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# **Pyodide**

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Pyodide is a Python distribution for the browser and Node.js based on WebAssembly.



## WHAT IS PYODIDE?

Pyodide is a port of CPython to WebAssembly/[Emscripten](#).

Pyodide makes it possible to install and run Python packages in the browser with [micropip](#). Any pure Python package with a wheel available on PyPI is supported. Many packages with C extensions have also been ported for use with Pyodide. These include many general-purpose packages such as `regex`, `pyyaml`, `lxml` and scientific Python packages including `numpy`, `pandas`, `scipy`, `matplotlib`, and `scikit-learn`.

Pyodide comes with a robust Javascript Python foreign function interface so that you can freely mix these two languages in your code with minimal friction. This includes full support for error handling (throw an error in one language, catch it in the other), `async/await`, and much more.

When used inside a browser, Python has full access to the Web APIs.





## TRY PYODIDE

Try Pyodide in a [REPL](#) directly in your browser (no installation needed).



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### 3.1 Using Pyodide

#### 3.1.1 Getting started

##### Try it online

Try Pyodide in a [REPL](#) directly in your browser (no installation needed).

##### Setup

To include Pyodide in your project you can use the following CDN URL:

```
https://cdn.jsdelivr.net/pyodide/v0.19.1/full/pyodide.js
```

You can also download a release from [GitHub releases](#) or build Pyodide yourself. See *Downloading and deploying Pyodide* for more details.

The `pyodide.js` file defines a single async function called `loadPyodide` which sets up the Python environment and returns *the Pyodide top level namespace*.

```
async function main() {
  let pyodide = await loadPyodide({ indexURL : "https://cdn.jsdelivr.net/pyodide/v0.
↪19.1/full/" });
  // Pyodide is now ready to use...
  console.log(pyodide.runPython(`
    import sys
    sys.version
  `));
};
main();
```

### Running Python code

Python code is run using the `pyodide.runPython` function. It takes as input a string of Python code. If the code ends in an expression, it returns the result of the expression, translated to JavaScript objects (see [Type translations](#)). For example the following code will return the version string as a JavaScript string:

```
pyodide.runPython(`
    import sys
    sys.version
`);
```

After importing Pyodide, only packages from the standard library are available. See [Loading packages](#) for information about loading additional packages.

### Complete example

Create and save a test `index.html` page with the following contents:

```
<!DOCTYPE html>
<html>
  <head>
    <script src="https://cdn.jsdelivr.net/pyodide/v0.19.1/full/pyodide.js"></script>
  </head>
  <body>
    Pyodide test page <br>
    Open your browser console to see Pyodide output
    <script type="text/javascript">
      async function main(){
        let pyodide = await loadPyodide({
          indexURL : "https://cdn.jsdelivr.net/pyodide/v0.19.1/full/"
        });
        console.log(pyodide.runPython(`
          import sys
          sys.version
        `));
        console.log(pyodide.runPython("print(1 + 2)"));
      }
      main();
    </script>
  </body>
</html>
```

### Alternative Example

```
<!DOCTYPE html>
<html>
  <head>
    <script src="https://cdn.jsdelivr.net/pyodide/v0.19.1/full/pyodide.js"></script>
  </head>

  <body>
    <p>
      You can execute any Python code. Just enter something in the box below and
      click the button.
```

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```

</p>
<input id="code" value="sum([1, 2, 3, 4, 5])" />
<button onclick="evaluatePython()">Run</button>
<br />
<br />
<div>Output:</div>
<textarea id="output" style="width: 100%;" rows="6" disabled></textarea>

<script>
  const output = document.getElementById("output");
  const code = document.getElementById("code");

  function addToOutput(s) {
    output.value += ">>>" + code.value + "\n" + s + "\n";
  }

  output.value = "Initializing...\n";
  // init Pyodide
  async function main() {
    let pyodide = await loadPyodide({
      indexURL: "https://cdn.jsdelivr.net/pyodide/v0.19.1/full/",
    });
    output.value += "Ready!\n";
    return pyodide;
  }
  let pyodideReadyPromise = main();

  async function evaluatePython() {
    let pyodide = await pyodideReadyPromise;
    try {
      let output = pyodide.runPython(code.value);
      addToOutput(output);
    } catch (err) {
      addToOutput(err);
    }
  }
</script>
</body>
</html>

```

## Accessing Python scope from JavaScript

You can also access from JavaScript all functions and variables defined in Python by using the `pyodide.globals` object.

For example, if you run the code `x = numpy.ones([3,3])` in Python, you can access the variable `x` from JavaScript in your browser's developer console as `pyodide.globals.get("x")`. The same goes for functions and imports. See [Type translations](#) for more details.

You can try it yourself in the browser console:

```

pyodide.runPython(`
  import numpy
  x=numpy.ones((3, 4))
`);
pyodide.globals.get('x').toJs();

```

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```
// >>> [ Float64Array(4), Float64Array(4), Float64Array(4) ]

// create the same 3x4 ndarray from js
x = pyodide.globals.get('numpy').ones(new Int32Array([3, 4])).toJs();
// x >>> [ Float64Array(4), Float64Array(4), Float64Array(4) ]
```

Since you have full access to Python global scope, you can also re-assign new values or even JavaScript functions to variables, and create new ones from JavaScript:

```
// re-assign a new value to an existing variable
pyodide.globals.set("x", 'x will be now string');

// create a new js function that will be available from Python
// this will show a browser alert if the function is called from Python
pyodide.globals.set("alert", alert);

// this new function will also be available in Python and will return the squared
// value.
pyodide.globals.set("square", x => x*x);

// You can test your new Python function in the console by running
pyodide.runPython("square(3)");
```

Feel free to play around with the code using the browser console and the above example.

## Accessing JavaScript scope from Python

The JavaScript scope can be accessed from Python using the `js` module (see *Importing JavaScript objects into Python*). This module represents the global object window that allows us to directly manipulate the DOM and access global variables and functions from Python.

```
import js

div = js.document.createElement("div")
div.innerHTML = "<h1>This element was created from Python</h1>"
js.document.body.prepend(div)
```

## 3.1.2 Downloading and deploying Pyodide

### Downloading Pyodide

#### CDN

Pyodide packages, including the `pyodide.js` file, are available from the JsDelivr CDN,

channel	indexURL	Comments	REPL
Latest release	<a href="https://cdn.jsdelivr.net/pyodide/v0.19.1/full/">https://cdn.jsdelivr.net/pyodide/v0.19.1/full/</a>	Recommended, cached by the browser	<a href="#">link</a>
Dev (main branch)	<a href="https://cdn.jsdelivr.net/pyodide/dev/full/">https://cdn.jsdelivr.net/pyodide/dev/full/</a>	Re-deployed for each commit on main, no browser caching, should only be used for testing	<a href="#">link</a>

To access a particular file, append the file name to `indexURL`. For instance, "`${indexURL}pyodide.js`" in the case of `pyodide.js`.

**Warning:** The previous CDN `pyodide-cdn2.iodide.io` is deprecated and should not be used.

## GitHub releases

You can also download Pyodide packages from [GitHub releases](#) (`pyodide-build-*.tar.bz2` file) serve them yourself, as explained in the following section.

## Serving Pyodide packages

If you built your Pyodide distribution or downloaded the release tarball you need to serve Pyodide files with appropriate headers.

## Serving locally

With Python 3.7.5+ you can serve Pyodide files locally by starting

```
python -m http.server
```

from the Pyodide distribution folder.

Point your WebAssembly aware browser to <http://localhost:8000/console.html> and open your browser console to see the output from Python via Pyodide!

## Remote deployments

Any solution that is able to host static files and correctly sets WASM MIME type, and CORS headers would work. For instance, you can use GitHub Pages or similar services.

For additional suggestions for optimizing size and load times, see the [Emscripten documentation about deployments](#).

## 3.1.3 Using Pyodide

Pyodide may be used in any context where you want to run Python inside a web browser or a backend JavaScript environment.

### Web browsers

To use Pyodide on a web page you need to load `pyodide.js` and initialize Pyodide with `loadPyodide` specifying an index URL for packages:

```
<!DOCTYPE html>
<html>
  <head>
    <script src="https://cdn.jsdelivr.net/pyodide/v0.19.1/full/pyodide.js"></script>
  </head>
```

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```
<body>
  <script type="text/javascript">
    async function main() {
      let pyodide = await loadPyodide({
        indexURL : "https://cdn.jsdelivr.net/pyodide/v0.19.1/full/"
      });
      console.log(pyodide.runPython("1 + 2"));
    }
    main();
  </script>
</body>
</html>
```

See the *Getting started* for a walk through tutorial as well as *Loading packages* and *Type translations* for a more in depth discussion about existing capabilities.

You can also use the [Pyodide NPM package](#) to integrate Pyodide into your application.

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**Note:** To avoid confusion, note that:

- [cdn.jsdelivr.net/pyodide/](https://cdn.jsdelivr.net/pyodide/) distributes Python packages built with Pyodide as well as `pyodide.js`
  - [cdn.jsdelivr.net/npm/pyodide@0.18.0/](https://cdn.jsdelivr.net/npm/pyodide@0.18.0/) is a mirror of the Pyodide NPM package, which includes none of the WASM files
- 

## Supported browsers

Pyodide works in any modern web browser with WebAssembly support.

**Tier 1** browsers are tested as part of the test suite with continuous integration,

Browser	Minimal supported version	Release date
Firefox	70.0	22 October 2019
Chrome	71.0	4 December 2018

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**Note:** Latest browser versions generally provide more reliable WebAssembly support and will run Pyodide faster, so their use is recommended.

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**Tier 2** browsers are known to work, but they are not systematically tested in Pyodide,

Browser	Minimal supported version	Release date
Safari	13.1	19 September 2019
Edge	80	26 Feb 2020

Other browsers with WebAssembly support might also work however they are not officially supported.



## Web Workers

By default, WebAssembly runs in the main browser thread, and it can make UI non-responsive for long-running computations.

To avoid this situation, one solution is to run *Pyodide in a WebWorker*.

## Node.js

As of version 0.18.0 Pyodide can experimentally run in Node.js.

Install the [Pyodide npm package](#),

```
npm install pyodide
```

Download and extract Pyodide packages from [GitHub releases](#) (**pyodide-build-\*.tar.bz2** file). The version of the release needs to match exactly the version of this package.

Then you can load Pyodide in Node.js as follows,

```
let pyodide_pkg = await import("pyodide/pyodide.js");

let pyodide = await pyodide_pkg.loadPyodide({
  indexURL: "<pyodide artifacts folder>",
});

await pyodide.runPythonAsync("1+1");
```

**Note:** To start Node.js REPL with support for top level await, use `node --experimental-repl-await`.

**Warning:** Download of packages from PyPI is currently not cached when run in Node.js. Packages will be re-downloaded each time `micropip.install` is run.

For this same reason, installing Pyodide packages from the CDN is explicitly not supported for now.

## Using Pyodide in a web worker

This document describes how to use Pyodide to execute Python scripts asynchronously in a web worker.

### Setup

Setup your project to serve `webworker.js`. You should also serve `pyodide.js`, and all its associated `.asm.js`, `.data`, `.json`, and `.wasm` files as well, though this is not strictly required if `pyodide.js` is pointing to a site serving current versions of these files. The simplest way to serve the required files is to use a CDN, such as <https://cdn.jsdelivr.net/pyodide>. This is the solution presented here.

Update the `webworker.js` sample so that it has as valid URL for `pyodide.js`, and sets `indexURL` to the location of the supporting files.

In your application code create a web worker `new Worker(...)`, and attach listeners to it using its `.onerror` and `.onmessage` methods (listeners).

Communication from the worker to the main thread is done via the `Worker.postMessage()` method (and vice versa).

## Detailed example

In this example process we will have three parties involved:

- The **web worker** is responsible for running scripts in its own separate thread.
- The **worker API** exposes a consumer-to-provider communication interface.
- The **consumers** want to run some scripts outside the main thread, so they don't block the main thread.

## Consumers

Our goal is to run some Python code in another thread, this other thread will not have access to the main thread objects. Therefore, we will need an API that takes as input not only the Python `script` we want to run, but also the `context` on which it relies (some JavaScript variables that we would normally get access to if we were running the Python script in the main thread). Let's first describe what API we would like to have.

Here is an example of consumer that will exchange with the web worker, via the worker interface/API `py-worker.js`. It runs the following Python `script` using the provided `context` and a function called `asyncRun()`.

```
import { asyncRun } from "./py-worker";

const script = `
import statistics
from js import A_rank
statistics.stdev(A_rank)
`;

const context = {
  A_rank: [0.8, 0.4, 1.2, 3.7, 2.6, 5.8],
};

async function main() {
  try {
    const { results, error } = await asyncRun(script, context);
    if (results) {
      console.log("pyodideWorker return results: ", results);
    } else if (error) {
      console.log("pyodideWorker error: ", error);
    }
  } catch (e) {
    console.log(
      `Error in pyodideWorker at ${e.filename}, Line: ${e.lineno}, ${e.message}`
    );
  }
}

main();
```

Before writing the API, let's first have a look at how the worker operates. How does our web worker run the script using a given context.

## Web worker

Let's start with the definition. A [worker](#) is:

A worker is an object created using a constructor (e.g. `Worker()`) that runs a named JavaScript file — this file contains the code that will run in the worker thread; workers run in another global context that is different from the current window. This context is represented by either a `DedicatedWorkerGlobalScope` object (in the case of dedicated workers - workers that are utilized by a single script), or a `SharedWorkerGlobalScope` (in the case of shared workers - workers that are shared between multiple scripts).

In our case we will use a single worker to execute Python code without interfering with client side rendering (which is done by the main JavaScript thread). The worker does two things:

1. Listen on new messages from the main thread
2. Respond back once it finished executing the Python script

These are the required tasks it should fulfill, but it can do other things. For example, to always load packages `numpy` and `pytz`, you would insert the line `await pyodide.loadPackage(['numpy', 'pytz']);` as shown below:

```
// webworker.js

// Setup your project to serve `py-worker.js`. You should also serve
// `pyodide.js`, and all its associated `.asm.js`, `.data`, `.json`,
// and `.wasm` files as well:
importScripts("https://cdn.jsdelivr.net/pyodide/v0.19.1/full/pyodide.js");

async function loadPyodideAndPackages() {
  self.pyodide = await loadPyodide({
    indexURL: "https://cdn.jsdelivr.net/pyodide/v0.19.1/full/",
  });
  await self.pyodide.loadPackage(["numpy", "pytz"]);
}
let pyodideReadyPromise = loadPyodideAndPackages();

self.onmessage = async (event) => {
  // make sure loading is done
  await pyodideReadyPromise;
  // Don't bother yet with this line, suppose our API is built in such a way:
  const { id, python, ...context } = event.data;
  // The worker copies the context in its own "memory" (an object mapping name to_
  ↪ values)
  for (const key of Object.keys(context)) {
    self[key] = context[key];
  }
  // Now is the easy part, the one that is similar to working in the main thread:
  try {
    await self.pyodide.loadPackagesFromImports(python);
    let results = await self.pyodide.runPythonAsync(python);
    self.postMessage({ results, id });
  } catch (error) {
    self.postMessage({ error: error.message, id });
  }
};
```

## The worker API

Now that we established what the two sides need and how they operate, let's connect them using this simple API (`py-worker.js`). This part is optional and only a design choice, you could achieve similar results by exchanging message directly between your main thread and the webworker. You would just need to call `.postMessages()` with the right arguments as this API does.

```
const pyodideWorker = new Worker("./build/webworker.js");

const callbacks = {};

pyodideWorker.onmessage = (event) => {
  const { id, ...data } = event.data;
  const onSuccess = callbacks[id];
  delete callbacks[id];
  onSuccess(data);
};

const asyncRun = (() => {
  let id = 0; // identify a Promise
  return (script, context) => {
    // the id could be generated more carefully
    id = (id + 1) % Number.MAX_SAFE_INTEGER;
    return new Promise((onSuccess) => {
      callbacks[id] = onSuccess;
      pyodideWorker.postMessage({
        ...context,
        python: script,
        id,
      });
    });
  };
})();

export { asyncRun };
```

## Caveats

Using a web worker is advantageous because the Python code is run in a separate thread from your main UI, and hence does not impact your application's responsiveness. There are some limitations, however. At present, Pyodide does not support sharing the Python interpreter and packages between multiple web workers or with your main thread. Since web workers are each in their own virtual machine, you also cannot share globals between a web worker and your main thread. Finally, although the web worker is separate from your main thread, the web worker is itself single threaded, so only one Python script will execute at a time.

## Loading custom Python code

Pyodide provides a simple API `pyodide.runPython` to run Python code. However, when your Python code grows bigger, putting hundreds of lines inside `runPython` is not scalable.

For larger projects, the best way to run Python code with Pyodide is:

1. create a Python package
2. load your Python package into the Pyodide (Emscripten) virtual file system
3. import the package with `let mypkg = pyodide.pyimport("mypkgname")`
4. call into your package with `mypkg.some_api(some_args)`.

## Using wheels

The best way of serving custom Python code is making it a package in the wheel (.whl) format. If the package is built as a wheel file, you can use `micropip.install` to install the package. See [Loading packages](#) for more information.

---

## Packages with C extensions

If your Python code contains C extensions, it needs to be built in a specialized way (See [Creating a Pyodide package](#)).

---

## Loading then importing Python code

It is also possible to download and import Python code from an external source. We recommend that you serve all files in an archive, instead of individually downloading each Python script.

## From Python

```
// Downloading an archive
await pyodide.runPythonAsync(`
    from pyodide.http import pyfetch
    response = await pyfetch("https://.../your_package.tar.gz") # .zip, .whl, ...
    await response.unpack_archive() # by default, unpacks to the current dir
`)
pkg = pyodide.pyimport("your_package");
pkg.do_something();
```

```
// Downloading a single file
await pyodide.runPythonAsync(`
    from pyodide.http import pyfetch
    response = await pyfetch("https://.../script.py")
    with open("script.py", "wb") as f:
        f.write(await response.bytes())
`)
pkg = pyodide.pyimport("script");
pkg.do_something();
```

---

## What is pyfetch?

Pyodide provides `pyodide.http.pyfetch`, which is a convenient wrapper of JavaScript `fetch`. See [How can I load external files in Pyodide?](#) for more information.

---

### From JavaScript

```
let response = await fetch("https://.../your_package.tar.gz"); // .zip, .whl, ...
let buffer = await response.arraybuffer();
await pyodide.unpackArchive(buffer); // by default, unpacks to the current dir
pyodide.pyimport("your_package");
```

---

### Warning on unpacking a wheel package

Since a wheel package is actually a zip archive, you can use `pyodide.unpackArchive()` to unpack a wheel package, instead of using `micropip.install`.

However, *Micropip* does dependency resolution when installing packages, while `pyodide.unpackArchive()` simply unpacks the archive. So you must be aware of that each dependencies of a package need to be installed manually before unpacking a wheel.

*Future plans:* we are planning to support a method for a static dependency resolution (See: [pyodide#2045](#)).

---

### Running external code directly

If you want to run a single Python script from an external source in a simplest way, you can:

```
pyodide.runPython(await (await fetch("https://some_url/.../code.py")).text());
```

### 3.1.4 Loading packages

Only the Python standard library is available after importing Pyodide. To use other packages, you'll need to load them using either:

- `pyodide.loadPackage` for packages built with Pyodide, or
- `micropip.install` for pure Python packages with wheels available on PyPI or from other URLs.

---

**Note:** `micropip` can also be used to load packages built in Pyodide (in which case it relies on `pyodide.loadPackage`).

---

If you use `pyodide.loadPackagesFromImports` Pyodide will automatically download all packages that the code snippet imports. This is particularly useful for making a repl since users might import unexpected packages. At present, `loadPackagesFromImports` will not download packages from PyPI, it will only download packages included in the Pyodide distribution. See [Packages built in Pyodide](#) to check the full list of packages included in Pyodide.

## Loading packages with `pyodide.loadPackage`

Packages included in the official Pyodide repository can be loaded using `pyodide.loadPackage`:

```
pyodide.loadPackage("numpy");
```

It is also possible to load packages from custom URLs:

```
pyodide.loadPackage("https://foo/bar/numpy.js");
```

The file name in the URL must be `<package-name>.js` and there must be an accompanying file called `<package-name>.data` in the same directory.

When you request a package from the official repository, all of that package's dependencies are also loaded. Dependency resolution is not yet implemented when loading packages from custom URLs.

In general, loading a package twice is not permitted. However, one can override a dependency by loading a custom URL with the same package name before loading the dependent package.

Multiple packages can also be loaded at the same time by passing a list to `pyodide.loadPackage`.

```
pyodide.loadPackage(["cycler", "pytz"]);
```

`pyodide.loadPackage` returns a `Promise` which resolves when all the packages are finished loading:

```
let pyodide;
async function main() {
  pyodide = await loadPyodide({ indexURL: "<some-url>" });
  await pyodide.loadPackage("matplotlib");
  // matplotlib is now available
}
main();
```

## Micropip

### Installing packages from PyPI

Pyodide supports installing pure Python wheels from PyPI with `micropip`. `micropip.install()` returns a Python `Future` so you can await the future or otherwise use the Python future API to do work once the packages have finished loading:

```
pyodide.runPythonAsync(`
  import micropip
  await micropip.install('snowballstemmer')
  import snowballstemmer
  stemmer = snowballstemmer.stemmer('english')
  print(stemmer.stemWords('go goes going gone'.split()))
`);
```

Micropip implements file integrity validation by checking the hash of the downloaded wheel against pre-recorded hash digests from the PyPI JSON API.

## Installing wheels from arbitrary URLs

Pure Python wheels can also be installed from any URL with *micropip*,

```
import micropip
micropip.install(
    'https://example.com/files/snowballstemmer-2.0.0-py2.py3-none-any.whl'
)
```

Micropip decides whether a file is a URL based on whether it ends in “.whl” or not. The wheel name in the URL must follow [PEP 427 naming convention](#), which will be the case if the wheels is made using standard Python tools (`pip wheel`, `setup.py bdist_wheel`).

All required dependencies must have been previously installed with *micropip* or *pyodide.loadPackage*.

If the file is on a remote server, the server must set Cross-Origin Resource Sharing (CORS) headers to allow access. Otherwise, you can prepend a CORS proxy to the URL. Note however that using third-party CORS proxies has security implications, particularly since we are not able to check the file integrity, unlike with installs from PyPI.

## Example

