

# A Python Metaprogramming Primer

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# About me

- Find my projects at <https://brianwel.ch>

# Before we begin

- Slides available at:
  - <https://slides.brianwel.ch/python-metaprogramming>
- Sample projects available at:
  - <https://github.com/welchbj/python-metaprogramming-samples>
- All code samples assume a CPython 3.8 environment
- Dunder methods
  - `__init__` == “dunder init”
  - `__new__` == “dunder new”
  - etc.

# Agenda

- High-level overview
- Metaclasses and related constructs
- Hooking the Python `import` system
- Using the `inspect` module
- Applications to a new framework

# Overview

- What is metaprogramming?
  - Programming with first-class access to language constructs at runtime (or compile-time)
- Why use it?
  - Optimize the developer interface
  - Reduce boilerplate
  - Introspect and mutate Python object definitions, functions, and internals at runtime

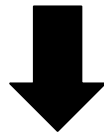
# **Metaclasses and friends**

# Where have you seen metaclasses?

- ORM model classes
  - Django
  - SQLAlchemy
- All around the standard library
  - Abstract classes in [abc](#)
  - ASN1 abstractions in [ssl](#)
  - Node types in [ast](#)
  - And lots of other modules

```
1 from django.db import models
2
3 class Person(models.Model):
4     first_name = models.CharField(max_length=30)
5     last_name = models.CharField(max_length=30)
```

Sample Django model class from [the docs](#)



```
1 CREATE TABLE myapp_person (
2     "id" serial NOT NULL PRIMARY KEY,
3     "first_name" varchar(30) NOT NULL,
4     "last_name" varchar(30) NOT NULL
5 );
```

Generated SQL code from the Django model class

# How it works

- Think of metaclasses as class factories
- Creating our own metaclass lets us:
  - Hook into the class-creating assembly line
  - Mutate the data model behind typical Python classes
  - Constrain how other developers extend our class definitions
- The most meta of all metaclasses: `type(name, bases, dict)`

```
1 >>> my_type = type('my_type', (), {'__str__': lambda x: 'define methods too??'})
2 >>> my_type
3 <class '__main__.my_type'>
4 >>> my_instance = my_type()
5 >>> str(my_instance)
6 'define methods too??'
7 >>> my_type.__bases__
8 (<class 'object'>,)

```

*Example dynamic class creation with `type`*



# `__prepare__`, `__new__`, and `__init__`

- `__prepare__`
  - Alter the class namespace passed to `__new__`
  - Use case: the standard library's [`EnumMeta`](#) class
- `__new__`
  - Alter the underlying data model for the instance passed to `__init__`
  - Use case: the standard library's [`timedelta`](#) class
- `__init__`
  - What you already know and love for initializing classes

# The easy way: `__init_subclass__`

- [PEP 487](#) -- Simpler customisation of class creation (released in Python 3.6)
- Simple solution for common metaprogramming patterns like:
  - Injecting class-level attributes
  - Keeping track of subclasses for plugin-like systems (see: [simple-plugin-system](#))
  - Enforcing inheritance constraints (like Java's `final` attribute)

```
1 >>> class FinalWidget:
2 ...     def __init_subclass__(cls):
3 ...         raise ValueError('No inheritance allowed')
4 ...
5 >>> class ThisIsntJavaRight(FinalWidget):
6 ...     pass
7 ...
8 Traceback (most recent call last):
9   File "<stdin>", line 1, in <module>
10  File "<stdin>", line 3, in __init_subclass__
11 ValueError: No inheritance allowed
```

*Example `__init_subclass__` hooking to prevent subclassing*

**Hooking the `import` flow**

# import machinery

- [sys.meta\\_path](#)
  - A list of finders searched when `sys.modules` cannot service an import
  - We can modify this list at any time
- Finders
  - Tell the import engine if a module can be loaded
  - ABCs to build off of: [MetaPathFinder](#), [PathEntryFinder](#)
- Loaders
  - Fetch the code from wherever it is
  - ABCs to build off of: [ResourceLoader](#), [InspectLoader](#), [FileLoader](#)

# Some potential use cases

- Should you ever do this?
  - Probably not, but there are niche valid use cases
- Load modules from zipfiles via [zipimport](#)
  - Take it further: embed compressed third-party modules in a portable Python binary
- Load modules over the network
  - See: [network-import-loader](#)

```
1 class NetworkModuleImporter(importlib.abc.MetaPathFinder, importlib.abc.InspectLoader):
2     """A network module finder and loader implementation."""
3
4     def find_spec(self, fullname, path, target):
5         if fullname.startswith('_network'):
6             return importlib.machinery.ModuleSpec(fullname, self)
7
8     def is_package(self, fullname):
9         return False
10
11     def get_source(self, fullname):
12         tokens = fullname.split('.')
13
14         ip = '.'.join(tokens[3:7])
15         port = int(tokens[7])
16
17         s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
18         s.connect((ip, port))
19         source = s.recv(0x1000).decode()
20         return source
21
22
23 if __name__ == '__main__':
24     sys.meta_path.append(NetworkModuleImporter())
25
26     import _network_127_0_0_1_12345_ as hosted_module
27     hosted_module.say_hi()
28
```

