pybase64 Documentation

Release 1.2.1

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Fast Base64 implementation for Python.

CHAPTER

ONE

GETTING STARTED

pybase64 is a wrapper on libbase64.

It aims to provide a fast base64 implementation for base64 encoding/decoding.

1.1 Installation

```
pip install pybase64
```

1.2 Usage

pybase64 uses the same API as Python base64 "modern interface" (introduced in Python 2.4) for an easy integration.

To get the fastest decoding, it is recommended to use the *b64decode()* and *validate=True* when possible.

```
import pybase64

print(pybase64.b64encode(b'>>>foo???', altchars='_:'))
# b'Pj4_Zm9vPz8:'
print(pybase64.b64decode(b'Pj4_Zm9vPz8:', altchars='_:', validate=True))
# b'>>>foo???'

# Standard encoding helpers
print(pybase64.standard_b64encode(b'>>>foo???'))
# b'Pj4+Zm9vPz8/'
print(pybase64.standard_b64decode(b'Pj4+Zm9vPz8/'))
# b'>>>foo???'

# URL safe encoding helpers
print(pybase64.urlsafe_b64encode(b'>>>foo???'))
# b'Pj4-Zm9vPz8_'
print(pybase64.urlsafe_b64decode(b'Pj4-Zm9vPz8_'))
# b'>>>foo???'
```

Check *API Reference* for more details.

A command-line tool is also provided. It has encode, decode and benchmark subcommands.

```
usage: pybase64 [-h] [-V] {benchmark,encode,decode} ...

pybase64 command-line tool.

positional arguments:
  {benchmark,encode,decode}
                        tool help
    benchmark           -h for usage
    encode              -h for usage
    decode              -h for usage

optional arguments:
  -h, --help            show this help message and exit
  -V, --version         show program's version number and exit
```

1.3 Benchmark

Running Python 3.7.2, Apple LLVM version 10.0.0 (clang-1000.11.45.5), Mac OS X 10.14.2 on an Intel Core i7-4870HQ @ 2.50GHz

```
pybase64 0.5.0 (C extension active - AVX2)
bench: altchars=None, validate=False
pybase64._pybase64.encodebytes:   1734.776 MB/s (13,271,472 bytes -> 17,928,129 bytes)
pybase64._pybase64.b64encode:     4039.539 MB/s (13,271,472 bytes -> 17,695,296 bytes)
pybase64._pybase64.b64decode:     1854.423 MB/s (17,695,296 bytes -> 13,271,472 bytes)
base64.encodebytes:                 78.352 MB/s (13,271,472 bytes -> 17,928,129 bytes)
base64.b64encode:                  539.840 MB/s (13,271,472 bytes -> 17,695,296 bytes)
base64.b64decode:                  287.826 MB/s (17,695,296 bytes -> 13,271,472 bytes)
bench: altchars=None, validate=True
pybase64._pybase64.b64encode:     4156.607 MB/s (13,271,472 bytes -> 17,695,296 bytes)
pybase64._pybase64.b64decode:     4107.997 MB/s (17,695,296 bytes -> 13,271,472 bytes)
base64.b64encode:                  559.342 MB/s (13,271,472 bytes -> 17,695,296 bytes)
base64.b64decode:                  143.674 MB/s (17,695,296 bytes -> 13,271,472 bytes)
bench: altchars=b'-_', validate=False
pybase64._pybase64.b64encode:     2786.776 MB/s (13,271,472 bytes -> 17,695,296 bytes)
pybase64._pybase64.b64decode:     1124.136 MB/s (17,695,296 bytes -> 13,271,472 bytes)
base64.b64encode:                  322.427 MB/s (13,271,472 bytes -> 17,695,296 bytes)
base64.b64decode:                  205.195 MB/s (17,695,296 bytes -> 13,271,472 bytes)
bench: altchars=b'-_', validate=True
pybase64._pybase64.b64encode:     2806.271 MB/s (13,271,472 bytes -> 17,695,296 bytes)
pybase64._pybase64.b64decode:     2740.456 MB/s (17,695,296 bytes -> 13,271,472 bytes)
base64.b64encode:                  314.709 MB/s (13,271,472 bytes -> 17,695,296 bytes)
base64.b64decode:                  121.803 MB/s (17,695,296 bytes -> 13,271,472 bytes)
```

CHAPTER

TWO

API REFERENCE

2.1 Main API Reference

pybase64.**b64encode**(*s: Any*, *altchars: Optional[Any] = None*) → bytes
Encode bytes using the standard Base64 alphabet.

Argument `s` is a bytes-like object to encode.

Optional `altchars` must be a byte string of length 2 which specifies an alternative alphabet for the '+' and '/' characters. This allows an application to e.g. generate url or filesystem safe Base64 strings.

The result is returned as a `bytes` object.

pybase64.**b64encode_as_string**(*s: Any*, *altchars: Optional[Any] = None*) → str
Encode bytes using the standard Base64 alphabet.

Argument `s` is a bytes-like object to encode.

Optional `altchars` must be a byte string of length 2 which specifies an alternative alphabet for the '+' and '/' characters. This allows an application to e.g. generate url or filesystem safe Base64 strings.