```
<html>
  <head>
    <meta charset="utf-8" />
  </head>
  <body>
    <script
      type="text/javascript"
      src="https://cdn.jsdelivr.net/pyodide/v0.19.1/full/pyodide.js"
    ></script>
    <script type="text/javascript">
      async function main() {
        let pyodide = await loadPyodide({
          indexURL: "https://cdn.jsdelivr.net/pyodide/v0.19.1/full/",
        });
        await pyodide.loadPackage("micropip");
        await pyodide.runPythonAsync(`
import micropip
await micropip.install('snowballstemmer')
import snowballstemmer
stemmer = snowballstemmer.stemmer('english')
print(stemmer.stemWords('go goes going gone'.split()))
`);
      }
      main();
    </script>
  </body>
</html>
```



## Packages built in Pyodide

The list of prebuilt Python packages in the current version of Pyodide. These packages can be loaded through `pyodide.loadPackage` or `micropip.install`. See [Loading packages](#) for information about loading packages. Note that in addition to this list, pure Python packages with wheels can be loaded directly from PyPI with `micropip.install`.

Name	Version
asciitree	0.3.3
astropy	5.0
atomicwrites	1.4.0
attrs	21.4.0
autograd	1.3
beautifulsoup4	4.9.3
biopython	1.79
bleach	4.1.0
bokeh	2.4.2
cffi	1.14.6
cffi_example	0.1
CLAPACK	3.2.1
cloudpickle	2.0.0
cssselect	1.1.0
cycler	0.11.0
cytoolz	0.11.2
decorator	5.1.1
distlib	0.3.1
docutils	0.18.1
fpcast-test	0.1
freesasa	2.1.0
future	0.18.2
html5lib	1.1
imageio	2.9.0
iniconfig	1.1.1
jedi	0.18.1
Jinja2	3.0.3
joblib	0.11
kiwisolver	1.3.2
logbook	1.5.2
lxml	4.4.1
MarkupSafe	2.0.1
matplotlib	3.3.3
micropip	0.1
mne	0.24.1
more-itertools	8.8.0
mpmath	1.2.1
msgpack	1.0.3
networkx	2.6.3
nlopt	2.7.0
nlTK	3.6.7
nose	1.3.7
numcodecs	0.9.1

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Table 1 – continued from previous page

Name	Version
numpy	1.21.4
optlang	1.5.2
packaging	21.3
pandas	1.3.5
parso	0.8.3
patsy	0.5.2
pillow	9.0.0
pluggy	1.0.0
py	1.9.0
pyb2d	0.7.2
pycparser	2.21
pydantic	1.9.0
pyerfa	2.0.0.1
Pygments	2.9.0
pyodide-interrupts	0.1.1
pyparsing	3.0.6
pyrsistent	0.18.0
pytest	6.2.5
python-dateutil	2.8.2
python-sat	0.1.7.dev15
pytz	2021.3
pywavelets	1.2.0
pyyaml	6.0
regex	2021.7.6
retrying	1.3.3
scikit-image	0.19.1
scikit-learn	1.0.2
scipy	1.7.3
setuptools	60.3.1
sharedlib-test	1.0
sharedlib-test-py	1.0
six	1.16.0
soupsieve	2.3.1
sqlalchemy	1.4.29
statsmodels	0.13.1
swiglpk	5.0.3
sympy	1.9
threadpoolctl	3.0.0
toolz	0.11.2
traits	6.3.2
typing-extensions	4.0.1
uncertainties	3.1.6
webencodings	0.5.1
wrapt	1.13.3
xlrd	2.0.1
yt	3.6.1
zarr	2.8.3

### 3.1.5 Type translations

In order to communicate between Python and JavaScript, we “translate” objects between the two languages. Depending on the type of the object we either translate the object by implicitly converting it or by proxying it. By “converting” an object we mean producing a new object in the target language which is the equivalent of the object from the source language, for example converting a Python string to the equivalent a JavaScript string. By “proxying” an object we mean producing a special object in the target language that forwards requests to the source language. When we proxy a JavaScript object into Python, the result is a *JsProxy* object. When we proxy a Python object into JavaScript, the result is a *PyProxy* object. A proxied object can be explicitly converted using the explicit conversion methods *JsProxy.to\_py* and *PyProxy.toJs*.

Python to JavaScript translations occur:

- when returning the final expression from a *pyodide.runPython* call,
- when *importing Python objects into JavaScript*
- when passing arguments to a JavaScript function called from Python,
- when returning the results of a Python function called from JavaScript,
- when accessing an attribute of a *PyProxy*

JavaScript to Python translations occur:

- when *importing from the js module*
- when passing arguments to a Python function called from JavaScript
- when returning the result of a JavaScript function called from Python
- when accessing an attribute of a *JsProxy*

---

#### Memory Leaks and Python to JavaScript translations

Any time a Python to JavaScript translation occurs, it may create a *PyProxy*. To avoid memory leaks, you must store the *PyProxy* and *destroy* it when you are done with it. See *Calling Python objects from JavaScript* for more info.

---

### Round trip conversions

Translating an object from Python to JavaScript and then back to Python is guaranteed to give an object that is equal to the original object. Furthermore, if the object is proxied into JavaScript, then translation back unwraps the proxy, and the result of the round trip conversion is the original object (in the sense that they live at the same memory address). There are a few exceptions:

1. `nan` is converted to `nan` after a round trip but `nan != nan`
2. proxies created using *pyodide.create\_proxy* will be unwrapped.

Translating an object from JavaScript to Python and then back to JavaScript gives an object that is `===` to the original object. Furthermore, if the object is proxied into Python, then translation back unwraps the proxy, and the result of the round trip conversion is the original object (in the sense that they live at the same memory address). There are a few exceptions:

1. `NaN` is converted to `NaN` after a round trip but `NaN !== NaN`,
2. `null` is converted to `undefined` after a round trip, and
3. a `BigInt` will be converted to a `Number` after a round trip unless its absolute value is greater than `Number.MAX_SAFE_INTEGER` (i.e.,  $2^{53}$ ).

## Implicit conversions

We implicitly convert immutable types but not mutable types. This ensures that mutable Python objects can be modified from JavaScript and vice-versa. Python has immutable types such as `tuple` and `bytes` that have no equivalent in JavaScript. In order to ensure that round trip translations yield an object of the same type as the original object, we proxy `tuple` and `bytes` objects.

### Python to JavaScript

The following immutable types are implicitly converted from Python to JavaScript:

Python	JavaScript
<code>int</code>	<code>Number</code> or <code>BigInt</code> *
<code>float</code>	<code>Number</code>
<code>str</code>	<code>String</code>
<code>bool</code>	<code>Boolean</code>
<code>None</code>	<code>undefined</code>

\* An `int` is converted to a `Number` if the `int` is between  $-2^{53}$  and  $2^{53}$  inclusive, otherwise it is converted to a `BigInt`. (If the browser does not support `BigInt` then a `Number` will be used instead. In this case, conversion of large integers from Python to JavaScript is lossy.)

### JavaScript to Python

The following immutable types are implicitly converted from JavaScript to Python:

JavaScript	Python
<code>Number</code>	<code>int</code> or <code>float</code> as appropriate*
<code>BigInt</code>	<code>int</code>
<code>String</code>	<code>str</code>
<code>Boolean</code>	<code>bool</code>
<code>undefined</code>	<code>None</code>
<code>null</code>	<code>None</code>

\* A number is converted to an `int` if it is between  $-2^{53}$  and  $2^{53}$  inclusive and its fractional part is zero. Otherwise, it is converted to a `float`.

## Proxying

Any of the types not listed above are shared between languages using proxies that allow methods and some operations to be called on the object from the other language.

## Proxying from JavaScript into Python

When most JavaScript objects are translated into Python a *JsProxy* is returned. The following operations are currently supported on a *JsProxy*:

Python	JavaScript
<code>str(proxy)</code>	<code>x.toString()</code>
<code>proxy.foo</code>	<code>x.foo</code>
<code>proxy.foo = bar</code>	<code>x.foo = bar</code>
<code>del proxy.foo</code>	<code>delete x.foo</code>
<code>hasattr(proxy, "foo")</code>	<code>"foo" in x</code>
<code>proxy(...)</code>	<code>x(...)</code>
<code>proxy.foo(...)</code>	<code>x.foo(...)</code>
<code>proxy.new(...)</code>	<code>new X(...)</code>
<code>len(proxy)</code>	<code>x.length</code> or <code>x.size</code>
<code>foo in proxy</code>	<code>x.has(foo)</code> or <code>x.includes(foo)</code>
<code>proxy[foo]</code>	<code>x.get(foo)</code>
<code>proxy[foo] = bar</code>	<code>x.set(foo, bar)</code>
<code>del proxy[foo]</code>	<code>x.delete(foo)</code>
<code>proxy1 == proxy2</code>	<code>x === y</code>
<code>proxy.typeof</code>	<code>typeof x</code>
<code>iter(proxy)</code>	<code>x[Symbol.iterator]()</code>
<code>next(proxy)</code>	<code>x.next()</code>
<code>await proxy</code>	<code>await x</code>

Note that each of these operations is only supported if the proxied JavaScript object supports the corresponding operation. See [the JsProxy API docs](#) for the rest of the methods supported on *JsProxy*. Some other code snippets:

```
for v in proxy:
    # do something
```

is equivalent to:

```
for (let v of x) {
    // do something
}
```

The `dir` method has been overloaded to return all keys on the prototype chain of `x`, so `dir(x)` roughly translates to:

```
function dir(x) {
    let result = [];
    do {
        result.push(...Object.getOwnPropertyNames(x));
    } while ((x = Object.getPrototypeOf(x)));
    return result;
}
```

As a special case, JavaScript `Array`, `HTMLCollection`, and `NodeList` are container types, but instead of using `array.get(7)` to get the 7th element, JavaScript uses `array[7]`. For these cases, we translate:

Python	JavaScript
<code>proxy[idx]</code>	<code>array[idx]</code>
<code>proxy[idx] = val</code>	<code>array[idx] = val</code>
<code>idx in proxy</code>	<code>idx in array</code>
<code>del proxy[idx]</code>	<code>array.splice(idx)</code>

## Proxying from Python into JavaScript

When most Python objects are translated to JavaScript a *PyProxy* is produced.

Fewer operations can be overloaded in JavaScript than in Python, so some operations are more cumbersome on a *PyProxy* than on a *JsProxy*. The following operations are supported:

JavaScript	Python
<code>foo in proxy</code>	<code>hasattr(x, 'foo')</code>
<code>proxy.foo</code>	<code>x.foo</code>
<code>proxy.foo = bar</code>	<code>x.foo = bar</code>
<code>delete proxy.foo</code>	<code>del x.foo</code>
<code>Object.getOwnPropertyNames(proxy)</code>	<code>dir(x)</code>
<code>proxy(...)</code>	<code>x(...)</code>
<code>proxy.foo(...)</code>	<code>x.foo(...)</code>
<code>proxy.length</code>	<code>len(x)</code>
<code>proxy.has(foo)</code>	<code>foo in x</code>
<code>proxy.get(foo)</code>	<code>x[foo]</code>
<code>proxy.set(foo, bar)</code>	<code>x[foo] = bar</code>
<code>proxy.delete(foo)</code>	<code>del x[foo]</code>
<code>proxy.type</code>	<code>type(x)</code>
<code>proxy[Symbol.iterator]()</code>	<code>iter(x)</code>
<code>proxy.next()</code>	<code>next(x)</code>
<code>await proxy</code>	<code>await x</code>

---

## Memory Leaks and PyProxy

Make sure to destroy PyProxies when you are done with them to avoid memory leaks.

```
let foo = pyodide.globals.get('foo');
foo();
foo.destroy();
foo(); // throws Error: Object has already been destroyed
```

## Explicit Conversion of Proxies

### Python to JavaScript

Explicit conversion of a *PyProxy* into a native JavaScript object is done with the *PyProxy.toJs* method. You can also perform such a conversion in Python using *to\_js* which behaves in much the same way. By default, the *toJs* method does a recursive “deep” conversion, to do a shallow conversion use `proxy.toJs({depth : 1})`. In addition to *the normal type conversion*, *toJs* method performs the following explicit conversions:

Python	JavaScript
list, tuple	Array
dict	Map
set	Set
a buffer*	TypedArray

\* Examples of buffers include bytes objects and numpy arrays.

If you need to convert dict instead to Object, you can pass `Object.fromEntries` as the `dict_converter` argument: `proxy.toJs({dict_converter : Object.fromEntries})`.

In JavaScript, Map and Set keys are compared using object identity unless the key is an immutable type (meaning a string, a number, a bigint, a boolean, undefined, or null). On the other hand, in Python, dict and set keys are compared using deep equality. If a key is encountered in a dict or set that would have different semantics in JavaScript than in Python, then a `ConversionError` will be thrown.

See *Using Python Buffer objects from JavaScript* for the behavior of *toJs* on buffers.

### Memory Leaks and toJs

The *toJs* method can create many proxies at arbitrary depth. It is your responsibility to manually destroy these proxies if you wish to avoid memory leaks. The `pyproxies` argument to *toJs* is designed to help with this:

```
let pyproxies = [];
proxy.toJs({pyproxies});
// Do stuff
// pyproxies contains the list of proxies created by `toJs`. We can destroy them
// when we are done with them
for(let px of pyproxies){
  px.destroy();
}
proxy.destroy();
```

As an alternative, if you wish to assert that the object should be fully converted and no proxies should be created, you can use `proxy.toJs({create_proxies : false})`. If a proxy would be created, an error is raised instead.

## JavaScript to Python

Explicit conversion of a *JsProxy* into a native Python object is done with the *JsProxy.to\_py* method. By default, the *to\_py* method does a recursive “deep” conversion, to do a shallow conversion use *proxy.to\_py(depth=1)*. The *to\_py* method performs the following explicit conversions:

JavaScript	Python
Array	list
Object*	dict
Map	dict
Set	set

\* *to\_py* will only convert an object into a dictionary if its constructor is *Object*, otherwise the object will be left alone. Example:

```
class Test {};  
window.x = { "a" : 7, "b" : 2};  
window.y = { "a" : 7, "b" : 2};  
Object.setPrototypeOf(y, Test.prototype);  
pyodide.runPython(`  
    from js import x, y  
    # x is converted to a dictionary  
    assert x.to_py() == { "a" : 7, "b" : 2}  
    # y is not a "Plain Old JavaScript Object", it's an instance of type Test so it's_  
    ↪ not converted  
    assert y.to_py() == y  
`);
```

In JavaScript, *Map* and *Set* keys are compared using object identity unless the key is an immutable type (meaning a string, a number, a bigint, a boolean, undefined, or null). On the other hand, in Python, *dict* and *set* keys are compared using deep equality. If a key is encountered in a *Map* or *Set* that would have different semantics in Python than in JavaScript, then a *ConversionError* will be thrown. Also, in JavaScript, *true* *!==* 1 and *false* *!==* 0, but in Python, *True* *==* 1 and *False* *==* 0. This has the result that a JavaScript map can use *true* and 1 as distinct keys but a Python dict cannot. If the JavaScript map contains both *true* and 1 a *ConversionError* will be thrown.

## Functions

### Calling Python objects from JavaScript

If a Python object is callable, the proxy will be callable too. The arguments will be translated from JavaScript to Python as appropriate, and the return value will be translated from JavaScript back to Python. If the return value is a *PyProxy*, you must explicitly destroy it or else it will be leaked.

An example:

```
let test = pyodide.runPython(`  
    def test(x):  
        return [n*n for n in x]  
    test  
`);  
let result_py = test([1,2,3,4]);  
// result_py is a PyProxy of a list.  
let result_js = result_py.toJs();
```

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```
// result_js is the array [1, 4, 9, 16]
result_py.destroy();
```

If a function is intended to be used from JavaScript, you can use `to_js` on the return value. This prevents the return value from leaking without requiring the JavaScript code to explicitly destroy it. This is particularly important for callbacks.

```
let test = pyodide.runPython(`
    from pyodide import to_js
    def test(x):
        return to_js([n*n for n in x])
    test
`);
let result = test([1,2,3,4]);
// result is the array [1, 4, 9, 16], nothing needs to be destroyed.
```

If you need to use a key word argument, use `callKwargs`. The last argument should be a JavaScript object with the key value arguments.

```
let test = pyodide.runPython(`
    from pyodide import to_js
    def test(x, *, offset):
        return to_js([n*n + offset for n in x])
    to_js(test)
`);
let result = test.callKwargs([1,2,3,4], { offset : 7});
// result is the array [8, 12, 16, 23]
```

## Calling JavaScript functions from Python

What happens when calling a JavaScript function from Python is a bit more complicated than calling a Python function from JavaScript. If there are any keyword arguments, they are combined into a JavaScript object and used as the final argument. Thus, if you call:

```
f(a=2, b=3)
```

then the JavaScript function receives one argument which is a JavaScript object `{a : 2, b : 3}`.

When a JavaScript function is called, and it returns anything but a promise, if the result is a `PyProxy` it is destroyed. Also, any arguments that are `PyProxies` that were created in the process of argument conversion are also destroyed. If the `PyProxy` was created in Python using `pyodide.create_proxy` it is not destroyed.

When a JavaScript function returns a `Promise` (for example, if the function is an `async` function), it is assumed that the `Promise` is going to do some work that uses the arguments of the function, so it is not safe to destroy them until the `Promise` resolves. In this case, the proxied function returns a Python `Future` instead of the original `Promise`. When the `Promise` resolves, the result is converted to Python and the converted value is used to resolve the `Future`. Then if the result is a `PyProxy` it is destroyed. Any `PyProxies` created in converting the arguments are also destroyed at this point.

As a result of this, if a `PyProxy` is persisted to be used later, then it must either be copied using `PyProxy.copy` in JavaScript, or it must be created with `pyodide.create_proxy` or `pyodide.create_once_callable`. If it's only going to be called once use `pyodide.create_once_callable`:

```
from pyodide import create_once_callable
from js import setTimeout
def my_callback():
    print("hi")
setTimeout(create_once_callable(my_callback), 1000)
```

If it's going to be called many times use `create_proxy`:

```
from pyodide import create_proxy
from js import document
def my_callback():
    print("hi")
proxy = document.create_proxy(my_callback)
document.body.addEventListener("click", proxy)
# ...
# make sure to hold on to proxy
document.body.removeEventListener("click", proxy)
proxy.destroy()
```

## Buffers

### Using JavaScript Typed Arrays from Python

JavaScript `ArrayBuffers` and `ArrayBuffer` views (`Int8Array` and friends) are proxied into Python. Python can't directly access arrays if they are outside the WASM heap, so it's impossible to directly use these proxied buffers as Python buffers. You can convert such a proxy to a Python memoryview using the `to_py` api. This makes it easy to correctly convert the array to a Numpy array using `numpy.asarray`:

```
self.jsarray = new Float32Array([1,2,3, 4, 5, 6]);
pyodide.runPython(`
    from js import jsarray
    array = jsarray.to_py()
    import numpy as np
    numpy_array = np.asarray(array).reshape((2,3))
    print(numpy_array)
`);
```

After manipulating `numpy_array` you can assign the value back to `jsarray` using `JsProxy.assign`:

```
pyodide.runPython(`
    numpy_array[1,1] = 77
    jsarray.assign(a)
`);
console.log(jsarray); // [1, 2, 3, 4, 77, 6]
```

The `JsProxy.assign` and `JsProxy.assign_to` methods can be used to assign a JavaScript buffer from / to a Python buffer which is appropriately sized and contiguous. The assignment methods will only work if the data types match, the total length of the buffers match, and the Python buffer is contiguous.

These APIs are currently experimental, hopefully we will improve them in the future.

## Using Python Buffer objects from JavaScript

Python objects supporting the [Python Buffer protocol](#) are proxied into JavaScript. The data inside the buffer can be accessed via the `PyProxy.toJs` method or the `PyProxy.getBuffer` method. The `toJs` API copies the buffer into JavaScript, whereas the `getBuffer` method allows low level access to the WASM memory backing the buffer. The `getBuffer` API is more powerful but requires care to use correctly. For simple use cases the `toJs` API should be preferred.

If the buffer is zero or one-dimensional, then `toJs` will in most cases convert it to a single `TypedArray`. However, in the case that the format of the buffer is `'s'`, we will convert the buffer to a string and if the format is `'?'` we will convert it to an `Array` of booleans.

If the dimension is greater than one, we will convert it to a nested JavaScript array, with the innermost dimension handled in the same way we would handle a 1d array.

An example of a case where you would not want to use the `toJs` method is when the buffer is bitmapped image data. If for instance you have a 3d buffer shaped `1920 x 1080 x 4`, then `toJs` will be extremely slow. In this case you could use `PyProxy.getBuffer`. On the other hand, if you have a 3d buffer shaped `1920 x 4 x 1080`, the performance of `toJs` will most likely be satisfactory. Typically, the innermost dimension won't matter for performance.

The `PyProxy.getBuffer` method can be used to retrieve a reference to a JavaScript typed array that points to the data backing the Python object, combined with other metadata about the buffer format. The metadata is suitable for use with a JavaScript ndarray library if one is present. For instance, if you load the JavaScript `ndarray` package, you can do:

```
let proxy = pyodide.globals.get("some_numpy_ndarray");
let buffer = proxy.getBuffer();
proxy.destroy();
try {
  if (buffer.readonly) {
    // We can't stop you from changing a readonly buffer, but it can cause undefined_
    ↪behavior.
    throw new Error("Uh-oh, we were planning to change the buffer");
  }
  let array = new ndarray(
    buffer.data,
    buffer.shape,
    buffer.strides,
    buffer.offset
  );
  // manipulate array here
  // changes will be reflected in the Python ndarray!
} finally {
  buffer.release(); // Release the memory when we're done
}
```

## Errors

All entrypoints and exit points from Python code are wrapped in JavaScript `try` blocks. At the boundary between Python and JavaScript, errors are caught, converted between languages, and rethrown.

JavaScript errors are wrapped in a `JsException`. Python exceptions are converted to a `PythonError`. At present if an exception crosses between Python and JavaScript several times, the resulting error message won't be as useful as one might hope.

In order to reduce memory leaks, the `PythonError` has a formatted traceback, but no reference to the original Python exception. The original exception has references to the stack frame and leaking it will leak all the local

variables from that stack frame. The actual Python exception will be stored in `sys.last_value` so if you need access to it (for instance to produce a traceback with certain functions filtered out), use that.

---

### Be careful Proxying Stack Frames

If you make a `PyProxy` of `sys.last_value`, you should be especially careful to `destroy()` it when you are done with it, or you may leak a large amount of memory if you don't.

The easiest way is to only handle the exception in Python:

```
pyodide.runPython(`
def reformat_exception():
    from traceback import format_exception
    # Format a modified exception here
    # this just prints it normally but you could for instance filter some frames
    return "".join(
        traceback.format_exception(sys.last_type, sys.last_value, sys.last_traceback)
    )
`);
let reformat_exception = pyodide.globals.get("reformat_exception");
try {
    pyodide.runPython(some_code);
} catch (e) {
    // replace error message
    e.message = reformat_exception();
    throw e;
}
```

## Importing Objects

It is possible to access objects in one language from the global scope in the other language. It is also possible to create custom namespaces and access objects on the custom namespaces.

### Importing Python objects into JavaScript

A Python object in the `__main__` global scope can be imported into JavaScript using the `pyodide.globals.get` method. Given the name of the Python object to import, it returns the object translated to JavaScript.

```
let sys = pyodide.globals.get("sys");
```

As always, if the result is a `PyProxy` and you care about not leaking the Python object, you must destroy it when you are done. It's also possible to set values in the Python global scope with `pyodide.globals.set` or remove them with `pyodide.globals.delete`:

```
pyodide.globals.set("x", 2);
pyodide.runPython("print(x)"); // Prints 2
```

If you execute code with a custom globals dictionary, you can use a similar approach:

```
let my_py_namespace = pyodide.globals.get("dict")();
pyodide.runPython("x=2", my_py_namespace);
let x = my_py_namespace.get("x");
```

## Importing JavaScript objects into Python

JavaScript objects in the `globalThis` global scope can be imported into Python using the `js` module.

When importing a name from the `js` module, the `js` module looks up JavaScript attributes of the `globalThis` scope and translates the JavaScript objects into Python.

```
import js
js.document.title = 'New window title'
from js.document.location import reload as reload_page
reload_page()
```

You can also assign to JavaScript global variables in this way:

```
pyodide.runPython("js.x = 2");
console.log(window.x); // 2
```

You can create your own custom JavaScript modules using `pyodide.registerJsModule` and they will behave like the `js` module except with a custom scope:

```
let my_js_namespace = { x : 3 };
pyodide.registerJsModule("my_js_namespace", my_js_namespace);
pyodide.runPython(`
    from my_js_namespace import x
    print(x) # 3
    my_js_namespace.y = 7
`);
console.log(my_js_namespace.y); // 7
```

## 3.1.6 Pyodide Python compatibility

### Python Standard library

Most of the Python standard library is functional, except for the modules listed in the sections below. A large part of the CPython test suite passes except for tests skipped in `src/tests/python_tests.txt` or via `patches`.

### Optional modules

The following stdlib modules are included by default, however they can be excluded with `loadPyodide({..., fullStdLib = false })`. Individual modules can then be loaded as necessary using `pyodide.loadPackage`,

- `distutils`
- `test`: it is an exception to the above, since it is excluded by default.

## Removed modules

The following modules are removed from the standard library to reduce download size and since they currently wouldn't work in the WebAssembly VM,

- curses
- dbm
- ensurepip
- idlelib
- lib2to3
- tkinter
- turtle.py
- turtledemo
- venv
- pwd

## Included but not working modules

The following modules can be imported, but are not functional due to the limitations of the WebAssembly VM:

- multiprocessing
- threading
- sockets

as well as any functionality that requires these.

## 3.1.7 Interrupting execution

The native Python interrupt system is based on preemptive multitasking but Web Assembly has no support for preemptive multitasking. Because of this, interrupting execution in Pyodide must be achieved via a different mechanism which takes some effort to set up.

### Setting up interrupts

In order to use interrupts you must be using Pyodide in a webworker. You also will need to use a `SharedArrayBuffer`, which means that your server must set appropriate security headers. See [the MDN docs](#) for more information.

To use the interrupt system, you should create a `SharedArrayBuffer` on either the main thread or the worker thread and share it with the other thread. You should use `pyodide.setInterruptBuffer` to set the interrupt buffer on the Pyodide thread. When you want to indicate an interrupt, write a 2 into the interrupt buffer. When the interrupt signal is processed, Pyodide will set the value of the interrupt buffer back to 0.

By default, when the interrupt fires, a `KeyboardInterrupt` is raised. Using the `signal` module, it is possible to register a custom Python function to handle `SIGINT`. If you register a custom handler function it will be called instead.

Here is a very basic example. Main thread code:

```

let pyodideWorker = new Worker("pyodideWorker.js");
let interruptBuffer = new Uint8Array(new SharedArrayBuffer(1));
pyodideWorker.postMessage({ cmd: "setInterruptBuffer", interruptBuffer });
function interruptExecution() {
  // 2 stands for SIGINT.
  interruptBuffer[0] = 2;
}
// imagine that interruptButton is a button we want to trigger an interrupt.
interruptButton.addEventListener("click", interruptExecution);
async function runCode(code) {
  // Clear interruptBuffer in case it was accidentally left set after previous code_
  ↪completed.
  interruptBuffer[0] = 0;
  pyodideWorker.postMessage({ cmd: "runCode", code });
}

```

Worker code:

```

self.addEventListener("message", (msg) => {
  if (msg.data.cmd === "setInterruptBuffer") {
    pyodide.setInterruptBuffer(msg.data.interruptBuffer);
    return;
  }
  if (msg.data.cmd === "runCode") {
    pyodide.runPython(msg.data.code);
    return;
  }
});

```

## Allowing JavaScript code to be interrupted

The interrupt system above allows interruption of Python code and also of C code that opts to allow itself to be interrupted by periodically calling `PyErr_CheckSignals`. There is also a function `pyodide.checkInterrupt` that allows JavaScript functions called from Python to check for an interrupt. As a simple example, we can implement an interruptable sleep function using `Atomics.wait`:

```

let blockingSleepBuffer = new Int32Array(new SharedArrayBuffer(4));
function blockingSleep(t) {
  for (let i = 0; i < t * 20; i++) {
    // This Atomics.wait call blocks the thread until the buffer changes or a 50ms_
    ↪timeout ellapses.
    // Since we won't change the value in the buffer, this blocks for 50ms.
    Atomics.wait(blockingSleepBuffer, 0, 0, 50);
    // Periodically check for an interrupt to allow a KeyboardInterrupt.
    pyodide.checkInterrupt();
  }
}

```

### 3.1.8 API Reference

#### JavaScript API

Backward compatibility of the API is not guaranteed at this point.

#### Globals

##### Functions:

---

<code>async loadPyodide(config)</code>	Load the main Pyodide wasm module and initialize it.
--	--

---

**async**`globalThis.loadPyodide` (*config*)

Load the main Pyodide wasm module and initialize it.

Only one copy of Pyodide can be loaded in a given JavaScript global scope because Pyodide uses global variables to load packages. If an attempt is made to load a second copy of Pyodide, `loadPyodide` will throw an error. (This can be fixed once [Firefox adopts support for ES6 modules in webworkers.](#))

##### Arguments

- **config.indexURL** (*string*) – The URL from which Pyodide will load packages
- **config.homedir** (*string*) – The home directory which Pyodide will use inside virtual file system Default: `/home/pyodide`
- **config.fullStdLib** (*boolean*) – Load the full Python standard library. Setting this to false excludes following modules: `distutils`. Default: `true`
- **config.stdin** (*undefined/function*) – Override the standard input callback. Should ask the user for one line of input. Default: `undefined`
- **config.stdout** (*undefined/function*) – Override the standard output callback. Default: `undefined`
- **config.stderr** (*undefined/function*) – Override the standard error output callback. Default: `undefined`

**Returns** The `pyodide` module.

#### pyodide

##### Attributes:

---

<code>FS</code>	An alias to the <a href="#">Emscripten File System API</a> .
<code>globals</code>	An alias to the global Python namespace.
<code>loadedPackages</code>	The list of packages that Pyodide has loaded.
<code>pyodide_py</code>	An alias to the Python <code>pyodide</code> package.
<code>version</code>	The Pyodide version.

