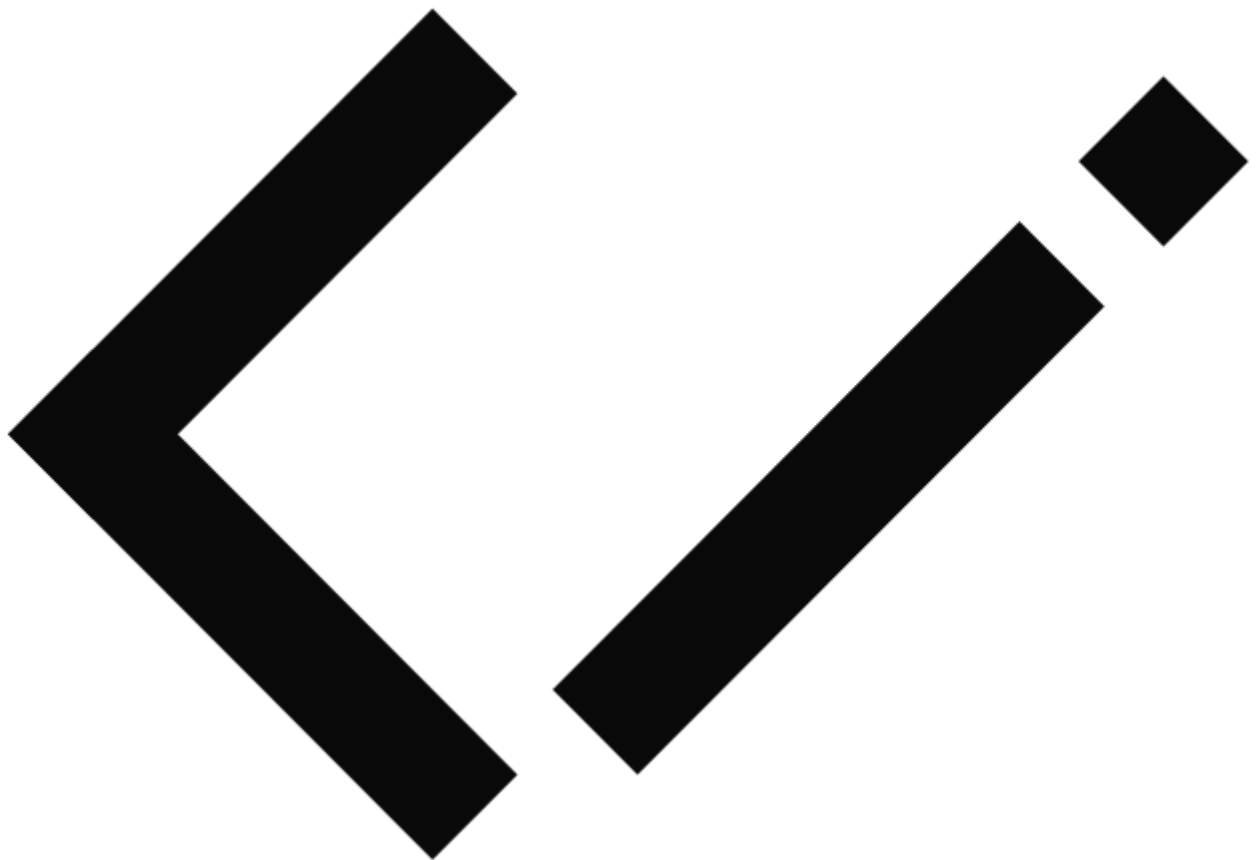


IDOM - It's React, but in Python

IDOM is a new declarative Python package for building highly interactive user interfaces.

- <https://github.com/idom-team/idom>
- <https://idom-docs.herokuapp.com>
- <https://github.com/idom-team/idom/discussions>



IDOM takes inspiration from [React](#), and wherever possible, attempts to achieve parity with the features it copies. One of the features it copies is the version of React's often lauded "[Hooks](#)" that IDOM implements in Python.

