

# ECE326

## PROGRAMMING LANGUAGES

### Lecture 17 : Python Metaclass

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# Metaclass

- A class whose instances are classes
- Defines behaviour of classes and their instances
- Similar to class decorator in purpose
- Differences
  - Class decorator
    - Rebinds class name to a callable
    - Can modify the existing class or add a wrapper around existing class
  - Metaclass
    - Inserts or routes specialized logic during class creation

# type

- The base metaclass
  - Creates all classes, including metaclasses
  - All classes are instance of 'type'
  - `type(name, bases, attrs)`

```
>> Foo = type('Foo', (object, ), {'a' : 1})
```

```
>> Foo.a
```

```
1
```

```
>> type(Foo)
```

```
<class 'type'>
```

```
# equivalent to this:
```

```
class Foo:
```

```
    a = 1
```

# `__class__`

- The class type of the instance

```
>> Foo = type('Foo', (object, ), {'a' : 1})
>> f = Foo()
>> type(f)
<class '__main__.Foo'>
>> f.__class__
<class '__main__.Foo'>
>> Foo
<class '__main__.Foo'>
>> f.__class__.__bases__
(<class 'object'>,)
>> f.__dict__
{'__module__': '__main__', 'count': 1, '__dict__': <attribute
'__dict__' of 'Foo' objects>, '__doc__': None, ...}
```

# Metaclass

- Basic example
  - Class that does not need an `__init__` method

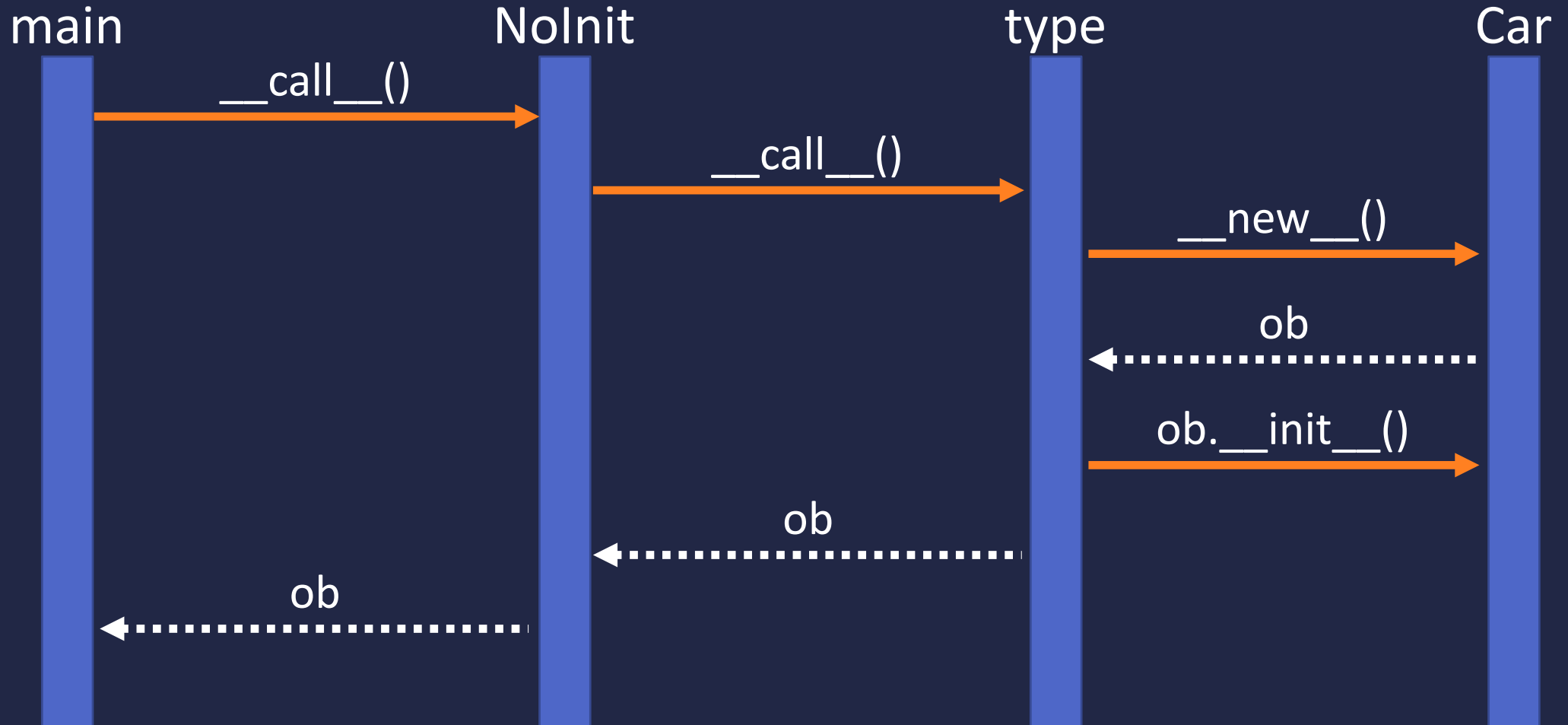
```
class NoInit(type):          # metaclass inherits from type
    def __call__(cls, *pargs, **kwargs):
        inst = type.__call__(cls, *pargs)
        [ setattr(inst, k, v) for k, v in kwargs.items() ]
        return inst

class Car(metaclass=NoInit):
    def __str__(self):
        return " ".join([k+"="+v for k, v in vars(self).items()])

>> car = Car(make="Mazda", model="CX- 5", year="2019", color="White")
>> str(car)
'make=Mazda model=CX- 5 year=2019 color=White'
>> type(car), type(Car)
(<class ' __main__. Car' >, <class ' __main__. NoInit' >)
```