---

##### Functions:



<code>checkInterrupt()</code>	Throws a <code>KeyboardInterrupt</code> error if a <code>KeyboardInterrupt</code> has been requested via the interrupt buffer.
<code>isPyProxy(jsobj)</code>	Is the argument a <code>PyProxy</code> ?
<code>async loadPackage(names, messageCallback, errorCallback)</code>	Load a package or a list of packages over the network.
<code>async loadPackagesFromImports(code, messageCallback, errorCallback)</code>	Inspect a Python code chunk and use <code>pyodide.loadPackage()</code> to install any known packages that the code chunk imports.
<code>pyimport(mod_name)</code>	Imports a module and returns it.
<code>registerComlink(Comlink)</code>	Tell Pyodide about Comlink.
<code>registerJsModule(name, module)</code>	Registers the JavaScript object <code>module</code> as a JavaScript module named <code>name</code> .
<code>runPython(code, globals)</code>	Runs a string of Python code from JavaScript.
<code>async runPythonAsync(code, globals)</code>	Runs Python code using <code>PyCF_ALLOW_TOP_LEVEL_AWAIT</code> .
<code>setInterruptBuffer(interrupt_buffer)</code>	Sets the interrupt buffer to be <code>interrupt_buffer</code> .
<code>toPy(obj, options)</code>	Convert the JavaScript object to a Python object as best as possible.
<code>unpackArchive(buffer, format, extract_dir)</code>	Unpack an archive into a target directory.
<code>unregisterJsModule(name)</code>	Unregisters a JavaScript module with given name that has been previously registered with <code>pyodide.registerJsModule()</code> or <code>pyodide.register_js_module()</code> .

**Classes:**

<code>PyBuffer</code>	A class to allow access to a Python data buffers from JavaScript.
<code>PythonError</code>	A JavaScript error caused by a Python exception.

**pyodide.FS****type:** FSAn alias to the [Emscripten File System API](#).

This provides a wide range of POSIX-like file/device operations, including `mount` which can be used to extend the in-memory filesystem with features like [persistence](#).

While all the file systems implementations are enabled, only the default `MEMFS` is guaranteed to work in all runtime settings. The implementations are available as members of `FS.filesystems`: `IDBFS`, `NODEFS`, `PROXYFS`, `WORKERFS`.

**pyodide.globals****type:** PyProxy

An alias to the global Python namespace.

For example, to access a variable called `foo` in the Python global scope, use `pyodide.globals.get("foo")`

**pyodide.loadedPackages****type:** object

The list of packages that Pyodide has loaded. Use `Object.keys(pyodide.loadedPackages)` to get the list of names of loaded packages, and `pyodide.loadedPackages[package_name]` to access install location for a particular `package_name`.

`pyodide.pyodide_py`

**type:** `PyProxy`

An alias to the Python `pyodide` package.

You can use this to call functions defined in the Pyodide Python package from JavaScript.

`pyodide.version`

**type:** `string`

The Pyodide version.

It can be either the exact release version (e.g. `0.1.0`), or the latest release version followed by the number of commits since, and the git hash of the current commit (e.g. `0.1.0-1-bd84646`).

`pyodide.checkInterrupt()`

Throws a `KeyboardInterrupt` error if a `KeyboardInterrupt` has been requested via the interrupt buffer.

This can be used to enable keyboard interrupts during execution of JavaScript code, just as `PyErr_CheckSignals` is used to enable keyboard interrupts during execution of C code.

`pyodide.isPyProxy(jsobj)`

Is the argument a `PyProxy`?

#### Arguments

- `jsobj` (*any*) – Object to test.

**Returns** `boolean` – Is `jsobj` a `PyProxy`?

`asyncpyodide.loadPackage(names, messageCallback, errorCallback)`

Load a package or a list of packages over the network. This installs the package in the virtual filesystem. The package needs to be imported from Python before it can be used.

#### Arguments

- **names** (*string/Array.<string>/PyProxy*) – Either a single package name or URL or a list of them. URLs can be absolute or relative. The URLs must have file name `<package-name>.js` and there must be a file called `<package-name>.data` in the same directory. The argument can be a `PyProxy` of a list, in which case the list will be converted to JavaScript and the `PyProxy` will be destroyed.
- **messageCallback** (*LogFn*) – A callback, called with progress messages (optional)
- **errorCallback** (*LogFn*) – A callback, called with error/warning messages (optional)

`asyncpyodide.loadPackagesFromImports(code, messageCallback, errorCallback)`

Inspect a Python code chunk and use `pyodide.loadPackage()` to install any known packages that the code chunk imports. Uses the Python API `pyodide.find_imports()` to inspect the code.

For example, given the following code as input

```
import numpy as np
x = np.array([1, 2, 3])
```

`loadPackagesFromImports()` will call `pyodide.loadPackage(['numpy'])`.

#### Arguments

- **code** (*string*) – The code to inspect.
- **messageCallback** (*LogFn*) – The `messageCallback` argument of `pyodide.loadPackage` (optional).
- **errorCallback** (*LogFn*) – The `errorCallback` argument of `pyodide.loadPackage` (optional).

`pyodide.pyimport (mod_name)`  
Imports a module and returns it.

---

### Warning

This function has a completely different behavior than the old removed `pyimport` function!

`pyimport` is roughly equivalent to:

```
pyodide.runPython(`import ${pkgname}; ${pkgname}`);
```

except that the global namespace will not change.

Example:

```
let sysmodule = pyodide.pyimport("sys");
let recursionLimit = sys.getrecursionlimit();
```

---

### Arguments

- **mod\_name** (*string*) – The name of the module to import

**Returns** A `PyProxy` for the imported module

`pyodide.registerComlink (Comlink)`

Tell Pyodide about Comlink. Necessary to enable importing Comlink proxies into Python.

`pyodide.registerJsModule (name, module)`

Registers the JavaScript object `module` as a JavaScript module named `name`. This module can then be imported from Python using the standard Python import system. If another module by the same name has already been imported, this won't have much effect unless you also delete the imported module from `sys.modules`. This calls the `pyodide_py` API `pyodide.register_js_module()`.

### Arguments

- **name** (*string*) – Name of the JavaScript module to add
- **module** (*object*) – JavaScript object backing the module

`pyodide.runPython (code, globals)`

Runs a string of Python code from JavaScript.

The last part of the string may be an expression, in which case, its value is returned.

### Arguments

- **code** (*string*) – Python code to evaluate
- **globals** (`PyProxy`) – An optional Python dictionary to use as the globals. Defaults to `pyodide.globals`. Uses the Python API `pyodide.eval_code` to evaluate the code.

**Returns** `Py2JsResult` – The result of the Python code translated to JavaScript. See the documentation for `pyodide.eval_code` for more info.

`async pyodide.runPythonAsync (code, globals)`

Runs Python code using `PyCF_ALLOW_TOP_LEVEL_AWAIT`.

---

## Python imports

Since pyodide 0.18.0, you must call `loadPackagesFromImports()` to import any python packages referenced via `import` statements in your code. This function will no longer do it for you.

---

For example:

```
let result = await pyodide.runPythonAsync(`
  from js import fetch
  response = await fetch("./packages.json")
  packages = await response.json()
  # If final statement is an expression, its value is returned to JavaScript
  len(packages.packages.object_keys())
`);
console.log(result); // 79
```

### Arguments

- **code** (*string*) – Python code to evaluate
- **globals** (*PyProxy*) – An optional Python dictionary to use as the globals. Defaults to `pyodide.globals`. Uses the Python API `pyodide.eval_code_async` to evaluate the code.

**Returns** `Py2JsResult` – The result of the Python code translated to JavaScript.

`pyodide.setInterruptBuffer(interrupt_buffer)`

Sets the interrupt buffer to be `interrupt_buffer`. This is only useful when Pyodide is used in a webworker. The buffer should be a `SharedArrayBuffer` shared with the main browser thread (or another worker). To request an interrupt, a 2 should be written into `interrupt_buffer` (2 is the posix constant for SIGINT).

### Arguments

- **interrupt\_buffer** (*TypedArray*) –

`pyodide.toPy(obj, options)`

Convert the JavaScript object to a Python object as best as possible.

This is similar to `JsProxy.to_py` but for use from JavaScript. If the object is immutable or a `PyProxy`, it will be returned unchanged. If the object cannot be converted into Python, it will be returned unchanged.

See *JavaScript to Python* for more information.

### Arguments

- **obj** (\*) –
- **options** (*object*) –
- **options.depth** (*number*) – Optional argument to limit the depth of the conversion.

**Returns** `PyProxy` – The object converted to Python.

`pyodide.unpackArchive(buffer, format, extract_dir)`

Unpack an archive into a target directory.

### Arguments

- **buffer** (*ArrayBuffer*) – The archive as an `ArrayBuffer` (it's also fine to pass a `TypedArray`).
- **format** (*string*) – The format of the archive. Should be one of the formats recognized by `shutil.unpack_archive`. By default the options are 'bztar', 'gztar', 'tar', 'zip', and 'wheel'.

Several synonyms are accepted for each format, e.g., for 'gztar' any of 'gztar', 'tar.gz', '.tgz', 'tar.gz' or 'tgz' are considered to be synonyms.

- **extract\_dir** (*string*) – The directory to unpack the archive into. Defaults to the working directory.

`pyodide.unregisterJsModule(name)`

Unregisters a JavaScript module with given name that has been previously registered with `pyodide.registerJsModule()` or `pyodide.register_js_module()`. If a JavaScript module with that name does not already exist, will throw an error. Note that if the module has already been imported, this won't have much effect unless you also delete the imported module from `sys.modules`. This calls the `pyodide_py` API `pyodide.unregister_js_module()`.

#### Arguments

- **name** (*string*) – Name of the JavaScript module to remove

**class** `pyodide.PyBuffer()`

A class to allow access to a Python data buffers from JavaScript. These are produced by `PyProxy.getBuffer` and cannot be constructed directly. When you are done, release it with the `release` method. See [Python buffer protocol documentation](#) for more information.

To find the element `x[a_1, ..., a_n]`, you could use the following code:

```
function multiIndexToIndex(pybuff, multiIndex){
  if(multiIndex.length !== pybuff.ndim){
    throw new Error("Wrong length index");
  }
  let idx = pybuff.offset;
  for(let i = 0; i < pybuff.ndim; i++){
    if(multiIndex[i] < 0){
      multiIndex[i] = pybuff.shape[i] - multiIndex[i];
    }
    if(multiIndex[i] < 0 || multiIndex[i] >= pybuff.shape[i]){
      throw new Error("Index out of range");
    }
    idx += multiIndex[i] * pybuff.stride[i];
  }
  return idx;
}
console.log("entry is", pybuff.data[multiIndexToIndex(pybuff, [2, 0, -1])]);
```

#### Contiguity

If the buffer is not contiguous, the `data` `TypedArray` will contain data that is not part of the buffer. Modifying this data may lead to undefined behavior.

#### Readonly buffers

If `buffer.readonly` is `true`, you should not modify the buffer. Modifying a readonly buffer may lead to undefined behavior.

#### Converting between `TypedArray` types

The following naive code to change the type of a typed array does not work:

```
// Incorrectly convert a TypedArray.  
// Produces a Uint16Array that points to the entire WASM memory!  
let myarray = new Uint16Array(buffer.data.buffer);
```

Instead, if you want to convert the output TypedArray, you need to say:

```
// Correctly convert a TypedArray.  
let myarray = new Uint16Array(  
  buffer.data.buffer,  
  buffer.data.byteOffset,  
  buffer.data.byteLength  
);
```

`PyBuffer.pybuffer`

`PyBuffer.c_contiguous`

**type:** boolean

Is it C contiguous?

`PyBuffer.data`

**type:** TypedArray

The actual data. A typed array of an appropriate size backed by a segment of the WASM memory.

The type argument of `PyProxy.getBuffer` determines which sort of TypedArray this is. By default `PyProxy.getBuffer` will look at the format string to determine the most appropriate option.

`PyBuffer.f_contiguous`

**type:** boolean

Is it Fortran contiguous?

`PyBuffer.format`

**type:** string

The format string for the buffer. See [the Python documentation on format strings](#).

`PyBuffer.itemsize`

**type:** number

How large is each entry (in bytes)?

`PyBuffer.nbytes`

**type:** number

The total number of bytes the buffer takes up. This is equal to `buff.data.byteLength`.

`PyBuffer.ndim`

**type:** number

The number of dimensions of the buffer. If `ndim` is 0, the buffer represents a single scalar or struct. Otherwise, it represents an array.

`PyBuffer.offset`

**type:** number

The offset of the first entry of the array. For instance if our array is 3d, then you will find `array[0, 0, 0]` at `pybuf.data[pybuf.offset]`

`PyBuffer.readonly`

**type:** boolean

If the data is readonly, you should not modify it. There is no way for us to enforce this, but it may cause very weird behavior.

`PyBuffer.shape`

**type:** `number[]`

The shape of the buffer, that is how long it is in each dimension. The length will be equal to `ndim`. For instance, a 2x3x4 array would have shape `[2, 3, 4]`.

`PyBuffer.strides`

**type:** `number[]`

An array of of length `ndim` giving the number of elements to skip to get to a new element in each dimension. See the example definition of a `multiIndexToIndex` function above.

`PyBuffer.release()`

Release the buffer. This allows the memory to be reclaimed.

**class** `pyodide.PythonError()`

A JavaScript error caused by a Python exception.

In order to reduce the risk of large memory leaks, the `PythonError` contains no reference to the Python exception that caused it. You can find the actual Python exception that caused this error as `sys.last_value`.

See [Errors](#) for more information.

---

### Avoid Stack Frames

If you make a [PyProxy](#) of `sys.last_value`, you should be especially careful to `destroy()` it when you are done. You may leak a large amount of memory including the local variables of all the stack frames in the traceback if you don't. The easiest way is to only handle the exception in Python.

---

`PythonError.PythonError`

`PythonError.message`

**type:** `string`

The Python traceback.

## PyProxy

A `PyProxy` is an object that allows idiomatic use of a Python object from JavaScript. See [Proxying from Python into JavaScript](#).

### Attributes:

<code>length</code>	The length of the object.
<code>type</code>	The name of the type of the object.

### Functions:

<code>callKwargs(jsargs)</code>	Call the function with key word arguments.
<code>catch(onRejected)</code>	Runs <code>asyncio.ensure_future(awaitable)</code> and executes <code>onRejected(error)</code> if the future fails.

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Table 7 – continued from previous page

<code>copy()</code>	Make a new PyProxy pointing to the same Python object.
<code>delete(key)</code>	This translates to the Python code <code>del obj[key]</code> .
<code>destroy(destroyed_msg)</code>	Destroy the PyProxy.
<code>finally(onFinally)</code>	Runs <code>asyncio.ensure_future(awaitable)</code> and executes <code>onFinally(error)</code> when the future resolves.
<code>get(key)</code>	This translates to the Python code <code>obj[key]</code> .
<code>getBuffer(type)</code>	Get a view of the buffer data which is usable from JavaScript.
<code>has(key)</code>	This translates to the Python code <code>key in obj</code> .
<code>isAwaitable()</code>	Check whether the PyProxy is awaitable.
<code>isBuffer()</code>	Check whether the PyProxy is a buffer.
<code>isCallable()</code>	Check whether the PyProxy is a Callable.
<code>isIterable()</code>	Check whether the PyProxy is iterable.
<code>isIterator()</code>	Check whether the PyProxy is iterable.
<code>[Symbol.iterator]()</code>	This translates to the Python code <code>iter(obj)</code> .
<code>next(value)</code>	This translates to the Python code <code>next(obj)</code> .
<code>set(key, value)</code>	This translates to the Python code <code>obj[key] = value</code> .
<code>supportsGet()</code>	Check whether the <code>PyProxy.get</code> method is available on this PyProxy.
<code>supportsHas()</code>	Check whether the <code>PyProxy.has</code> method is available on this PyProxy.
<code>supportsLength()</code>	Check whether the <code>PyProxy.length</code> getter is available on this PyProxy.
<code>supportsSet()</code>	Check whether the <code>PyProxy.set</code> method is available on this PyProxy.
<code>then(onFulfilled, onRejected)</code>	Runs <code>asyncio.ensure_future(awaitable)</code> , executes <code>onFulfilled(result)</code> when the Future resolves successfully, executes <code>onRejected(error)</code> when the Future fails.
<code>toJs(options)</code>	Converts the PyProxy into a JavaScript object as best as possible.
<code>toString()</code>	

**PyProxy.length**

The length of the object.

Present only if the proxied Python object has a `__len__` method.

**PyProxy.type**

**type:** string

The name of the type of the object.

Usually the value is `"module.name"` but for builtins or interpreter-defined types it is just `"name"`. As pseudocode this is:

```
ty = type(x)
if ty.__module__ == 'builtins' or ty.__module__ == "__main__":
    return ty.__name__
```

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```

else:
    ty.__module__ + "." + ty.__name__

```

**PyProxy.callKwargs** (*jsargs*)

Call the function with key word arguments. The last argument must be an object with the keyword arguments.

**PyProxy.catch** (*onRejected*)

Runs `asyncio.ensure_future(awaitable)` and executes `onRejected(error)` if the future fails.

See the documentation for [Promise.catch](#).

Present only if the proxied Python object is [awaitable](#).

**Arguments**

- **onRejected** (*function*) – A handler called with the error as an argument if the awaitable fails.

**Returns Promise** – The resulting Promise.

**PyProxy.copy** ()

Make a new PyProxy pointing to the same Python object. Useful if the PyProxy is destroyed somewhere else.

**Returns PyProxy** –

**PyProxy.delete** (*key*)

This translates to the Python code `del obj[key]`.

Present only if the proxied Python object has a `__delitem__` method.

**Arguments**

- **key** (*any*) – The key to delete.

**PyProxy.destroy** (*destroyed\_msg*)

Destroy the `PyProxy`. This will release the memory. Any further attempt to use the object will raise an error.

In a browser supporting [FinalizationRegistry](#) Pyodide will automatically destroy the `PyProxy` when it is garbage collected, however there is no guarantee that the finalizer will be run in a timely manner so it is better to destroy the proxy explicitly.

**Arguments**

- **destroyed\_msg** (*string*) – The error message to print if use is attempted after destroying. Defaults to “Object has already been destroyed”.

**PyProxy.finally** (*onFinally*)

Runs `asyncio.ensure_future(awaitable)` and executes `onFinally(error)` when the future resolves.

See the documentation for [Promise.finally](#).

Present only if the proxied Python object is [awaitable](#).

**Arguments**

- **onFinally** (*function*) – A handler that is called with zero arguments when the awaitable resolves.

**Returns Promise** – A Promise that resolves or rejects with the same result as the original Promise, but only after executing the `onFinally` handler.

**PyProxy.get** (*key*)

This translates to the Python code `obj[key]`.

Present only if the proxied Python object has a `__getitem__` method.

#### Arguments

- **key** (*any*) – The key to look up.

**Returns** `Py2JsResult` – The corresponding value.

`PyProxy.getBuffer` (*type*)

Get a view of the buffer data which is usable from JavaScript. No copy is ever performed.

Present only if the proxied Python object supports the [Python Buffer Protocol](#).

We do not support suboffsets, if the buffer requires suboffsets we will throw an error. JavaScript nd array libraries can't handle suboffsets anyways. In this case, you should use the `toJs` api or copy the buffer to one that doesn't use suboffsets (using e.g., `numpy.ascontiguousarray`).

If the buffer stores big endian data or half floats, this function will fail without an explicit type argument. For big endian data you can use `toJs`. [DataViews](#) have support for big endian data, so you might want to pass `'dataview'` as the type argument in that case.

#### Arguments

- **type** (*string*) – The type of the `PyBuffer.data` field in the output. Should be one of: `"i8"`, `"u8"`, `"u8clamped"`, `"i16"`, `"u16"`, `"i32"`, `"u32"`, `"i32"`, `"u32"`, `"i64"`, `"u64"`, `"f32"`, `"f64"`, or `"dataview"`. This argument is optional, if absent `getBuffer` will try to determine the appropriate output type based on the buffer [format string](#).

**Returns** `PyBuffer` – `PyBuffer`

`PyProxy.has` (*key*)

This translates to the Python code `key in obj`.

Present only if the proxied Python object has a `__contains__` method.

#### Arguments

- **key** (\*) – The key to check for.

**Returns** `boolean` – Is key present?

`PyProxy.isAwaitable` ()

Check whether the PyProxy is awaitable. A Typescript type guard, if this function returns true Typescript considers the PyProxy to be a `Promise`.

**Returns** `boolean` –

`PyProxy.isBuffer` ()

Check whether the PyProxy is a buffer. A Typescript type guard for `PyProxy.getBuffer`.

**Returns** `boolean` –

`PyProxy.isCallable` ()

Check whether the PyProxy is a Callable. A Typescript type guard, if this returns true then Typescript considers the Proxy to be callable of signature `(args... : any[]) => PyProxy | number | bigint | string | boolean | undefined`.

**Returns** `boolean` –

`PyProxy.isIterable` ()

Check whether the PyProxy is iterable. A Typescript type guard for `PyProxy[Symbol.iterator]`.

**Returns** `boolean` –

`PyProxy.isIterator()`

Check whether the `PyProxy` is iterable. A Typescript type guard for `PyProxy.next`.

**Returns** `boolean` –

`[Symbol.iterator]()`

This translates to the Python code `iter(obj)`. Return an iterator associated to the proxy. See the documentation for `Symbol.iterator`.

Present only if the proxied Python object is iterable (i.e., has an `__iter__` method).

This will be used implicitly by `for(let x of proxy){}`.

**Returns** `Iterator.<Py2JsResult, Py2JsResult, any>` – An iterator for the proxied Python object.

`PyProxy.next(value)`

This translates to the Python code `next(obj)`. Returns the next value of the generator. See the documentation for `Generator.prototype.next`. The argument will be sent to the Python generator.

This will be used implicitly by `for(let x of proxy){}`.

Present only if the proxied Python object is a generator or iterator (i.e., has a `send` or `__next__` method).

**Arguments**

- **value** (*any*) – The value to send to the generator. The value will be assigned as a result of a yield expression.

**Returns** `IteratorResult.<Py2JsResult, Py2JsResult>` – An Object with two properties: `done` and `value`. When the generator yields `some_value`, `next` returns `{done : false, value : some_value}`. When the generator raises a `StopIteration(result_value)` exception, `next` returns `{done : true, value : result_value}`.

`PyProxy.set(key, value)`

This translates to the Python code `obj[key] = value`.

Present only if the proxied Python object has a `__setitem__` method.

**Arguments**

- **key** (*any*) – The key to set.
- **value** (*any*) – The value to set it to.

`PyProxy.supportsGet()`

Check whether the `PyProxy.get` method is available on this `PyProxy`. A Typescript type guard.

**Returns** `boolean` –

`PyProxy.supportsHas()`

Check whether the `PyProxy.has` method is available on this `PyProxy`. A Typescript type guard.

**Returns** `boolean` –

`PyProxy.supportsLength()`

Check whether the `PyProxy.length` getter is available on this `PyProxy`. A Typescript type guard.

**Returns** `boolean` –

`PyProxy.supportsSet()`

Check whether the `PyProxy.set` method is available on this `PyProxy`. A Typescript type guard.

**Returns** `boolean` –

`PyProxy.then` (*onFulfilled*, *onRejected*)

Runs `asyncio.ensure_future(awaitable)`, executes `onFulfilled(result)` when the Future resolves successfully, executes `onRejected(error)` when the Future fails. Will be used implicitly by `await obj`.

See the documentation for [Promise.then](#)

Present only if the proxied Python object is [awaitable](#).

#### Arguments

- **onFulfilled** (*function*) – A handler called with the result as an argument if the awaitable succeeds.
- **onRejected** (*function*) – A handler called with the error as an argument if the awaitable fails.

**Returns** `Promise` – The resulting Promise.

`PyProxy.toJs` (*options*)

Converts the `PyProxy` into a JavaScript object as best as possible. By default does a deep conversion, if a shallow conversion is desired, you can use `proxy.toJs({depth : 1})`. See [Explicit Conversion of PyProxy](#) for more info.

#### Arguments

- **options** (*object*) –
- **options.depth** (*number*) – How many layers deep to perform the conversion. Defaults to infinite.
- **options.pyproxies** (*array*) – If provided, `toJs` will store all `PyProxies` created in this list. This allows you to easily destroy all the `PyProxies` by iterating the list without having to recurse over the generated structure. The most common use case is to create a new empty list, pass the list as *pyproxies*, and then later iterate over *pyproxies* to destroy all of created proxies.
- **options.create\_pyproxies** (*boolean*) – If false, `toJs` will throw a `ConversionError` rather than producing a `PyProxy`.
- **options.dict\_converter** (*boolean*) – A function to be called on an iterable of pairs `[key, value]`. Convert this iterable of pairs to the desired output. For instance, `Object.fromEntries` would convert the dict to an object, `Array.from` converts it to an array of entries, and `(it) => new Map(it)` converts it to a `Map` (which is the default behavior).

**Returns** `any` – The JavaScript object resulting from the conversion.

`PyProxy.toString` ()

**Returns** `string` –

## Python API

Backward compatibility of the API is not guaranteed at this point.

### JavaScript Modules

By default there are two JavaScript modules. More can be added with `pyodide.registerJsModule`. You can import these modules using the Python `import` statement in the normal way.

<code>js</code>	The global JavaScript scope.
<code>pyodide_js</code>	The JavaScript Pyodide module.

### Classes:

<code>CodeRunner(source, *, return_mode[, mode])</code>	This class allows fine control over the execution of a code block.
<code>JsProxy()</code>	A proxy to make a JavaScript object behave like a Python object
<code>Console(globals, *, stdin_callback, ...)</code>	Interactive Pyodide console
<code>ConsoleFuture(syntax_check, ...)</code>	A future with extra fields used as the return value for <code>Console</code> apis.
<code>PyodideConsole(globals, *, stdin_callback, ...)</code>	A subclass of <code>Console</code> that uses <code>pyodide.loadPackagesFromImports</code> before running the code.
<code>FetchResponse(url, js_response)</code>	A wrapper for a Javascript fetch response.
<code>WebLoop()</code>	A custom event loop for use in Pyodide.
<code>WebLoopPolicy()</code>	A simple event loop policy for managing WebLoop based event loops.

### Exceptions:

<code>ConversionError</code>	An error thrown when conversion between JavaScript and Python fails.
<code>JsException</code>	A wrapper around a JavaScript Error to allow it to be thrown in Python.

### Functions:

<code>repr_shorten(value[, limit, split, separator])</code>	Compute the string representation of <code>value</code> and shorten it if necessary.
<code>create_once_callable(obj)</code>	Wrap a Python callable in a JavaScript function that can be called once.
<code>create_proxy(obj)</code>	Create a <code>JsProxy</code> of a <code>PyProxy</code> .
<code>destroy_proxies(pyproxies)</code>	Destroy all <code>PyProxies</code> in a JavaScript array.
<code>eval_code(source[, globals, locals, ...])</code>	Runs a string as Python source code.
<code>eval_code_async(source[, globals, locals, ...])</code>	Runs a code string asynchronously.
<code>find_imports(source)</code>	Finds the imports in a Python source code string
<code>open_url(url)</code>	Fetches a given URL synchronously.
<code>pyfetch(url, **kwargs)</code>	Fetch the url and return the response.
<code>open_url(url)</code>	Fetches a given URL synchronously.

continues on next page

Table 10 – continued from previous page

<code>register_js_module(name, jsproxy)</code>	Registers <code>jsproxy</code> as a JavaScript module named <code>name</code> .
<code>should_quiet(source)</code>	Should we suppress output?
<code>to_js(obj, *, depth, pyproxies, ...)</code>	Convert the object to JavaScript.
<code>unregister_js_module(name)</code>	Unregisters a JavaScript module with given name that has been previously registered with <code>pyodide.registerJsModule</code> or <code>pyodide.register_js_module</code> .