The result is returned as a `str` object.

pybase64.**b64decode**(*s: Any*, *altchars: Optional[Any] = None*, *validate: bool = False*) → bytes
Decode bytes encoded with the standard Base64 alphabet.

Argument `s` is a bytes-like object or ASCII string to decode.

Optional `altchars` must be a bytes-like object or ASCII string of length 2 which specifies the alternative alphabet used instead of the '+' and '/' characters.

If `validate` is `False` (the default), characters that are neither in the normal base-64 alphabet nor the alternative alphabet are discarded prior to the padding check. If `validate` is `True`, these non-alphabet characters in the input result in a `binascii.Error`.

The result is returned as a `bytes` object.

A `binascii.Error` is raised if `s` is incorrectly padded.

pybase64.**b64decode_as_bytearray**(*s: Any*, *altchars: Optional[Any] = None*, *validate: bool = False*) → bytearray
Decode bytes encoded with the standard Base64 alphabet.

Argument `s` is a bytes-like object or ASCII string to decode.

Optional `altchars` must be a bytes-like object or ASCII string of length 2 which specifies the alternative alphabet used instead of the '+' and '/' characters.

If `validate` is `False` (the default), characters that are neither in the normal base-64 alphabet nor the alternative alphabet are discarded prior to the padding check. If `validate` is `True`, these non-alphabet characters in the input result in a `binascii.Error`.

The result is returned as a `bytearray` object.

A `binascii.Error` is raised if `s` is incorrectly padded.

2.2 Helpers API Reference

pybase64.**standard_b64encode**(*s: Any*) → bytes
Encode bytes using the standard Base64 alphabet.

Argument `s` is a bytes-like object to encode.

The result is returned as a `bytes` object.

pybase64.**standard_b64decode**(*s: Any*) → bytes
Decode bytes encoded with the standard Base64 alphabet.

Argument `s` is a bytes-like object or ASCII string to decode.

The result is returned as a `bytes` object.

A `binascii.Error` is raised if the input is incorrectly padded.

Characters that are not in the standard alphabet are discarded prior to the padding check.

pybase64.**urlsafe_b64encode**(*s: Any*) → bytes
Encode bytes using the URL- and filesystem-safe Base64 alphabet.

Argument `s` is a bytes-like object to encode.

The result is returned as a `bytes` object.

The alphabet uses '-' instead of '+' and '_' instead of '/'.

pybase64.**urlsafe_b64decode**(*s: Any*) → bytes
Decode bytes using the URL- and filesystem-safe Base64 alphabet.

Argument `s` is a bytes-like object or ASCII string to decode.

The result is returned as a `bytes` object.

A `binascii.Error` is raised if the input is incorrectly padded.

Characters that are not in the URL-safe base-64 alphabet, and are not a plus '+' or slash '/', are discarded prior to the padding check.

The alphabet uses '-' instead of '+' and '_' instead of '/'.

2.3 Legacy API Reference

pybase64.**encodebytes**(*s: Any*) → bytes

Encode bytes into a bytes object with newlines (b' ') inserted after

every 76 bytes of output, and ensuring that there is a trailing newline, as per **RFC 2045** (MIME).

Argument `s` is a bytes-like object to encode.

The result is returned as a `bytes` object.

2.4 Information API Reference

pybase64.**get_version**() → str

Returns pybase64 version as a `str` object.

The result reports if the C extension is used or not. e.g. *1.0.0 (C extension active - AVX2)*

pybase64.**get_license_text**() → str

Returns pybase64 license information as a `str` object.

The result includes libbase64 license information as well.

CHAPTER

THREE

CHANGELOG

3.1 1.2.1

- Publish PyPy 3.8 (pypy38_pp73) wheels

3.2 1.2.0

- Release the GIL
- Publish CPython 3.10 wheels
- Drop python 3.5 support

3.3 1.1.4

- Add macOS arm64 wheel

3.4 1.1.3

- GitHub Actions: fix build on tag

3.5 1.1.2

- Add PyPy wheels
- Add aarch64, ppc64le & s390x manylinux wheels

3.6 1.1.1

- Move CI from TravisCI/AppVeyor to GitHub Actions
- Fix publication of Linux/macOS wheels

3.7 1.1.0

- Add b64encode_as_string, same as b64encode but returns a str object instead of a bytes object
- Add b64decode_as_bytearray, same as b64decode but returns a bytarray object instead of a bytes object
- Speed-Up decoding from UCS1 strings

3.8 1.0.2

- Update base64 library
- Publish python 3.9 wheels

3.9 1.0.1

- Publish python 3.8 wheels

3.10 1.0.0

- Drop python 3.4 support
- Drop python 2.7 support

3.11 0.5.0

- Publish python 3.7 wheels
- Drop python 3.3 support

3.12 0.4.0

- Speed-up decoding when validate==False

3.13 0.3.1

- Fix deployment issues

3.14 0.3.0

- Add encodebytes function

3.15 0.2.1

- Fixed invalid results on Windows

3.16 0.2.0

- Added documentation
- Added subcommands to the main script:
  - help
  - version
  - encode
  - decode
  - benchmark

3.17 0.1.2

- Updated base64 native library

3.18 0.1.1

- Fixed deployment issues

3.19 0.1.0

- First public release

CHAPTER

FOUR

LICENSE

4.1 pybase64

```
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```

4.2 libbase64

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