Cppy:

- Performance penalty from its abstraction
- Difficult to extend
- Hard to evolve reflection interfaces

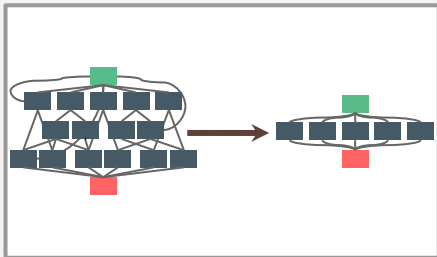
# Goal

## Current design



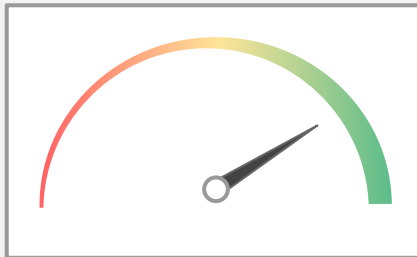
Our goal is rebase Cppyy on top of pure LLVM to address the disadvantages. Clang-REPL, a generalization of Cling in LLVM, will provide the necessary reflection information.

# Benefits



## Simpler codebase

Removal of string parsing logic leads to a simpler codebase



## Better performance

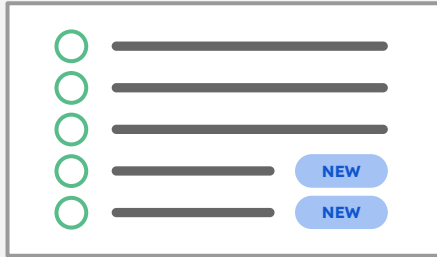
It also leads to better performance.



## LLVM umbrella

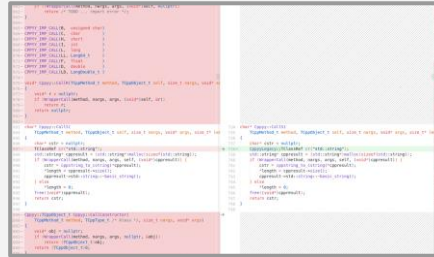
The libInterOp interfaces will be a part of LLVM toolchain through Clang-REPL

# Benefits



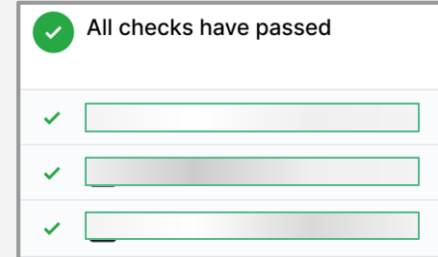
**Better C++ feature set support**

C++ features such as partial template specialisation is possible because of libInterOp



**Huge reduction in lines of code**

A lot of dependencies and workarounds are removed thus reducing the lines of code required to run Cppyy



**Well tested interoperability layer**

The libInterOp interfaces have full unit test coverage



# Template Instantiation Example

## C++ code (Tmpl.h)

```
template <typename T>
struct Tmpl {
    T m_num;
    T add (T n) {
        return m_num + n;
    }
};
```

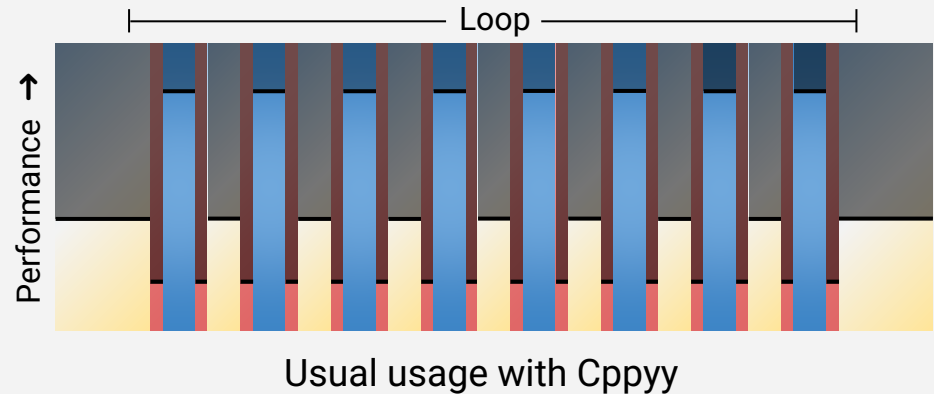
**Currently, our developmental Cppyy version can run basic examples such as the one here. Features such as standalone functions and basic classes are also supported.**

