The Catch in Rye Seeding Change and Lessons Learned

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Who am I?

Armin (amitsuhiko Ronacher Things you might know I worked on: Flask, Werkzeug, Jinja, Pygments, Sphinx, LogBook, itsdangerous, Click, MarkupSafe, Sentry, Babel, ...

... and then I disappeare

So what did I do?

Poured a lot of time into Sentry



Started to enjoy the green pastures of Rust



Code breaks, fix it faster

Application monitoring software considered "not bad" by 4 million developers.



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A language empowering everyone to build reliable and efficient software.

- Let's not kid ourselves: it's bloody complicated
- Yet as a programmer you're surprisingly productive with it
- The ecosystem has excellent DX
- The language values backwards compatibility
- The language values innovation and progress



Going back in Time (~2014)

- I picked up Rust properly when I used Python 2 actively
- Cargo was not yet a thing
- Python 3 was in a state of very slow and painful adoption

The Zen of Python

"There should be one — and preferably only one — obvious way to do it."

The Zen of Python (cont.)

"Special cases aren't special enough to break the rules."

Packaging definitely isn't a special case

I Saw The Light

- Packaging doesn't have to be painful
- Downloading the compiler/interpreter doesn't have to be painful
- Switching between compiler/interpreter versions can be trivial
- One can have the same experience on Linux, macOS, and Windows

Meet Rye!







Should Rye Exist? #6



mitsuhiko started this conversation in General



mitsuhiko on Apr 23, 2023

We all know XKCD #927:



This is how I feel about all the Python packaging. And this is why I never wanted to publish rye and kept it for myself. It's also incredibly hacky internally because it was never intended to be shared. However I really like what it does (at least in theory) and I desperately want it to exist.



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- The only goal is to dominate
- If it does not dominate, something else should
- "I just want it solved"

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mitsuhiko at cheetah in ~ \$

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Getting Pythons



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Lockfiles





	ba
	File: requirements.lock
1	# generated by rye
2	# USE rye LOCK or rye sync to update this
о 7.	# # last lookod with the following flags:
5	# Last tocked with the following flags. # nre: false
6	# features: []
7	# all-features: false
8	# with-sources: false
9	<pre># generate-hashes: false</pre>
10	# universal: false
11	
12	-e file:.
13	asgiref=3.8.1
14	# via django
15	blinker=1.8.2
	# VIA TLASK
18	ULLUR-0.1.7 # via flack
19	diango=5.0.7
20	# via hello-world
21	flask=3.0.3
22	# via hello-world
23	itsdangerous=2.2.0
24	# via flask
25	jinja2=3.1.4
26	# via flask
27	markupsafe=2.1.5
28	# via jinja2 # via markaova
29	# VIA WERKZEUG
30	# via diango
32	werkzeug=3.0.3
33	# via flask

bat requirements.lock

lockfile

Virtual Env Management





mitsuhiko at cheetah in ~/hello-world on git:main?7 \$

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~/hello-world



- I do not work for Astral
- I gave Rye's stewardship to Astral
- uv today is a replacement for pip-tools/pip/venv
- uv tomorrow will fully replace the need of Rye by absorbing it in spirit





Does it work?

- Yes, but there are issues
- Many of the issues are not technical challenges

So what the the challenges?

- Dev Dependencies
- Local Dependencies
- Workspaces
- pyproject.toml Limitations (PEP 508)
- Single Version Resolution
- Good Python Builds

Resolver is Solved

uv is pretty damn fast. You should use it.

Dev Dependencies

- Every Tool invents dev dependencies
- Some could benefit from isolation
 - black, ruff, ...
- Others do not work with isolation
 - pytest, ...
- Others are mixed
 - flake8, ...



Dev Dependencies

- There is no standard, everyone invents one
- Potential solution:
 - reserve a "dev" extra group
 - add a "tool" dependency group?



	bat pyproject.toml
	[project]
	name = "hello-world"
	version = "0.1.0"
	description = "Add your description here"
5	authors = [
6	{ name = "Armin Ronacher", email = "armin.ronacher@active-4.com" }
7	
8	dependencies = [
	"flask≥3.0.3",
10	"django≥5.0.7",
	readme = "README.md"
	requires-python = "> 5.8"
15	[build_system]
	pequipes = ["batchling"]
	<pre>build-backend = "batchling build"</pre>
18	
19	[tool.rve]
20	managed = true
	dev-dependencies = [
	"click≥8.1.7",
	[tool.hatch.metadata]
26	allow-direct-references = true
:	



Local Dependencies

• How do you depend on a local package?

~/hello-world

```
mitsuhiko at cheetah in ~/hello-world on git:main?7
$ rye add --path=../other-dep other-dep
Added other-dep @ file:///Users/mitsuhiko/hello-world/../other-dep as regular depend
Reusing already existing virtualenv
Generating production lockfile: /Users/mitsuhiko/hello-world/requirements.lock
Generating dev lockfile: /Users/mitsuhiko/hello-world/requirements-dev.lock
Installing dependencies
Resolved 12 packages in 4ms
  Built hello-world @ file:///Users/mitsuhiko/hello-world
Prepared 1 package in 203ms
Uninstalled 1 package in 0.44ms
Installed 1 package in 0.87ms
- hello-world=0.1.0 (from file:///Users/mitsuhiko/hello-world)
+ hello-world=0.1.0 (from file:///Users/mitsuhiko/hello-world)
Done!
mitsuhiko at cheetah in ~/hello-world on git:main?7
$
```

lency	
••	bat pyproject.toml
	File: pyproject.toml
1 2 3 4 5 6 7 8 9 10 11 12 13 14	<pre>[project] name = "hello-world" version = "0.1.0" description = "Add your description here" authors = [{ name = "Armin Ronacher", email = "armin.ronacher@active-4.com" }] dependencies = ["flask ≥ 3.0.3", "django ≥ 5.0.7", "other-dep @ file:///Users/mitsuhiko/hello-world//other-dep",] readme = "README.md" requires-python = "≥ 3.8"</pre>