type of *Car*  
is *NoInit*!

# What Happened?



# \_\_new\_\_

- The actual “constructor”
- `__init__` is actually just an initializer
- Customizes instantiation of the object
- `__new__(cls)`
- Default implementation

```
class Foo:
    # __new__ is a static method (does not take Foo as 1st argument)
    def __new__(cls):
        # super() will eventually call object.__new__
        # object is the base class of all classes
        return super().__new__(cls)
```

# Singleton

```
class Singleton(type):
    _instances = {}
    def __call__(cls, *args, **kwargs):
        if cls not in cls._instances:
            cls._instances[cls] = super().__call__(*args, **kwargs)
        return cls._instances[cls]
```

```
class Factory(metaclass=Singleton):
    def __init__(self, name):
        self.name = name

    def __str__(self):
        return "<Factory: " + self.name + ">"
```

```
>> print(Factory("chocolate"))
<Factory: chocolate>
>> print(Factory("shoe"))
<Factory: chocolate>
```



# Metaclass

- Can be used as parent to supply class methods

```
class Counter(type):  
    def __init__(cls, name,  
                  bases, attrs):  
        cls.counter = 0  
  
    def up(cls):  
        cls.counter += 1  
  
    def down(cls):  
        cls.counter -= 1  
  
    def __repr__(cls):  
        return "<Counter: %d>"%(  
            cls.counter)
```

```
class Animal(metaclass=Counter):  
    def __init__(self, species):  
        self.species = species  
        Animal.up()  
  
    def __del__(self):  
        Animal.down()  
  
    def animal_test():  
        a = Animal("monkey")  
        print(repr(Animal))  
  
>> animal_test()  
<Counter: 1>  
>> print(repr(Animal))  
<Counter: 0>
```