```
class pyodide.CodeRunner (source: str, *, return_mode: str = 'last_expr', mode='exec',
                           quiet_trailing_semicolon: bool = True, filename: str = '<exec>', flags:
                           int = 0)
```

This class allows fine control over the execution of a code block.

It is primarily intended for REPLs and other sophisticated consumers that may wish to add their own AST transformations, separately signal to the user when parsing is complete, etc. The simpler `eval_code` and `eval_code_async` apis should be preferred when their flexibility suffices.

#### Parameters

- **source** (str) – The Python source code to run.
- **return\_mode** (str) – Specifies what should be returned, must be one of 'last\_expr', 'last\_expr\_or\_assign' or 'none'. On other values an exception is raised. 'last\_expr' by default.
  - 'last\_expr' – return the last expression
  - 'last\_expr\_or\_assign' – return the last expression or the last assignment.
  - 'none' – always return None.
- **quiet\_trailing\_semicolon** (bool) – Specifies whether a trailing semicolon should suppress the result or not. When this is True executing "1+1 ;" returns None, when it is False, executing "1+1 ;" return 2. True by default.
- **filename** (str) – The file name to use in error messages and stack traces. '<exec>' by default.
- **mode** (str) – The “mode” to compile in. One of "exec", "single", or "eval". Defaults to "exec". For most purposes it's unnecessary to use this argument. See the documentation for the built-in `compile` <<https://docs.python.org/3/library/functions.html#compile>> function.
- **flags** (int) – The flags to compile with. See the documentation for the built-in `compile` <<https://docs.python.org/3/library/functions.html#compile>> function.
- **Attributes** –
  - ast** [The ast from parsing `source`. If you wish to do an ast transform,] modify this variable before calling `CodeRunner.compile`.
  - code** [Once you call `CodeRunner.compile` the compiled code will] be available in the `code` field. You can modify this variable before calling `CodeRunner.run` to do a code transform.

#### `compile()`

Compile the current value of `self.ast` and store the result in `self.code`.

Can only be used once. Returns `self` (chainable).

**run** (*globals*: *Optional*[*Dict*[*str*; *Any*]] = *None*, *locals*: *Optional*[*Dict*[*str*; *Any*]] = *None*)  
 Executes `self.code`.

Can only be used after calling `compile`. The code may not use top level `await`, use `CodeRunner.run_async` for code that uses top level `await`.

#### Parameters

- **globals** (*dict*) – The global scope in which to execute code. This is used as the `globals` parameter for `exec`. If `globals` is absent, a new empty dictionary is used. See [the `exec` documentation](#) for more info.
- **locals** (*dict*) – The local scope in which to execute code. This is used as the `locals` parameter for `exec`. If `locals` is absent, the value of `globals` is used. See [the `exec` documentation](#) for more info.

**Returns** If the last nonwhitespace character of `source` is a semicolon, return `None`. If the last statement is an expression, return the result of the expression. Use the `return_mode` and `quiet_trailing_semicolon` parameters to modify this default behavior.

**Return type** `Any`

**async run\_async** (*globals*: *Optional*[*Dict*[*str*; *Any*]] = *None*, *locals*: *Optional*[*Dict*[*str*; *Any*]] = *None*)  
 Runs `self.code` which may use top level `await`.

Can only be used after calling `CodeRunner.compile`. If `self.code` uses top level `await`, automatically awaits the resulting coroutine.

#### Parameters

- **globals** (*dict*) – The global scope in which to execute code. This is used as the `globals` parameter for `exec`. If `globals` is absent, a new empty dictionary is used. See [the `exec` documentation](#) for more info.
- **locals** (*dict*) – The local scope in which to execute code. This is used as the `locals` parameter for `exec`. If `locals` is absent, the value of `globals` is used. See [the `exec` documentation](#) for more info.

**Returns** If the last nonwhitespace character of `source` is a semicolon, return `None`. If the last statement is an expression, return the result of the expression. Use the `return_mode` and `quiet_trailing_semicolon` parameters to modify this default behavior.

**Return type** `Any`

**exception** `pyodide.ConversionError`

An error thrown when conversion between JavaScript and Python fails.

**exception** `pyodide.JsException`

A wrapper around a JavaScript Error to allow it to be thrown in Python. See [Errors](#).

**property** `js_error`

The original JavaScript error

**class** `pyodide.JsProxy`

A proxy to make a JavaScript object behave like a Python object

For more information see the [Type translations](#) documentation. In particular, see [the list of `\_\_dunder\_\_` methods](#) that are (conditionally) implemented on `JsProxy`.

**assign** (*rhs*: *Any*)

Assign from a Python buffer into the JavaScript buffer.

Present only if the wrapped JavaScript object is an `ArrayBuffer` or an `ArrayBufferView`.

**assign\_to** (*to: Any*)

Assign to a Python buffer from the JavaScript buffer.

Present only if the wrapped JavaScript object is an `ArrayBuffer` or an `ArrayBufferView`.

**catch** (*onrejected: Callable*) → `pyodide.Promise`

The `Promise.catch` API, wrapped to manage the lifetimes of the handler.

Present only if the wrapped JavaScript object has a “then” method. Pyodide will automatically release the references to the handler when the promise resolves.

**finally\_** (*onfinally: Callable*) → `pyodide.Promise`

The `Promise.finally` API, wrapped to manage the lifetimes of the handler.

Present only if the wrapped JavaScript object has a “then” method. Pyodide will automatically release the references to the handler when the promise resolves. Note the trailing underscore in the name; this is needed because `finally` is a reserved keyword in Python.

**from\_file** (*file: io.IOBase*)

Reads from a file into the buffer.

Will try to read a chunk of data the same size as the buffer from the current position of the file.

Present only if the wrapped Javascript object is an `ArrayBuffer` or an `ArrayBufferView`.

## Example

```
>>> import pytest; pytest.skip()
>>> from js import Uint8Array
>>> # the JsProxy need to be pre-allocated
>>> x = Uint8Array.new(range(10))
>>> with open('file.bin', 'rb') as fh:
...     x.read_file(fh)
which is equivalent to
>>> x = Uint8Array.new(range(10))
>>> with open('file.bin', 'rb') as fh:
...     chunk = fh.read(size=x.byteLength)
...     x.assign(chunk)
but the latter copies the data twice whereas the former only copies the
data once.
```

**new** (*\*args, \*\*kwargs*) → `pyodide.JsProxy`

Construct a new instance of the JavaScript object

**object\_entries** () → `pyodide.JsProxy`

The JavaScript API `Object.entries(object)`

**object\_keys** () → `pyodide.JsProxy`

The JavaScript API `Object.keys(object)`

**object\_values** () → `pyodide.JsProxy`

The JavaScript API `Object.values(object)`

**then** (*onfulfilled: Callable, onrejected: Callable*) → `pyodide.Promise`

The `Promise.then` API, wrapped to manage the lifetimes of the handlers.

Present only if the wrapped JavaScript object has a “then” method. Pyodide will automatically release the references to the handlers when the promise resolves.

**to\_bytes** () → `bytes`

Convert the buffer to a bytes object.



Copies the data once. Present only if the wrapped Javascript object is an ArrayBuffer or an ArrayBuffer view.

**to\_file** (*file: io.IOBase*)

Writes the entire buffer to a file.

Will write the entire contents of the buffer to the current position of the file.

Present only if the wrapped Javascript object is an ArrayBuffer or an ArrayBuffer view.

### Example

```
>>> import pytest; pytest.skip()
>>> from js import Uint8Array
>>> x = Uint8Array.new(range(10))
>>> with open('file.bin', 'wb') as fh:
...     x.to_file(fh)
which is equivalent to,
>>> with open('file.bin', 'wb') as fh:
...     data = x.to_bytes()
...     fh.write(data)
but the latter copies the data twice whereas the former only copies the
data once.
```

**to\_memoryview** () → memoryview

Convert the buffer to a memoryview.

Copies the data once. This currently has the same effect as *to\_py*. Present only if the wrapped Javascript object is an ArrayBuffer or an ArrayBuffer view.

**to\_py** (\*, *depth: int = -1*) → Any

Convert the *JsProxy* to a native Python object as best as possible.

By default, does a deep conversion, if a shallow conversion is desired, you can use `proxy.to_py(depth=1)`. See *JavaScript to Python* for more information.

**to\_string** (*encoding=None*) → str

Convert the buffer to a string object.

Copies the data twice.

The encoding argument will be passed to the Javascript `[TextDecoder]`(<https://developer.mozilla.org/en-US/docs/Web/API/TextDecoder>) constructor. It should be one of the encodings listed in the table here: <https://encoding.spec.whatwg.org/#names-and-labels>. The default encoding is utf8.

Present only if the wrapped Javascript object is an ArrayBuffer or an ArrayBuffer view.

```
class console.Console(globals: Optional[dict] = None, *, stdin_callback: Optional[Callable[[str],
None]] = None, stdout_callback: Optional[Callable[[str], None]] =
None, stderr_callback: Optional[Callable[[str], None]] = None, persistent_stream_redirection: bool = False, filename: str = '<console>')
```

Interactive Pyodide console

An interactive console based on the Python standard library `code.InteractiveConsole` that manages stream redirections and asynchronous execution of the code.

The stream callbacks can be modified directly as long as *persistent\_stream\_redirection* isn't in effect.

### Parameters

- **globals** (dict) – The global namespace in which to evaluate the code. Defaults to a new empty dictionary.

- **stdin\_callback** (Callable[[str], None]) – Function to call at each read from `sys.stdin`. Defaults to `None`.
- **stdout\_callback** (Callable[[str], None]) – Function to call at each write to `sys.stdout`. Defaults to `None`.
- **stderr\_callback** (Callable[[str], None]) – Function to call at each write to `sys.stderr`. Defaults to `None`.
- **persistent\_stream\_redirection** (bool) – Should redirection of standard streams be kept between calls to `runcode`? Defaults to `False`.
- **filename** (str) – The file name to report in error messages. Defaults to `<console>`.

**globals**

The namespace used as the global

**Type** Dict[str, Any]

**stdin\_callback**

Function to call at each read from `sys.stdin`.

**Type** Callable[[str], None]

**stdout\_callback**

Function to call at each write to `sys.stdout`.

**Type** Callable[[str], None]

**stderr\_callback**

Function to call at each write to `sys.stderr`.

**Type** Callable[[str], None]

**buffer**

The list of strings that have been *pushed* to the console.

**Type** List[str]

**completer\_word\_break\_characters**

The set of characters considered by *complete* to be word breaks.

**Type** str

**complete** (source: str) → Tuple[List[str], int]

Use Python’s `rlcompleter` to complete the source string using the *globals* namespace.

Finds last “word” in the source string and completes it with `rlcompleter`. Word breaks are determined by the set of characters in *completer\_word\_break\_characters*.

**Parameters** **source** (str) – The source string to complete at the end.

**Returns**

- **completions** (List[str]) – A list of completion strings.
- **start** (int) – The index where completion starts.

## Examples

```
>>> shell = Console()
>>> shell.complete("str.isa")
(['str.isalnum(', 'str.isalpha(', 'str.isascii('], 0)
>>> shell.complete("a = 5 ; str.isa")
(['str.isalnum(', 'str.isalpha(', 'str.isascii('], 8)
```

**formatsyntaxerror** (*e: Exception*) → str

Format the syntax error that just occurred.

This doesn't include a stack trace because there isn't one. The actual error object is stored into `sys.last_value`.

**formattraceback** (*e: Exception*) → str

Format the exception that just occurred.

The actual error object is stored into `sys.last_value`.

**persistent\_redirect\_streams** ()

Redirect stdin/stdout/stderr persistently

**persistent\_restore\_streams** ()

Restore stdin/stdout/stderr if they have been persistently redirected

**push** (*line: str*) → `_pyodide.console.ConsoleFuture`

Push a line to the interpreter.

The line should not have a trailing newline; it may have internal newlines. The line is appended to a buffer and the interpreter's `runsource()` method is called with the concatenated contents of the buffer as source. If this indicates that the command was executed or invalid, the buffer is reset; otherwise, the command is incomplete, and the buffer is left as it was after the line was appended.

The return value is the result of calling `Console.runsource` on the current buffer contents.

**redirect\_streams** ()

A context manager to redirect standard streams.

This supports nesting.

**async runcode** (*source: str, code: \_pyodide.\_base.CodeRunner*) → Any

Execute a code object and return the result.

**runsource** (*source: str, filename: str = '<console>'*) → `_pyodide.console.ConsoleFuture`

Compile and run source code in the interpreter.

### Returns

Return type `ConsoleFuture`

**class** `console.ConsoleFuture` (*syntax\_check: Union[Literal[incomplete], Literal[syntax - error], Literal[complete]]*)

A future with extra fields used as the return value for `Console` apis.

**syntax\_check**

One of "incomplete", "syntax-error", or "complete". If the value is "incomplete" then the future has already been resolved with result equal to None. If the value is "syntax-error", the Future has already been rejected with a `SyntaxError`. If the value is "complete", then the input complete and syntactically correct.

Type str

**formatted\_error**

If the `Future` is rejected, this will be filled with a formatted version of the code. This is a convenience that simplifies code and helps to avoid large memory leaks when using from JavaScript.

Type `str`

```
class console.PyodideConsole(globals: Optional[dict] = None, *, stdin_callback: Optional[Callable[[str], None]] = None, stdout_callback: Optional[Callable[[str], None]] = None, stderr_callback: Optional[Callable[[str], None]] = None, persistent_stream_redirection: bool = False, filename: str = '<console>')
```

A subclass of `Console` that uses `pyodide.loadPackagesFromImports` before running the code.

```
console.repr_shorten(value: Any, limit: int = 1000, split: Optional[int] = None, separator: str = '...')  
    → str
```

Compute the string representation of `value` and shorten it if necessary.

If it is longer than `limit` then return the firsts `split` characters and the last `split` characters separated by `'...'`. Default value for `split` is `limit // 2`.

```
pyodide.create_once_callable(obj: Callable) → pyodide.JsProxy
```

Wrap a Python callable in a JavaScript function that can be called once.

After being called the proxy will decrement the reference count of the `Callable`. The JavaScript function also has a `destroy` API that can be used to release the proxy without calling it.

```
pyodide.create_proxy(obj: Any) → pyodide.JsProxy
```

Create a `JsProxy` of a `PyProxy`.

This allows explicit control over the lifetime of the `PyProxy` from Python: call the `destroy` API when done.

```
pyodide.destroy_proxies(pyproxies: pyodide.JsProxy)
```

Destroy all `PyProxies` in a JavaScript array.

`pyproxies` must be a `JsProxy` of type `PyProxy[]`. Intended for use with the arrays created from the “pyproxies” argument of `PyProxy.toJs` and `to_js`. This method is necessary because indexing the `Array` from Python automatically unwraps the `PyProxy` into the wrapped Python object.

```
pyodide.eval_code(source: str, globals: Optional[Dict[str, Any]] = None, locals: Optional[Dict[str, Any]] = None, *, return_mode: str = 'last_expr', quiet_trailing_semicolon: bool = True, filename: str = '<exec>', flags: int = 0) → Any
```

Runs a string as Python source code.

**Parameters**

- **source** (`str`) – The Python source code to run.
- **globals** (`dict`) – The global scope in which to execute code. This is used as the `globals` parameter for `exec`. If `globals` is absent, a new empty dictionary is used. See [the `exec` documentation](#) for more info.
- **locals** (`dict`) – The local scope in which to execute code. This is used as the `locals` parameter for `exec`. If `locals` is absent, the value of `globals` is used. See [the `exec` documentation](#) for more info.
- **return\_mode** (`str`) – Specifies what should be returned, must be one of `'last_expr'`, `'last_expr_or_assign'` or `'none'`. On other values an exception is raised. `'last_expr'` by default.
  - `'last_expr'` – return the last expression
  - `'last_expr_or_assign'` – return the last expression or the last assignment.

- 'none' – always return None.

- **quiet\_trailing\_semicolon** (bool) – Specifies whether a trailing semicolon should suppress the result or not. When this is True executing "1+1 ;" returns None, when it is False, executing "1+1 ;" return 2. True by default.
- **filename** (str) – The file name to use in error messages and stack traces. '<exec>' by default.

**Returns** If the last nonwhitespace character of `source` is a semicolon, return None. If the last statement is an expression, return the result of the expression. Use the `return_mode` and `quiet_trailing_semicolon` parameters to modify this default behavior.

**Return type** Any

**async** `pyodide.eval_code_async` (*source: str, globals: Optional[Dict[str, Any]] = None, locals: Optional[Dict[str, Any]] = None, \*, return\_mode: str = 'last\_expr', quiet\_trailing\_semicolon: bool = True, filename: str = '<exec>', flags: int = 0*) → Any

Runs a code string asynchronously.

Uses `PyCF_ALLOW_TOP_LEVEL_AWAIT` to compile the code.

#### Parameters

- **source** (str) – The Python source code to run.
- **globals** (dict) – The global scope in which to execute code. This is used as the `globals` parameter for `exec`. If `globals` is absent, a new empty dictionary is used. See [the `exec` documentation](#) for more info.
- **locals** (dict) – The local scope in which to execute code. This is used as the `locals` parameter for `exec`. If `locals` is absent, the value of `globals` is used. See [the `exec` documentation](#) for more info.
- **return\_mode** (str) – Specifies what should be returned, must be one of 'last\_expr', 'last\_expr\_or\_assign' or 'none'. On other values an exception is raised. 'last\_expr' by default.
  - 'last\_expr' – return the last expression
  - 'last\_expr\_or\_assign' – return the last expression or the last assignment.
  - 'none' – always return None.
- **quiet\_trailing\_semicolon** (bool) – Specifies whether a trailing semicolon should suppress the result or not. When this is True executing "1+1 ;" returns None, when it is False, executing "1+1 ;" return 2. True by default.
- **filename** (str) – The file name to use in error messages and stack traces. '<exec>' by default.

**Returns** If the last nonwhitespace character of `source` is a semicolon, return None. If the last statement is an expression, return the result of the expression. Use the `return_mode` and `quiet_trailing_semicolon` parameters to modify this default behavior.

**Return type** Any

`pyodide.find_imports` (*source: str*) → List[str]

Finds the imports in a Python source code string

**Parameters** **source** (str) – The Python source code to inspect for imports.

**Returns** A list of module names that are imported in `source`. If `source` is not syntactically correct Python code (after dedenting), returns an empty list.

**Return type** `List[str]`

## Examples

```
>>> from pyodide import find_imports
>>> source = "import numpy as np; import scipy.stats"
>>> find_imports(source)
['numpy', 'scipy']
```

**class** `http.FetchResponse` (*url: str, js\_response: pyodide.JsProxy*)

A wrapper for a Javascript fetch response.

See also the Javascript fetch [Response](#) api docs.

### Parameters

- **url** – URL to fetch
- **js\_response** – A JsProxy of the fetch response

### property `body_used`

Has the response been used yet?

(If so, attempting to retrieve the body again will raise an `OSError`.)

**async** `buffer()` → *pyodide.JsProxy*

Return the response body as a Javascript `ArrayBuffer`

**async** `bytes()` → *bytes*

Return the response body as a bytes object

**clone** `()` → *pyodide.http.FetchResponse*

Return an identical copy of the `FetchResponse`.

This method exists to allow multiple uses of response objects. See [Response.clone](#)

**async** `json(**kwargs)` → Any

Return the response body as a Javascript JSON object.

Any keyword arguments are passed to `json.loads`.

**async** `memoryview()` → *memoryview*

Return the response body as a memoryview object

### property `ok`

Was the request successful?

### property `redirected`

Was the request redirected?

### property `status`

Response status code

### property `status_text`

Response status text

**async** `string()` → str

Return the response body as a string

### property `type`

The [type](#) of the response.

**async unpack\_archive** (\*, *extract\_dir=None*, *format=None*)

Treat the data as an archive and unpack it into target directory.

Assumes that the file is an archive in a format that `shutil` has an unpacker for. The arguments `extract_dir` and `format` are passed directly on to `shutil.unpack_archive`.

#### Parameters

- **extract\_dir** (*str*) – Directory to extract the archive into. If not provided, the current working directory is used.
- **format** (*str*) – The archive format: one of “zip”, “tar”, “gztar”, “bztar”. Or any other format registered with `shutil.register_unpack_format()`. If not provided, `unpack_archive()` will use the archive file name extension and see if an unpacker was registered for that extension. In case none is found, a `ValueError` is raised.

#### property url

The `url` of the response.

It may be different than the url passed to `fetch`.

`http.open_url(url: str) → _io.StringIO`

Fetches a given URL synchronously.

The download of binary files is not supported. To download binary files use `pyodide.http.pyfetch()` which is asynchronous.

**Parameters** `url` (*str*) – URL to fetch

**Returns** the contents of the URL.

**Return type** `io.StringIO`

**async** `http.pyfetch(url: str, **kwargs) → pyodide.http.FetchResponse`

Fetch the url and return the response.

This functions provides a similar API to the JavaScript `fetch function` however it is designed to be convenient to use from Python. The `pyodide.http.FetchResponse` has methods with the output types already converted to Python objects.

#### Parameters

- **url** (*str*) – URL to fetch.
- **\*\*kwargs** (*Any*) – keyword arguments are passed along as optional parameters to the `fetch API`.

`pyodide.open_url(url: str) → _io.StringIO`

Fetches a given URL synchronously.

The download of binary files is not supported. To download binary files use `pyodide.http.pyfetch()` which is asynchronous.

**Parameters** `url` (*str*) – URL to fetch

**Returns** the contents of the URL.

**Return type** `io.StringIO`

`pyodide.register_js_module(name: str, jsproxy)`

Registers `jsproxy` as a JavaScript module named `name`. The module can then be imported from Python using the standard Python import system. If another module by the same name has already been imported, this won't have much effect unless you also delete the imported module from `sys.modules`. This is called by the JavaScript API `pyodide.registerJsModule`.

### Parameters

- **name** (*str*) – Name of js module
- **jsproxy** (*JsProxy*) – JavaScript object backing the module

`pyodide.should_quiet` (*source: str*) → bool

Should we suppress output?

Returns True if the last nonwhitespace character of `code` is a semicolon.

### Examples

```
>>> should_quiet('1 + 1')
False
>>> should_quiet('1 + 1 ;')
True
>>> should_quiet('1 + 1 # comment ;')
False
```

`pyodide.to_js` (*obj: Any, \*, depth: int = -1, pyproxies: Optional[pyodide.JsProxy] = None, create\_pyproxies: bool = True, dict\_converter: Optional[Callable[[Iterable[pyodide.JsProxy]], pyodide.JsProxy]] = None*) → *pyodide.JsProxy*

Convert the object to JavaScript.

This is similar to `PyProxy.toJs`, but for use from Python. If the object can be implicitly translated to JavaScript, it will be returned unchanged. If the object cannot be converted into JavaScript, this method will return a *JsProxy* of a *PyProxy*, as if you had used `pyodide.create_proxy`.

See *Python to JavaScript* for more information.

### Parameters

- **obj** (*Any*) – The Python object to convert
- **depth** (*int*, *default=-1*) – The maximum depth to do the conversion. Negative numbers are treated as infinite. Set this to 1 to do a shallow conversion.
- **pyproxies** (*JsProxy*, *default = None*) – Should be a JavaScript Array. If provided, any PyProxies generated will be stored here. You can later use `destroy_proxies` if you want to destroy the proxies from Python (or from JavaScript you can just iterate over the Array and destroy the proxies).
- **create\_pyproxies** (*bool*, *default=True*) – If you set this to False, `to_js` will raise an error
- **dict\_converter** (*Callable[[Iterable[JsProxy]], JsProxy]*, *default = None*) – This converter if provided receives a (JavaScript) iterable of (JavaScript) pairs [key, value]. It is expected to return the desired result of the dict conversion. Some suggested values for this argument:

`js.Map.new` – similar to the default behavior `js.Array.from` – convert to an array of entries  
`js.Object.fromEntries` – convert to a JavaScript object

`pyodide.unregister_js_module` (*name: str*)

Unregisters a JavaScript module with given name that has been previously registered with `pyodide.registerJsModule` or `pyodide.register_js_module`. If a JavaScript module with that name does not already exist, will raise an error. If the module has already been imported, this won't have much effect unless you also delete the imported module from `sys.modules`. This is called by the JavaScript API `pyodide.unregisterJsModule`.



**Parameters** `name` (*str*) – Name of js module

**class** `webloop.WebLoop`

A custom event loop for use in Pyodide.

Schedules tasks on the browser event loop. Does no lifecycle management and runs forever.

`run_forever` and `run_until_complete` cannot block like a normal event loop would because we only have one thread so blocking would stall the browser event loop and prevent anything from ever happening.

We defer all work to the browser event loop using the `setTimeout` function. To ensure that this event loop doesn't stall out UI and other browser handling, we want to make sure that each task is scheduled on the browser event loop as a task not as a microtask. `setTimeout(callback, 0)` enqueues the callback as a task so it works well for our purposes.

See [Event Loop Methods](#).

**class** `webloop.WebLoopPolicy`

A simple event loop policy for managing WebLoop based event loops.

## Micropip API

`micropip.install(requirements: Union[str, List[str]], keep_going: bool = False)`

Install the given package and all of its dependencies.

See [loading packages](#) for more information.

This only works for packages that are either pure Python or for packages with C extensions that are built in Pyodide. If a pure Python package is not found in the Pyodide repository it will be loaded from PyPI.

When used in web browsers, downloads from PyPI will be cached. When run in Node.js, packages are currently not cached, and will be re-downloaded each time `micropip.install` is run.

### Parameters

- **requirements** (*str* | *List[str]*) – A requirement or list of requirements to install. Each requirement is a string, which should be either a package name or URL to a wheel:
  - If the requirement ends in `.whl` it will be interpreted as a URL. The file must be a wheel named in compliance with the [PEP 427 naming convention](#).
  - If the requirement does not end in `.whl`, it will be interpreted as the name of a package. A package by this name must either be present in the Pyodide repository at `indexURL` `<globalThis.loadPyodide>` or on PyPI
- **keep\_going** (*bool*, default: `False`) – This parameter decides the behavior of the micropip when it encounters a Python package without a pure Python wheel while doing dependency resolution:
  - If `False`, an error will be raised on first package with a missing wheel.
  - If `True`, the micropip will keep going after the first error, and report a list of errors at the end.

**Returns** A `Future` that resolves to `None` when all packages have been downloaded and installed.

**Return type** `Future`

`micropip.list()`

Get the dictionary of installed packages.

### Returns

**packages** – A dictionary of installed packages.