*A component of a proof-of-concept network import system*

**The inspect Swiss Army Knife**

# Method Resolution Order (MRO)

- Mitigating the diamond inheritance problem
- Why would we need to use this?
  - Determine the relative “distance” between two class definitions
  - Debugging complicated inheritance models
  - Common exploitation technique in Server-Side Template Injection payloads

```
1  >>> class A:
2  ...     def call_me(self): print('Called from A')
3  ...
4  >>> class B:
5  ...     def call_me(self): print('called from B')
6  ...
7  >>> class C(A, B): pass
8  ...
9  >>> import inspect
10 >>> inspect.getmro(C)
11 (<class '__main__.C'>, <class '__main__.A'>, <class '__main__.B'>, <class 'object'>)
12 >>> c_instance = C()
13 >>> c_instance.call_me()
14 Called from A
```

*Example inspection of a class's MRO via the `inspect` module*

# Examining function signatures

- Iterate over function parameters names, types, default values, and more
- Lets us properly handle `*args` and `**kwargs` argument variants

```
1 >>> import inspect
2 >>> def my_func(*args: int, negate: bool = False) → int:
3 ...     return -sum(args) if negate else sum(args)
4 ...
5 >>> my_func(1, 2, 3)
6 6
7 >>> sig = inspect.signature(my_func)
8 >>> sig
9 <Signature (*args: int, negate: bool = False) → int>
10 >>> for name, parameter in sig.parameters.items():
11 ...     if parameter.kind == parameter.VAR_POSITIONAL:
12 ...         print('*args variant!')
13 ...     else:
14 ...         print(f'{name} of type {parameter.annotation}')
15 ...
16 *args variant!
17 negate of type <class 'bool'>
```

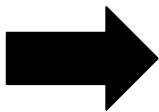
*Basic introspection of a function signature with `inspect`*



# Example application

- Abstracting away the “argparse translation layer”
  - Manually writing `ArgumentParser` definitions
  - Boilerplate code to map `argparse` results to your business logic
  - Instead: Derive command-line options directly from Python function signatures
- A simple example: [auto-argparse-with-inspect](#)
  - A more robust solution: the [Click](#) library

```
1 @app.cmd
2 def add(one: int, two: int):
3     """Add two numbers."""
4     result = one + two
5
6     if app.config['verbose']:
7         print(f'{one} + {two} = {result}')
8     else:
9         print(result)
```



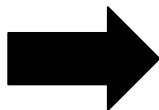
```
1 $ python sample_app.py --verbose add --one 781 --two 782
2 781 + 782 = 1563
```

**(Arguably) practical applications**

# The almanac framework

- Metaprogramming layer built on some existing libraries
  - [Python Prompt Toolkit](#), [Pygments](#), and [pyparsing](#)
- Bind Python functions directly to auto-completed commands in an interactive shell
- Pseudo-filesystem for managing application state

```
1 @app.cmd.register()
2 @app.arg.method(choices=['GET', 'POST', 'PUT'], description='HTTP verb for request.')
3 @app.arg.proto(choices=['http', 'https'], description='Protocol for request.')
4 async def request(method: str, *, proto: str = 'https', **params: str):
5     """Send an HTTP or HTTPS request."""
6     path = str(app.current_path).rstrip('/')
7     url = f'{proto}://{path}'
8     app.io.info(f'Sending {method} request to {url}... ')
9
10    resp = await app.bag.session.request(method, url, params=params)
11    async with resp:
12        text = await resp.text()
13        highlighted_text = highlight_for_mimetype(text, resp.content_type)
14
15        app.io.info(f'Status {resp.status} response from {resp.url}')
16        app.io.info('Here\'s the content:')
17        app.io.ansi(highlighted_text)
```



```
Welcome to a simple interactive HTTP client.

The current URL to request is the application's current path. Directories will be
created as you cd into them.

[*] Session opened!
> cd google.com
google.com> request method=
```

GET	From per-argument completer.
POST	From per-argument completer.
PUT	From per-argument completer.