# Name Lookup

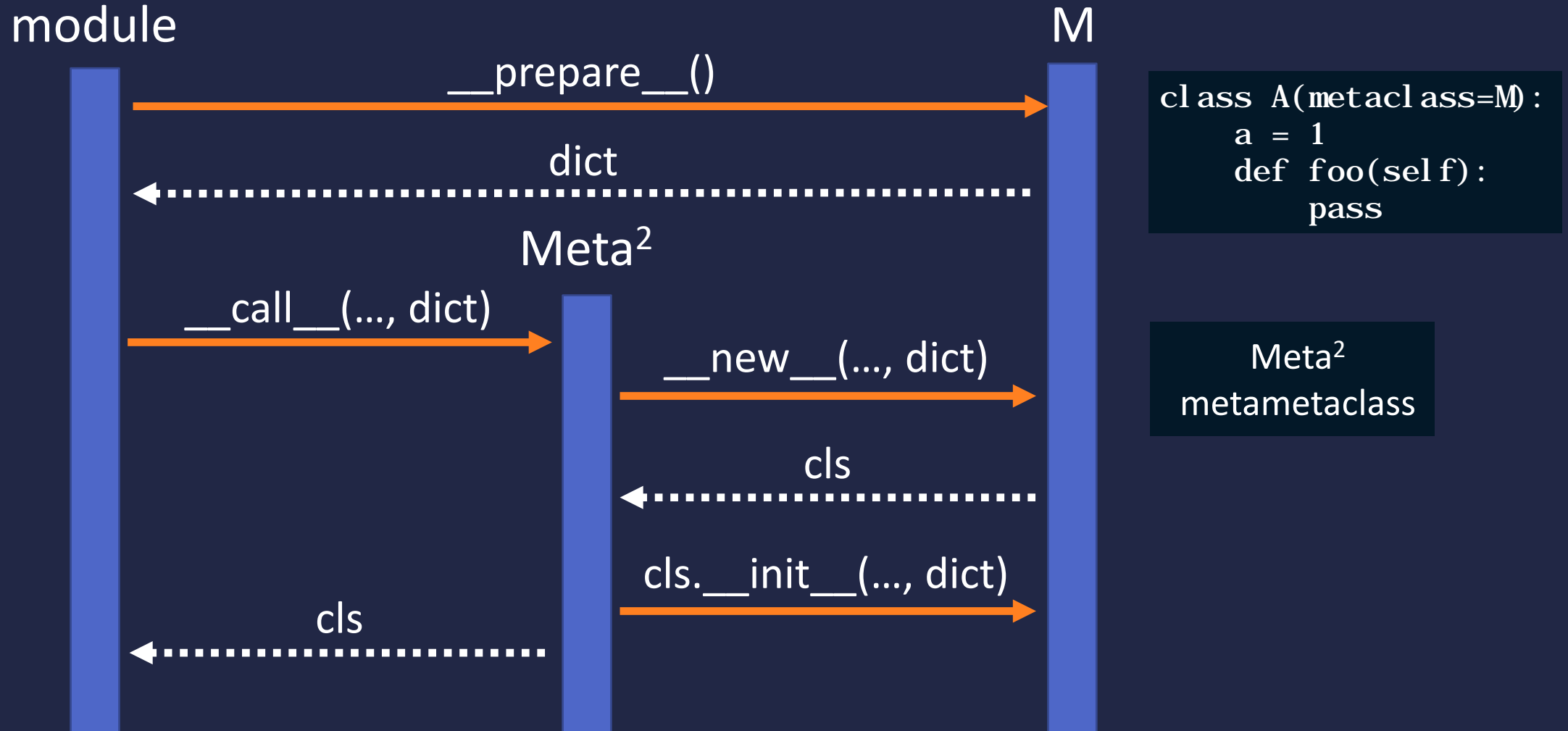
- An instance inherits its class's attributes
  - Also including attributes of super classes of its class
- A class inherits its metaclass's attributes
  - Also including attributes of its super classes
- But – an instance does not inherit metaclass attributes

```
>> a = Animal ("horse")
>> a.up()                                # defined in Counter
AttributeError: 'Animal' object has no attribute 'up'
```

# `__del__`

- Called when instance is about to be deleted
- Typically used to do additional clean-up
  - E.g. close log files
  - E.g. update global variables (such the counter)
  - E.g. release ownership of resources (such as cache entry)
- Careful
  - It is not guaranteed to be executed
  - It all depends on the garbage collector
- Do not confuse with `__delete__` (used by descriptor)

