

High Performance Python Practical Performant Programming For Humans

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High Performance Python : Practical Performant Programming for Humans, Paperback by Gorelick, Micha; Ozsvald, Ian, ISBN 1492055026, ISBN-13 9781492055020, Brand New, Free shipping in the US A guide to programming with Python, updated for Python 3, explores the fundamental theory behind design choices and offers a better understanding of Python implementation, covering such topics as locating performance bottlenecks, how Python abstracts the underlying computer architecture, and tools to ...

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Experienced Python programmers will learn concrete solutions to many issues, along with war stories from companies that use high-performance Python for social media analytics, productionized machine learning, and more. Get a better grasp of NumPy, Cython, and profilers Learn how Python abstracts the underlying computer architecture

Your Python code may run correctly, but you need it to run faster. By exploring the fundamental theory behind design choices, the updated edition of this practical guide, expanded and enhanced for Python 3, helps you gain a deeper understanding of Python's implementation. You'll learn how to locate performance bottlenecks and significantly speed up your code in high-data-volume programs. How can you take advantage of multicore architectures or clusters? Or build a system that can scale up and down without losing reliability? Experienced Python programmers and students alike will learn concrete solutions to these and other issues, along with war stories from companies that use high-performance Python for social media analytics, productionized machine learning, and other situations. Get a better grasp of NumPy, Cython, and profilers Learn how Python abstracts the underlying computer architecture Understand performant pandas Use profiling to find bottlenecks in CPU time and memory usage Write efficient programs by choosing appropriate data structures Speed up matrix, vector, and even tensor computations Use tools to compile Python down to machine code, on CPUs and GPUs Manage multiple I/O and computational operations concurrently Convert multiprocessing code to run on a local or remote cluster Deploy code faster using tools like Docker Solve large problems while using less RAM Get real-life stories and lessons from Python programmers

Your Python code may run correctly, but you need it to run faster. Updated for Python 3, this expanded edition shows you how to locate performance bottlenecks and significantly speed up your code in high-data-volume programs. By exploring the fundamental theory behind design choices, High Performance Python helps you gain a deeper understanding of Python's implementation. How do you take advantage of multicore architectures or clusters? Or build a system that scales up and down without losing reliability? Experienced Python programmers will learn concrete solutions to many issues, along with war stories from companies that use high-performance Python for social media analytics, productionized machine learning, and more. Get a better grasp of NumPy, Cython, and profilers Learn how Python abstracts the underlying computer architecture Use profiling to find bottlenecks in CPU time and memory usage Write efficient programs by choosing appropriate data structures Speed up matrix and vector computations Use tools to compile Python down to machine code Manage multiple I/O and computational operations concurrently Convert multiprocessing code to run on local or remote clusters Deploy code faster using tools like Docker

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Learn how to use Python to create efficient applications About This Book Identify the bottlenecks in your applications and solve them using the best profiling techniques Write efficient numerical code in NumPy, Cython, and Pandas Adapt your programs to run on multiple processors and machines with parallel programming Who This Book Is For The book is aimed at Python developers who want to improve the performance of their application. Basic knowledge of Python is expected What You Will Learn Write efficient numerical code with the NumPy and Pandas libraries Use Cython and Numba to achieve native performance Find bottlenecks in your Python code using profilers Write asynchronous code using Asyncio and RxPy Use Tensorflow and Theano for automatic parallelism in Python Set up and run distributed algorithms on a cluster using Dask and PySpark In Detail Python is a versatile language that has found applications in many industries. The clean syntax, rich standard library, and vast selection of third-party libraries make Python a wildly popular language. Python High Performance is a practical guide that shows how to leverage the power of both native and third-party Python libraries to build robust applications. The book explains how to use various profilers to find performance bottlenecks and apply the correct algorithm to fix them. The reader will learn how to effectively use NumPy and Cython to speed up numerical code. The book explains concepts of concurrent programming and how to implement robust and responsive applications using Reactive programming. Readers will learn how to write code for parallel architectures using Tensorflow and Theano, and use a cluster of computers for large-scale computations using technologies such as Dask and PySpark. By the end of the book, readers will have learned to achieve performance and scale from their Python applications. Style and approach A step-by-step practical guide filled with real-world use cases and examples

Build software that combines Python's expressivity with the performance and control of C (and C++). It's possible with Cython, the compiler and hybrid programming language used by foundational packages such as NumPy, and prominent in projects including Pandas, h5py, and scikits-learn. In this practical guide, you'll learn how to use Cython to improve Python's performance—up to 3000x— and to wrap C and C++ libraries in Python with ease. Author Kurt Smith takes you through Cython's capabilities, with sample code and in-depth practice exercises. If you're just starting with Cython, or want to go deeper, you'll learn how this language is an essential part of any performance-oriented Python programmer's arsenal. Use Cython's static typing to speed up Python code Gain hands-on experience using Cython features to boost your numeric-heavy Python Create new types with Cython—and see how fast object-oriented programming in Python can be Effectively organize Cython code into separate modules and packages without sacrificing performance Use Cython to give Pythonic interfaces to C and C++ libraries Optimize code with Cython's runtime and compile-time profiling tools Use Cython's prange function to parallelize loops transparently with OpenMP