```
>>> import micropip
>>> await micropip.install('regex')
>>> package_list = micropip.list()
>>> print(package_list)
Name          | Version    | Source
-----
regex         | 2021.7.6   | pyodide
>>> "regex" in package_list
True
```

Return type `micropip.package.PackageDict`

**class** `package.PackageDict` (*dict=None, \*\*kwargs*)

A dictionary that holds list of metadata on packages. This class is used in micropip to keep the list of installed packages.

## pyodide-build CLI

A command line interface (CLI) for `pyodide_build`

```
pyodide-build [-h] {serve,mkpkg} ...
```

### pyodide-build optional arguments

- **-h, --help** - show this help message and exit

## pyodide serve

Start a server with the supplied `build_dir` and port.

```
pyodide serve [-h] [--build_dir BUILD_DIR] [--port PORT]
```

### pyodide serve optional arguments

- **-h, --help** - show this help message and exit
- **--build\_dir** BUILD\_DIR - set the build directory (default: `/home/docs/checkouts/readthedocs.org/user_builds/pyodide/checkouts/0.19.1/build`)
- **--port** PORT - set the PORT number (default: 8000)

## pyodide mkpkg

Make a new pyodide package. Creates a simple template that will work for most pure Python packages, but will have to be edited for more complex things.

```
pyodide mkpkg [-h] [--update] [--update-if-not-patched] [--version VERSION] package
```

## pyodide mkpkg positional arguments

- **package** - The package name on PyPI (default: None)

## pyodide mkpkg optional arguments

- **-h, --help** - show this help message and exit
- **--update** - Update existing package (default: False)
- **--update-if-not-patched** - Update existing package if it has no patches (default: False)
- **--version VERSION** - Package version string, e.g. v1.2.1 (defaults to latest stable release)

## 3.1.9 Frequently Asked Questions

### How can I load external files in Pyodide?

In order to use external files in Pyodide, you should download and save them to the virtual file system.

For that purpose, Pyodide provides `pyodide.http.pyfetch`, which is a convenient wrapper of JavaScript `fetch`:

```
pyodide.runPython(`
    from pyodide.http import pyfetch
    response = await pyfetch("https://some_url/...")
    if response.status == 200:
        with open("<output_file>", "wb") as f:
            f.write(await response.bytes())
`)
```

### Why can't I just use urllib or requests?

We currently can't use such packages since sockets are not available in Pyodide. See [Write http.client in terms of Web APIs](#) for more information.

## Why can't I load files from the local file system?

For security reasons JavaScript in the browser is not allowed to load local data files (for example, `file:///path/to/local/file.data`). You will run into Network Errors, due to the [Same Origin Policy](#). There is a [File System API](#) supported in Chrome but not in Firefox or Safari.

For development purposes, you can serve your files with a [web server](#).

## How can I change the behavior of `runPython` and `runPythonAsync`?

You can directly call Python functions from JavaScript. For most purposes it makes sense to make your own Python function as an entryptoint and call that instead of redefining `runPython`. The definitions of `runPython` and `runPythonAsync` are very simple:

```
function runPython(code) {
  pyodide.pyodide_py.eval_code(code, pyodide.globals);
}
```

```
async function runPythonAsync(code) {
  return await pyodide.pyodide_py.eval_code_async(code, pyodide.globals);
}
```

To make your own version of `runPython` you could do:

```
pyodide.runPython(`
  import pyodide
  def my_eval_code(code, ns):
    extra_info = None
    result = pyodide.eval_code(code, ns)
    return ns["extra_info"], result
`)

function myRunPython(code) {
  return pyodide.globals.get("my_eval_code")(code, pyodide.globals);
}
```

Then `pyodide.myRunPython("2+7")` returns `[None, 9]` and `pyodide.myRunPython("extra_info='hello' ; 2 + 2")` returns `['hello', 4]`. If you want to change which packages `pyodide.loadPackagesFromImports` loads, you can monkey patch `pyodide.find_imports` which takes `code` as an argument and returns a list of packages imported.

## How can I execute code in a custom namespace?

The second argument to `pyodide.eval_code` is a global namespace to execute the code in. The namespace is a Python dictionary.

```
let my_namespace = pyodide.globals.dict();
pyodide.runPython(`x = 1 + 1`, my_namespace);
pyodide.runPython(`y = x ** x`, my_namespace);
my_namespace.y; // ==> 4
```

## How to detect that code is run with Pyodide?

At run time, you can detect that a code is running with Pyodide using,

```
import sys

if "pyodide" in sys.modules:
    # running in Pyodide
```

More generally you can detect Python built with Emscripten (which includes Pyodide) with,

```
import platform

if platform.system() == 'Emscripten':
    # running in Pyodide or other Emscripten based build
```

This however will not work at build time (i.e. in a `setup.py`) due to the way the Pyodide build system works. It first compiles packages with the host compiler (e.g. `gcc`) and then re-runs the compilation commands with `emscripten`. So the `setup.py` is never run inside the Pyodide environment.

To detect Pyodide, at **build time** use,

```
import os

if "PYODIDE" in os.environ:
    # building for Pyodide
```

We used to use the environment variable `PYODIDE_BASE_URL` for this purpose, but this usage is deprecated.

## How do I create custom Python packages from JavaScript?

Put a collection of functions into a JavaScript object and use `pyodide.registerJsModule`: JavaScript:

```
let my_module = {
  f: function (x) {
    return x * x + 1;
  },
  g: function (x) {
    console.log(`Calling g on argument ${x}`);
    return x;
  },
  submodule: {
    h: function (x) {
      return x * x - 1;
    },
    c: 2,
  },
};
pyodide.registerJsModule("my_js_module", my_module);
```

You can import your package like a normal Python package:

```
import my_js_module
from my_js_module.submodule import h, c
assert my_js_module.f(7) == 50
assert h(9) == 80
assert c == 2
```

## How can I send a Python object from my server to Pyodide?

The best way to do this is with pickle. If the version of Python used in the server exactly matches the version of Python used in the client, then objects that can be successfully pickled can be sent to the client and unpickled in Pyodide. If the versions of Python are different then for instance sending AST is unlikely to work since there are breaking changes to Python AST in most Python minor versions.

Similarly when pickling Python objects defined in a Python package, the package version needs to match exactly between the server and pyodide.

Generally, pickles are portable between architectures (here amd64 and wasm32). The rare cases when they are not portable, for instance currently tree based models in scikit-learn, can be considered as a bug in the upstream library.

---

## Security Issues with pickle

Unpickling data is similar to `eval`. On any public-facing server it is a really bad idea to unpickle any data sent from the client. For sending data from client to server, try some other serialization format like JSON.

---

## How can I use a Python function as an event handler?

Note that the most straight forward way of doing this will not work:

```
from js import document
def f(*args):
    document.querySelector("h1").innerHTML += "(>.<)"

document.body.addEventListener('click', f)
```

Now every time you click, an error will be raised (see *Calling JavaScript functions from Python*).

To do this correctly use `pyodide.create_proxy()` as follows:

```
from js import document
from pyodide import create_proxy
def f(*args):
    document.querySelector("h1").innerHTML += "(>.<)"

proxy_f = create_proxy(f)
document.body.addEventListener('click', proxy_f)
# Store proxy_f in Python then later:
document.body.removeEventListener('click', proxy_f)
proxy_f.destroy()
```

## How can I use fetch with optional arguments from Python?

The most obvious translation of the JavaScript code won't work:

```
import json
resp = await js.fetch('/someurl', {
    "method": "POST",
    "body": json.dumps({ "some" : "json" }),
    "credentials": "same-origin",
    "headers": { "Content-Type": "application/json" }
})
```

The `fetch` API ignores the options that we attempted to provide. You can do this correctly in one of two ways:

```
import json
from pyodide import to_js
from js import Object
resp = await js.fetch('example.com/some_api',
    method= "POST",
    body= json.dumps({ "some" : "json" }),
    credentials= "same-origin",
    headers= Object.fromEntries(to_js({ "Content-Type": "application/json" })),
)
```

or:

```
import json
from pyodide import to_js
from js import Object
resp = await js.fetch('example.com/some_api', to_js({
    "method": "POST",
    "body": json.dumps({ "some" : "json" }),
    "credentials": "same-origin",
    "headers": { "Content-Type": "application/json" }
}), dict_converter=Object.fromEntries)
```

## How can I control the behavior of `stdin` / `stdout` / `stderr`?

If you wish to override `stdin`, `stdout` or `stderr` for the entire Pyodide runtime, you can pass options to `loadPyodide`: If you say

```
loadPyodide({
    ..., stdin: stdin_func, stdout: stdout_func, stderr: stderr_func
});
```

then every time a line is written to `stdout` (resp. `stderr`), `stdout_func` (resp `stderr_func`) will be called on the line. Everytime `stdin` is read, `stdin_func` will be called with zero arguments. It is expected to return a string which is interpreted as a line of text.

Temporary redirection works much the same as it does in native Python: you can overwrite `sys.stdin`, `sys.stdout`, and `sys.stderr` respectively. If you want to do it temporarily, it's recommended to use `contextlib.redirect_stdout` and `contextlib.redirect_stderr`. There is no `contextlib.redirect_stdin` but it is easy to make your own as follows:

```
from contextlib import _RedirectStream
class redirect_stdin(_RedirectStream):
    _stream = "stdin"
```

For example, if you do:

```
from io import StringIO
with redirect_stdin(StringIO("\n".join(["eval", "asyncio.ensure_future", "functools.
↪reduce", "quit"]))):
    help()
```

it will print:

```
Welcome to Python 3.9's help utility!
<...OMITTED LINES>
Help on built-in function eval in module builtins:
eval(source, globals=None, locals=None, /)
    Evaluate the given source in the context of globals and locals.
<...OMITTED LINES>
Help on function ensure_future in asyncio:
asyncio.ensure_future = ensure_future(coro_or_future, *, loop=None)
    Wrap a coroutine or an awaitable in a future.
<...OMITTED LINES>
Help on built-in function reduce in functools:
functools.reduce = reduce(...)
    reduce(function, sequence[, initial]) -> value
    Apply a function of two arguments cumulatively to the items of a sequence,
<...OMITTED LINES>
You are now leaving help and returning to the Python interpreter.
```

## 3.2 Development

The Development section help Pyodide contributors to find information about the development process including making packages to support third party libraries.

### 3.2.1 Building from sources

**Warning:** If you are building the latest development version of Pyodide from the main branch, please make sure to follow the build instructions from the dev version of the documentation at [pyodide.org/en/latest/](https://pyodide.org/en/latest/)

Building on any operating system is easiest using the Pyodide Docker image. This approach works with any native operating system as long as Docker is installed. You can also build on your native Linux OS if the correct build prerequisites are installed. Building on MacOS is possible, but there are known issues as of version 0.18 that you will need to work around. It is not possible to build on Windows, but you can use [WSL2](#) to create a Linux build environment.

#### Build instructions

##### Using Docker

We provide a Debian-based Docker image ([pyodide/pyodide-env](#)) on Docker Hub with the dependencies already installed to make it easier to build Pyodide. On top of that we provide a pre-built image ([pyodide/pyodide](#)) which can be used for fast custom and partial builds. Note that building from the non pre-built Docker image is *very* slow on Mac, building on the host machine is preferred if at all possible.

---

**Note:** These Docker images are also available from the Github packages at [github.com/orgs/pyodide/packages](https://github.com/orgs/pyodide/packages).

---

1. Install Docker
2. From a git checkout of Pyodide, run `./run_docker` or `./run_docker --pre-built`



### 3. Run `make` to build.

---

**Note:** You can control the resources allocated to the build by setting the env vars `EMSDK_NUM_CORE`, `EMCC_CORES` and `PYODIDE_JOBS` (the default for each is 4).

---

If running `make` deterministically stops at some point, increasing the maximum RAM usage available to the docker container might help. (The RAM available to the container is different from the physical RAM capacity of the machine.) Ideally, at least 3 GB of RAM should be available to the docker container to build Pyodide smoothly. These settings can be changed via Docker preferences (see [here](#)).

You can edit the files in the shared `pyodide` source folder on your host machine (outside of Docker), and then repeatedly run `make` inside the Docker environment to test your changes.

### Using `make`

Make sure the prerequisites for `emsdk` are installed. Pyodide will build a custom, patched version of `emsdk`, so there is no need to build it yourself prior.

You would need Python 3.9.5 to run the build scripts. To make sure that the correct Python is used during build it is recommended to use a [Python virtual environment](#),

### Linux

Additional build prerequisites are:

- A working native compiler toolchain, enough to build [CPython](#).
- CMake
- FreeType 2 development libraries to compile Matplotlib.
- gfortran (GNU Fortran 95 compiler)
- `f2c`
- `ccache` (optional) *highly* recommended for much faster rebuilds.
- (optional) SWIG to compile NLopt

### MacOS

To build on MacOS, you need:

- [Homebrew](#) for installing dependencies
- System libraries in the root directory ( `sudo installer -pkg /Library/Developer/CommandLineTools/Packages/macOS_SDK_headers_for_macOS_10.14.pkg -target /` should do it, see <https://github.com/pyenv/pyenv/issues/1219#issuecomment-428305417>)
- `coreutils` for `md5sum` and other essential Unix utilities (`brew install coreutils`).
- `cmake` (`brew install cmake`)
- `pkg-config` (`brew install pkg-config`)
- `openssl` (`brew install openssl`)
- `gfortran` (`brew cask install gfortran`)

- f2c: Install wget (brew install wget), and then run the buildf2c script from the root directory (sudo ./tools/buildf2c)
- It is also recommended installing the GNU patch (brew install gpatch), and GNU sed (brew install gnu-sed) and re-defining them temporarily as patch and sed.
- (optional) SWIG to compile NLOpt (brew install swig)

---

**Note:** If you encounter issues with the requirements, it is useful to check the exact list in the [Dockerfile](#) which is tested in the CI.

---

You can install the Python dependencies from the requirement file at the root of Pyodide folder: `pip install -r requirements.txt`

After installing the build prerequisites, run from the command line:

```
make
```

### Partial builds

To build a subset of available packages in Pyodide, set the environment variable `PYODIDE_PACKAGES` to a comma separated list of packages. For instance,

```
PYODIDE_PACKAGES="toolz,attrs" make
```

Dependencies of the listed packages will be built automatically as well. The package names must match the folder names in `packages/` exactly; in particular they are case-sensitive.

If `PYODIDE_PACKAGES` is not set, a minimal set of packages necessary to run the core test suite is installed, including “micropip”, “pyparsing”, “pytz”, “packaging”, “Jinja2”, “regex”. This is equivalent to setting `PYODIDE_PACKAGES='core'` meta-package. Other supported meta-packages are,

- “min-scipy-stack”: includes the “core” meta-package as well as some core packages from the scientific python stack and their dependencies: “numpy”, “scipy”, “pandas”, “matplotlib”, “scikit-learn”, “joblib”, “pytest”. This option is non exhaustive and is mainly intended to make build faster while testing a diverse set of scientific packages.
- “\*” builds all packages

micropip and distutils are always automatically included.

### Environment variables

The following environment variables additionally impact the build:

- `PYODIDE_JOBS`: the `-j` option passed to the `emmake make` command when applicable for parallel compilation. Default: 3.
- `PYODIDE_BASE_URL`: Base URL where Pyodide packages are deployed. It must end with a trailing `/`. Default: `./` to load Pyodide packages from the same base URL path as where `pyodide.js` is located. Example: `https://cdn.jsdelivr.net/pyodide/v0.18.0/full/`
- `EXTRA_CFLAGS` : Add extra compilation flags.
- `EXTRA_LDFLAGS` : Add extra linker flags.

Setting `EXTRA_CFLAGS="-D DEBUG_F"` provides detailed diagnostic information whenever error branches are taken inside the Pyodide core code. These error messages are frequently helpful even when the problem is a fatal configuration problem and Pyodide cannot even be initialized. These error branches occur also in correctly working code, but they are relatively uncommon so in practice the amount of noise generated isn't too large. The shorthand `make debug` automatically sets this flag.

In certain cases, setting `EXTRA_LDFLAGS="-s ASSERTIONS=1` or `ASSERTIONS=2` can also be helpful, but this slows down the linking and the runtime speed of Pyodide a lot and generates a large amount of noise in the console.

## 3.2.2 Creating a Pyodide package

It is recommended to look into how other similar packages are built in Pyodide. If you encounter difficulties in building your package after trying the steps listed here, open a [new Pyodide issue](#).

### Quickstart

If you wish to use a package in Pyodide that is not already included, first you need to determine whether it is necessary to package it for Pyodide. Ideally, you should start this process with package dependencies.

#### 1. Determining if creating a Pyodide package is necessary

Most pure Python packages can be installed directly from PyPI with `micropip.install()` if they have a pure Python wheel. Check if this is the case by going to the `pypi.org/project/<package-name>` URL and checking if the “Download files” tab contains a file that ends with `*py3-none-any.whl`.

If the wheel is not on PyPI, but nevertheless you believe there is nothing preventing it (it is a Python package without C extensions):

- you can create the wheel yourself by running,

```
python -m pip install build
python -m build
```

from within the package folder where the `setup.py` are located. See the [Python packaging guide](#) for more details. Then upload the wheel file somewhere (not to PyPI) and install it with `micropip` via its URL.

- you can also open an issue in the package repository asking the authors to upload the wheel.

If however the package has C extensions or its code requires patching, then continue to the next steps.

---

**Note:** To determine if a package has C extensions, check if its `setup.py` contains any compilation commands.

---

#### 2. Creating the `meta.yaml` file

If your package is on PyPI, the easiest place to start is with the `mkpkg` tool. From the Pyodide root directory, install the tool with `pip install -e pyodide-build`, then run:

```
pyodide-build mkpkg <package-name>
```

This will generate a `meta.yaml` under `packages/<package-name>/` (see [The meta.yaml specification](#)) that should work out of the box for many simple Python packages. This tool will populate the latest version, download link and sha256 hash by querying PyPI. It doesn't currently handle package dependencies, so you will need to specify those yourself.

You can also use the `meta.yaml` of other Pyodide packages in the `packages/` folder as a starting point.

---

**Note:** To reliably determine build and runtime dependencies, including for non Python libraries, it is often useful to verify if the package was already built on [conda-forge](#) and open the corresponding `meta.yaml` file. This can be done either by checking if the URL <https://github.com/conda-forge/<package-name>-feedstock/blob/master/recipe/meta.yaml> exists, or by searching the [conda-forge GitHub org](#) for the package name.

The `meta.yaml` in Pyodide was inspired by the one in conda, however it is not strictly compatible.

---

### 3. Building the package and investigating issues

Once the `meta.yaml` is ready, build the package with the following commands from inside the package directory `packages/<package-name>`

```
export PYTHONPATH="$PYTHONPATH:/path/to/pyodide/pyodide-build/"
python -m pyodide_build buildpkg meta.yaml
cp build/*.data build/*.js ../../build/
```

and see if there are any errors.

If there are errors you might need to

- patch the package by adding `.patch` files to `packages/<package-name>/patches`
- add the patch files to the `source/patches` field in the `meta.yaml` file

then restart the build.

#### Generating patches

If the package has a git repository, the easiest way to make a patch is usually:

1. Clone the git repository. You might want to use the options `git clone --depth 1 --branch <version-tag>`. Find the appropriate tag given the version of the package you are trying to modify.
2. Make whatever changes you want. Commit them.
3. Use `git format-patch HEAD~1 -o <pyodide-root>/packages/<package-name>/patches/` to generate a patch file for your changes and store it directly into the patches folder.

It is also possible to create a patch with `git diff --no-index old_file new_file > my_changes.patch`, but you will probably have to fix up the paths in the generated diff. If it is taking a large number of attempts, you can use the flags `--src-prefix` and `--dst-prefix` to try to ensure the patch file is generated with the correct paths.

## The package build pipeline

Pyodide includes a toolchain to make it easier to add new third-party Python libraries to the build. We automate the following steps:

- Download a source tarball (usually from PyPI)
- Confirm integrity of the package by comparing it to a checksum
- Apply patches, if any, to the source distribution
- Add extra files, if any, to the source distribution
- If the package includes C/C++/Cython extensions:
  - Build the package natively, keeping track of invocations of the native compiler and linker
  - Rebuild the package using emscripten to target WebAssembly
- If the package is pure Python:
  - Run the `setup.py` script to get the built package
- Unvendor unit tests included in the installation folder to a separate package `<package name>-tests`
- Package the results into an emscripten virtual filesystem package, which comprises:
  - A `.data` file containing the file contents of the whole package, concatenated together
  - A `.js` file which contains metadata about the files and installs them into the virtual filesystem.

Lastly, a `packages.json` file is output containing the dependency tree of all packages, so `pyodide.loadPackage` can load a package's dependencies automatically.

## Partial Rebuilds

By default, each time you run `buildpkg`, `pyodide-build` will delete the entire source directory and replace it with a fresh copy from the download url. This is to ensure build repeatability. For debugging purposes, this is likely to be undesirable. If you want to try out a modified source tree, you can pass the flag `--continue` and `buildpkg` will try to build from the existing source tree. This can cause various issues, but if it works it is much more convenient.

Using the `--continue` flag, you can modify the sources in tree to fix the build, then when it works, copy the modified sources into your checked out copy of the package source repository and use `git format-patch` to generate the patch.

For very complicated builds, we also have a mechanism for repeating from the replay stage of the build. If the build is failing during the replay stage, you will see lines like `[line 766 of 1156]` labeling which command is being replayed. `--continue=replay` will start over from the beginning of the replay stage, `--continue=replay:766` will start from step 766 of the replay stage.

## C library dependencies

Some Python packages depend on certain C libraries, e.g. `lxml` depends on `libxml`.

To package a C library, create a directory in `packages/` for the C library. In the directory, you should write `meta.yaml` that specifies metadata about the library. See [The meta.yaml specification](#) for more details.

The minimal example of `meta.yaml` for a C library is:

```
package:
  name: <name>
  version: <version>

source:
  url: <url>
  sha256: <sha256>

requirements:
  run:
    - <requirement>

build:
  library: true
  script: |
    emconfigure ./configure
    emmake make -j ${PYODIDE_JOBS:-3}
```

You can use the `meta.yaml` of other C libraries such as `libxml` as a starting point.

After packaging a C library, it can be added as a dependency of a Python package like a normal dependency. See `lxml` and `libxml` for an example (and also `scipy` and `CLAPACK`).

*Remark:* Certain C libraries come as emscripten ports, and do not have to be built manually. They can be used by adding e.g. `-s USE_ZLIB` in the `cflags` of the Python package. See e.g. `matplotlib` for an example. [The full list of libraries with Emscripten ports is here.](#)

## Structure of a Pyodide package

This section describes the structure of a pure Python package, and how our build system creates it. In general, it is not recommended to construct these by hand; instead create a Python wheel and install it with micropip.

Pyodide is obtained by compiling CPython into WebAssembly. As such, it loads packages the same way as CPython — it looks for relevant files `.py` files in `/lib/python3.x/`. When creating and loading a package, our job is to put our `.py` files in the right location in emscripten’s virtual filesystem.

Suppose you have a Python library that consists of a single directory `/PATH/TO/LIB/` whose contents would go into `/lib/python3.9/site-packages/PACKAGE_NAME/` under a normal Python installation.

The simplest version of the corresponding Pyodide package contains two files — `PACKAGE_NAME.data` and `PACKAGE_NAME.js`. The first file `PACKAGE_NAME.data` is a concatenation of all contents of `/PATH/TO/LIB/`. When loading the package via `pyodide.loadPackage`, Pyodide will load and run `PACKAGE_NAME.js`. The script then fetches `PACKAGE_NAME.data` and extracts the contents to emscripten’s virtual filesystem. Afterwards, since the files are now in `/lib/python3.9/`, running `import PACKAGE_NAME` in Python will successfully import the module as usual.

To construct this bundle, we use the `file_packager.py` script from emscripten. We invoke it as follows:

```
$ ./tools/file_packager.sh \
  PACKAGE_NAME.data \
  --js-output=PACKAGE_NAME.js \
  --preload /PATH/TO/LIB/@/lib/python3.9/site-packages/PACKAGE_NAME/
```

The arguments can be explained as follows:

- `PACKAGE_NAME.data` indicates where to put the data file
- `--js-output=PACKAGE_NAME.js` indicates where to put the javascript file

- `--preload` instructs the package to look for the file/directory before the separator `@` (namely `/PATH/TO/LIB/`) and place it at the path after the `@` in the virtual filesystem (namely `/lib/python3.9/site-packages/PACKAGE_NAME/`).

`file_packager.sh` adds the following options:

- `--lz4` to use LZ4 to compress the files
- `--export-name=globalThis.__pyodide_module` tells `file_packager` where to find the main Emscripten module for linking.
- `--exclude *__pycache__*` to omit the pycache directories
- `--use-preload-plugins` says to [automatically decode files based on their extension](#) The preload plugins are important if the package contains any `.so` files because `WebAssembly.instantiate` is asynchronous.

## The meta.yaml specification

Packages are defined by writing a `meta.yaml` file. The format of these files is based on the `meta.yaml` files used to build [Conda packages](#), though it is much more limited. The most important limitation is that Pyodide assumes there will only be one version of a given library available, whereas Conda allows the user to specify the versions of each package that they want to install. Despite the limitations, it is recommended to use existing conda package definitions as a starting point to create Pyodide packages. In general, however, one should not expect Conda packages to “just work” with Pyodide, see [#795](#)

The supported keys in the `meta.yaml` file are described below.

### `package`

#### `package/name`

The name of the package. It must match the name of the package used when expanding the tarball, which is sometimes different from the name of the package in the Python namespace when installed. It must also match the name of the directory in which the `meta.yaml` file is placed. It can only contain alphanumeric characters, `-`, and `_`.

#### `package/version`

The version of the package.

### `source`

#### `source/url`

The URL of the source tarball.

The tarball may be in any of the formats supported by Python’s `shutil.unpack_archive`: `tar`, `gztar`, `bztar`, `xztar`, and `zip`.

### **source/extract\_dir**

The top level directory name of the contents of the source tarball (i.e. once you extract the tarball, all the contents are in the directory named `source/extract_dir`). This defaults to the tarball name (sans extension).

### **source/path**

Alternatively to `source/url`, a relative or absolute path can be specified as package source. This is useful for local testing or building packages which are not available online in the required format.

If a path is specified, any provided checksums are ignored.

### **source/md5**

The MD5 checksum of the tarball. It is recommended to use SHA256 instead of MD5. At most one checksum entry should be provided per package.

### **source/sha256**

The SHA256 checksum of the tarball. It is recommended to use SHA256 instead of MD5. At most one checksum entry should be provided per package.

### **source/patches**

A list of patch files to apply after expanding the tarball. These are applied using `patch -p1` from the root of the source tree.

### **source/extras**

Extra files to add to the source tree. This should be a list where each entry is a pair of the form `(src, dst)`. The `src` path is relative to the directory in which the `meta.yaml` file resides. The `dst` path is relative to the root of source tree (the expanded tarball).

### **build**

#### **build/skip\_host**

Skip building C extensions for the host environment. Default: `True`.

Setting this to `False` will result in ~2x slower builds for packages that include C extensions. It should only be needed when a package is a build time dependency for other packages. For instance, `numpy` is imported during installation of `matplotlib`, importing `numpy` also imports included C extensions, therefore it is built both for host and target.



**build/cflags**

Extra arguments to pass to the compiler when building for WebAssembly.

(This key is not in the Conda spec).

**build/cxxflags**

Extra arguments to pass to the compiler when building C++ files for WebAssembly. Note that both `cflags` and `cxxflags` will be used when compiling C++ files. A common example would be to use `-std=c++11` for code that makes use of C++11 features.

(This key is not in the Conda spec).

**build/ldflags**

Extra arguments to pass to the linker when building for WebAssembly.

(This key is not in the Conda spec).

**build/library**

Should be set to true for library packages. Library packages are packages that are needed for other packages but are not Python packages themselves. For library packages, the script specified in the `build/script` section is run to compile the library. See the [zlib meta.yaml](#) for an example of a library package specification.

**build/sharedlibrary**

Should be set to true for shared library packages. Shared library packages are packages that are needed for other packages, but are loaded dynamically when Pyodide is run. For shared library packages, the script specified in the `build/script` section is run to compile the library. The script should build the shared library and copy it into a subfolder of the source folder called `install`. Files or folders in this `install` folder will be packaged to make the Pyodide package. See the [CLAPACK meta.yaml](#) for an example of a shared library specification.

**build/script**

The script section is required for a library package (`build/library` set to true). For a Python package this section is optional. If it is specified for a Python package, the script section will be run before the build system runs `setup.py`. This script is run by `bash` in the directory where the tarball was extracted.

**build/post**

Shell commands to run after building the library. These are run with `bash`, and there are two special environment variables defined:

- `$SITEPACKAGES`: The `site-packages` directory into which the package has been installed.
- `$PKGDIR`: The directory in which the `meta.yaml` file resides.

(This key is not in the Conda spec).

**build/replace-libs**

A list of strings of the form `<old_name>=<new_name>`, to rename libraries when linking. This in particular might be necessary when using emscripten ports. For instance, `png16=png` is currently used in `matplotlib`.

**build/unvendor-tests**

Whether to unvendor tests found in the installation folder to a separate package `<package-name>-tests`. If this option is true and no tests are found, the test package will not be created. Default: true.

**requirements****requirements/run**

A list of required packages.

(Unlike conda, this only supports package names, not versions).

**test****test/imports**

List of imports to test after the package is built.

### 3.2.3 How to Contribute

Thank you for your interest in contributing to Pyodide! There are many ways to contribute, and we appreciate all of them. Here are some guidelines & pointers for diving into it.

## Development Workflow

See *Building from sources* and *Testing and benchmarking* documentation.

For code-style the use of `pre-commit` is also recommended,

```
pip install pre-commit
pre-commit install
```

This will run a set of linters at each commit. Currently, it runs yaml syntax validation and is removing trailing whitespaces.

## Code of Conduct

Pyodide has adopted a *Code of Conduct* that we expect all contributors and core members to adhere to.

## Development

Work on Pyodide happens on GitHub. Core members and contributors can make Pull Requests to fix issues and add features, which all go through the same review process. We'll detail how you can start making PRs below.

We'll do our best to keep `main` in a non-breaking state, ideally with tests always passing. The unfortunate reality of software development is sometimes things break. As such, `main` cannot be expected to remain reliable at all times. We recommend using the latest stable version of Pyodide.

Pyodide follows [semantic versioning](#) - major versions for breaking changes (x.0.0), minor versions for new features (0.x.0), and patches for bug fixes (0.0.x).

We keep a file, [docs/changelog.md](#), outlining changes to Pyodide in each release. We like to think of the audience for changelogs as non-developers who primarily run the latest stable. So the change log will primarily outline user-visible changes such as new features and deprecations, and will exclude things that might otherwise be inconsequential to the end user experience, such as infrastructure or refactoring.

## Bugs & Issues

We use [Github Issues](#) for announcing and discussing bugs and features. Use [this link](#) to report a bug or issue. We provide a template to give you a guide for how to file optimally. If you have the chance, please search the existing issues before reporting a bug. It's possible that someone else has already reported your error. This doesn't always work, and sometimes it's hard to know what to search for, so consider this extra credit. We won't mind if you accidentally file a duplicate report.

Core contributors are monitoring new issues & comments all the time, and will label & organize issues to align with development priorities.

## How to Contribute

Pull requests are the primary mechanism we use to change Pyodide. GitHub itself has some [great documentation](#) on using the Pull Request feature. We use the “fork and pull” model [described here](#), where contributors push changes to their personal fork and create pull requests to bring those changes into the source repository.

Please make pull requests against the `main` branch.

If you're looking for a way to jump in and contribute, our list of [good first issues](#) is a great place to start.

If you'd like to fix a currently-filed issue, please take a look at the comment thread on the issue to ensure no one is already working on it. If no one has claimed the issue, make a comment stating you'd like to tackle it in a PR. If

someone has claimed the issue but has not worked on it in a few weeks, make a comment asking if you can take over, and we'll figure it out from there.

We use `pytest`, driving `Selenium` as our testing framework. Every PR will automatically run through our tests, and our test framework will alert you on GitHub if your PR doesn't pass all of them. If your PR fails a test, try to figure out whether or not you can update your code to make the test pass again, or ask for help. As a policy we will not accept a PR that fails any of our tests, and will likely ask you to add tests if your PR adds new functionality. Writing tests can be scary, but they make open-source contributions easier for everyone to assess. Take a moment and look through how we've written our tests, and try to make your tests match. If you are having trouble, we can help you get started on our test-writing journey.

All code submissions should pass `make lint`. Python is checked with `flake8`, `black` and `mypy`. JavaScript is checked with `prettier`. C is checked against the Mozilla style in `clang-format`.

### Contributing to the “core” C Code

See *Contributing to the “core” C Code*.

### Documentation

Documentation is a critical part of any open source project, and we are very welcome to any documentation improvements. Pyodide has a documentation written in Markdown in the `docs/` folder. We use the `MyST` for parsing Markdown in sphinx. You may want to have a look at the `MyST syntax guide` when contributing, in particular regarding `cross-referencing sections`.

### Building the docs

From the directory `docs`, first install the Python dependencies with `pip install -r requirements-doc.txt`. You also need to install `JsDoc`, which is a node dependency. Install it with `sudo npm install -g jsdoc`. Then to build the docs run `make html`. The built documentation will be in the subdirectory `docs/_build/html`. To view them, `cd` into `_build/html` and start a file server, for instance `http-server`.

### Migrating patches

It often happens that patches need to be migrated between different versions of upstream packages.

If patches fail to apply automatically, one solution can be to

1. Checkout the initial version of the upstream package in a separate repo, and create a branch from it.
2. Add existing patches with `git apply <path.path>`
3. Checkout the new version of the upstream package and create a branch from it.
4. Cherry-pick patches to the new version,

```
git cherry-pick <commit-hash>
```

and resolve conflicts.

5. Re-export last N commits as patches e.g.

```
git format-patch -<N> -N --no-stat HEAD -o <out_dir>
```

## Maintainer information

For information about making releases see [Maintainer information](#).

## License

All contributions to Pyodide will be licensed under the [Mozilla Public License 2.0 \(MPL 2.0\)](#). This is considered a “weak copyleft” license. Check out the [tl;drLegal](#) entry for more information, as well as Mozilla’s [MPL 2.0 FAQ](#) if you need further clarification on what is and isn’t permitted.

## Get in Touch

- **Gitter:** [#pyodide](#) channel at gitter.im

## Contributing to the “core” C Code

This file is intended as guidelines to help contributors trying to modify the C source files in `src/core`.

## What the files do

The primary purpose of `core` is to implement [type translations](#) between Python and JavaScript. Here is a breakdown of the purposes of the files.

- `main` – responsible for configuring and initializing the Python interpreter, initializing the other source files, and creating the `_pyodide_core` module which is used to expose Python objects to `pyodide_py`. `main.c` also tries to generate fatal initialization error messages to help with debugging when there is a mistake in the initialization code.
- `keyboard_interrupt` – This sets up the keyboard interrupts system for using Pyodide with a webworker.

## Backend utilities

- `hiwire` – A helper framework. It is impossible for `wasm` to directly hold owning references to JavaScript objects. The primary purpose of `hiwire` is to act as a surrogate owner for JavaScript references by holding the references in a JavaScript Map. `hiwire` also defines a wide variety of `EM_JS` helper functions to do JavaScript operations on the held objects. The primary type that `hiwire` exports is `JsRef`. References are created with `Module.hiwire.new_value` (only can be done from JavaScript) and must be destroyed from C with `hiwire_decref` or `hiwire_CLEAR`, or from JavaScript with `Module.hiwire.decref`.
- `error_handling` – defines macros useful for error propagation and for adapting JavaScript functions to the CPython calling convention. See more in the [Error Handling Macros](#) section.

## Type conversion from JavaScript to Python

- `js2python` – Translates basic types from JavaScript to Python, leaves more complicated stuff to `jsproxy`.
- `jsproxy` – Defines Python classes to proxy complex JavaScript types into Python. A complex file responsible for many of the core behaviors of Pyodide.

## Type conversion from Python to JavaScript

- `python2js` – Translates types from Python to JavaScript, implicitly converting basic types and creating proxies for others. It also implements explicit conversion from Python to JavaScript (the `toJs` method).
- `python2js_buffer` – Attempts to convert Python objects that implement the Python [Buffer Protocol](#). This includes `bytes` objects, `memoryviews`, `array.array` and a wide variety of types exposed by extension modules like `numpy`. If the data is a 1d array in a contiguous block it can be sliced directly out of the wasm heap to produce a JavaScript `TypedArray`, but JavaScript does not have native support for pointers, so higher dimensional arrays are more complicated.
- `pyproxy` – Defines a JavaScript `Proxy` object that passes calls through to a Python object. Another important core file, `PyProxy.apply` is the primary entrypoint into Python code. `pyproxy.c` is much simpler than `jsproxy.c` though.

## CPython APIs

### Conventions for indicating errors

The two main ways to indicate errors:

1. If the function returns a pointer, (most often `PyObject*`, `char*`, or `const char*`) then to indicate an error set an exception and return `NULL`.
2. If the function returns `int` or `float` and a correct output must be nonnegative, to indicate an error set an exception and return `-1`.

Certain functions have “successful errors” like `PyIter_Next` (successful error is `StopIteration`) and `PyDict_GetItemWithError` (successful error is `KeyError`). These functions will return `NULL` without setting an exception to indicate the “successful error” occurred. Check what happened with `PyErr_Occurred`. Also, functions that return `int` for which `-1` is a valid return value will return `-1` with no error set to indicate that the result is `-1` and `-1` with an error set if an error did occur. The simplest way to handle this is to always check `PyErr_Occurred`.

Lastly, the argument parsing functions `PyArg_ParseTuple`, `PyArg_Parse`, etc are edge cases. These return `true` on success and return `false` and set an error on failure.

### Python APIs to avoid:

- `PyDict_GetItem`, `PyDict_GetItemString`, and `_PyDict_GetItemId` These APIs do not do correct error reporting and there is talk in the Python community of deprecating them going forward. Instead, use `PyDict_GetItemWithError` and `_PyDict_GetItemIdWithError` (there is no `PyDict_GetItemStringWithError` API because use of `GetXString` APIs is also discouraged).
- `PyObject_HasAttrString`, `PyObject_GetAttrString`, `PyDict_GetItemString`, `PyDict_SetItemString`, `PyMapping_HasKeyString` etc, etc. These APIs cause wasteful repeated string conversion. If the string you are using is a constant, e.g., `PyDict_GetItemString(dict, "identifier")`, then make an id with `Py_Identifier(identifier)` and then use

`_PyDict_GetItemId(&PyId_identifier)`. If the string is not constant, convert it to a Python object with `PyUnicode_FromString()` and then use e.g., `PyDict_GetItem`.

- `PyModule_AddObject`. This steals a reference on success but not on failure and requires unique cleanup code. Instead, use `PyObject_SetAttr`.

## Error Handling Macros

The file `error_handling.h` defines several macros to help make error handling as simple and uniform as possible.

## Error Propagation Macros

In a language with exception handling as a feature, error propagation requires no explicit code, it is only if you want to prevent an error from propagating that you use a `try/catch` block. On the other hand, in C all error propagation must be done explicitly.

We define macros to help make error propagation look as simple and uniform as possible. They can only be used in a function with a `finally:` label which should handle resource cleanup for both the success branch and all the failing branches (see structure of functions section below). When compiled with `DEBUG_F`, these commands will write a message to `console.error` reporting the line, function, and file where the error occurred.

- `FAIL()` – unconditionally `goto finally;`.
- `FAIL_IF_NULL(ptr)` – `goto finally;` if `ptr == NULL`. This should be used with any function that returns a pointer and follows the standard Python calling convention.
- `FAIL_IF_MINUS_ONE(num)` – `goto finally;` if `num == -1`. This should be used with any function that returns a number and follows the standard Python calling convention.
- `FAIL_IF_NONZERO(num)` – `goto finally;` if `num != 0`. Can be used with functions that return any nonzero error code on failure.
- `FAIL_IF_ERR_OCCURRED()` – `goto finally;` if the Python error indicator is set (in other words if `PyErr_Occurred()`).
- `FAIL_IF_ERR_MATCHES(python_err_type)` – `goto finally;`  
if `PyErr_ExceptionMatches(python_err_type)`, for example  
`FAIL_IF_ERR_MATCHES(PyExc_AttributeError);`

## JavaScript to CPython calling convention adaptors

If we call a JavaScript function from C and that JavaScript function throws an error, it is impossible to catch it in C. We define two `EM_JS` adaptors to convert from the JavaScript calling convention to the CPython calling convention. The point of this is to ensure that errors that occur in `EM_JS` functions can be handled in C code using the `FAIL_*` macros. When compiled with `DEBUG_F`, when a JavaScript error is thrown a message will also be written to `console.error`. The wrappers do roughly the following:

```
try {
  // body of function here
} catch (e) {
  // wrap e in a Python exception and set the Python error indicator
  // return error code
}
```

There are two variants: `EM_JS_NUM` returns `-1` as the error code, `EM_JS_REF` returns `NULL == 0` as the error code. A couple of simple examples: Use `EM_JS_REF` when return value is a `JsRef`:

```
EM_JS_REF(JsRef, hiwire_call, (JsRef idfunc, JsRef idargs), {
    let jsfunc = Module.hiwire.get_value(idfunc);
    let jsargs = Module.hiwire.get_value(idargs);
    return Module.hiwire.new_value(jsfunc(... jsargs));
});
```

Use EM\_JS\_REF when return value is a PyObject:

```
EM_JS_REF(PyObject*, __js2python, (JsRef id), {
    // body here
});
```

If the function returns void, use EM\_JS\_NUM with return type `errcode`. `errcode` is a typedef for `int`. EM\_JS\_NUM will automatically return `-1` if an error occurs and `0` if not:

```
EM_JS_NUM(errcode, hiwire_set_member_int, (JsRef idobj, int idx, JsRef idval), {
    Module.hiwire.get_value(idobj)[idx] = Module.hiwire.get_value(idval);
});
```

If the function returns `int` or `bool` use EM\_JS\_NUM:

```
EM_JS_NUM(int, hiwire_get_length, (JsRef idobj), {
    return Module.hiwire.get_value(idobj).length;
});
```

These wrappers enable the following sort of code:

```
try:
    jsfunc()
except JsException:
    print("Caught an exception thrown in JavaScript!")
```

## Structure of functions

In C it takes special care to correctly and cleanly handle both reference counting and exception propagation. In Python (or other higher level languages), all references are released in an implicit finally block at the end of the function. Implicitly, it is as if you wrote:

```
def f():
    try: # implicit
        a = do_something()
        b = do_something_else()
        c = a + b
        return some_func(c)
    finally:
        # implicit, free references both on successful exit and on exception
        decref(a)
        decref(b)
        decref(c)
```

Freeing all references at the end of the function allows us to separate reference counting boilerplate from the “actual logic” of the function definition. When a function does correct error propagation, there will be many different execution paths, roughly linearly many in the length of the function. For example, the above pseudocode could exit in five different ways: `do_something` could raise an exception, `do_something_else` could raise an exception, `a + b` could raise an exception, `some_func` could raise an exception, or the function could return successfully. (Even a



Python function like `def f(a,b,c,d): return (a + b) * c - d` has four execution paths.) The point of the `try/finally` block is that we know the resources are freed correctly without checking once for each execution path.

To do this, we divide any function that produces more than a couple of owned `PyObject*`s or `JsRefs` into several “segments”. The more owned references there are in a function and the longer it is, the more important it becomes to follow this style carefully. By being as consistent as possible, we reduce the burden on people reading the code to double-check that you are not leaking memory or errors. In short functions it is fine to do something ad hoc.

1. The guard block. The first block of a function does sanity checks on the inputs and argument parsing, but only to the extent possible without creating any owned references. If you check more complicated invariants on the inputs in a way that requires creating owned references, this logic belongs in the body block.

Here’s an example of a `METH_VARARGS` function:

```
PyObject*
JsImport_CreateModule(PyObject* self, PyObject* args)
{
    // Guard
    PyObject* name;
    PyObject* jsproxy;
    // PyArg_UnpackTuple uses an unusual calling convention:
    // It returns `false` on failure...
    if (!PyArg_UnpackTuple(args, "create_module", 2, 2, &spec, &jsproxy)) {
        return NULL;
    }
    if (!JsProxy_Check(jsproxy)) {
        PyErr_SetString(PyExc_TypeError, "package is not an instance of jsproxy");
        return NULL;
    }
}
```

1. Forward declaration of owned references. This starts by declaring a success flag `bool success = false`. This will be used in the finally block to decide whether the finally block was entered after a successful execution or after an error. Then declare every reference counted variable that we will create during execution of the function. Finally, declare the variable that we are planning to return. Typically, this will be called `result`, but in this case the function is named `CreateModule` so we name the return variable `module`.

```
bool success = false;
// Note: these are all the objects that we will own. If a function returns
// a borrow, we XINCREf the result so that we can CLEAR it in the finally block.
// Reference counting is hard, so it's good to be as explicit and consistent
// as possible!
PyObject* sys_modules = NULL;
PyObject* importlib_machinery = NULL;
PyObject* ModuleSpec = NULL;
PyObject* spec = NULL;
PyObject* __dir__ = NULL;
PyObject* module_dict = NULL;
// result
PyObject* module = NULL;
```

1. The body of the function. The vast majority of API calls can return error codes. You MUST check every fallible API for an error. Also, as you are writing the code, you should look up every Python API you use that returns a reference to determine whether it returns a borrowed reference or a new one. If it returns a borrowed reference, immediately `Py_XINCREf()` the result to convert it into an owned reference (before `FAIL_IF_NULL`, to be consistent with the case where you use custom error handling).

```

name = PyUnicode_FromString(name_utf8);
FAIL_IF_NULL(name);
sys_modules = PyImport_GetModuleDict(); // returns borrow
Py_XINCRREF(sys_modules);
FAIL_IF_NULL(sys_modules);
module = PyDict_GetItemWithError(sys_modules, name); // returns borrow
Py_XINCRREF(module);
FAIL_IF_NULL(module);
if(module && !JsImport_Check(module)){
    PyErr_Format(PyExc_KeyError,
        "Cannot mount with name '%s': there is an existing module by this name that was_
↳not mounted with 'pyodide.mountPackage'."
        , name
    );
    FAIL();
}
// ... [SNIP]

```

1. The `finally` block. Here we will clear all the variables we declared at the top in exactly the same order. Do not clear the arguments! They are borrowed. According to the standard Python function calling convention, they are the responsibility of the calling code.

```

success = true;
finally:
    Py_CLEAR(sys_modules);
    Py_CLEAR(importlib_machinery);
    Py_CLEAR(ModuleSpec);
    Py_CLEAR(spec);
    Py_CLEAR(__dir__);
    Py_CLEAR(module_dict);
    if(!success){
        Py_CLEAR(result);
    }
    return result;
}

```

One case where you do need to `Py_CLEAR` a variable in the body of a function is if that variable is allocated in a loop:

```

// refcounted variable declarations
PyObject* pyentry = NULL;
// ... other stuff
Py_ssize_t n = PySequence_Length(pylist);
for (Py_ssize_t i = 0; i < n; i++) {
    pyentry = PySequence_GetItem(pydir, i);
    FAIL_IF_MINUS_ONE(do_something(pyentry));
    Py_CLEAR(pyentry); // important to use Py_CLEAR and not Py_decref.
}

success = true
finally:
    // have to clear pyentry at end too in case do_something failed in the loop body
    Py_CLEAR(pyentry);

```

## Testing

Any nonstatic C function called `some_name` defined not using `EM_JS` will be exposed as `pyodide._module._some_name`, and this can be used in tests to good effect. If the arguments / return value are not just numbers and booleans, it may take some effort to set up the function call.

If you want to test an `EM_JS` function, consider moving the body of the function to an API defined on `Module`. You should still wrap the function with `EM_JS_REF` or `EM_JS_NUM` in order to get a function with the CPython calling convention.

## Maintainer information

### Making a release

For branch organization we use a variation of the [GitHub Flow](#) with the latest release branch named `stable` (due to ReadTheDocs constraints).

### Making a major release

1. Make a new PR and for all occurrences of `https://cdn.jsdelivr.net/pyodide/dev/full/` in `./docs/` replace `dev` with the release version `vX.Y.Z` (note the presence of the leading `v`). This also applies to `docs/conf.py`, but you should skip this file and `docs/usage/downloading-and-deploying.md`.

2. Set the version in:

- `docs/project/about.md`,
- `setup.cfg`,
- `src/js/package.json`,
- `src/py/pyodide/__init__.py`,
- `src/py/setup.cfg`,
- `pyodide-build/setup.cfg`,

After this, try using `ripgrep` to make sure there are no extra old versions lying around e.g., `rg -F "0.18"`, `rg -F dev0`, `rg -F dev.0`.

3. Make sure the change log is up-to-date.

- Indicate the release date in the change log.
- Generate the list of contributors for the release at the end of the changelog entry with,

```
git shortlog -s LAST_TAG.. | cut -f2- | sort --ignore-case | tr '\n' ';' |
sed 's/;/, /g;s/, $// ' | fold -s
```

where `LAST_TAG` is the tag for the last release. Merge the PR.

4. Assuming the upstream `stable` branch exists, rename it to a release branch for the previous major version. For instance if last release was, `0.20.0`, the corresponding release branch would be `0.20.X`,

```
git fetch upstream
git checkout stable
git checkout -b 0.20.X
```

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```
git push upstream 0.20.X
git branch -D stable      # delete locally
```

5. Create a tag X.Y.Z (without leading v) and push it to upstream,

```
git tag X.Y.Z
git push upstream X.Y.Z
```

Create a new `stable` branch from this tag,

```
git checkout -b stable
git push upstream stable --force
```

Wait for the CI to pass and create the release on GitHub.