# Class Creation



# Metametaclass

- The metaclass of a metaclass
- Begins the process of creating a new class
  - Via `__call__`
  - In contrast, a metaclass's `__call__` function initiates the process of creating a new instance
- Usually, `type` is the metaclass of other metaclasses
  - Unless metaclass is specified when defining a metaclass
  - Similar to instance creation, `type.__call__` will execute `__new__` and `__init__` of the metaclass to create a new class

# \_\_prepare\_\_

- Provides a dictionary-like object to store attributes
- By default, returns Python dictionary – dict()
- Exists for performance reasons
- Special features
  - E.g. ordered dictionary for fast lookup

```
class Meta(type):  
    @classmethod  
    def __prepare__(mcs, name, bases, **kwargs):  
        return {}
```

# \_\_new\_\_ and \_\_init\_\_

- Constructor and initializer for the class

```
class Meta(type):  
    ...  
    def __new__(mcs, name, bases, attrs, **kwargs):  
        return super().__new__(mcs, name, bases, attrs)  
  
    def __init__(cls, name, bases, attrs, **kwargs):  
        return super().__init__(name, bases, attrs)
```

- `__init__` is rarely used since `__new__` does more
  - However, it is useful when inheritance is involved
  - In contrast, class decorator cannot be subclassed

# Metaclass Inheritance

- A derived class can have many base classes
- Each base class may have its own metaclass
- Subclasses inherits base class's metaclass
  - The inheritance tree of metaclass must be linear!

```
>> class Meta1(type): pass
>> class Meta2(type): pass
>> class Base1(metaclass=Meta1): pass
>> class Base2(metaclass=Meta2): pass
>> class Foobar(Base1, Base2): pass
TypeError: metaclass conflict: the metaclass of a derived
class must be a (non-strict) subclass of the metaclasses
of all its bases
```



# Metaclass Inheritance

- Rationale
  - Each class can only have one metaclass
  - Resolving metaclass must be unambiguous
  - Most specialized metaclass is chosen

```
>> class Meta(type): pass
>> class SubMeta(Meta): pass
>> class Base1(metaclass=Meta): pass
>> class Base2(metaclass=SubMeta): pass
>> class Foobar(Base1, Base2): pass
>> type(Foobar)
<class '__main__.SubMeta'>
```

# Name Resolution

- Metaclasses come *last* in name resolution order
  - After all super classes have been checked
    - i.e. done after method resolution order fails
  - Then metaclasses are checked, in reverse order of inheritance

```
>> class N(type): foo = 3                # metaclass
>> class M(N): attr = 1                  # metaclass
>> class A: attr = 2                     # super class
>> class B(A): pass                      # super class
>> class C(B, metaclass=M): pass
>> inst = C()
>> inst.attr, C.attr, C.foo
(2, 2, 3)
```

# Metafunction

- Metaclass only needs to be callable
- If `__prepare__` is not defined, Python dict is used
- If inheritance not needed, can use a function!
  - Can also use a functor
- Caveat
  - The function is used as a metaclass
  - The type is the type of the return value of the function

```
def MetaFunc(cls, bases, attrs):  
    attrs["hello"] = 5  
    return type(cls, bases, attrs)
```

```
class Foo(metaclass=MetaFunc):  
    pass
```

```
>> Foo.hello  
5  
>> type(Foo)  
<class 'type'>
```

# Operator Overloading

- With metaclasses, classes can also have their operators overloaded, similar to an instance

```
class A(type):  
    def __getitem__(cls, i):  
        return cls.data[i]  
    def __getattr__(cls, name):  
        return getattr(cls.data, name)
```

```
class B(metaclass=A):  
    data = 'spam'
```