## Python Interpreter

```
>>> import cppyy
>>> import cppyy.gbl as Cpp
>>> cppyy.include("Tmpl.h")
>>> tmpl = Tmpl[int]()
>>> tmpl.m_num = 4
>>> print(tmpl.add(5))
9
>>> tmpl = Tmpl[float]()
>>> tmpl.m_num = 3.0
>>> print(tmpl.add(4.0))
7.0
```

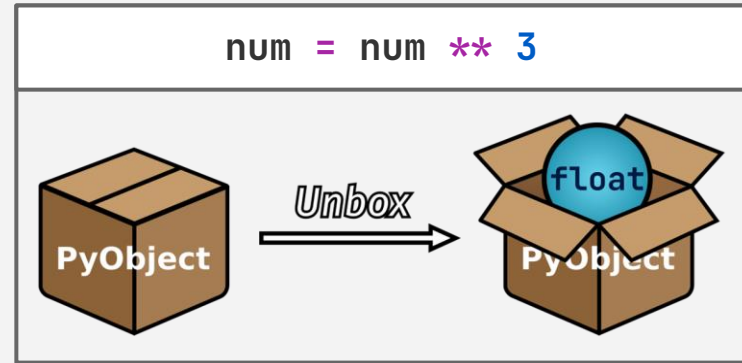
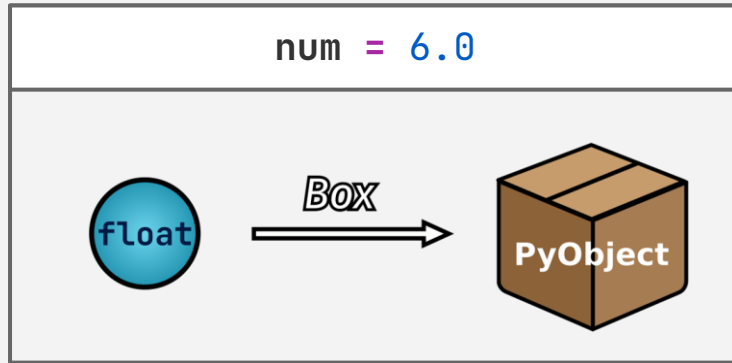
# Further Optimization of Python/C++

## Problem 1

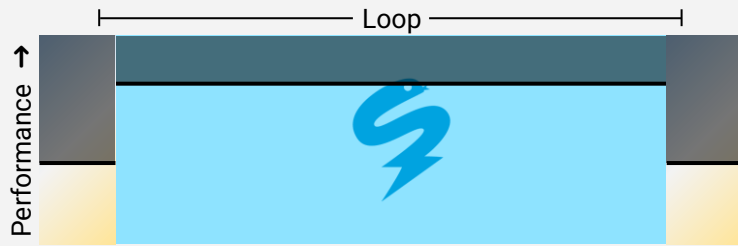
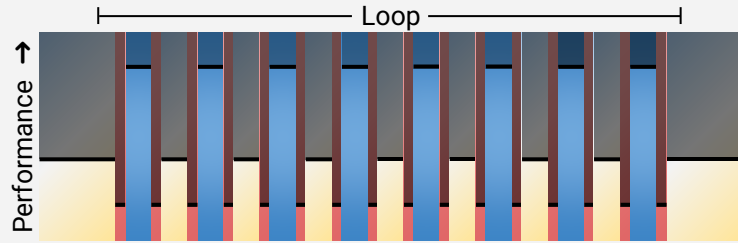