At a glance, the similarities between IDOM and React are rather striking. Below is a React component which displays the number of times a button has been clicked:

```

import React, { useState } from "react";
import ReactDOM from "react-dom";

function Counter() {
  const [count, setCount] = useState(0);
  return (
    <div>
      <button onClick={() => setCount(count + 1)}>Click me!</button>
      <p>`Click count: ${count}`</p>
    </div>
  );
}

ReactDOM.render(<Counter />, document.getElementById("root"));

```

And this is the same component implemented in Python using IDOM:

```

import idom

@idom.component
def Counter():
    count, set_count = idom.hooks.use_state(0)
    return idom.html.div(
        idom.html.button(
            {"onClick": lambda event: set_count(count + 1)},
            "Click me!"
        ),
        idom.html.p(f"Click count: {count}")
    )

idom.run(Counter)

```

Which, when displayed in your browser, should look something like this:

Click me!

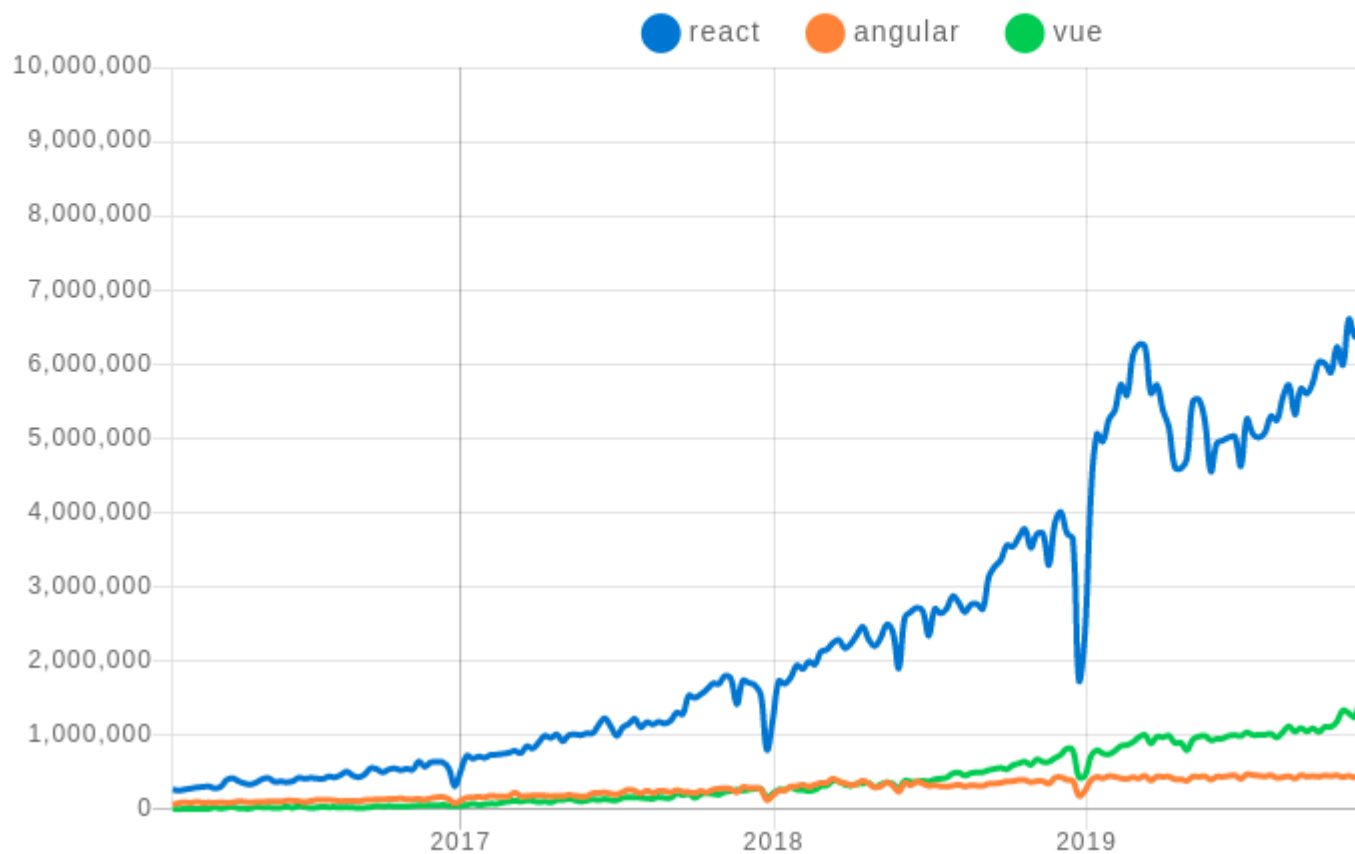
Click count: 0

Why Do We Need IDOM?

