<http://simeonfranklin.com/blog/2012/jul/1/python-decorators-in-12-steps/>

**Understanding Python Decorators**

## 1. Variable resolution rules

Python’s scope rule is that variable creation always creates a new local variable but variable access (including modification) looks in the local scope and then searches all the enclosing scopes to find a match. So if we modify our function *foo()* to print our global variable things work as we would expect:

*>>> a\_string = "This is a global variable"*

*>>>* ***def******foo****():*

*...* ***print*** *a\_string # 1*

*>>>* ***foo****()*

*This is a global variable*

At point #1 Python looks for a local variable in our function and not finding one, looks for a global variable of the same name. But if we try to assign to the global variable inside our function it doesn’t do what we want:

*>>> a\_string = "This is a global variable"*

*>>>* ***def******foo****():*

*... a\_string = "test" # 1*

*...* ***print******locals****()*

*>>>* ***foo****()*

*{'a\_string': 'test'}*

*>>> a\_string # 2*

*'This is a global variable'*

Global variables can be accessed but not (by default) assigned to. At point #1 inside our function we are actually creating a new local variable that "shadows" the global variable with the same name. When we check the value of the variable *a\_string* at point #2 it hasn’t been changed at all.

## 2. Variable lifetime

It’s also important to note that not only do variables live inside a namespace, they also have lifetimes. Consider

*>>>* ***def******foo****():*

*... x = 1*

*>>>* ***foo****()*

*>>>* ***print*** *x # 1*

***Traceback*** *(most recent call last):*

*...*

*NameError: name 'x'* ***is******not*** *defined*

The namespace created for our function foo is created from scratch each time the function is called and it is destroyed when the function ends.

## 3. Function arguments and parameters

Python allows us to pass arguments to functions. The parameter names become local variables in our function.

*>>>* ***def******foo****(x):*

*...* ***print******locals****()*

*>>>* ***foo****(1)*

*{'x': 1}*

Python has different ways to define function parameters. Function parameters can be either **positional** parameters that are **mandatory** or **named, default value** parameters that are **optional**.

*>>>* ***def******foo****(x, y=0): # 1*

*...* ***return*** *x - y*

*>>>* ***foo****(3, 1) # 2*

*2*

*>>>* ***foo****(3) # 3*

*3*

*>>>* ***foo****() # 4*

***Traceback*** *(most recent call last):*

*...*

*TypeError:* ***foo****() takes at least 1* ***argument*** *(0 given)*

*>>>* ***foo****(y=1, x=3) # 5*

*2*

We can’t leave out values for the first (mandatory, positional) parameter - point #4 demonstrates that this results in an exception. At point #5 - We are calling a function with two named arguments even though it was **defined** with one named and one positional parameter. Since we have names for our parameters the order we pass them in doesn’t matter.

To describe a pretty simple concept: function parameters can have names or positions.

## 4. Nested functions

Python allows the creation of nested functions. This means we can declare functions inside of functions and all the scoping and lifetime rules still apply normally.

*>>>* ***def******outer****():*

*... x = 1*

*...* ***def******inner****():*

*...* ***print*** *x # 1*

*...* ***inner****() # 2*

*...*

*>>>* ***outer****()*

*1*

Consider what happens at point #1 - Python looks for a local variable named x, failing it then looks in the enclosing scope which is another function! The variable x is a local variable to our function outer. At point #2 we call our inner function. It’s important to remember that inner is also just a variable name that follows Python’s variable lookup rules - Python looks in the scope of outer first and finds a local variable named inner.

## 5. Functions are first class objects in Python

Functions are objects in Python, just like everything else. That means you can pass functions to functions as arguments or return functions from functions as return values! Consider the following legal Python:

*>>>* ***def******add****(x, y):*

*...* ***return*** *x + y*

*>>>* ***def******sub****(x, y):*

*...* ***return*** *x - y*

*>>>* ***def******apply****(func, x, y): # 1*

*...* ***return******func****(x, y) # 2*

*>>>* ***apply****(add, 2, 1) # 3*

*3*

*>>>* ***apply****(sub, 2, 1)*

*1*

*add()* and *sub()* are normal Python functions that receive two values and return a calculated value.