# Further Optimization of Python/C++

## Problem 2



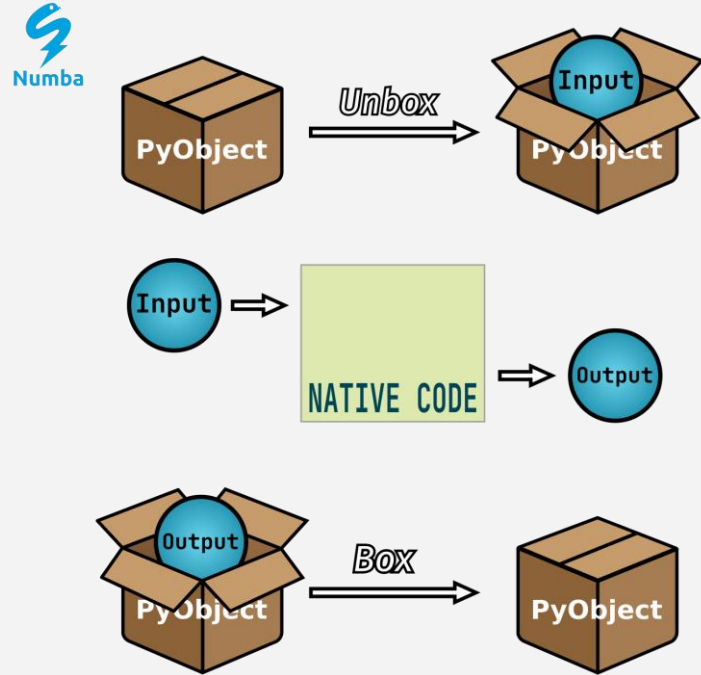
# Extending Cppyy using Numba is the solution



Numba removes the language barriers in the loop

Solution 1

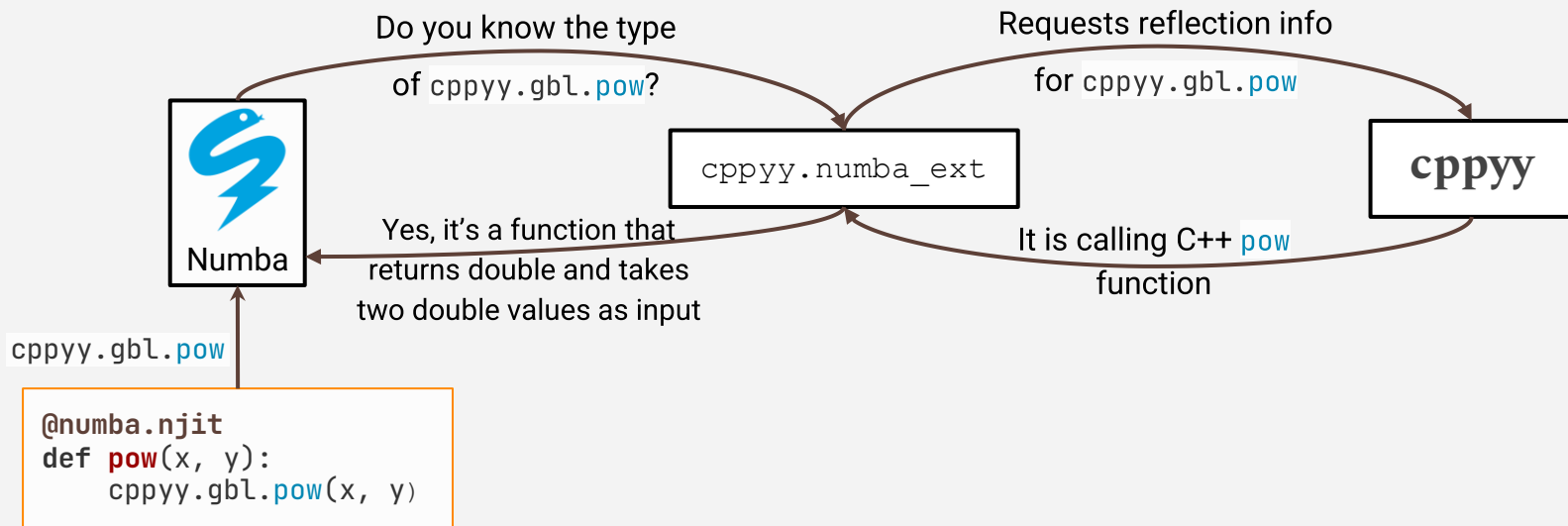
Solution 2



# Cppy - Numba Extension

Requirements of the Numba compilation step:

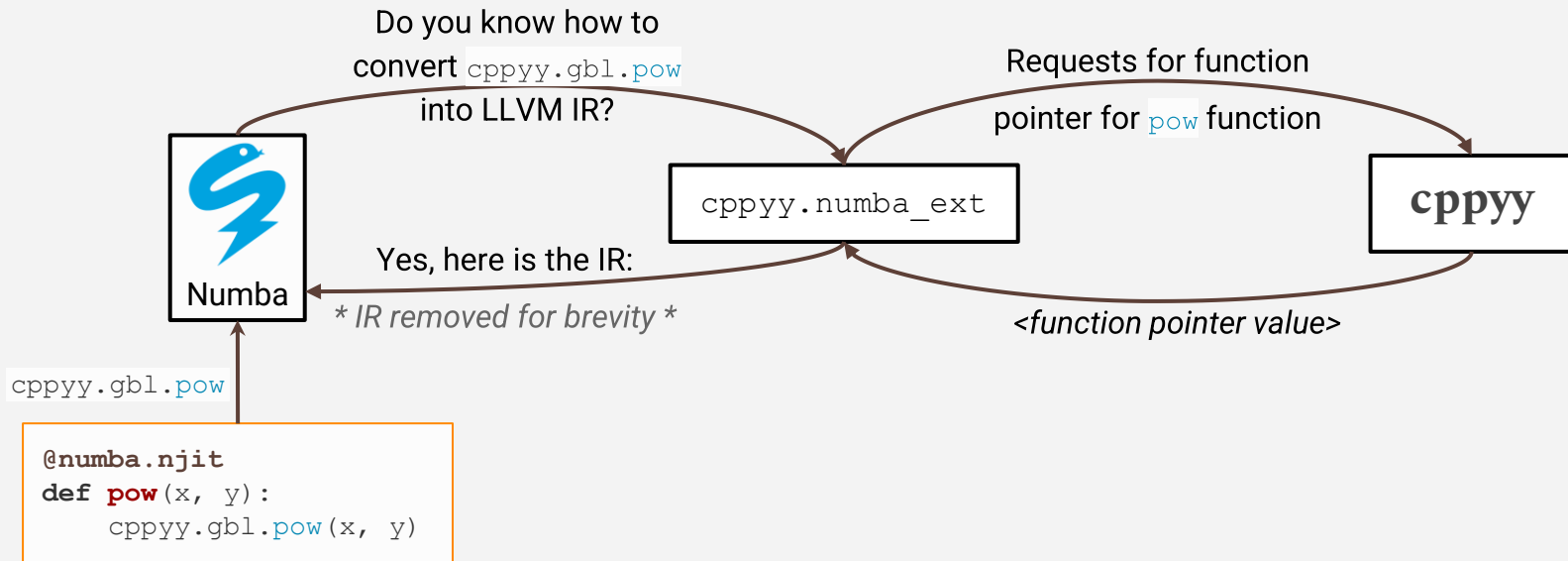
- Typing Information
- Conversion to LLVM IR



# Cppy - Numba Extension

Requirements of the Numba compilation step:

- Typing Information
- Conversion to LLVM IR



# Numba - PyROOT Example

```
import numba
import math
import ROOT
import cppy.numba_ext
# ▲ Import the Numba extension
myfile=ROOT.TTree("vec_lv.root")
vector_of_lv=myfile.Get("vec_lv")
# ▲ Vector of TLorentzVector

# ▼ PyROOT pipeline
def calc_pt(lv):
    return math.sqrt(lv.Px() ** 2 + lv.Py() ** 2)

def calc_pt_vec(vec_lv):
    pt = []
    for i in range(vec_lv.size()):
        pt.append((calc_pt(vec_lv[i]),
                    vec_lv[i].Pt()))

    return pt
```

```
@numba.njit # < Numba decorator
def numba_calc_pt(lv):
    return math.sqrt(lv.Px()*2 +lv.Py()*2)

def numba_calc_pt_vec(vec_lv):
    pts = []
    for i in range(vec_lv.size()):
        pts.append((numba_calc_pt(vec_lv[i]),
                    vec_lv[i].Pt()))

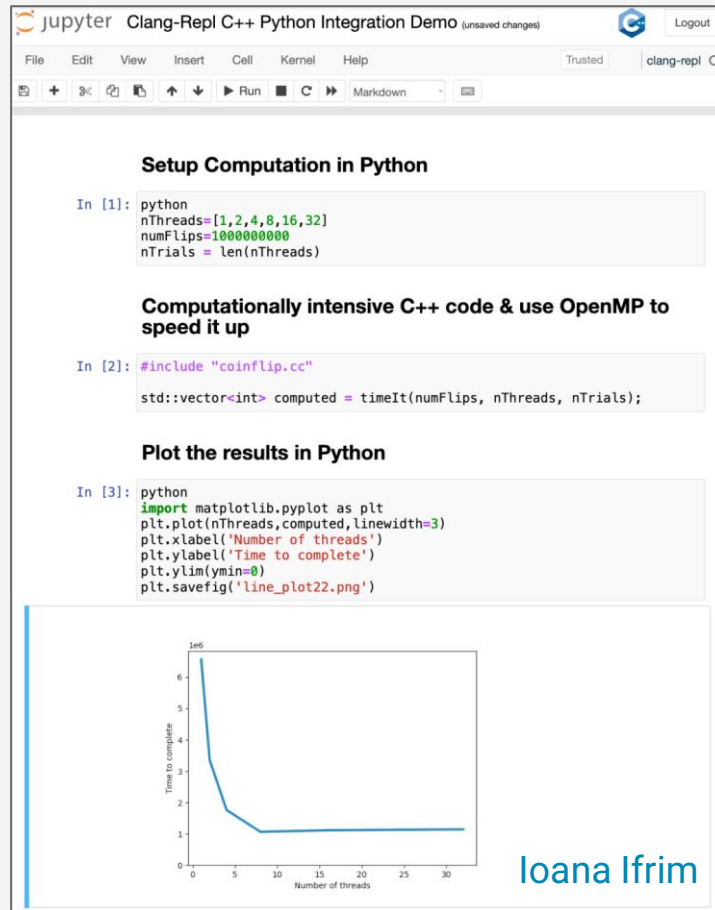
    return pts

Pts = calc_pt_vec(vector_of_lv)
Pts = numba_calc_pt_vec(vector_of_lv)
```

When the traditional **PyROOT pipeline** is compared against the **Numba pipeline** in the above example we get a **17x** speedup. [link](#)

# Ongoing Work

1. Maximize the C++ feature set supported in Numba.
2. Upstream libInterOp into LLVM master
3. Leverage Python-C++ interop in Jupyter using Cppyy. [link](#)



The screenshot shows a Jupyter Notebook interface with the following content:

### Setup Computation in Python

```
In [1]: python
nThreads=[1,2,4,8,16,32]
numFlips=1000000000
nTrials = len(nThreads)
```

### Computationally intensive C++ code & use OpenMP to speed it up

```
In [2]: #include "coinflip.cc"

std::vector<int> computed = timeIt(numFlips, nThreads, nTrials);
```

### Plot the results in Python

```
In [3]: python
import matplotlib.pyplot as plt
plt.plot(nThreads,computed,linewidth=3)
plt.xlabel('Number of threads')
plt.ylabel('Time to complete')
plt.ylim(ymin=0)
plt.savefig('line_plot22.png')
```

The plot shows 'Time to complete' (y-axis, scaled by 1e6) versus 'Number of threads' (x-axis). The time decreases sharply from approximately 6.5 million seconds at 1 thread to about 1.1 million seconds at 8 threads, then levels off.

Number of threads	Time to complete (scaled by 1e6)
1	6.5
2	3.5
4	1.8
8	1.1
16	1.1
32	1.1

Ioana Ifrim



# Conclusion

Tighter integration between Python and C++ can enable more efficient data analyses and is possible due to:

- Improved interoperability
- Optimizations in Cppyy/PyROOT via Numba
- Crosstalk between kernels in Notebook environments

**Thank you**

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