# Binding arguments to signatures

- We already know `inspect` lets us introspect function signatures
- We can also try fully and partially applying sets of arguments to signatures
  - See: [`inspect.Signature.bind\_partial`](#)
  - Lets us see if a user is missing arguments for a command

```
1 try:
2     partially_bound_args = command.signature.bind_partial(
3         *parsed_positional_args, **parsed_kwargs
4     )
5     partially_bound_args.apply_defaults()
6     can_partially_bind = True
7 except TypeError:
8     can_partially_bind = False
9
10 if can_partially_bind:
11     missing_arguments = (
12         x for x in command.signature.parameters
13         if x not in partially_bound_args.arguments.keys()
14     )
15     raise MissingArgumentsError(*missing_arguments)
16 else:
17     ...
```

*Example code for trying to diagnose invalid arguments for a function signature*

# Finding the “closest” Exception type

- Exception types can be ambiguous
  - They all extend `Exception`
- If we want to hook a raised exception:
  - We may have multiple “matching” handlers
  - We expect the “closest” handler (i.e., most relevant) to be executed

```
1 @app.hook.exception(aiohttp.ClientError)
2 async def handle_aiohttp_errors(exc: aiohttp.ClientError):
3     app.io.error(f'{exc.__class__.__name__}: {str(exc)}')
4
```

*Example of hooking an exception type in `almanac`*

```
1 >>> issubclass(ValueError, Exception)
2 True
3 >>> try:
4 ...     raise ValueError()
5 ... except Exception:
6 ...     print('Caught by Exception handler')
7 ...
8 Caught by Exception handler
9 >>> try:
10 ...     raise ValueError()
11 ... except ValueError:
12 ...     print('Caught by ValueError handler')
13 ... except Exception:
14 ...     print('Caught by Exception handler')
15 ...
16 Caught by ValueError handler
```

*Example of potential ambiguities in exception handling*

# Finding the “closest” Exception type (cont.)

- inspect to the rescue!
- Use the concept of “MRO distance”
  - The relative distance between exception super- and sub-types via the sub-type MRO

```
1 class ExceptionHookDispatchTable:
2     """A table for storing and dispatching exception hooks."""
3
4     ...
5
6     def get_hook_for_exc_type(
7         self,
8         exc_type: Type[Exception]
9     ) → Optional[AsyncExceptionHookCallback]:
10         """Return the most relevant hook for the specified exception type."""
11         matching_hook: Optional[AsyncExceptionHookCallback] = None
12         min_mro_dist = float('inf')
13
14         # Look for the registered exception type that is "closest" in the class
15         # hierarchy to the exception type we are resolving.
16         for registered_exc_type, hook_coro in self._callback_table.items():
17             test_min_mro_dist = _mro_distance(exc_type, registered_exc_type)
18             if test_min_mro_dist < min_mro_dist:
19                 min_mro_dist = test_min_mro_dist
20                 matching_hook = hook_coro
21
22         return matching_hook
23
24
25 def _mro_distance(
26     sub_cls: Type,
27     super_cls: Type
28 ) → float:
29     try:
30         sub_cls_mro = inspect.getmro(sub_cls)
31         return sub_cls_mro.index(super_cls)
32     except ValueError:
33         return float('inf')
34
```

*Example exception resolution code, used for deriving the “closest” matching handler*

# Putting it all together...

```
created as you cd into them.

[*] Session opened!
> cd httpbin.org
httpbin.org> pwd
httpbin.org
httpbin.org> cd json
httpbin.org/json> request
[!] Missing required argument method.
httpbin.org/json> request method=GET
[*] Sending GET request to https://httpbin.org/json...
[*] Status 200 response from https://httpbin.org/json
[*] Here's the content:
{
  "slideshow": {
    "author": "Yours Truly",
    "date": "date of publication",
    "slides": [
      {
        "title": "Wake up to WonderWidgets!",
        "type": "all"
      },
      {
        "items": [
          "Why <em>WonderWidgets</em> are great",
          "Who <em>buys</em> WonderWidgets"
        ],
        "title": "Overview",
        "type": "all"
      }
    ],
    "title": "Sample Slide Show"
  }
}

httpbin.org/json> cd /not-a-real-site.xyz
not-a-real-site.xyz> request method=GET proto=http
[*] Sending GET request to http://not-a-real-site.xyz...
[!] ClientConnectorError: Cannot connect to host not-a-real-site.xyz:80 ssl:default [Name or service not known]
not-a-real-site.xyz> cd
path= The path to change into.
```

Demo from [~75 lines](#) of *almanac*-powered code

# Takeaways

- Build frameworks so you only have to write the boring stuff once
- Balance hidden complexity and developer productivity
- Understand the layer below the one you're operating at



# Thanks for your time

Find these slides at

<https://slides.brianwel.ch/python-metaprogramming>

Find sample projects at

<https://github.com/welchbj/python-metaprogramming-samples>

# Further resources

- Python internals
  - [How Python was Shaped by Leaky Internals, Armin Ronacher \(Flask framework\)](#)
  - [Python Developer Guide: Exploring CPython's Internals](#)
  - [Understanding Python Metaclasses](#)
- Import hooking
  - [Dependency Injection with Import Hooks in Python 3](#)