Over the [past 5 years](#) front-end developers seem to have concluded that programs written with a [declarative](#) understand and maintain than those done imperatively. Put more simply, mutable state in programs can quickly become a nightmare. This trend is largely evidenced by the [rise](#) of Javascript frameworks like [Vue](#) and [React](#) which describe the logic of control flow.

[react](#) × [angular](#) × [vue](#) × + @angular/core + ember-source

Downloads in past 5 Years ▾



So what does this have to do with Python and IDOM? Well, because browsers are the de facto "operating system" for web applications, Python-like Python have had to figure out clever ways to integrate with them. While standard [REST](#) APIs are well suited for many use cases, modern browser users expect a higher degree of interactivity than this alone can achieve.

A variety of Python packages have since been created to help solve this problem:

- [IPyWidgets](#) - Adds interactive widgets to [Jupyter Notebooks](#)
- [Dash](#) - Allows data scientists to produce enterprise-ready analytic apps

- [Streamlit](#) - Turns simple Python scripts into interactive dashboards
- [Bokeh](#) - An interactive visualization library for modern web browsers

However they each have drawbacks that can make them difficult to use.

1. **Restrictive ecosystems** - UI components developed for one framework cannot be easily ported to any of the others. Dash is complex, undocumented, or are structurally inaccessible.
2. **Imperative paradigm** - IPyWidgets and Bokeh have not embraced the same declarative design principles provided by React or Vue. and Dash on the other hand, are declarative, but fall short of the features provided by React or Vue.
3. **Limited layouts** - At their initial inception, the developers of these libraries were driven by the visualization goal. Creating complex UI layouts may not have been a primary engineering goal.

A future article will address specific comparisons to each of the projects mentioned above, but for now, we'll focus on the common problems.

Ecosystem Independence

IDOM has a flexible set of core abstractions that allow it to interface with its peers. At the time of writing, both Streamlit and Bokeh are in the works:

- [idom-jupyter](#) (try it now with [Binder](#))
- [idom-dash](#)

By providing well defined interfaces and straightforward protocols, IDOM makes it easy to swap out any part of the ecosystem you want to. For example, if you need a different web server for your application, IDOM already has 3 options or you can use your own:

- [Sanic](#)
- [Flask](#)
- [Tornado](#)

You can even target your usage of IDOM in your production-grade applications with IDOM's Javascript [React client](#) and connect to a back-end websocket that's serving up IDOM models. IDOM's own [documentation](#) acts as a proof of concept. The page is static HTML, but embedded in it are interactive examples that feature live views being served from the server.

The Game Snake

Click to start playing and use the arrow keys to move 🎮

Slow internet may cause inconsistent frame pacing 😄

Python Code

Live Example

```
import asyncio
import enum
import random
import time

import idom

class GameState(enum.Enum):
    init = 0
    lost = 1
    won = 2
    play = 3
```

Declarative Components

IDOM, by adopting the hook design pattern from React, inherits many of its aesthetic and functional characteristics. Its component interfaces are composed of basic [HTML elements](#) that are constructed and returned by special functions called hooks, those component functions can be made to have state. Consider the component below which displays

```
import idom

@idom.component
def AndGate():
    input_1, toggle_1 = use_toggle()
    input_2, toggle_2 = use_toggle()
    return idom.html.div(
        idom.html.input(
            {"type": "checkbox", "onClick": lambda event: toggle_1()}
        ),
        idom.html.input(
            {"type": "checkbox", "onClick": lambda event: toggle_2()}
        ),
        idom.html.pre(f"{input_1} AND {input_2} = {input_1 and input_2}"),
```

```

    )

    def use_toggle():
        state, set_state = idom.hooks.use_state(False)

        def toggle_state():
            set_state(lambda old_state: not old_state)

        return state, toggle_state

    idom.run(AndGate)

```



False AND False = False

Here's a very high level summary of how it works... the first time a view of the component above is rendered, the `state` for `input_1` and `input_2` is `False`. The function then returns a series of HTML elements with callback functions. The machinery behind the scenes subsequently realizes that declaration and displays two checkbox buttons with labels. When a user clicks the now visible checkbox buttons, client-side events are triggered, the associated callback functions are called, `False` to `True`, and a re-render of the component is scheduled. When re-rendering, the function is again called, and the `state` for `input_1` and `input_2` have been updated to reflect the new `state`, thus causing the displayed text to change.

