Understanding Plugin Architecture for Python Packages with SQLAlchemy Dialects

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Overview

Plugins in context of SQLAlchemy

- A look at SQL Alchemy dialects and exploring create_engine
- Python package entrypoints and importlib.metadata

How you can make it work for your package

- Creating a hello world package
- Creating plugin structure and plugin loader utils
- Extending hello world package with hello-world-kannada-plugin

A new web framework comes every other month in Python but SQLALchemy is still there. despite not so great documentation

The reason is - its extensibility.

Good software needs to be extensible.

Dialects

From SQLAlchemy docs

the "dialect" is a Python object that represents information and methods that allow database operations to proceed on a particular kind of database backend and a particular kind of Python driver (or DBAPI) for that database.

Examples - Postgresql is a dialect.

Find class definition of dialect here

Dialects (contd..)

SQLAlchemy gives a few dialects for a few databases (mssql, mysql, oracle, postgresql, sqlite)

You can find them at lib/sqlalchemy/dialects

But there are many more supported!
 eg. Clickhouse, Druid, Drill, Snowflake, Impala, Google sheets and the list goes on

Create Engine

```
from sqlalchemy import create_engine
engine = create_engine(
   "postgresql+psycopg2://user:pwd@localhost:5432/db"
)
```

The url scheme is [dialect]+[driver]://...

What is Create Engine doing?

A lot.

But what we are interested in is this -

```
def create engine(url: str, **kwargs):
    u = _url.make_url(url) # _url is the url module that does url magic
    . . .
    entrypoint = u._get_entrypoint() # Gets the dialect's entrypoint class
    dialect_cls = entrypoint.get_dialect_cls(u) # Gets the actual dialect class
    dialect args = create dialect args(url, **kwargs) # transforms kwargs to dialect specific args
   # Intense Python wizardry ...
    dialect = dialect cls(**dialect args)
    engine = engineclass(poo, dialect, u, **kwargs)
   # Some more Spells ...
    return engine
```

Note: Code lines cherry picked for sanity! The full thing is here.

A little deeper -

```
def _get_entrypoint():
    cls = registry.load(name)
    return cls
```

The registry is where all of the dialects are held.

The registry is declared like this -

```
registry = util.PluginLoader("sqlalchemy.dialects")
```

Last stretch! Now's the time to focus!!

```
from importlib import metadata as importlib_metadata
class PluginLoader:
    def __init__(self, group):
        self.group = group
        self.impls = {}
    def load(self, name):
        if name in self.impls:
            return self.impls[name]()
        entrypoints = importlib_metadata.entry_points()
        impls = entrypoints.select(self.group)
        for impl in impls:
            if impl.name == name:
                self.impls[impl.name] = impl.load
                return impl.load()
        raise ValueError("No such plugin!")
```

How you can make it work for your package

Using the same logic for our own plugins

- 1. Let others know how they can create code for you
- 2. Give them an identifier so that they can tell their code is for your package
- 3. Write some code that can load their code
- 4. Use others' code!

How you can make it work for your package

Entrypoints

(From Python packaging user guide]
(https://packaging.python.org/en/latest/specifications/entry-points/)

Entry points are a mechanism for an installed distribution to advertise components it provides to be discovered and used by other code.

How to declare it in pyproject.toml

```
[project.entry-points.group_name]
name = path_to_object
```

How you can make it work for your package

Coding time!!

Thanks!

Questions?

Code and slides at:

https://github.com/ash2shukla/pycon2 025

Connect with me:

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