

Pattern Matching in Python

Learning why Python and patterns are a perfect match

Engineering

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+ Hello!

• I am Daniel Moisset

• I co-authored the Pattern Matching PEP “trilogy” (PEP 634-636)

• You can find me at @dmoisset



It's out!



Pattern Matching
comes with the latest
Python 3.10b4 (since
alpha 6)

Final 3.10 is planned
for October 2021



**You're in a maze of
twisty little objects,
all alike.**



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The problem

Working with the “shape” of an object

✖ What is the "shape" of an object?

- Type
- Length (of a sequence)
- Present keys (of a mapping)
- Present attributes (of an instance)
- Exact value

And we can combine and nest these...



**PATTERN
MATCHING**

IS THIS A BOOLEAN EXPRESSION?

Insight: you're checking the shape of your object to extract data from it!

Condition

Data extraction

`isinstance(x, Duck)` \longleftrightarrow `foo(x.quack())`

`len(x) > 2` \longleftrightarrow `foo(x[0], x[1])`

`"key" in x` \longleftrightarrow `foo(x["key"])`

`hasattr(x, "beak")` \longleftrightarrow `foo(x.beak)`



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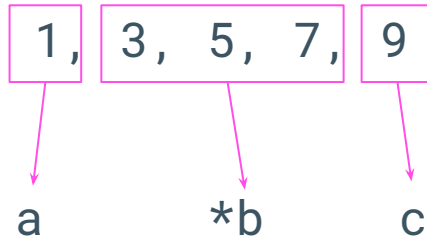
Patterns

Describing shape+extraction

We need some syntax to decompose an object ✖ and assign into variables...

...wait, we already have something like that:

```
a, *b, c = [1, 3, 5, 7, 9]
```



Let's crank this idea up to 11!



Object decomposition
mimics object creation:

```
print([a, *b, c])  
[1, 3, 5, 7, 9]
```

✖ Can the *pattern* generate the *subject*?

Pattern		Subject
1	← ✓ →	1
x	← ✓ →	<i>True</i>
x	← ✓ →	[1, 2, 3]
[x, y]	← ✖ →	[1, 2, 3]
[x, y]	← ✓ →	["foo", 42]
<i>int</i> (x)	← ✖ →	3.0

✖ Some simple patterns:

Pattern	Matches if	Extracts
123	<code>obj == 123</code>	-
True	<code>obj is True</code>	-
<code>os.SEEK_END</code>	<code>obj == os.SEEK_END</code>	-
x	always!	<code>x = obj</code>
-	always!	-
<code>Duck()</code>	<code>isinstance(obj, Duck)</code>	-

✖ Some composite patterns:

Pattern	Matches if	Extracts
<code>(123, a)</code>	<code>obj</code> is a sequence <code>len(obj) == 2</code> <code>obj[0] == 123</code>	<code>a = obj[1]</code>
<code>[int(), *mid, int()]</code>	<code>obj</code> is a sequence <code>len(obj) >= 2</code> <code>isinstance(obj[0], int)</code> <code>isinstance(obj[-1], int)</code>	<code>mid = obj[1:-1]</code>
<code>{"name": n, "age": a}</code>	<code>obj</code> is a mapping <code>"name" in obj</code> <code>"age" in obj</code>	<code>n = obj["name"]</code> <code>a = obj["age"]</code>

✖ Extra syntax: alternatives and `as`

Pattern	Matches if	Extracts
<code>200 404 500</code>	<code>obj in (200, 404, 500)</code>	-
<code>[bool() "yes" "no" as flag, *_]</code>	<code>obj</code> is a sequence <code>len(obj) >= 1 and isinstance(obj[0], bool) or obj[0] in ("yes", "no")</code>	<code>flag = obj[0]</code>
<code>[x] {"value": x} x</code>	always!	One of <code>x = obj[0]</code> <code>x = obj["value"]</code> <code>x = obj</code>

✖ Class patterns

Pattern	Matches if	Extracts
<code>Duck(color="green")</code>	<pre><i>isinstance</i>(obj, Duck) <i>hasattr</i>(obj, "color") obj.color == "green"</pre>	-
<code>Duck(color="green", age=a)</code>	<pre><i>isinstance</i>(obj, Duck) <i>hasattr</i>(obj, "color") obj.color == "green" <i>hasattr</i>(obj, "age")</pre>	<code>a = obj.age</code>
<code>Duck(mom=Duck(age=a))</code>	<pre><i>isinstance</i>(obj, Duck) <i>hasattr</i>(obj, "mom") <i>isinstance</i>(obj.mom, Duck) <i>hasattr</i>(obj.mom, "age")</pre>	<code>a = obj.mom.age</code>



