

# Understanding Plugin Architecture for Python Packages

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# Overview

## How plugins work in Python

- What and Why Plugins ?
- Some Examples
- Plugin Loader from SQLAlchemy
- 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

# What and Why Plugins ?

- What ?

Plugins are a way to extend something.

- Why ?
  - i. Keeping core package slim
  - ii. Let the users decide what they want
  - iii. Extensibility
  - iv. Decouple core logic and implementations
  - v. Get contributions !

# Some Examples

## SQLAlchemy Dialects

You can install additional dialects in SQLAlchemy like Clickhouse, GSheet, Druid etc. and extend the set of default supported dialects.

## Airflow Providers

You can extend airflow's supported operators, hooks, connections etc. by installing new providers. eg. Google, AWS etc.

# Plugin Loader from SQLAlchemy

```
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(group=self.group)
        for impl in impls:
            if impl.name == name:
                self.impls[impl.name] = impl.load
                return impl.load()

        raise ValueError("No such plugin!")
```

# Python Package Entrypoints and Importlib Metadata

## 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.

# Python Package Entrypoints and Importlib Metadata

## How to declare it in `pyproject.toml`

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

## How to declare it in `setup.py`

```
entry_points={
    'group_name': [
        'key = path.to:Callable',
    ],
},
```

# **How you can make it work for your package**

**Coding time !!**

# 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
  - Plugin Interface
2. Give them an identifier so that they can tell their code is for your package
  - Entrypoint Group Name
3. Write some code that can load their code
  - Plugin Loader
4. Use others' code !

# Conclusion

1. Plugins = Extensibility
2. Entrypoints = Python native way of implementing plugins
3. Result = Long Live your future package !

# References

1. SQLAlchemy - <https://github.com/zzzeek/sqlalchemy>
  - i. [Dialects](#)
  - ii. [External Dialects List](#)
  - iii. [Create Engine Implementation](#)
2. Airflow - <https://github.com/apache/airflow>
  - i. [Provider Manager](#)
  - ii. [Entrypoint Utils](#)
3. Python Packaging Guide - <https://packaging.python.org/en/latest/>

# Thanks !

## Questions ?

Code and slides at:

<https://github.com/ash2shukla/pycon2025>

Connect with me:

<https://linkedin.com/in/ash2shukla>

