

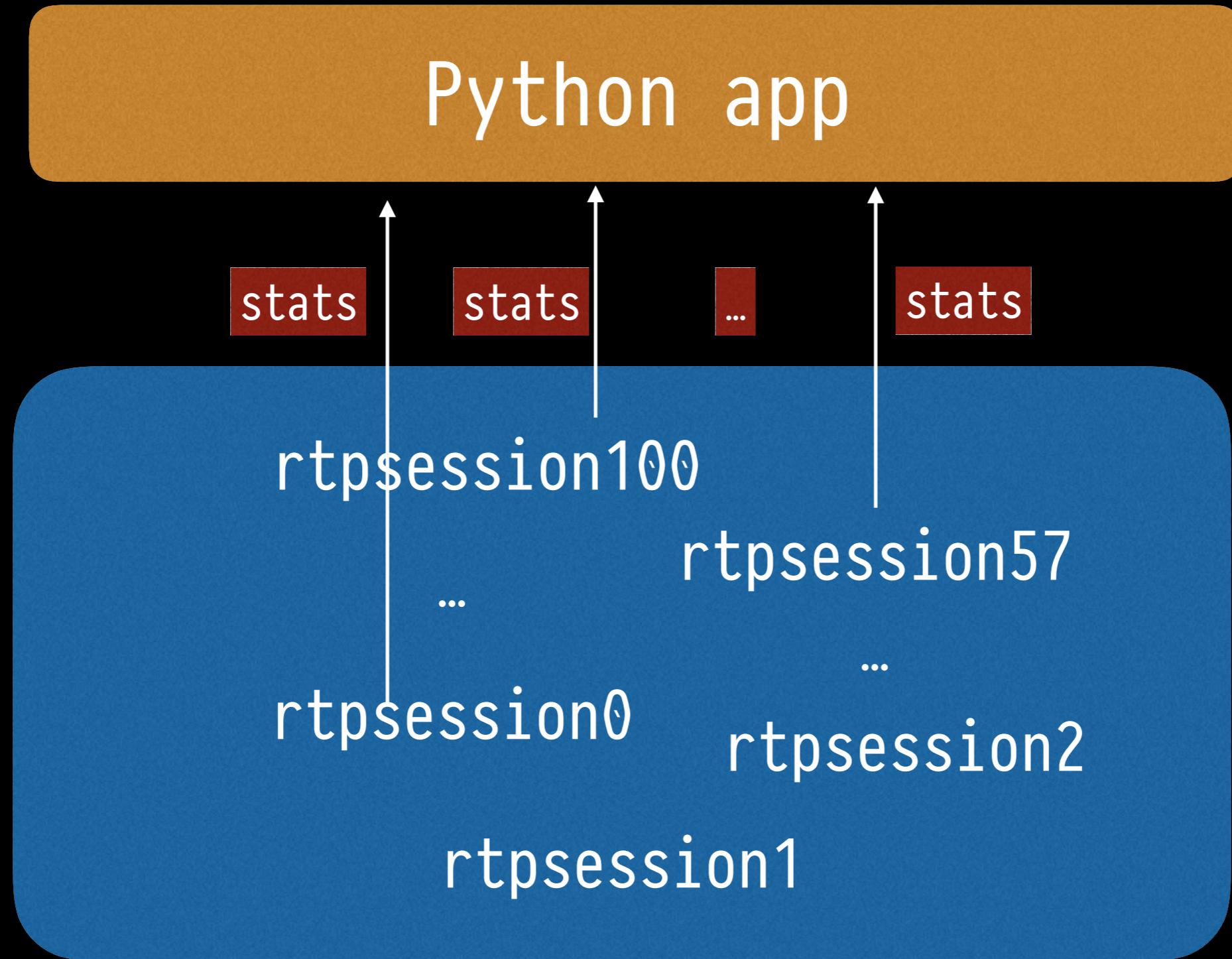
pygobject & GIL

or
The death by thousand cuts

by Fludkov Mikhail
misha@pexip.com
fludkov.me@gmail.com

pexip

Python app



What's inside stats. GstStruct:

```
ssrc = (uint) 2765911805,  
internal = (boolean) true,  
validated = (boolean) true,  
received-bye = (boolean) false,  
is-csrc = (boolean) false,  
is-sender = (boolean) true,  
clock-rate = (int) 90000,  
bitrate = (guint64) 0,  
seqnum-base = (int) 13034,  
octets-sent = (guint64) 520,  
packets-sent = (guint64) 49,  
recv-pli-count = (uint) 0,  
recv-fir-count = (uint) 0,  
have-sr = (boolean) true,  
sr-ntptime = (guint64) 15826585362390969741,  
sr-rtptime = (uint) 2191509451,  
sr-octet-count = (uint) 520,  
sr-packet-count = (uint) 49,  
have-rb = (boolean) false,  
red-sent = (uint) 0,  
inner-fec-protected = (uint) 0,  
outer-fec-protected = (uint) 0
```

...

```
def rtpstats_convert(value_array):
    entries = []
    for gststats in value_array:
        data = {}
        for idx in range(0, gststats.n_fields()):
            field_name = gststats.nth_field_name(idx)
            value = gststats.get_value(field_name)
            data[field_name] = value
        entry = { 'name' : gststats.get_name(),
                  'data' : data,
                }
        entries.append(entry)
    return entries
```

$\sim \times 10^0$

```
PyGTypeMarshal *
pyg_type_lookup(GType type)
{
    GType ptype = type;
    PyGTypeMarshal *tm = NULL;

    /* recursively lookup types */
    while (ptype) {
        pygi_type_import_by_g_type(ptype);
        if ((tm = g_type_get_qdata(ptype, pyg_type_marshall_key)) != NULL) {
            break;
        }
        ptype = g_type_parent(ptype);
    }
    return tm;
}
```

$\sim \times 2500$

Thank you

Pexip PyGObject fork:
<https://github.com/pexip/pygobject>

pexip

There is not time for this slide

Python callback optimisation

Python:

0.0045 ± 0.0063 sec and 0.65 at worst

Python cmodule:

0.000058 ± 0.000032 sec and 0.0083 at worst

PyGObject marshalling code optimisation

Before:

0.65 ± 0.47 sec and 9.7 sec at worst!!!

After:

0.00026 ± 0.00033 secs