Local Dependencies

- What about temporary overrides?
- What about editable installs?
- No standard relative path URL syntax
- Potential solution: adjacent config to override packages



~/hello-world File: .pyproject.local.toml [dependencies.overrides.other-dep] path = "../other-dep" editable = true mitsuhiko at cheetah in ~/hello-world on git:main?8



Workspaces

• Multi-dependency projects are important

```
~/my-workspace
mitsuhiko at cheetah in ~/my-workspace on git:main?8
$ rye show
 project: my-workspace
 path: /Users/mitsuhiko/my-workspace
venv: /Users/mitsuhiko/my-workspace/.venv
 target python: 3.12
venv python: cpython@3.12.1
virtual: true
workspace: /Users/mitsuhiko/my-workspace
   members:
     my-workspace (./)
     dependency-a (./dependency-a)
     dependency-b (./dependency-b)
 configured sources:
   default (index: https://pypi.org/simple/)
mitsuhiko at cheetah in ~/my-workspace on git:main?8
```

•••	bat pyproject.toml
14 15	[tool.rye]
16	managed = true
	virtual = true
18	dev-dependencies = []
19	
20	[tool.rye.workspace]
	<pre>members = ["dependency-*"]</pre>
:	

	File: dependency-a/pyproject.toml
	[project]
	<pre>name = "dependency-a"</pre>
	version = "0.1.0"
4	description = "Add your description here"
5	authors = [
6	<pre>{ name = "Armin Ronacher", email = "armin.ronacher@active-4.com" }</pre>
8	dependencies = [
9	"dependency-b"
10	
	<pre>readme = "README.md"</pre>
	requires-python = "≥ 3.12"
14	[build-system]
15	<pre>requires = ["hatchling"]</pre>
16	<pre>build-backend = "hatchling.build"</pre>
18	[tool.rye]
•	



Workspaces

- But they don't work well yet
- They are Rye proprietary
- Again run into challenges with relative paths

pyproject.toml Limitations

- Dependency string array is too limiting
 - Where do you store dependency attached meta information?
 - Impossible to encode even more into these strings without breaking already existing tools
 - Who can write these strings?

```
bat pyproject.tom
          File: pyproject.toml
          [project]
          name = "demo-project"
          version = "0.1.0"
          description = "Add your description here"
          authors =
              { name = "Armin Ronacher", email = "armin.ronacher@active-4.com" }
          dependencies =
              "Flask≥2.0"
              "more-itertools \geq 4.0.0, < 6.0.0; python_version \leq \"2.7\"",
              "more-itertools \geq 4.0.0; python_version>\"2.7\"",
          readme = "README.md"
          requires-python = "≥ 3.12"
          build-system
          requires = ["hatchling"]
          build-backend = "hatchling.build"
          [tool.rye]
 •
```



pyproject.toml Limitations

- Why do you need meta information?
- Pick the right index (PyPI vs internal)
- Git checkout, local paths, multi-version matches
- Tool specific proprietary (even if only temporary) extra information

	bat pyproject.toml
16	[project.dependencies.Flask]
17	version = "≥ 2.0"
18	<pre>path = "/local-flask-checkout"</pre>
19	
20	[project.dependencies.more-itertools]
21	<pre>match = [</pre>
22	{ version="≥4.0.0,<6.0.0", python_version = "≤2.7" },
23	{ version="≥4.0.0", python_version = ">2.7" }
24]
25	rye_proprietary_attribute = 42
26	



Other Issues with pyproject.toml

- Dynamic metadata is a bad idea
- Already countless of proprietary extensions by different tools
- Many different ways to define licenses
- Complex resolutions caused by markers

Portable Locking

- rye/uv support experimental universal locking
- it does not yet have a stable and supported cross platform lock format
- The problem is "not easy"

File: requirements.lock # generated by rye # use `rye lock` or `rye sync` to update this lockfile # last locked with the following flags: pre: false features: [] all-features: false with-sources: false generate-hashes: false universal: true -e file:. blinker=1.8.2 # via flask click=8.1.7 # via flask colorama=0.4.6 ; platform_system = 'Windows' # via click flask=3.0.3 # via demo-project itsdangerous=2.2.0 # via flask jinja2=3.1.4 # via flask markupsafe=2.1.5 # via jinja2 # via werkzeug pywin32—306 ; platform_system — 'Windows' # via demo-project werkzeug=3.0.3 # via flask

~/demo-project

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\$



Single Version Resolution

- a >= 1
- a < 1
- How can you ever find a solution?
- Rust/Node: permits multi-version resolutions
- Issues: sys.modules (though solvable), C-extension modules (CABI)

Technically Solvable

- <u>https://github.com/mitsuhiko/multiversion/</u>
- Demonstration of multi-version imports on Python 2
- What would be the benefit? Smoother ecosystem upgrades

Good Python Builds

- We need PEP 711: PyBI: a standard format for distributing Python Binaries
- indygreg builds are great, but have portability issues (bad CFLAGS, missing readline, ...)
- Not an official project, run by a single person



We are so close to solving it



What can stand in the way is only ourselves

Beware: "I got this"





- https://x.com/mitsuhiko
- https://rye.astral.sh/
- <u>https://github.com/astral-sh/uv</u>