Let's implement useless Python objects

役に立たない Python オブジェクトを作ろう

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GitHub

• https://github.com/HayaoSuzuki/pyconapac2023

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Who am I?

Who am I ? (お前誰よ)

Name Hayao Suzuki (鈴木 駿)

Work Software Developer @ BeProud Inc.



We are hiring https://www.beproud.jp/careers/en/

- connpass
 - The event site for building connections
- RyQ The best way to learn Python online
- ** TRACERY A documentation service for system development

Who am I?

Translated Books

Python Distilled(O'Reilly Japan) New!

Supervised Translated Books

- Introducing Python 2nd ed.(O'Reilly Japan)
- Robust Python(O'Reilly Japan)

Who am I?

Selected My Talks

- Symbolic Mathematics using SymPy(PyCon JP 2018)
- How to Use In-Memory Streams(PyCon JP 2020)
- Unknown Evolution of the Built-in Function pow(PyCon JP 2021)

Listed at https://xaro.hatenablog.jp/.

Today's Theme

Let's implement useless Python objects

What is it mean useless?

From LDOCE

- 1 not useful or effective in any way
- 2 (informal) unable or unwilling to do anything properly

Is the useless object really useless?

From Zhuangzi Ren-jian shi(荘子 人間世篇)

人皆知有用之用 而莫知無用之用也

Everyone knows the usefulness of the useful, but no one knows the usefulness of the useless.

Today's Theme

Let's implement useless Python objects

The useless objects are useless, but how to make a useless object is very useful.

Example: LiarContainer

```
>>> c = LiarContainer(["spam", "egg", "bacon"])
>>> "spam" in c
False
>>> "tomato" in c
True
```

Example: FibonacciSized

```
>>> s = FibonacciSized(range(50))
>>> len(s)
12586269025
```

Example: ShuffledIterable

```
>>> it = ShuffledIterable([1, 2, 3, 4, 5])
>>> for in range(3):
   for v in it:
... print(v, end=" ")
   print()
5 3 4 2 1
4 1 2 3 5
2 5 3 1 4
```

Definition of a useless Python object in this talk

A useless Python object behave Pythonic, but does not work as expected.

Data Structures and Operations

Basic Data Structures of Python

```
List [1, 2, 3, 4, 5]
Tuple ("pen", "pineapple", "apple", "pen")
Dictonary {"Answer": 42}
Set {41, 43, 47, 53, 57, 59}
```

Common Operations of Data Structure

```
len() Length of object
in Membership test
for Iteration
```

Useless Abstract Base Class

Example: Useless ABC

```
class Useless(abc.ABC):
    def __init__(self, data: Optional[Iterable] = None):
        if data is not None:
            self._data = [v for v in data]
        else:
            self._data = []
```

Useless abstract base is useful, contrary to its name.

in and Container

```
object.__contains__()
```

Called to implement membership test operators.

Example: LiarContainer

```
class LiarContainer(Useless, Container):
    def __contains__(self, item) -> bool:
        return item not in self._data
```

len() and Sized

```
object.__len__()
```

Called to implement the built-in function len().

Example: FibonacciSized

for and Iterable

```
object.__iter__()
```

Called when an iterator is required for a container.

Example: ShuffledIterable

```
class ShuffledIterable(Useless, Iterable):
    def __iter__(self) -> Iterator:
        return iter(random.sample(self._data, k=len(self._data)))
```

Object Protocols

How to implement Pythonic Python objects

We need to understand object protocols.

Ref: https://docs.python.org/3/reference/datamodel.html

collections.abc

collections.abc

This module provides abstract base classes that can be used to test whether a class provides a particular interface.

From https://docs.python.org/3/library/collections.abc.html

collections.abc

collections.abc and Interface

Interface
len()
contains()
iter()
Sized, Container, Iterable

Collection

collections.abc.Collection

Sized and Container and Iterable

Example: Collection

```
class UselessCollection(
    FibonacciSized, LiarContainer, ShuffledIterable
):
    pass
```

collections.abc

collections.abc and Built-in Objects

ABC	built-in objects
Sequence	tuple
MutableSequence	list
MutableSet	set
${ t Mutable Mapping}$	dict

Sequence

Example: ModularSequence

```
class ModularSequence (Useless, collections abc. Sequence):
   def getitem (self, kev):
        if isinstance(key, int):
           return self. data[key % len(self. data)]
        elif isinstance(key, slice):
            s = slice(
                key.start % len(self. data),
                key.stop % len(self._data),
                key.step,
           return self._data[s]
        else:
           raise TypeError
```

Sequence

Example: ModularSequence

```
>>> seq = ModularSequence(range(20))
>>> print(seq[21:44])
[1, 2, 3]
>>> print(seq[65543])
3
>>> seq.count(13) # It does not stop.
```

Mapping

Example: MisprintedDictionary

```
class MisprintedDictionary(collections.abc.Mapping):
   def init (self, dict: dict):
       shuffled keys = random.sample(
           list( dict.keys()), k=len( dict.keys())
        shuffled_values = random.sample(
           list( dict.values()), k=len( dict.keys())
        self. data = dict(
           zip(shuffled_keys, shuffled_values)
```

Mapping

Example: MisprintedDictionary

```
>>> d = MisprintedDictionary({"a": 1, "b": 2, "c": 3})
>>> for key in d:
... print(f"d[{key}]={d[key]}", end=" ")
...
d[c]=3 d[b]=2 d[a]=1
```

Set

Example: CrowdSet

```
Ofunctools.total ordering
class CrowdSet(collections.abc.Set):
   def init (self, data=None):
        if data is not None:
            self. data = set(v for v in data)
       else:
            self. data = set()
   def lt (self, other):
       return self. data >= other
```

Set

Example: CrowdSet

```
>>> s = CrowdSet(("egg", "bacon", "spam"))
>>> t = CrowdSet(("egg", "egg", "spam", "spam"))
>>> s > t
True
```

Conclusion

Let's implement useless Python objects

- Useless Python objects are useful
- collections.abc module is very useful
- Once you understand object protocol, you can do anything