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Putting it all together

The **match/case** statement

✖ Overall syntax

match *<subject>*:

case *<pattern 1>*:

<code block 1>

case *<pattern 2>* **if** *<guard>*:

<code block 2>

case *<pattern 3>*:

<code block 3>

✖ Let's write a "slicer"

Usage: `slicer(seq, [start], stop, [step])`

`slicer(seq, stop) → seq[:stop]`

`slicer(seq, start, stop) → seq[start:stop]`

`slicer(seq, start, stop, step) → seq[start:stop:step]`

Ok, let's implement:

```
def slicer(seq, start=0, stop, step=1):
```

Hmm... **SyntaxError**: non-default argument follows default argument

✖ Pattern match the arguments!

```
def slicer(seq, *args):  
    match args:  
        case [stop]: return seq[:stop]  
        case [start, stop]: return seq[start:stop]  
        case [start, stop, step]: return seq[start:stop:step]  
        case _: raise TypeError("invalid arguments")
```

Let's look at the spec again:

`slicer(seq, stop) → seq[:stop]`

`slicer(seq, start, stop) → seq[start:stop]`

`slicer(seq, start, stop, step) → seq[start:stop:step]`

As Bruce Eckel said: "Python is executable pseudocode"

✖ FizzBuzz

```
for i in range(1, 101):  
    match (i % 3 == 0), (i % 5 == 0):  
        case True, True: print("Fizzbuzz")  
        case True, _: print("Fizz")  
        case _, True: print("Buzz")  
        case _: print(i)
```

✖ Matching on API calls

```
resp = get_user_info(uuid).json
match resp:
    case {"error": msg}:
        raise APIError(msg)
    case {"user": {"name": n, "dob": d}} if is_birthday(d):
        render(f"Happy Birthday {n}! 🎉")
    case {"user": {"name": n}}:
        render(f"Welcome {n}!")
    case _:
        raise APIError("Unexpected get_user_info response")
```

✖ A thermonuclear “switch” statement

```
resp = get_user_info(uuid).status
match resp.status:
    case 200:
        process_response(resp.json)
    case 403:
        raise InvalidUser
    case 301:
        process_redirect(resp.location)
    case code if 500 <= code <= 599:
        raise ServerError
    case _:
        raise InvalidStatus
```

✖ Other use cases

- Simple parsers
 - See PEP-636 for an example
- Traverse recursive structures (trees!)
 - Example:
github.com/dmoisset/patma/blob/rbtree/examples/rbtree.py



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The pattern matching paradigm

Pattern matching as a decomposition approach

✖ An alternative to method dispatch

```
def area(s: Shape):  
  match s:  
    case Rectangle(w, h): return w * h  
    case Square(side):   return side ** 2  
    case Circle(r):      return math.pi * (r ** 2)  
    case _:              raise InvalidShape
```

versus

```
class Circle(Shape):  
  def area(self):  
    return math.pi * self.radius ** 2
```

✖ Pattern matching vs. OOP

- PM comes from functional programming
- “Dumb values and smart functions”
- Comparable to method dispatch
 - Emphasis on adding verbs vs. nouns
- Comparable to visitor pattern
 - But straightforward syntax
 - Additional power

✖ Pattern matching vs. switch statement

- ⦿ Checking is sequential! (a compiler *could* optimise)
- ⦿ Switch is usually based on literals
- ⦿ Match can use constant values, but be careful with semantics (“MY_CONST” pattern vs. “mod.MY_CONST”)

✖ Further Reading

- ⦿ PEP-636: The tutorial
- ⦿ PEP-635: Motivational text
- ⦿ PEP-634: The spec
- ⦿ github.com/gvanrossum/patma/: Some code examples (possibly outdated)

✖ Credits

Special thanks to all the people who made and released these awesome resources for free:

- ⦿ Presentation template by [SlidesCarnival](#)
- ⦿ Other original images and photographs used with permission from their creators.

Thanks!

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Questions?

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