If you're among the Python developers put off by asyncio's complexity, it's time to take another look. Asyncio is complicated because it aims to solve problems in concurrent network programming for both framework and end-user developers. The features you need to consider are a small subset of the whole asyncio API, but picking out the right features is the tricky part. That's where this practical book comes in. Veteran Python developer Caleb Hattingh helps you gain a basic understanding of asyncio's building blocks—enough to get started writing simple event-based programs. You'll learn why asyncio offers a safer alternative to preemptive multitasking (threading) and how this API provides a simple way to support thousands of simultaneous socket connections. Get a critical comparison of asyncio and threading for concurrent network programming Take an asyncio walk-through, including a quickstart guide for hitting the ground looping with event-based programming Learn the difference between asyncio features for end-user developers and those for framework developers Understand asyncio's new async/await language syntax, including coroutines and task and future APIs Get detailed case studies (with code) of some popular asyncio-compatible third-party libraries

Create distributed applications with clever design patterns to solve complex problems Key Features Set up and run distributed algorithms on a cluster using Dask and PySpark Master skills to accurately implement concurrency in your code Gain practical experience of Python design patterns with real-world examples Book Description This Learning Path shows you how to leverage the power of both native and third-party Python libraries for building robust and responsive applications. You will learn about profilers and reactive programming, concurrency and parallelism, as well as tools for making your apps quick and efficient. You will discover how to write code for parallel architectures using TensorFlow and Theano, and use a cluster of computers for large-scale computations using technologies such as Dask and PySpark. With the knowledge of how Python design patterns work, you will be able to clone objects, secure interfaces, dynamically choose algorithms, and accomplish much more in high performance computing. By the end of this Learning Path, you will have the skills and confidence to build engaging models that quickly offer efficient solutions to your problems. This Learning Path includes content from the following Packt products: Python High Performance - Second Edition by Gabriele Lanaro Mastering Concurrency in Python by Quan Nguyen Mastering Python Design Patterns by Sakis Kasampalis What you will learn Use NumPy and pandas to import and manipulate datasets Achieve native performance with Cython and Numba Write asynchronous code using asyncio and RxPy Design highly scalable programs with application scaffolding Explore abstract methods to maintain data consistency Clone objects using the prototype pattern Use the adapter pattern to make incompatible interfaces compatible Employ the strategy pattern to dynamically choose an algorithm Who this book is for This Learning Path is specially designed for Python developers who want to build high-performance applications and learn about single core and multi-core programming, distributed concurrency, and Python design patterns. Some experience with Python programming language will help you get the most out of this Learning Path.

As Python continues to grow in popularity, projects are becoming larger and more complex. Many Python developers are now taking an interest in high-level software design patterns such as hexagonal/clean architecture, event-driven architecture, and the strategic patterns prescribed by domain-driven design (DDD). But translating those patterns into Python isn't always straightforward. With this hands-on guide, Harry Percival and Bob Gregory from MADE.com introduce proven architectural design patterns to help Python developers manage application complexity—and get the most value out of their test suites. Each pattern is illustrated with concrete examples in beautiful, idiomatic Python, avoiding some of the verbosity of Java and C# syntax. Patterns include: Dependency inversion and its links to ports and adapters (hexagonal/clean architecture) Domain-driven design's distinction between entities, value objects, and aggregates Repository and Unit of Work patterns for persistent storage Events, commands, and the message bus Command-query responsibility segregation (CQRS) Event-driven architecture and reactive microservices

Build real-world applications with Python 2.7, CUDA 9, and CUDA 10. We suggest the use of Python 2.7 over Python 3.x, since Python 2.7 has stable support across all the libraries we use in this book. Key Features Expand your background in GPU programming—PyCUDA, scikit-cuda, and Nsight Effectively use CUDA libraries such as cuBLAS, cuFFT, and cuSolver Apply GPU programming to modern data science applications Book Description Hands-On GPU Programming with Python and CUDA hits the ground running: you'll start by learning how to apply Amdahl's Law, use a code profiler to identify bottlenecks in your Python code, and set up an appropriate GPU programming environment. You'll then see how to "query" the GPU's features and copy arrays of data to and from the GPU's own memory. As you make your way through the book, you'll launch code directly onto the GPU and write full blown GPU kernels and device functions in CUDA C. You'll get to grips with profiling GPU code effectively and fully test and debug your code using Nsight IDE. Next, you'll explore some of the more well-known NVIDIA libraries, such as cuFFT and cuBLAS. With a solid background in place, you will now apply your new-found knowledge to develop your very own GPU-based deep neural network from scratch. You'll then explore advanced topics, such as warp shuffling, dynamic parallelism, and PTX assembly. In the final chapter, you'll see some topics and applications related to GPU programming that you may wish to pursue, including AI, graphics, and blockchain. By the end of this book, you will be able to apply GPU programming to problems related to data science and high-performance computing. What you will learn Launch GPU code directly from Python Write effective and efficient GPU kernels and device functions Use libraries such as cuFFT, cuBLAS, and cuSolver Debug and profile your code with Nsight and Visual Profiler Apply GPU programming to datascience problems Build a GPU-based deep neuralnetwork from scratch Explore advanced GPU hardware features, such as warp shuffling Who this book is for Hands-On GPU Programming with Python and CUDA is for developers and data scientists who want to learn the basics of effective GPU programming to improve performance using Python code. You should have an understanding of first-year college or university-level engineering mathematics and physics, and have some experience with Python as well as in any C-based programming language such as C, C++, Go, or Java.