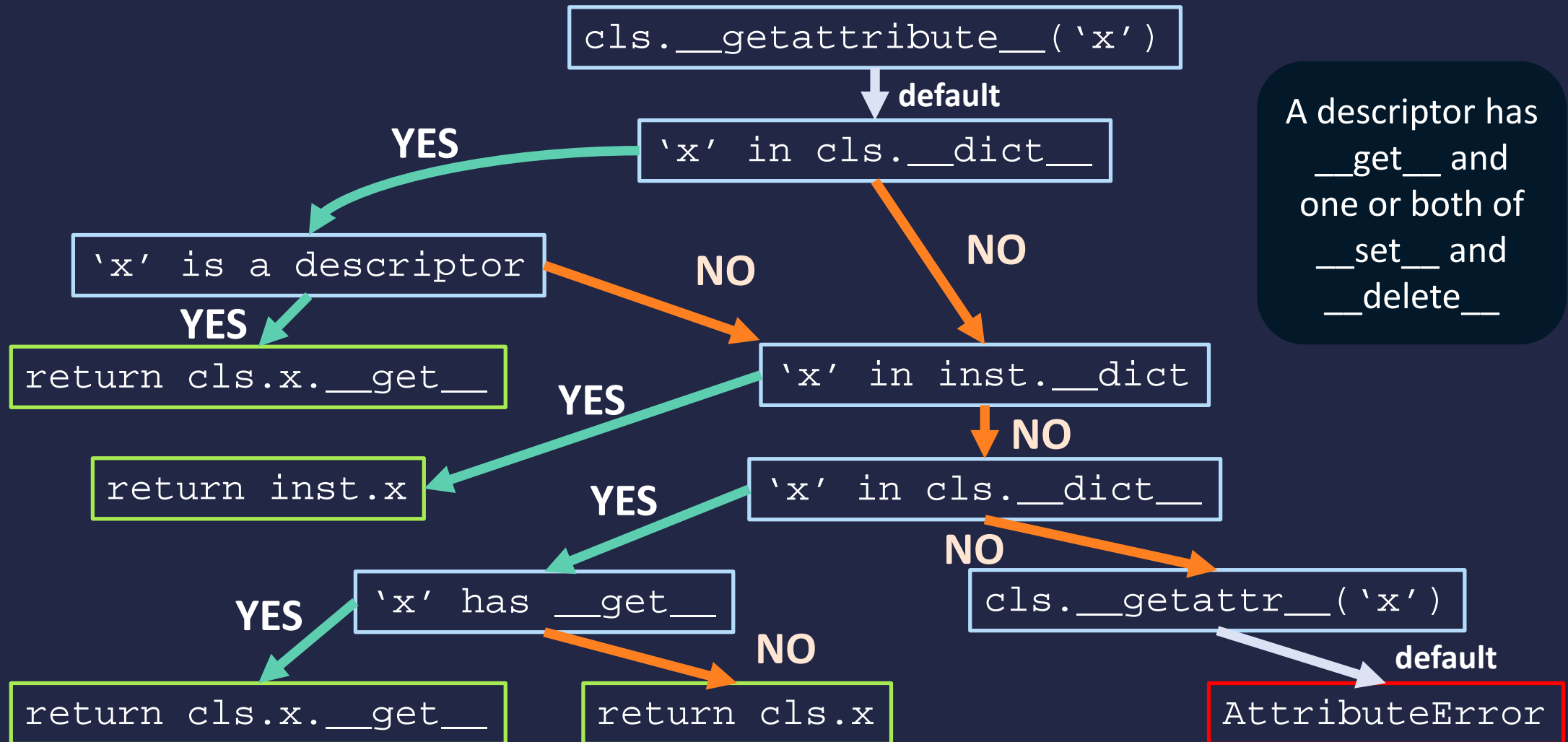
```
>> B[0]
```

```
's'
```

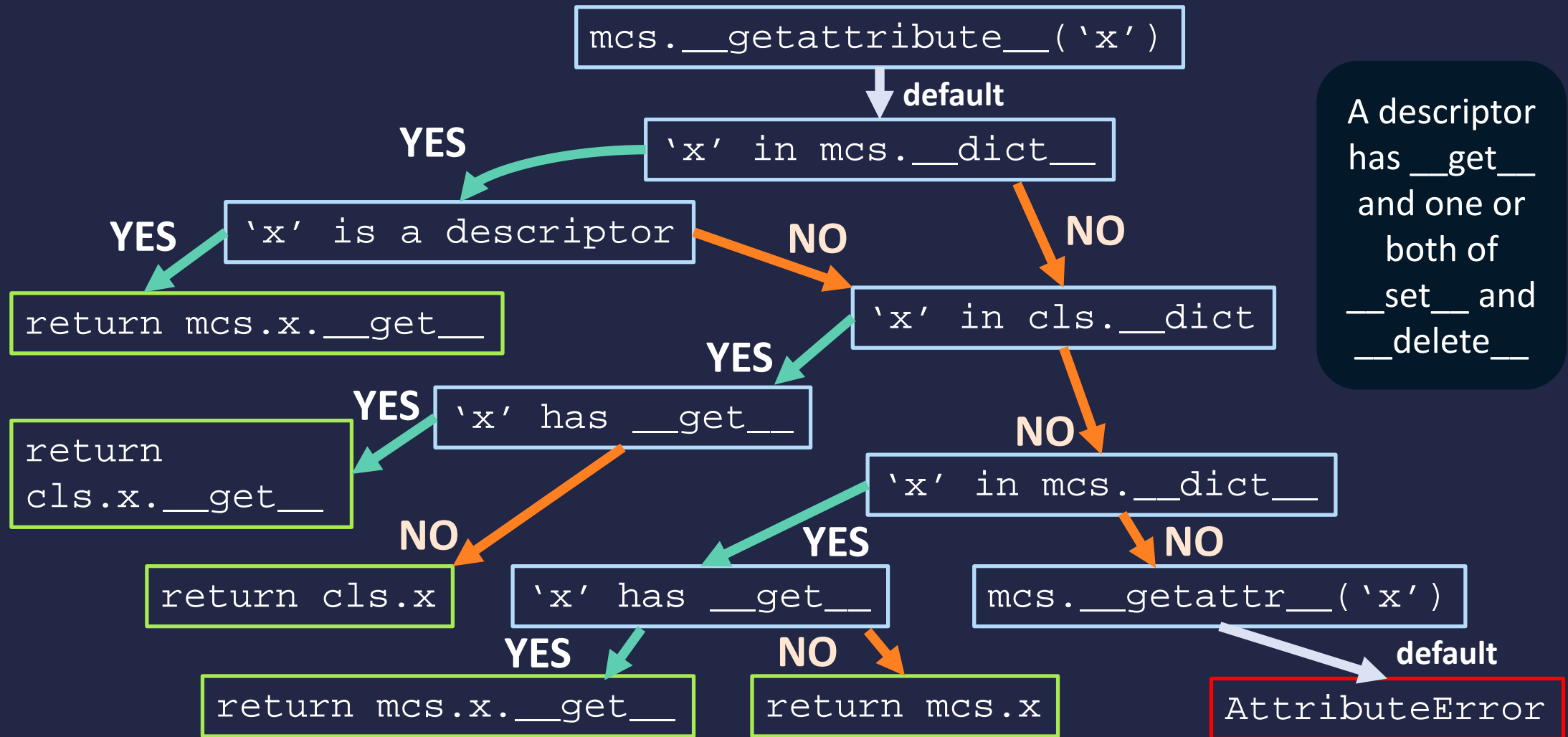
```
>> B.upper()
```

```
'SPAM'
```

# Object Attribute Lookup



# Class Attribute Lookup



# Type Slot

- A table of built-in methods
  - Operator overloading methods
    - E.g. `__add__`, `__str__`
  - Attribute interception methods
    - E.g. `__getattr__`, `__setattr__`
  - Attribute descriptors
- Look up for these methods go through *type slots*
  - Much simpler and faster
  - Not all built-in methods go through type slots
    - E.g. `__prepare__`