Python uses functions as arguments for frequently used operations like customizing the sorted builtin by providing a function to the key parameter. But what about returning functions as values? Consider:

*>>>* ***def******outer****():*

*...* ***def******inner****():*

*...* ***print*** *"Inside inner"*

*...* ***return*** *inner # 1*

*...*

*>>> foo =* ***outer****() #2*

*>>> foo # doctest:+ELLIPSIS*

*<function inner at 0x...>*

*>>>* ***foo****()*

*Inside inner*

At point #1 I return the variable *inner* which happens to be a function label. Our function is returning the *inner* function which otherwise couldn’t be called. Remember variable lifetime? The function inner is freshly redefined each time the function outer is called, but if inner wasn’t returned from the function it would simply cease to exist when it went out of scope. At point #2 we can catch the return value which is our function inner and store it in a new variable foo. We can see that if we evaluate *foo* it really does contain our function*inner* and we can call it by using the call operator.

## 6. Closures

Python supports a feature called **function closures** which means that inner functions defined in non-global scope remember what their enclosing namespaces looked like **at definition time**. This can be seen by looking at the *func\_closure* attribute of our inner function which contains the variables in the enclosing scopes.

*>>>* ***def******outer****(x):*

*...* ***def******inner****():*

*...* ***print*** *x # 1*

*...* ***return*** *inner*

*>>> print1 =* ***outer****(1)*

*>>> print1.func\_closure # doctest: +ELLIPSIS*

*(<cell at 0x...: int object at 0x...>,)*

*>>> print2 =* ***outer****(2)*

*>>>* ***print1****()*

*1*

*>>>* ***print2****()*

*2*

From this example you can see that **closures** - the fact that functions remember their enclosing scope - can be used to build custom functions that have, essentially, a hard coded argument.

## 7. Decorators

A decorator is just a callable that takes a function as an argument and returns a replacement function. We’ll start simply and work our way up to useful decorators.

*>>>* ***def******outer****(some\_func):*

*...* ***def******inner****():*

*...* ***print*** *"before some\_func"*

*... ret =* ***some\_func****() # 1*

*...* ***return*** *ret + 1*

*...* ***return*** *inner*

*>>>* ***def******foo****():*

*...* ***return*** *1*

*>>> decorated =* ***outer****(foo) # 2*

*>>>* ***decorated****()*

*before some\_func*

*2*

The variable decorated is a decorated version of *foo* - it’s *foo* plus something. A decorator is exploited to replace *foo*. In the decorated version, we got the "plus something" version of *foo*. We can do that without learning any new syntax simply by re-assigning the variable that contains our function:

*>>> foo =* ***outer****(foo)*

*>>> foo # doctest: +ELLIPSIS*

<function inner at 0x...>

Now any calls to *foo*() won’t get the original *foo*, they’ll get our decorated version!

The following example shows *add* and *sub* taking two coordinate objects and do the math thing.

*>>>* ***class******Coordinate****(object):*

*...* ***def******\_\_init\_\_****(self, x, y):*

*... self.x = x*

*... self.y = y*

*...* ***def******\_\_repr\_\_****(self):*

*...* ***return*** *"Coord: " +* ***str****(self.\_\_dict\_\_)*

*>>>* ***def******add****(a, b):*

*...* ***return******Coordinate****(a.x + b.x, a.y + b.y)*

*>>>* ***def******sub****(a, b):*

*...* ***return******Coordinate****(a.x - b.x, a.y - b.y)*

*>>> one =* ***Coordinate****(100, 200)*

*>>> two =* ***Coordinate****(300, 200)*

*>>>* ***add****(one, two)*

*Coord: {'y': 400, 'x': 400}*

If *add* and *subtract* need some bounds checking behavior? Let’s write a bounds checking decorator!

*>>>* ***def******wrapper****(func):*

*...* ***def******checker****(a, b): # 1*

*...* ***if*** *a.x < 0* ***or*** *a.y < 0:*

*... a =* ***Coordinate****(a.x* ***if*** *a.x > 0* ***else*** *0, a.y* ***if*** *a.y > 0* ***else*** *0)*

*...* ***if*** *b.x < 0* ***or*** *b.y < 0:*

*... b =* ***Coordinate****(b.x* ***if*** *b.x > 0* ***else*** *0, b.y* ***if*** *b.y > 0* ***else*** *0)*

*... ret =* ***func****(a, b)*

*...* ***if*** *ret.x < 0* ***or*** *ret.y < 0:*

*... ret =* ***Coordinate****(ret.x* ***if*** *ret.x > 0* ***else*** *0, ret.y* ***if*** *ret.y > 0* ***else*** *0)*

*...* ***return*** *ret*

*...* ***return*** *checker*

*>>> add =* ***wrapper****(add)*

*>>> sub =* ***wrapper****(sub)*

*>>>* ***sub****(one, two)*

*Coord: {'y': 0, 'x': 0}*

*>>>* ***add****(one, three)*

*Coord: {'y': 200, 'x': 100}*

## 8. The @ symbol applies a decorator to a function

Python 2.4 provided support to wrap a function in a decorator by pre-pending the function definition with a decorator name and the *@* symbol. Above we decorated our function by replacing the variable containing the function with a wrapped version.

