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# **zict Documentation**

***Release 0.1.4***

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**Apr 09, 2019**



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The dictionary / mutable mapping interface is powerful and multi-faceted.

- We store data in different locations such as in-memory, on disk, in archive files, etc..
- We manage old data with different policies like LRU, random eviction, etc..
- We might encode or transform data as it arrives or departs the dictionary through compression, encoding, etc..

To this end we build abstract `MutableMapping` classes that consume and build on other `MutableMappings`. We can compose several of these with each other to form intuitive interfaces over complex storage systems policies.



# CHAPTER 1

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## Example

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In the following example we create an LRU dictionary backed by pickle-encoded, zlib-compressed, directory of files.

```
import pickle
import zlib

from zict import File, Func, LRU

a = File('myfile/', mode='a')
b = Func(zlib.compress, zlib.decompress, a)
c = Func(pickle.dumps, pickle.loads, b)
d = LRU(100, c)

>>> d['x'] = [1, 2, 3]
>>> d['x']
[1, 2, 3]
```





```
class zict.buffer.Buffer (fast, slow, n, weight=<function <lambda>>,
                        fast_to_slow_callbacks=None, slow_to_fast_callbacks=None)
    Buffer one dictionary on top of another
```

This creates a MutableMapping by combining two MutableMappings, one that feeds into the other when it overflows, based on an LRU mechanism. When the first evicts elements these get placed into the second. When an item is retrieved from the second it is placed back into the first.

### Parameters

**fast: MutableMapping**

**slow: MutableMapping**

**fast\_to\_slow\_callbacks: list of callables** These functions run every time data moves from the fast to the slow mapping. They take two arguments, a key and a value

**slow\_to\_fast\_callbacks: list of callables** These functions run every time data moves from the slow to the fast mapping.

### See also:

LRU

### Examples

```
>>> fast = dict()
>>> slow = Func(dumps, loads, File('storage/')) # doctest: +SKIP
>>> def weight(k, v):
...     return sys.getsizeof(v)
>>> buff = Buffer(fast, slow, 1e8, weight=weight) # doctest: +SKIP
```

**close()**

Release any system resources held by this object.

**items()** → list of D's (key, value) pairs, as 2-tuples

**keys** () → list of D's keys

**values** () → list of D's values

**class** zict.file.**File** (*directory*, *mode*='a')

Mutable Mapping interface to a directory

Keys must be strings, values must be bytes

Note this shouldn't be used for interprocess persistence, as keys are cached in memory.

#### Parameters

**directory:** string

**mode:** string, ('r', 'w', 'a'), defaults to 'a'

#### Examples

```
>>> z = File('myfile') # doctest: +SKIP
>>> z['x'] = b'123' # doctest: +SKIP
>>> z['x'] # doctest: +SKIP
b'123'
```

Also supports writing lists of bytes objects

```
>>> z['y'] = [b'123', b'4567'] # doctest: +SKIP
>>> z['y'] # doctest: +SKIP
b'1234567'
```

Or anything that can be used with file.write, like a memoryview

```
>>> z['data'] = np.ones(5).data # doctest: +SKIP
```

**keys** () → list of D's keys

**class** zict.func.**Func** (*dump*, *load*, *d*)

Buffer a MutableMapping with a pair of input/output functions

#### Parameters

**dump:** callable Function to call on value as we set it into the mapping

**load:** callable Function to call on value as we pull it from the mapping

**d:** MutableMapping

#### Examples

```
>>> def double(x):
...     return x * 2
```

```
>>> def halve(x):
...     return x / 2
```

```
>>> d = dict()
>>> f = Func(double, halve, d)
>>> f['x'] = 10
```

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```
>>> d
{'x': 20}
>>> f['x']
10.0
```

**close()**

Release any system resources held by this object.

**items()** → list of D's (key, value) pairs, as 2-tuples

**keys()** → list of D's keys

**values()** → list of D's values

**class** zict.lmdb.LMDB(*directory*)

Mutable Mapping interface to a LMDB database.

Keys must be strings, values must be bytes

#### Parameters

**directory:** string

### Examples

```
>>> z = LMDB('/tmp/somedir/') # doctest: +SKIP
>>> z['x'] = b'123' # doctest: +SKIP
>>> z['x'] # doctest: +SKIP
b'123'
```

**close()**

Release any system resources held by this object.

**items()** → list of D's (key, value) pairs, as 2-tuples

**keys()** → list of D's keys

**values()** → list of D's values

**class** zict.lru.LRU(*n, d, on\_evict=None, weight=<function <lambda>>*)

Evict Least Recently Used Elements

#### Parameters

**n:** int Number of elements to keep, or total weight if weight= is used

**d:** MutableMapping Dictionary in which to hold elements

**on\_evict:** list of callables Function:: k, v -> action to call on key value pairs prior to eviction

**weight:** callable Function:: k, v -> number to determine the size of keeping the item in the mapping. Defaults to (k, v) -> 1

### Examples

```
>>> lru = LRU(2, dict(), on_evict=lambda k, v: print("Lost", k, v))
>>> lru['x'] = 1
>>> lru['y'] = 2
```

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```
>>> lru['z'] = 3
Lost x 1
```

**close()**

Release any system resources held by this object.

**evict()**

Evict least recently used key

This is typically called from internal use, but can be externally triggered as well.

#### Returns

**k:** key

**v:** value

**w:** weight

**items()** → list of D's (key, value) pairs, as 2-tuples

**keys()** → list of D's keys

**values()** → list of D's values

**class** `zict.sieve.Sieve` (*mappings, selector*)

Store values in different mappings based on a selector's output.

This creates a MutableMapping combining several underlying MutableMappings for storage. Items are dispatched based on a selector function provided by the user.

#### Parameters

**mappings:** dict of {mapping key: MutableMapping}

**selector:** callable (key, value) -> mapping key

**See also:**

Buffer

## Examples

```
>>> small = {}
>>> large = DataBase()
>>> mappings = {True: small, False: large}
>>> def is_small(key, value):
>>>     return sys.getsizeof(value) < 10000
>>> d = Sieve(mappings, is_small)
```

**close()**

Release any system resources held by this object.

**items()** → list of D's (key, value) pairs, as 2-tuples

**keys()** → list of D's keys

**values()** → list of D's values

**class** `zict.zip.Zip` (*filename, mode='a'*)

Mutable Mapping interface to a Zip file

Keys must be strings, values must be bytes

### Parameters

**filename:** string

**mode:** string, ('r', 'w', 'a'), defaults to 'a'

### Examples

```
>>> z = Zip('myfile.zip') # doctest: +SKIP
>>> z['x'] = b'123' # doctest: +SKIP
>>> z['x'] # doctest: +SKIP
b'123'
>>> z.flush() # flush and write metadata to disk # doctest: +SKIP
```

**items** () → list of D's (key, value) pairs, as 2-tuples

**keys** () → list of D's keys

**values** () → list of D's values



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