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# Soporte de Python para el perfilador perf de Linux

Versión 3.14.0rc2

Guido van Rossum and the Python development team

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Python Software Foundation  
Email: docs@python.org

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### autor

Pablo Galindo

El perfilador `perf` de Linux es una herramienta muy poderosa que le permite crear perfiles y obtener información sobre el rendimiento de su aplicación. `perf` también tiene un ecosistema muy vibrante de herramientas que ayudan con el análisis de los datos que produce.

El principal problema con el uso del perfilador `perf` con aplicaciones Python es que `perf` sólo obtiene información sobre símbolos nativos, es decir, los nombres de funciones y procedimientos escritos en C. Esto significa que los nombres y nombres de archivos de las funciones de Python en su código no aparecerán en la salida de `perf`.

Desde Python 3.12, el intérprete puede ejecutarse en un modo especial que permite que las funciones de Python aparezcan en la salida del perfilador `perf`. Cuando este modo está habilitado, el intérprete interpondrá un pequeño fragmento de código compilado sobre la marcha antes de la ejecución de cada función de Python y enseñará a `perf` la relación entre este fragmento de código y la función de Python asociada usando `perf map files`.

### Nota

Actualmente, el soporte para el perfilador `perf` solo está disponible para Linux en arquitecturas seleccionadas. Verifique el resultado del paso de compilación `configure` o verifique el resultado de `python -m sysconfig | grep HAVE_PERF_TRAMPOLINE` para ver si su sistema es compatible.

Por ejemplo, considere el siguiente script:

```
def foo(n):  
    result = 0
```

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```
for _ in range(n):
    result += 1
return result

def bar(n):
    foo(n)

def baz(n):
    bar(n)

if __name__ == "__main__":
    baz(1000000)
```

Podemos ejecutar perf para obtener un registro de los seguimientos de la pila de CPU a 9999 hercios:

```
$ perf record -F 9999 -g -o perf.data python my_script.py
```

Luego podemos usar perf report para analizar los datos:

```
$ perf report --stdio -n -g

# Children      Self          Samples  Command      Shared Object      Symbol
# .....
↳ .....
#
  91.08%      0.00%           0  python.exe  python.exe        [.] _start
    |
    |--_start
    |
    |--90.71%--__libc_start_main
        Py_BytesMain
        |
        |--56.88%--pymain_run_python.constprop.0
        |
        | |--56.13%--_PyRun_AnyFileObject
        |         |
        |         | _PyRun_SimpleFileObject
        |         |
        |         | |--55.02%--run_mod
        |         |
        |         |         |--54.65%--PyEval_EvalCode
        |         |         |
        |         |         | _PyEval_
        |         |         |
        ↳EvalFrameDefault
        |
        |         |
        |         | PyObject_
        ↳Vectorcall
        |
        |         |
        |         | _PyEval_Vector
        |         |
        |         | _PyEval_
        ↳EvalFrameDefault
        |
        |         |
        |         | PyObject_
        ↳Vectorcall
        |
        |         |
        |         | _PyEval_Vector
        |         |
        |         | _PyEval_
        ↳EvalFrameDefault
        |
        |         |
        |         | PyObject_
        ↳Vectorcall
        |
        |         |
        |         | _PyEval_Vector
        |         |
        |         |
        |         | |--51.67%--_
```

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↪ PyEval_EvalFrameDefault					
					--
↪ 11.52% --_PyLong_Add					_
↪					
					_
↪   --2.97% --PyObject_Malloc					
...					

As you can see, the Python functions are not shown in the output, only `_PyEval_EvalFrameDefault` (the function that evaluates the Python bytecode) shows up. Unfortunately that's not very useful because all Python functions use the same C function to evaluate bytecode so we cannot know which Python function corresponds to which bytecode-evaluating function.

En cambio, si ejecutamos el mismo experimento con el soporte `perf` habilitado obtenemos:

```

$ perf report --stdio -n -g

# Children      Self          Samples  Command      Shared Object      Symbol
# .....      .....      .....      .....      .....      .....
# .....
#
90.58%      0.36%          1  python.exe  python.exe      [.] _start
|
---_start
|
--89.86%--__libc_start_main
Py_BytesMain
|
|--55.43%--pymain_run_python.constprop.0
|
|
|--54.71%--_PyRun_AnyFileObject
|
|
_PyRun_SimpleFileObject
|
|
|
|--53.62%--run_mod
|
|
|
--53.26%--PyEval_EvalCode
py:::/
↪src/script.py
|
|
_PyEval_
↪EvalFrameDefault
|
|
PyObject_
↪Vectorcall
|
|
_PyEval_Vector
py::baz:/src/
↪script.py
|
|
_PyEval_
↪EvalFrameDefault
|
|
PyObject_
↪Vectorcall
|
|
_PyEval_Vector
py::bar:/src/
↪script.py
|
|
_PyEval_
↪EvalFrameDefault
|
|
PyObject_

```

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```
$ python -m sysconfig | grep 'no-omit-frame-pointer'
```

Si no ve ningún resultado, significa que su intérprete no ha sido compilado con punteros de marco y, por lo tanto, es posible que no pueda mostrar funciones de Python en el resultado de `perf`.

### 3 How to work without frame pointers

If you are working with a Python interpreter that has been compiled without frame pointers, you can still use the `perf` profiler, but the overhead will be a bit higher because Python needs to generate unwinding information for every Python function call on the fly. Additionally, `perf` will take more time to process the data because it will need to use the DWARF debugging information to unwind the stack and this is a slow process.

To enable this mode, you can use the environment variable `PYTHON_PERF_JIT_SUPPORT` or the `-X perf_jit` option, which will enable the JIT mode for the `perf` profiler.

#### Nota

Due to a bug in the `perf` tool, only `perf` versions higher than v6.8 will work with the JIT mode. The fix was also backported to the v6.7.2 version of the tool.

Note that when checking the version of the `perf` tool (which can be done by running `perf version`) you must take into account that some distros add some custom version numbers including a `-` character. This means that `perf 6.7-3` is not necessarily `perf 6.7.3`.

When using the `perf` JIT mode, you need an extra step before you can run `perf report`. You need to call the `perf inject` command to inject the JIT information into the `perf.data` file.:

```
$ perf record -F 9999 -g -k 1 --call-graph dwarf -o perf.data python -Xperf_jit my_
→script.py
$ perf inject -i perf.data --jit --output perf.jit.data
$ perf report -g -i perf.jit.data
```

or using the environment variable:

```
$ PYTHON_PERF_JIT_SUPPORT=1 perf record -F 9999 -g --call-graph dwarf -o perf.data_
→python my_script.py
$ perf inject -i perf.data --jit --output perf.jit.data
$ perf report -g -i perf.jit.data
```

`perf inject --jit` command will read `perf.data`, automatically pick up the `perf` dump file that Python creates (in `/tmp/perf-$PID.dump`), and then create `perf.jit.data` which merges all the JIT information together. It should also create a lot of `jitted-XXXX-N.so` files in the current directory which are ELF images for all the JIT trampolines that were created by Python.

#### Advertencia

When using `--call-graph dwarf`, the `perf` tool will take snapshots of the stack of the process being profiled and save the information in the `perf.data` file. By default, the size of the stack dump is 8192 bytes, but you can change the size by passing it after a comma like `--call-graph dwarf,16384`.

The size of the stack dump is important because if the size is too small `perf` will not be able to unwind the stack and the output will be incomplete. On the other hand, if the size is too big, then `perf` won't be able to sample the process as frequently as it would like as the overhead will be higher.

The stack size is particularly important when profiling Python code compiled with low optimization levels (like `-O0`), as these builds tend to have larger stack frames. If you are compiling Python with `-O0` and not seeing Python functions in your profiling output, try increasing the stack dump size to 65528 bytes (the maximum):

```
$ perf record -F 9999 -g -k 1 --call-graph dwarf,65528 -o perf.data python -  
→Xperf_jit my_script.py
```

Different compilation flags can significantly impact stack sizes:

- Builds with `-O0` typically have much larger stack frames than those with `-O1` or higher
- Adding optimizations (`-O1`, `-O2`, etc.) typically reduces stack size
- Frame pointers (`-fno-omit-frame-pointer`) generally provide more reliable stack unwinding

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