*>>> add =* ***wrapper****(add)*

This pattern can be used at any time, to wrap any function. But if we are defining a function we can "decorate" it with the *@* symbol like:

>>> *@wrapper*

*...* ***def******add****(a, b):*

*...* ***return******Coordinate****(a.x + b.x, a.y + b.y)*

## 9. *\*args* and *\*\*kwargs*

What if we wanted a decorator that did something for any possible function? Python has syntactic support for just this feature. The *\** operator used when defining a function means that any extra positional arguments passed to the function end up in the variable prefaced with a *\**. So:

*>>>* ***def******one****(\*args):*

*...* ***print*** *args # 1*

*>>>* ***one****()*

*()*

*>>>* ***one****(1, 2, 3)*

*(1, 2, 3)*

*>>>* ***def******two****(x, y, \*args): # 2*

*...* ***print*** *x, y, args*

*>>>* ***two****('a', 'b', 'c')*

*a b ('c',)*

A variable prefaced by *\** when **calling** a function means that the variable contents should be extracted and used as positional arguments. Again by example:

*>>>* ***def******add****(x, y):*

*...* ***return*** *x + y*

*>>> lst = [1,2]*

*>>>* ***add****(lst[0], lst[1]) # 1*

*3*

*>>>* ***add****(\*lst) # 2*

*3*

Things get only slightly more complicated when we introduce *\*\** which does for dictionaries & key/value pairs exactly what \* does for iterables and positional parameters.

*>>>* ***def******foo****(\*\*kwargs):*

*...* ***print*** *kwargs*

*>>>* ***foo****()*

*{}*

*>>>* ***foo****(x=1, y=2)*

*{'y': 2, 'x': 1}*

When we define a function we can use *\*\*kwargs* to indicate that all uncaptured keyword arguments should be stored in a dictionary called *kwargs*. We can use *\*\** when calling a function as well as when defining it.

>>> dct = {'x': 1, 'y': 2}

>>> **def** **bar**(x, y):

... **return** x + y

>>> **bar**(\*\*dct)

3

## 10. More generic decorators

We can write a decorator that "logs" the arguments to functions. We’ll just print to stdout for simplicity sake:

*>>>* ***def******logger****(func):*

*...* ***def******inner****(\*args, \*\*kwargs): #1*

*...* ***print*** *"Arguments were: %s, %s" % (args, kwargs)*

*...* ***return******func****(\*args, \*\*kwargs) #2*

*...* ***return*** *inner*

This allows us to wrap or decorate any function, no matter it's signature.

*>>> @logger*

*...* ***def******foo1****(x, y=1):*

*...* ***return*** *x \* y*

*>>> @logger*

*...* ***def******foo2****():*

*...* ***return*** *2*

*>>>* ***foo1****(5, 4)*

*Arguments were: (5, 4), {}*

*20*

*>>>* ***foo1****(1)*

*Arguments were: (1,), {}*

*1*

*>>>* ***foo2****()*

*Arguments were: (), {}*

*2*

## More about decorators

You might also consider a little further study: [Bruce Eckel has an excellent essay on decorators](http://www.artima.com/weblogs/viewpost.jsp?thread=240808) and implements them in Python with objects instead of functions. You might find the OOP code easier to read than our purely functional version. Bruce also has a follow-up essay on [providing arguments to decorators](http://www.artima.com/weblogs/viewpost.jsp?thread=240845) that may also easier to implement with objects than with functions. Finally - you might also investigate the builtin [functools](http://docs.python.org/dev/library/functools.html) wraps function which (confusingly) is a decorator that can be used in our decorators to modify the signature of our replacement functions so they look more like the decorated function.

[1] I also recently read an essay on explaining [decorators](http://pythonconquerstheuniverse.wordpress.com/2012/04/29/python-decorators/) that set me thinking…