In the code above, consider the fact that it never explicitly describes how to evolve the frontend view when the state changes. At a particular state, this is how the view should look. It's then IDOM's responsibility to figure out how to bring the view to the next state. Defining outcomes without stating the means by which to achieve them is what makes components in IDOM declarative. This is a more hypothetical, and a more imperative approach to defining the same interface might look similar to the following:

```

layout = Layout()

def make_and_gate():
    state = {"input_1": False, "input_2": False}
    output_text = html.pre()
    update_output_text(output_text, state)

    def toggle_input(index):

```

```

    state[f"input_{index}"] = not state[f"input_{index}"]
    update_output_text(output_text, state)

    return html.div(
        html.input(
            {"type": "checkbox", "onClick": lambda event: toggle_input(1)}
        ),
        html.input(
            {"type": "checkbox", "onClick": lambda event: toggle_input(2)}
        ),
        output_text
    )

def update_output_text(text, state):
    text.update(
        children="{input_1} AND {input_2} = {output}".format(
            input_1=state["input_1"],
            input_2=state["input_2"],
            output=state["input_1"] and state["input_2"],
        )
    )

layout.add_element(make_and_gate())
layout.run()

```

In this imperative incarnation there are several disadvantages:

1. **Refactoring is difficult** - Functions are much more specialized to their particular usages in `make_and_gate` comparison, `use_toggle` from the declarative implementation could be applicable to any scenario where
2. **No clear static relations** - There is no one section of code through which to discern the basic structure as exemplified by the fact that we must call `update_output_text` from two different locations. Once in the body of the callback `toggle_input`. This means that, to understand what the `output_text` might contain, we must look at the code that surrounds it.
3. **Referential links cause complexity** - To evolve the view, various callbacks must hold references to all the elements in the program, this makes writing programs difficult since elements must be passed up and down the call stack wherever they are used, though, it also means that a function layers down in the call stack can accidentally or intentionally impact the program.

Virtual Document Object Model

To communicate between their back-end Python servers and Javascript clients, IDOM's peers take an approach called the [View-Controller](#) design pattern - the controller lives server-side (though not always), the model is what's synthesized on the server, and the view is run client-side in Javascript. To draw it out might look something like this:



By contrast, IDOM uses something called a Virtual Document Object Model ([VDOM](#)) to construct a representation of the DOM on the Python side by components then, as it evolves, IDOM's layout computes VDOM-diffs and wires them to its DOM to be displayed:



This process, in addition to drastically reducing complexity, means that Python developers with just a little bit of knowledge can create very elaborate interfaces because they have complete control over the view. Of course many users probably don't create complex level components, but for those who do, it's easy to distribute their creations for others to use in Python packages.

Custom Javascript Components

If you're thinking critically about IDOM's use of a virtual DOM, you may have thought...

Isn't wiring a virtual representation of the view to the client, even if its diffed, expensive?

And yes, while the performance of IDOM is sufficient for most use cases, there are inevitably scenarios where it's not. Just like its peers, IDOM makes it possible to seamlessly integrate [Javascript components](#). They can be [custom](#) and leverage the existing Javascript ecosystem without any extra work:

```
import json
import idom

material_ui = idom.install("@material-ui/core", fallback="loading...")

@idom.component
def DisplaySliderEvents():
```

```

event, set_event = idom.hooks.use_state(None)
return idom.html.div(
    material_ui.Slider(
        {
            "color": "primary",
            "step": 10,
            "min": 0,
            "max": 100,
            "defaultValue": 50,
            "valueLabelDisplay": "auto",
            "onChange": lambda *event: set_event(event),
        }
    ),
    idom.html.pre(json.dumps(event, indent=2)),
)

idom.run(DisplaySliderEvents)

```



```

[
  {
    "isTrusted": true
  },
  0
]

```

The Take Away

Building highly interactive web applications as a Python developer has historically been a great challenge. However, by combining HTML, CSS, and Python, you can make everything from [slideshows](#) to [dashboards](#) and use it wherever you need it, even in an existing web application.

To learn more check out:

- [the source code](#)
- [installation instructions](#)
- [understanding components](#)
- [interactive examples](#)
- [and much more!](#)

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Comments