6. Release the Pyodide JavaScript package:

```
cd src/js
npm publish # Note: use "--tag next" for prereleases
npm dist-tag add pyodide@a.b.c next # Label this release as also the latest,
↪unstable release
```

7. Revert Step 1. and increment the version in `src/py/pyodide/__init__.py` to the next version specified by Semantic Versioning.

## Making a minor release

For a minor release, commits need to be added to the `stable` branch, ideally via a PR. This can be done with either,

- `git cherry picking` individual commits,

```
git checkout stable
git pull
git checkout -b backport-branch
git cherry-pick <commit-hash>
```

- or with interactive rebase,

```
git fetch upstream
git checkout stable
git pull
git checkout -b backport-branch
git rebase -i upstream/main
```

and indicate which commits to take from `main` in the UI.

Then follow steps 2, 3, and 6 from *Making a major release*.

## Making an alpha release

Follow steps 2, 6, 7, and 9 from *Making a major release*. Name the first alpha release `x.x.xa1` and in subsequent alphas increment the final number. For the npm package the alpha should have version in the format `x.x.x-alpha.1`. For the node package make sure to use `npm publish --tag next` to avoid setting the alpha version as the stable release.

If you accidentally publish the alpha release over the stable `latest` tag, you can fix it with: `npm dist-tag add pyodide@a.b.c latest` where `a.b.c` should be the latest stable version. Then use `npm dist-tag add pyodide@a.b.c-alpha.d next` to set the next tag to point to the just-published alpha release.

## Fixing documentation for a released version

Cherry pick the corresponding documentation commits to the `stable` branch. Use `[skip ci]` in the commit message.

## 3.2.4 Testing and benchmarking

### Testing

#### Requirements

Install the following dependencies into the default Python installation:

```
pip install pytest selenium pytest-instafail pytest-httpserver
```

Install `geckodriver` and `chromedriver` and check that they are in your `PATH`.

#### Running the Python test suite

To run the pytest suite of tests, type on the command line:

```
pytest
```

There are 3 test locations that are collected by pytest,

- `src/tests/`: general Pyodide tests and tests running the CPython test suite
- `pyodide-build/pyodide_build/tests/`: tests related to Pyodide build system (do not require selenium to run)
- `packages/*/test_*`: package specific tests.

## Running the JavaScript test suite

To run tests on the JavaScript Pyodide package using Mocha, run the following commands,

```
cd src/js
npm test
```

To check TypeScript type definitions run,

```
npx tsd
```

## Manual interactive testing

To run manual interactive tests, a docker environment and a webserver will be used.

1. Bind port 8000 for testing. To automatically bind port 8000 of the docker environment and the host system, run:  
`./run_docker`
2. Now, this can be used to test the Pyodide builds running within the docker environment using external browser programs on the host system. To do this, run: `pyodide-build serve`
3. This serves the `build` directory of the Pyodide project on port 8000.
  - To serve a different directory, use the `--build_dir` argument followed by the path of the directory.
  - To serve on a different port, use the `--port` argument followed by the desired port number. Make sure that the port passed in `--port` argument is same as the one defined as `DOCKER_PORT` in the `run_docker` script.
4. Once the webserver is running, simple interactive testing can be run by visiting this URL: <http://localhost:8000/console.html>

## Benchmarking

To run common benchmarks to understand Pyodide's performance, begin by installing the same prerequisites as for testing. Then run:

```
make benchmark
```

## Linting

Python is linted with `flake8`, `black` and `mypy`. JavaScript is linted with `prettier`. C is linted with `clang-format`.

To lint the code, run:

```
make lint
```

## Testing framework

### run\_in\_pyodide

Many tests simply involve running a chunk of code in Pyodide and ensuring it doesn't error. In this case, one can use the `run_in_pyodide` decorator from `pyodide_build.testing`, e.g.

```
from pyodide_build.testing import run_in_pyodide

@run_in_pyodide
def test_add():
    assert 1 + 1 == 2
```

In this case, the body of the function will automatically be run in Pyodide. The decorator can also be called with arguments. It has two configuration options — `standalone` and `packages`.

Setting `standalone = True` starts a standalone browser session to run the test (the session is shared between tests by default). This is useful for testing things like package loading.

The `packages` option lists packages to load before running the test. For example,

```
from pyodide_build.testing import run_in_pyodide

@run_in_pyodide(standalone = True, packages = ["regex"])
def test_regex():
    import regex
    assert regex.search("o", "foo").end() == 2
```

## 3.2.5 Interactive Debugging

See [Emscripten's page about debugging](#) which has extensive info about the various debugging options available.

Chromium has support for [DWARF info](#) which can be very helpful for debugging in certain circumstances. To build Pyodide with DWARF, you should set `EXTRA_CFLAGS="-g4"` and `EXTRA_LD_FLAGS="-g4 --source-map-base "http://localhost:<port>/"` (substitute in your favorite port). Make sure to rebuild CPython with these flags set (it isn't necessary to rebuild emsdk).

Once you have done this, when you load Pyodide, you will see 404 errors for requests for the various source maps. In order to load the source maps correctly, you will need to run a custom server that “fixes” the source map urls. The following debugging server seems to work for both CPython and numpy. Run it in the Pyodide root directory. If you need to debug other C extensions, you will need to update the server. It should be clear what to do based by looking at the 404s generated by the server and locating those files in the file tree, perhaps by using `find`.

```
import socket
import socketserver
from http.server import SimpleHTTPRequestHandler
import pathlib

alternative_bases=["cpython/build/Python-3.9.5/", "src/", "build/"]
def fixup_url(path):
    if pathlib.Path("." + path).exists():
        return path
    for base in alternative_bases:
        q = pathlib.Path(base + path)
        if q.exists():
            return str(q)
```

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```

# Numpy source maps can be in a bunch of different places inside of the
# directory tree, so we need to glob for them.
dir = list(
    pathlib.Path("packages/numpy/build/numpy-1.17.5/").glob("**" + path)
)
if dir:
    return str(dir[0])
return path

class MyTCPServer(socketserver.TCPServer):
    def server_bind(self):
        """Use socket.SO_REUSEADDR to allow faster restart"""
        self.socket.setsockopt(socket.SOL_SOCKET, socket.SO_REUSEADDR, 1)
        self.socket.bind(self.server_address)

class Handler(SimpleHTTPRequestHandler):
    def end_headers(self):
        # Enable Cross-Origin Resource Sharing (CORS)
        self.send_header('Access-Control-Allow-Origin', '*')
        super().end_headers()

    def do_GET(self):
        self.path = fixup_url(self.path)
        super().do_GET()

if __name__ == '__main__':
    port = 8000
    with MyTCPServer(("", port), Handler) as httpd:
        print("Serving at: http://127.0.0.1:{}".format(port))
        httpd.serve_forever()

```

## 3.3 Project

The Project section gives additional information about the project's organization and latest releases.

### 3.3.1 What is Pyodide?

Pyodide is a Python distribution for the browser and Node.js based on WebAssembly/[Emscripten](#).

Pyodide makes it possible to install and run Python packages in the browser with [micropip](#). Any pure Python package with a wheel available on PyPI is supported. Many packages with C extensions have also been ported for use with Pyodide. These include many general-purpose packages such as regex, PyYAML, lxml and scientific Python packages including NumPy, pandas, SciPy, Matplotlib, and scikit-learn.

Pyodide comes with a robust Javascript Python foreign function interface so that you can freely mix these two languages in your code with minimal friction. This includes full support for error handling (throw an error in one language, catch it in the other), async/await, and much more.

When used inside a browser, Python has full access to the Web APIs.



## History

Pyodide was created in 2018 by [Michael Droettboom](#) at Mozilla as part of the [Iodide project](#). Iodide is an experimental web-based notebook environment for literate scientific computing and communication.

## Contributing

See the [contributing guide](#) for tips on filing issues, making changes, and submitting pull requests. Pyodide is an independent and community-driven open-source project. The decision-making process is outlined in [Governance and Decision-making](#).

## Citing

If you use Pyodide for a scientific publication, we would appreciate citations. Please find us [on Zenodo](#) and use the citation for the version you are using. You can replace the full author list from there with “The Pyodide development team” like in the example below:

```
@software{pyodide_2021,
  author      = {The Pyodide development team},
  title       = {pyodide/pyodide},
  month       = aug,
  year        = 2021,
  publisher   = {Zenodo},
  version     = {0.19.0},
  doi         = {10.5281/zenodo.5156931},
  url         = {https://doi.org/10.5281/zenodo.5156931}
}
```

## Communication

- Blog: [blog.pyodide.org](http://blog.pyodide.org)
- Mailing list: [mail.python.org/mailman3/lists/pyodide.python.org/](http://mail.python.org/mailman3/lists/pyodide.python.org/)
- Gitter: [gitter.im/pyodide/community](http://gitter.im/pyodide/community)
- Twitter: [twitter.com/pyodide](https://twitter.com/pyodide)
- Stack Overflow: [stackoverflow.com/questions/tagged/pyodide](https://stackoverflow.com/questions/tagged/pyodide)

## Donations

We accept donations to the Pyodide project at [opencollective.com/pyodide](https://opencollective.com/pyodide). All donations are processed by the [Open Source Collective](#) – a nonprofit organization that acts as our fiscal host.

Funds will be mostly spent to organize in-person code sprints and to cover infrastructure costs for distributing packages built with Pyodide.

### License

Pyodide uses the [Mozilla Public License Version 2.0](#).

### Infrastructure support

We would like to thank,

- [Mozilla](#) and [CircleCI](#) for Continuous Integration resources
- [JsDelivr](#) for providing a CDN for Pyodide packages
- [ReadTheDocs](#) for hosting the documentation.

### 3.3.2 Roadmap

This document lists general directions that core developers are interested to see developed in Pyodide. The fact that an item is listed here is in no way a promise that it will happen, as resources are limited. Rather, it is an indication that help is welcomed on this topic.

#### Reducing download sizes and initialization times

At present a first load of Pyodide requires a 6.4 MB download, and the environment initialization takes 4 to 5 seconds. Subsequent page loads are faster since assets are cached in the browser. Both of these indicators can likely be improved, by optimizing compilation parameters, minifying the Python standard library and packages, reducing the number of exported symbols. To figure out where to devote the effort, we need a better profiling system for the load process.

See issue [#646](#).

#### Improve performance of Python code in Pyodide

Across [benchmarks](#) Pyodide is currently around 3x to 5x slower than native Python.

At the same type, C code compiled to WebAssembly typically runs between near native speed and 2x to 2.5x times slower (Jangda et al. 2019 [PDF](#)). It is therefore very likely that the performance of Python code in Pyodide can be improved with some focused effort.

In addition, scientific Python code would benefit from packaging a high performance BLAS library such as BLIS.

See issue [#1120](#).

#### Better support and documentation for loading user Python code

Currently, most of our documentation suggests using `pyodide.runPython` to run code. This makes code difficult to maintain, because it won't work with `mypy`, `black`, or other code analysis tools, doesn't get good syntax highlighting in editors, etc. It also may lead to passing "arguments" to code via string formatting, missing out on the type conversion utilities.

Our goal is to develop and document a better workflow for users to develop Python code for use in Pyodide.

See issue [#1940](#).

## Improvements to package loading system

Currently, Pyodide has two ways of loading packages:

- `pyodide.loadPackage` for packages built with Pyodide and
- `micropip.install` for pure Python packages from PyPI.

The relationship between these tools is currently confusing.

Our goal is to have three ways to load packages: one with no dependency resolution at all, one with static dependency resolution which is done ahead of time, and one for dynamic dependency resolution. Ideally most applications can use static dependency resolution and repls can use dynamic dependency resolution.

See issues [#2045](#) and [#1100](#).

## Switch to using wheels for Python packages

We are planning to switch from using Emscripten's file packager to packaging Python packages as wheels. Other shared libraries can be bundled as zip or tar archives. This makes us more compliant with the general Python ecosystem and makes the archive files easier to inspect. They could also be used more easily with systems other than Emscripten. Eventually, it is possible that packages will be able to upload wheels for Pyodide to PyPi.

See issue [#655](#) and PR [#2027](#).

## Find a better way to compile Fortran

Currently, we use f2c to cross compile Fortran to C. This does not work very well because f2c only fully supports Fortran 77 code. LAPACK has used more modern Fortran features since 2008 and Scipy has adopted more recent Fortran as well. f2c still successfully generates code for all but 6 functions in Scipy + LAPACK, but much of the generated code is slightly wrong and requires extensive patching. There are still a large number of fatal errors due to call signature incompatibilities.

If we could use an LLVM-based Fortran compiler as a part of the Emscripten toolchain, most of these problems would be solved. There are several promising projects heading in that direction including flang and lfortran.

See [scipy/scipy#15290](#).

## Support for Rust packages

We have promising partial work toward compiling Python packages with Rust extensions for use with Pyodide. So far we have only compiled small toy examples. Currently the compiled Rust packages have various functional limitations and come out *very* large. Hopefully we can work toward increasing functionality so we can compile real world Rust packages. It would also be good to reduce the Rust package sizes.

See [#1973](#) and [#2081](#).

### Better project sustainability

Some of the challenges that Pyodide faces, such as maintaining a collection of build recipes, dependency resolution from PyPI, etc are already solved in either Python or JavaScript ecosystems. We should therefore strive to better re-use existing tooling, and seeking synergies with existing initiatives in this space, such as conda-forge.

See issue [#795](#).

### Improve support for WebWorkers

WebWorkers are necessary in order to run computational tasks in the browser without hanging the user interface. Currently, Pyodide can run in a WebWorker, however the user experience and reliability can be improved.

See issue [#1504](#).

### Synchronous IO

The majority of existing I/O APIs are synchronous. Unless we can support synchronous IO, much of the existing Python ecosystem cannot be ported. There are several different approaches to this, we would like to support at least one method.

See issue [#1503](#).

### Write `http.client` in terms of Web APIs

Python packages make an extensive use of packages such as `requests` to synchronously fetch data. We currently can't use such packages since sockets are not available in Pyodide. We could however try to re-implement some stdlib libraries with Web APIs, potentially making this possible.

Because `http.client` is a synchronous API, we first need support for synchronous IO.

See issue [#140](#).

## 3.3.3 Code of Conduct

### Conduct

We are committed to providing a friendly, safe and welcoming environment for all, regardless of level of experience, gender identity and expression, sexual orientation, disability, personal appearance, body size, race, ethnicity, age, religion, nationality, or other similar characteristic.

- Please be kind and courteous. There's no need to be mean or rude.
- Please avoid using usernames that are overtly sexual or otherwise might detract from a friendly, safe, and welcoming environment for all.
- Respect that people have differences of opinion and that every design or implementation choice carries trade-offs. There is seldom a single right answer.
- We borrow the Recurse Center's "[social rules](#)": no feigning surprise, no well-actually's, no backseat driving, and no subtle -isms.
- Please keep unstructured critique to a minimum. If you have solid ideas you want to experiment with, make a fork and see how it works. All feedback should be constructive in nature. If you need more detailed guidance around giving feedback, consult [Digital Ocean's Code of Conduct](#)

- It is unacceptable to insult, demean, or harass anyone. We interpret the term “harassment” as defined in the [Citizen Code of Conduct](#); if you are not sure about what harassment entails, please read their definition. In particular, we don’t tolerate behavior that excludes people in socially marginalized groups.
- Private harassment is also unacceptable. No matter who you are, please contact any of the Pyodide core team members immediately if you are being harassed or made uncomfortable by a community member. Whether you are a regular contributor or a newcomer, we care about making this community a safe place for you and we’ve got your back.
- Likewise spamming, trolling, flaming, baiting or other attention-stealing behavior is not welcome.

## Moderation

These are the policies for upholding our community’s standards of conduct. If you feel that a thread needs moderation, please contact the Pyodide core team.

1. Remarks that violate the Pyodide standards of conduct are not allowed. This includes hateful, hurtful, oppressive, or exclusionary remarks. (Cursing is allowed, but never targeting another community member, and never in a hateful manner.)
2. Remarks that moderators find inappropriate are not allowed, even if they do not break a rule explicitly listed in the code of conduct.
3. Moderators will first respond to such remarks with a warning.
4. If the warning is unheeded, the offending community member will be temporarily banned.
5. If the community member comes back and continues to make trouble, they will be permanently banned.
6. Moderators may choose at their discretion to un-ban the community member if they offer the offended party a genuine apology.
7. If a moderator bans someone and you think it was unjustified, please take it up with that moderator, or with a different moderator, in private. Complaints about bans in-channel are not allowed.
8. Moderators are held to a higher standard than other community members. If a moderator creates an inappropriate situation, they should expect less leeway than others.
9. In the Pyodide community we strive to go the extra mile to look out for each other. Don’t just aim to be technically unimpeachable, try to be your best self. In particular, avoid flirting with offensive or sensitive issues, particularly if they’re off-topic; this all too often leads to unnecessary fights, hurt feelings, and damaged trust; worse, it can drive people away from the community entirely.
10. If someone takes issue with something you said or did, resist the urge to be defensive. Just stop doing what it was they complained about and apologize. Even if you feel you were misinterpreted or unfairly accused, chances are good there was something you could have communicated better — remember that it’s your responsibility to make your fellow Pyodide community members comfortable. Everyone wants to get along and we are all here first and foremost because we want to talk about science and cool technology. You will find that people will be eager to assume good intent and forgive as long as you earn their trust.
11. The enforcement policies listed above apply to all official Pyodide venues. If you wish to use this code of conduct for your own project, consider making a copy with your own moderation policy so as to avoid confusion.

Adapted from the the [Rust Code of Conduct](#), with further reference from [Digital Ocean Code of Conduct](#), the [Recurse Center](#), the [Citizen Code of Conduct](#), and the [Contributor Covenant](#).

### 3.3.4 Governance and Decision-making

The purpose of this document is to formalize the governance process used by the Pyodide project, to clarify how decisions are made and how the various members of our community interact. This document establishes a decision-making structure that takes into account feedback from all members of the community and strives to find consensus, while avoiding deadlocks.

Anyone with an interest in the project can join the community, contribute to the project design and participate in the decision making process. This document describes how to participate and earn merit in the Pyodide community.

#### Roles And Responsibilities

##### Contributors

Contributors are community members who contribute in concrete ways to the project. Anyone can become a contributor, and contributions can take many forms, for instance, answering user questions – not only code – as detailed in *How to Contribute*.

##### Community members team

The community members team is composed of community members who have permission on Github to label and close issues. Their work is crucial to improve the communication in the project.

After participating in Pyodide development with pull requests and reviews for a period of time, any contributor may become a member of the team. The process for adding team members is modeled on the [CPython project](#). Any core developer is welcome to propose a Pyodide contributor to join the community members team. Other core developers are then consulted: while it is expected that most acceptances will be unanimous, a two-thirds majority is enough.

##### Core developers

Core developers are community members who have shown that they are dedicated to the continued development of the project through ongoing engagement with the community. They have shown they can be trusted to maintain Pyodide with care. Being a core developer allows contributors to more easily carry on with their project related activities by giving them direct access to the project's repository and is represented as being a member of the core team on the Pyodide [GitHub organization](#). Core developers are expected to review code contributions, can merge approved pull requests, can cast votes for and against merging a pull-request, and can make decisions about major changes to the API (all contributors are welcome to participate in the discussion).

New core developers can be nominated by any existing core developers. Once they have been nominated, there will be a vote by the current core developers. Voting on new core developers is one of the few activities that takes place on the project's private communication channels. While it is expected that most votes will be unanimous, a two-thirds majority of the cast votes is enough. The vote needs to be open for at least one week.

Core developers that have not contributed to the project (commits or GitHub comments) in the past two years will be asked if they want to become emeritus core developers and recant their commit and voting rights until they become active again.

## Decision Making Process

Decisions about the future of the project are made through discussion with all members of the community. All non-sensitive project management discussion takes place on the project contributors' [issue tracker](#) and on [Github discussion](#). Occasionally, sensitive discussion occurs on a private communication channels.

Pyodide uses a “consensus seeking” process for making decisions. The group tries to find a resolution that has no open objections among core developers. At any point during the discussion, any core-developer can call for a vote, which will conclude two weeks from the call for the vote. This is what we hereafter may refer to as “the decision making process”.

Decisions (in addition to adding core developers as above) are made according to the following rules:

- **Maintenance changes**, include for instance improving the wording in the documentation, updating CI or dependencies. Core developers are expected to give “reasonable time” to others to give their opinion on the Pull Request in case they’re not confident that others would agree. If no further review on the Pull Request is received within this time, it can be merged. If a review is received, then the consensus rules from the following section apply.
- **Code changes in general, and especially those impacting user facing APIs**, as well as more significant documentation changes, require review and approval by a core developer and no objections raised by any core developer (lazy consensus). This process happens on the pull-request page.
- **Changes to the governance model** use the same decision process outlined above.

## 3.3.5 Change Log

*February 19, 2022*

### Version 0.19.1

#### Packages

- New packages: `sqlalchemy` #2112, `pydantic` #2117, `wrapt` #2165
- Update Upgraded packages: `pyb2d` (0.7.2), #2117
- Fix A fatal error in `scipy.stats.binom.ppf` has been fixed. #2109
- Fix Type signature mismatches in some numpy comparators have been fixed. #2110

#### Type translations

- Fix The “PyProxy has already been destroyed” error message has been improved with some context information. #2121

### REPL

- Enhancement Pressing TAB in REPL no longer triggers completion when input is whitespace. [#2125](#)

### List of contributors

Christian Staudt, Gyeongjae Choi, Hood Chatham, Liumeo, Paul Korzhyk, Roman Yurchak, Seungmin Kim, Thorsten Beier

### Version 0.19.0

*January 10, 2022*

### Python package

- Enhancement If `find_imports` is used on code that contains a syntax error, it will return an empty list instead of raising a `SyntaxError`. [#1819](#)
- Enhancement Added the `pyodide.http.pyfetch` API which provides a convenience wrapper for the Javascript `fetch` API. The API returns a response object with various methods that convert the data into various types while minimizing the number of times the data is copied. [#1865](#)
- Enhancement Added the `unpack_archive` API to the `FetchResponse` object which treats the response body as an archive and uses `shutil` to unpack it. [#1935](#)
- Fix The Pyodide event loop now works correctly with cancelled handles. In particular, `asyncio.wait_for` now functions as expected. [#2022](#)

### JavaScript package

- Fix `loadPyodide` no longer fails in the presence of a user-defined global named `process`. [#1849](#)
- Fix Various webpack buildtime and runtime compatibility issues were fixed. [#1900](#)
- Enhancement Added the `pyodide.pyimport` API to import a Python module and return it as a `PyProxy`. Warning: this is different from the original `pyimport` API which was removed in this version. [#1944](#)
- Enhancement Added the `pyodide.unpackArchive` API which unpacks an archive represented as an `ArrayBuffer` into the working directory. This is intended as a way to install packages from a local application. [#1944](#)
- API Change `loadPyodide` now accepts a `homedir` parameter which sets home directory of Pyodide virtual file system. [#1936](#)
- BREAKING CHANGE The default working directory(home directory) inside the Pyodide virtual file system has been changed from `/` to `/home/pyodide`. To get the previous behavior, you can
  - call `os.chdir("/")` in Python to change working directory or
  - call `loadPyodide` with the `homedir="/"` argument [#1936](#)



## Python / JavaScript type conversions

- **BREAKING CHANGE** Updated the calling convention when a JavaScript function is called from Python to improve memory management of PyProxies. PyProxy arguments and return values are automatically destroyed when the function is finished. [#1573](#)
- **Enhancement** Added `JsProxy.to_string`, `JsProxy.to_bytes`, and `JsProxy.to_memoryview` to allow for conversion of `TypedArray` to standard Python types without unneeded copies. [#1864](#)
- **Enhancement** Added `JsProxy.to_file` and `JsProxy.from_file` to allow reading and writing Javascript buffers to files as a byte stream without unneeded copies. [#1864](#)
- **Fix** It is now possible to destroy a borrowed attribute `PyProxy` of a `PyProxy` (as introduced by [#1636](#)) before destroying the root `PyProxy`. [#1854](#)
- **Fix** If `__iter__()` raises an error, it is now handled correctly by the `PyProxy[Symbol.iterator()]` method. [#1871](#)
- **Fix** Borrowed attribute `PyProxys` are no longer destroyed when the root `PyProxy` is garbage collected (because it was leaked). Doing so has no benefit to nonleaky code and turns some leaky code into broken code (see [#1855](#) for an example). [#1870](#)
- **Fix** Improved the way that `pyodide.globals.get("builtin_name")` works. Before we used `__main__.__dict__.update(builtins.__dict__)` which led to several undesirable effects such as `__name__` being equal to `"builtins"`. Now we use a proxy wrapper to replace `pyodide.globals.get` with a function that looks up the name on `builtins` if lookup on `globals` fails. [#1905](#)
- **Enhancement** Coroutines have their memory managed in a more convenient way. In particular, now it is only necessary to either `await` the coroutine or call one of `.then`, `.except` or `.finally` to prevent a leak. It is no longer necessary to manually destroy the coroutine. Example: before:

```
async function runPythonAsync(code, globals) {
  let coroutine = Module.pyodide_py.eval_code_async(code, globals);
  try {
    return await coroutine;
  } finally {
    coroutine.destroy();
  }
}
```

After:

```
async function runPythonAsync(code, globals) {
  return await Module.pyodide_py.eval_code_async(code, globals);
}
```

[#2030](#)

## pyodide-build

- **API Change** By default only a minimal set of packages is built. To build all packages set `PYODIDE_PACKAGES='*'` In addition, `make minimal` was removed, since it is now equivalent to `make` without extra arguments. [#1801](#)
- **Enhancement** It is now possible to use `pyodide-build buildall` and `pyodide-build buildpkg` directly. [#2063](#)

- Enhancement Added a `--force-rebuild` flag to `buildall` and `buildpkg` which rebuilds the package even if it looks like it doesn't need to be rebuilt. Added a `--continue` flag which keeps the same source tree for the package and can continue from the middle of a build. #2069
- Enhancement Changes to environment variables in the build script are now seen in the compile and post build scripts. #1706
- Fix Fix usability issues with `pyodide-build mkpkg CLI`. #1828
- Enhancement Better support for `ccache` when building Pyodide #1805
- Fix Fix compile error `wasm-ld: error: unknown argument: --sort-common` and `wasm-ld: error: unknown argument: --as-needed` in ArchLinux. #1965

### micropip

- Fix micropip now raises an error when installing a non-pure python wheel directly from a url. #1859
- Enhancement `micropip.install()` now accepts a `keep_going` parameter. If set to `True`, micropip reports all identifiable dependencies that don't have pure Python wheels, instead of failing after processing the first one. #1976
- Enhancement Added a new API `micropip.list()` which returns the list of installed packages by micropip. #2012

### Packages

- Enhancement Unit tests are now unvendored from Python packages and included in a separate package `<package name>-tests`. This results in a 20% size reduction on average for packages that vendor tests (e.g. `numpy`, `pandas`, `scipy`). #1832
- Update Upgraded SciPy to 1.7.3. There are known issues with some SciPy components, the current status of the scipy test suite is [here](#) #2065
- Fix The built-in `pwd` module of Python, which provides a Unix specific feature, is now unvendored. #1883
- Fix pillow and imageio now correctly encode/decode grayscale and black-and-white JPEG images. #2028
- Fix The `numpy fft` module now works correctly. #2028
- New packages: `logbook` #1920, `pyb2d` #1968, and `threadpoolctl` (a dependency of `scikit-learn`) #2065
- Upgraded packages: `numpy` (1.21.4) #1934, `scikit-learn` (1.0.2) #2065, `scikit-image` (0.19.1) #2005, `msgpack` (1.0.3) #2071, `astropy` (5.0.3) #2086, `statsmodels` (0.13.1) #2073, `pillow` (9.0.0) #2085. This list is not exhaustive, refer to `packages.json` for the full list.

### Uncategorized

- Enhancement `PyErr_CheckSignals` now works with the keyboard interrupt system so that cooperative C extensions can be interrupted. Also, added the `pyodide.checkInterrupt` function so Javascript code can opt to be interrupted. #1294
- Fix The `_` variable is now set by the Pyodide repl just like it is set in the native Python repl. #1904
- Enhancement `pyodide-env` and `pyodide` Docker images are now available from both the [Docker Hub](#) and from the [Github Package registry](#). #1995
- Fix The console now correctly handles it when an object's `__repr__` function raises an exception. #2021

- Enhancement Removed the `-s EMULATE_FUNCTION_POINTER_CASTS` flag, yielding large benefits in speed, stack usage, and code size. [#2019](#)

## List of contributors

Alexey Ignatiev, Alex Hall, Bart Broere, Cyrille Bogaert, etienne, Grimmer, Grimmer Kang, Gyeongjae Choi, Hao Zhang, Hood Chatham, Ian Clester, Jan Max Meyer, LeoPsidom, Liumeo, Michael Christensen, Owen Ou, Roman Yurchak, Seungmin Kim, Sylvain, Thorsten Beier, Wei Ouyang, Will Lachance

## Version 0.18.1

*September 16, 2021*

## Console

- Fix Ctrl+C handling in console now works correctly with multiline input. New behavior more closely approximates the behavior of the native Python console. [#1790](#)
- Fix Fix the repr of Python objects (including lists and dicts) in console [#1780](#)
- Fix The “long output truncated” message now appears on a separate line as intended. [#1814](#)
- Fix The streams that are used to redirect stdin and stdout in the console now define `isatty` to return `True`. This fixes pytest. [#1822](#)

## Python package

- Fix Avoid circular references when `runsource` raises `SyntaxError` [#1758](#)

## JavaScript package

- Fix The `pyodide.setInterruptBuffer` command is now publicly exposed again, as it was in v0.17.0. [#1797](#)

## Python / JavaScript type conversions

- Fix Conversion of very large strings from JavaScript to Python works again. [#1806](#)
- Fix Fixed a use after free bug in the error handling code. [#1816](#)

### Packages

- Fix pillow now correctly encodes/decodes RGB JPEG image format. [#1818](#)

### Micellaneous

- Fix Patched emscripten to make the system calls to duplicate file descriptors closer to posix-compliant. In particular, this fixes the use of `dup` on pipes and temporary files, as needed by `pytest`. [#1823](#)

### Version 0.18.0

*August 3rd, 2021*

### General

- Update Pyodide now runs Python 3.9.5. [#1637](#)
- Enhancement Pyodide can experimentally be used in Node.js [#1689](#)
- Enhancement Pyodide now directly exposes the [Emscripten filesystem API](#), allowing for direct manipulation of the in-memory filesystem [#1692](#)
- Enhancement Pyodide's support of [emscripten file systems](#) is expanded from the default MEMFS to include IDBFS, NODEFS, PROXYFS, and WORKERFS, allowing for custom persistence strategies depending on execution environment [#1596](#)
- API Change The `packages.json` schema for Pyodide was redesigned for better compatibility with conda. [#1700](#)
- API Change `run_docker` no longer binds any port to the docker image by default. [#1750](#)

### Standard library

- API Change The following standard library modules are now available as standalone packages
  - `distlib`

They are loaded by default in `loadPyodide`, however this behavior can be disabled with the `fullStdLib` parameter set to `false`. All optional stdlib modules can then be loaded as needed with `pyodide.loadPackage`. [#1543](#)

- Enhancement The standard library module `audioop` is now included, making the `wave`, `sndhdr`, `aifc`, and `sunau` modules usable. [#1623](#)
- Enhancement Added support for `ctypes`. [#1656](#)

## JavaScript package

- Enhancement The Pyodide JavaScript package is released to npm under [npmjs.com/package/pyodide](https://npmjs.com/package/pyodide) #1762
- API Change `loadPyodide` no longer automatically stores the API into a global variable called `pyodide`. To get old behavior, say `globalThis.pyodide = await loadPyodide({...})`. #1597
- Enhancement `loadPyodide` now accepts callback functions for `stdin`, `stdout` and `stderr` #1728
- Enhancement Pyodide now ships with first party typescript types for the entire JavaScript API (though no typings are available for `PyProxy` fields). #1601
- Enhancement It is now possible to import Comlink objects into Pyodide after using `pyodide.registerComlink` #1642
- Enhancement If a Python error occurs in a reentrant `runPython` call, the error will be propagated into the outer `runPython` context as the original error type. This is particularly important if the error is a `KeyboardInterrupt`. #1447

## Python package

- Enhancement Added a new `CodeRunner` API for finer control than `eval_code` and `eval_code_async`. Designed with the needs of REPL implementations in mind. #1563
- Enhancement Added `Console` class closely based on the Python standard library `code.InteractiveConsole` but with support for top level `await` and stream redirection. Also added the subclass `PyodideConsole` which automatically uses `pyodide.loadPackagesFromImports` on the code before running it. #1125, #1155, #1635
- Fix `eval_code_async` no longer automatically awaits a returned coroutine or attempts to await a returned generator object (which triggered an error). #1563

## Python / JavaScript type conversions

- API Change `pyodide.runPythonAsync` no longer automatically calls `pyodide.loadPackagesFromImports`. #1538.
- Enhancement Added the `PyProxy.callKwargs` method to allow using Python functions with keyword arguments from JavaScript. #1539
- Enhancement Added the `PyProxy.copy` method. #1549 #1630
- API Change Updated the method resolution order on `PyProxy`. Performing a lookup on a `PyProxy` will prefer to pick a method from the `PyProxy` api, if no such method is found, it will use `getattr` on the proxied object. Prefixing a name with `$` forces `getattr`. For instance, `PyProxy.destroy` now always refers to the method that destroys the proxy, whereas `PyProxy.$destroy` refers to an attribute or method called `destroy` on the proxied object. #1604
- API Change It is now possible to use `Symbol` keys with `PyProxies`. These `Symbol` keys put markers on the `PyProxy` that can be used by external code. They will not currently be copied by `PyProxy.copy`. #1696
- Enhancement Memory management of `PyProxy` fields has been changed so that fields looked up on a `PyProxy` are “borrowed” and have their lifetime attached to the base `PyProxy`. This is intended to allow for more idiomatic usage. (See #1617.) #1636
- API Change The `depth` argument to `toJs` is now passed as an option, so `toJs(n)` in v0.17 changed to `toJs({depth : n})`. Similarly, `pyodide.toPy` now takes `depth` as a named argument. Also `to_js` and `to_py` only take `depth` as a keyword argument. #1721

- API Change `toJs` and `to_js` now take an option `pyproxies`, if a JavaScript Array is passed for this, then any proxies created during conversion will be placed into this array. This allows easy cleanup later. The `create_pyproxies` option can be used to disable creation of pyproxies during conversion (instead a `ConversionError` is raised). [#1726](#)
- API Change `toJs` and `to_js` now take an option `dict_converter` which will be called on a JavaScript iterable of two-element Arrays as the final step of converting dictionaries. For instance, pass `Object.fromEntries` to convert to an object or `Array.from` to convert to an array of pairs. [#1742](#)

### pyodide-build

- API Change `pyodide-build` is now an installable Python package, with an identically named CLI entrypoint that replaces `bin/pyodide` which is removed [#1566](#)

### micropip

- Fix micropip now correctly handles packages that have mixed case names. (See [#1614](#)). [#1615](#)
- Enhancement micropip now resolves dependencies correctly for old versions of packages (it used to always use the dependencies from the most recent version, see [#1619](#) and [#1745](#)). micropip also will resolve dependencies for wheels loaded from custom urls. [#1753](#)

### Packages

- Enhancement `matplotlib` now comes with a new renderer based on the `html5` canvas element. [#1579](#) It is optional and the current default backend is still the `agg` backend compiled to `wasm`.
- Enhancement Updated a number of packages included in Pyodide.

### List of contributors

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### Version 0.17.0

*April 21, 2021*

See the 0-17-0-release-notes for more information.

## Improvements to package loading and dynamic linking

- Enhancement Uses the emscripten preload plugin system to preload .so files in packages
- Enhancement Support for shared library packages. This is used for CLAPACK which makes scipy a lot smaller. [#1236](#)
- Fix Pyodide and included packages can now be used with Safari v14+. Safari v13 has also been observed to work on some (but not all) devices.

## Python / JS type conversions

- Feature A `JsProxy` of a JavaScript `Promise` or other awaitable object is now a Python awaitable. [#880](#)
- API Change Instead of automatically converting Python lists and dicts into JavaScript, they are now wrapped in `PyProxy`. Added a new `PyProxy.toJs` API to request the conversion behavior that used to be implicit. [#1167](#)
- API Change Added `JsProxy.to_py` API to convert a JavaScript object to Python. [#1244](#)
- Feature Flexible jsimports: it now possible to add custom Python “packages” backed by JavaScript code, like the `js` package. The `js` package is now implemented using this system. [#1146](#)
- Feature A `PyProxy` of a Python coroutine or awaitable is now an awaitable JavaScript object. Awaiting a coroutine will schedule it to run on the Python event loop using `asyncio.ensure_future`. [#1170](#)
- Enhancement Made `PyProxy` of an iterable Python object an iterable Js object: defined the `[Symbol.iterator]` method, can be used like `for(let x of proxy)`. Made a `PyProxy` of a Python iterator an iterator: `proxy.next()` is translated to `next(it)`. Made a `PyProxy` of a Python generator into a JavaScript generator: `proxy.next(val)` is translated to `gen.send(val)`. [#1180](#)
- API Change Updated `PyProxy` so that if the wrapped Python object supports `__getitem__` access, then the wrapper has `get`, `set`, `has`, and `delete` methods which do `obj[key]`, `obj[key] = val`, `key in obj` and `del obj[key]` respectively. [#1175](#)
- API Change The `pyodide.pyimport` function is deprecated in favor of using `pyodide.globals.get('key')`. [#1367](#)
- API Change Added `PyProxy.getBuffer` API to allow direct access to Python buffers as JavaScript `TypedArrays`. [#1215](#)
- API Change The innermost level of a buffer converted to JavaScript used to be a `TypedArray` if the buffer was contiguous and otherwise an `Array`. Now the innermost level will be a `TypedArray` unless the buffer format code is a “?” in which case it will be an `Array` of booleans, or if the format code is a “s” in which case the innermost level will be converted to a string. [#1376](#)
- Enhancement JavaScript `BigInts` are converted into Python `int` and Python `ints` larger than  $2^{53}$  are converted into `BigInt`. [#1407](#)
- API Change Added `pyodide.isPyProxy` to test if an object is a `PyProxy`. [#1456](#)
- Enhancement `PyProxy` and `PyBuffer` objects are now garbage collected if the browser supports `FinalizationRegistry`. [#1306](#)
- Enhancement Automatic conversion of JavaScript functions to CPython calling conventions. [#1051](#), [#1080](#)
- Enhancement Automatic detection of fatal errors. In this case Pyodide will produce both a JavaScript and a Python stack trace with explicit instruction to open a bug report. [pr{1151}](#), [pr{1390}](#), [pr{1478}](#).
- Enhancement Systematic memory leak detection in the test suite and a large number of fixed to memory leaks. [pr{1340}](#)

- Fix `getattr` and `dir` on `JsProxy` now report consistent results and include all names defined on the Python dictionary backing `JsProxy`. [#1017](#)
- Fix `JsProxy.__bool__` now produces more consistent results: both `bool(window)` and `bool(zero-arg-callback)` were `False` but now are `True`. Conversely, `bool(empty_js_set)` and `bool(empty_js_map)` were `True` but now are `False`. [#1061](#)
- Fix When calling a JavaScript function from Python without keyword arguments, Pyodide no longer passes a `PyProxy`-wrapped `NULL` pointer as the last argument. [#1033](#)
- Fix `JsBoundMethod` is now a subclass of `JsProxy`, which fixes nested attribute access and various other strange bugs. [#1124](#)
- Fix JavaScript functions imported like `from js import fetch` no longer trigger “invalid invocation” errors (issue [#461](#)) and `js.fetch("some_url")` also works now (issue [#768](#)). [#1126](#)
- Fix JavaScript bound method calls now work correctly with keyword arguments. [#1138](#)
- Fix JavaScript constructor calls now work correctly with keyword arguments. [#1433](#)

### pyodide-py package

- Feature Added a Python event loop to support `asyncio` by scheduling coroutines to run as jobs on the browser event loop. This event loop is available by default and automatically enabled by any relevant `asyncio` API, so for instance `asyncio.ensure_future` works without any configuration. [#1158](#)
- API Change Removed `as_nested_list` API in favor of `JsProxy.to_py`. [#1345](#)

### pyodide-js

- API Change Removed iodide-specific code in `pyodide.js`. This breaks compatibility with iodide. [#878](#), [#981](#)
- API Change Removed the `pyodide.autocomplete` API, use `Jedi` directly instead. [#1066](#)
- API Change Removed `pyodide.repr` API. [#1067](#)
- Fix If `messageCallback` and `errorCallback` are supplied to `pyodide.loadPackage`, `pyodide.runPythonAsync` and `pyodide.loadPackagesFromImport`, then the messages are no longer automatically logged to the console.
- Feature `runPythonAsync` now runs the code with `eval_code_async`. In particular, it is possible to use top-level `await` inside of `runPythonAsync`.
- `eval_code` now accepts separate `globals` and `locals` parameters. [#1083](#)
- Added the `pyodide.setInterruptBuffer` API. This can be used to set a `SharedArrayBuffer` to be the keyboard interrupt buffer. If Pyodide is running on a webworker, the main thread can signal to the webworker that it should raise a `KeyboardInterrupt` by writing to the interrupt buffer. [#1148](#) and [#1173](#)
- Changed the loading method: added an `async` function `loadPyodide` to load Pyodide to use instead of `languagePluginURL` and `languagePluginLoader`. The change is currently backwards compatible, but the old approach is deprecated. [#1363](#)
- `runPythonAsync` now accepts `globals` parameter. [#1914](#)



## micropip

- Feature micropip now supports installing wheels from relative URLs. #872
- API Change micropip.install now returns a Python Future instead of a JavaScript Promise. #1324
- Fix micropip.install now interacts correctly with pyodide.loadPackage. #1457
- Fix micropip.install now handles version constraints correctly even if there is a version of the package available from the Pyodide indexURL.

## Build system

- Enhancement Updated to latest emscripten 2.0.13 with the upstream LLVM backend #1102
- API Change Use upstream file\_packager.py, and stop checking package abi versions. The PYODIDE\_PACKAGE\_ABI environment variable is no longer used, but is still set as some packages use it to detect whether it is being built for Pyodide. This usage is deprecated, and a new environment variable PYODIDE is introduced for this purpose.  
As part of the change, Module.checkABI is no longer present. #991
- uglifyjs and lessc no longer need to be installed in the system during build #878.
- Enhancement Reduce the size of the core Pyodide package #987.
- Enhancement Optionally to disable docker port binding #1423.
- Enhancement Run arbitrary command in docker #1424
- Docker images for Pyodide are now accessible at pyodide/pyodide-env and pyodide/pyodide.
- Enhancement Option to run docker in non-interactive mode #1641

## REPL

- Fix In console.html: sync behavior, full stdout/stderr support, clean namespace, bigger font, correct result representation, clean traceback #1125 and #1141
- Fix Switched from Jedi to rcompleter for completion in pyodide.console.InteractiveConsole and so in console.html. This fixes some completion issues (see #821 and #1160)
- Enhancement Support top-level await in the console #1459

## Packages

- six, jedi and parso are no longer vendored in the main Pyodide package, and need to be loaded explicitly #1010, #987.
- Updated packages #1021, #1338, #1460.
- Added Plotly version 4.14.3 and retrying dependency #1419

### List of contributors

(in alphabetic order)

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### Version 0.16.1

*December 25, 2020*

Note: due to a CI deployment issue the 0.16.0 release was skipped and replaced by 0.16.1 with identical contents.

- Pyodide files are distributed by [JsDelivr](https://cdn.jsdelivr.net/pyodide/v0.16.1/full/pyodide.js), <https://cdn.jsdelivr.net/pyodide/v0.16.1/full/pyodide.js> The previous CDN `pyodide-cdn2.iodide.io` still works and there are no plans for deprecating it. However please use JsDelivr as a more sustainable solution, including for earlier Pyodide versions.

### Python and the standard library

- Pyodide includes CPython 3.8.2 [#712](#)
- ENH Patches for the threading module were removed in all packages. Importing the module, and a subset of functionality (e.g. locks) works, while starting a new thread will produce an exception, as expected. [#796](#). See [#237](#) for the current status of the threading support.
- ENH The multiprocessing module is now included, and will not fail at import, thus avoiding the necessity to patch included packages. Starting a new process will produce an exception due to the limitation of the WebAssembly VM with the following message: `Resource temporarily unavailable` [#796](#).

### Python / JS type conversions

- FIX Only call `Py_INCREF()` once when proxied by `PyProxy` [#708](#)
- JavaScript exceptions can now be raised and caught in Python. They are wrapped in `pyodide.JsException`. [#891](#)

### pyodide-py package and micropip

- The `pyodide.py` file was transformed to a `pyodide-py` package. The imports remain the same so this change is transparent to the users [#909](#).
- FIX Get last version from PyPI when installing a module via micropip [#846](#).
- Suppress REPL results returned by `pyodide.eval_code` by adding a semicolon [#876](#).
- Enable monkey patching of `eval_code` and `find_imports` to customize behavior of `runPython` and `runPythonAsync` [#941](#).

## Build system

- Updated docker image to Debian buster, resulting in smaller images. [#815](#)
- Pre-built docker images are now available as `iodide-project/pyodide` [#787](#)
- Host Python is no longer compiled, reducing compilation time. This also implies that Python 3.8 is now required to build Pyodide. It can for instance be installed with conda. [#830](#)
- FIX Infer package tarball directory from source URL [#687](#)
- Updated to emscripten 1.38.44 and binaryen v86 (see related [commits](#))
- Updated default `--ldflags` argument to `pyodide_build` scripts to equal what Pyodide actually uses. [#817](#)
- Replace C lz4 implementation with the (upstream) JavaScript implementation. [#851](#)
- Pyodide deployment URL can now be specified with the `PYODIDE_BASE_URL` environment variable during build. The `pyodide_dev.js` is no longer distributed. To get an equivalent behavior with `pyodide.js`, set

```
window.languagePluginUrl = "./";
```

before loading it. [#855](#)

- Build runtime C libraries (e.g. libxml) via package build system with correct dependency resolution [#927](#)
- Pyodide can now be built in a conda virtual environment [#835](#)

## Other improvements

- Modify MEMFS timestamp handling to support better caching. This in particular allows to import newly created Python modules without invalidating import caches [#893](#)

## Packages

- New packages: `freesasa`, `lxml`, `python-sat`, `traits`, `astropy`, `pillow`, `scikit-image`, `imageio`, `numcodecs`, `msgpack`, `asciitree`, `zarr`  
 Note that due to the large size and the experimental state of the `scipy` package, packages that depend on `scipy` (including `scikit-image`, `scikit-learn`) will take longer to load, use a lot of memory and may experience failures.
- Updated packages: `numpy` 1.15.4, `pandas` 1.0.5, `matplotlib` 3.3.3 among others.
- New package `pyodide-interrupt`, useful for handling interrupts in Pyodide (see project description for details).

## Backward incompatible changes

- Dropped support for loading `.wasm` files with incorrect MIME type, following [#851](#)

## List of contributors

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## Version 0.15.0

*May 19, 2020*

- Upgrades Pyodide to CPython 3.7.4.
- micropip no longer uses a CORS proxy to install pure Python packages from PyPI. Packages are now installed from PyPI directly.
- micropip can now be used from web workers.
- Adds support for installing pure Python wheels from arbitrary URLs with micropip.
- The CDN URL for Pyodide changed to <https://pyodide-cdn2.iodide.io/v0.15.0/full/pyodide.js> It now supports versioning and should provide faster downloads. The latest release can be accessed via <https://pyodide-cdn2.iodide.io/latest/full/>
- Adds `messageCallback` and `errorCallback` to `pyodide.loadPackage`.
- Reduces the initial memory footprint (`TOTAL_MEMORY`) from 1 GiB to 5 MiB. More memory will be allocated as needed.
- When building from source, only a subset of packages can be built by setting the `PYODIDE_PACKAGES` environment variable. See [partial builds documentation](#) for more details.
- New packages: future, autograd

## Version 0.14.3

*Dec 11, 2019*

- Convert JavaScript numbers containing integers, e.g. `3.0`, to a real Python long (e.g. `3`).
- Adds `__bool__` method to for `JsProxy` objects.
- Adds a JavaScript-side auto completion function for Iodide that uses `jedi`.
- New packages: nltk, jeudi, statsmodels, regex, cytoolz, xlrd, uncertainties

## Version 0.14.0

*Aug 14, 2019*

- The built-in `sqlite` and `bz2` modules of Python are now enabled.
- Adds support for auto-completion based on `jedi` when used in iodide

### Version 0.13.0

*May 31, 2019*

- Tagged versions of Pyodide are now deployed to Netlify.

### Version 0.12.0

*May 3, 2019*

#### User improvements:

- Packages with pure Python wheels can now be loaded directly from PyPI. See [Micropip](#) for more information.
- Thanks to PEP 562, you can now `import js` from Python and use it to access anything in the global JavaScript namespace.
- Passing a Python object to JavaScript always creates the same object in JavaScript. This makes APIs like `removeEventListener` usable.
- Calling `dir()` in Python on a JavaScript proxy now works.
- Passing an `ArrayBuffer` from JavaScript to Python now correctly creates a `memoryview` object.
- Pyodide now works on Safari.

### Version 0.11.0

*Apr 12, 2019*

#### User improvements:

- Support for built-in modules:
  - `sqlite`, `crypt`
- New packages: `mne`

#### Developer improvements:

- The `mkpkg` command will now select an appropriate archive to use, rather than just using the first.
- The included version of emscripten has been upgraded to 1.38.30 (plus a bugfix).
- New packages: `jinja2`, `MarkupSafe`

### Version 0.10.0

*Mar 21, 2019*

#### User improvements:

- New packages: `html5lib`, `pygments`, `beautifulsoup4`, `soupsieve`, `docutils`, `bleach`, `mne`

#### Developer improvements:

- `console.html` provides a simple text-only interactive console to test local changes to Pyodide. The existing notebooks based on legacy versions of Iodide have been removed.
- The `run_docker` script can now be configured with environment variables.

### 3.3.6 Related Projects

#### WebAssembly ecosystem

- [emscripten](#) is the compiler toolchain for WebAssembly that made Pyodide possible.

#### Notebook environments, IDEs, and REPLs

- [Iodide](#) is a notebook-like environment for literate scientific computing and communication for the web. It is no longer actively maintained. Historically, Pyodide started as plugin for iodide.
- [Starboard notebook](#) is an in-browser literal notebook runtime that uses Pyodide for Python.
- [Basthon notebook](#) is a static fork of Jupyter notebook with a Pyodide kernel (currently in French).
- [JupyterLite](#) is a JupyterLab distribution that runs entirely in the browser, based on Pyodide.
- [futurecoder](#) is an interactive Python course running on Pyodide. It includes an [IDE](#) with a REPL, debuggers, and automatic installation of any imported packages supported by Pyodide's `micropip`.

#### Dashboards and visualization

- [WebDash](#) is a Plotly Dash distribution that runs entirely in the browser, using Pyodide.

#### Other projects

- [wc-code](#) is a library to run JavaScript, Python, and Theme in the browser with inline code blocks. It uses Pyodide to execute Python code.
- [SymPy Beta](#) is a fork of SymPy Gamma. It's an in-browser answer engine with a Pyodide backend.

## COMMUNICATION

- Blog: [blog.pyodide.org](http://blog.pyodide.org)
- Mailing list: [mail.python.org/mailman3/lists/pyodide.python.org/](http://mail.python.org/mailman3/lists/pyodide.python.org/)
- Gitter: [gitter.im/pyodide/community](https://gitter.im/pyodide/community)
- Twitter: [twitter.com/pyodide](https://twitter.com/pyodide)
- Stack Overflow: [stackoverflow.com/questions/tagged/pyodide](https://stackoverflow.com/questions/tagged/pyodide)





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