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# hyperframe Documentation

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**Cory Benfield**

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hyperframe is a pure-Python tool for working with HTTP/2 frames. This library allows you to create, serialize, and parse HTTP/2 frames.

Working with it is easy:

```
import hyperframe

f = hyperframe.frame.DataFrame(stream_id=5)
f.data = b'some binary data'
f.flags.add('END_STREAM')
f.flags.add('PADDED')
f.padding_length = 30

data = f.serialize()

new_frame = hyperframe.frame.Frame.parse_frame_header(data[:9])
new_frame.parse_body(data[9:])
```

hyperframe is pure-Python, contains no external dependencies, and runs on a wide variety of Python interpreters and platforms. Made available under the MIT license, why write your own frame parser?

Contents:



# CHAPTER 1

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## Installing hyperframe

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hyperframe is trivial to install from the Python Package Index. Simply run:

```
$ pip install hyperframe
```

Alternatively, feel free to download one of the release tarballs from [our GitHub page](#), extract it to your favourite directory, and then run

```
$ python setup.py install
```

hyperframe has no external dependencies.



This document provides the hyperframe API.

All frame classes are subclasses of *Frame*, and provide the methods and attributes defined there. Additionally, some frames use the *Priority* and *Padding* mixins, and make the methods and attributes defined on *those* mixins available as well.

Rather than clutter up the documentation repeatedly documenting those methods and objects, we explicitly show the inheritance hierarchy of the frames: don't forget to consult the parent classes before deciding if a method or attribute you need is not present!

**class** `hyperframe.frame.Frame` (*stream\_id*, *flags*=())

The base class for all HTTP/2 frames.

**body\_len** = None

The frame length, excluding the nine-byte header.

**defined\_flags** = []

The flags defined on this type of frame.

**flags** = None

The flags set for this frame.

**parse\_body** (*data*)

Given the body of a frame, parses it into frame data. This populates the non-header parts of the frame: that is, it does not populate the stream ID or flags.

**Parameters data** – A memoryview object containing the body data of the frame. Must not contain *more* data than the length returned by *parse\_frame\_header*.

**static parse\_frame\_header** (*header*, *strict*=False)

Takes a 9-byte frame header and returns a tuple of the appropriate Frame object and the length that needs to be read from the socket.

This populates the flags field, and determines how long the body is.

**Parameters strict** – Whether to raise an exception when encountering a frame not defined by spec and implemented by hyperframe.

Raises `hyperframe.exceptions.UnknownFrameError` – If a frame of unknown type is received.

Changed in version 5.0.0: Added `:param:'strict'` to accommodate `ExtensionFrame`

**serialize()**

Convert a frame into a bytestring, representing the serialized form of the frame.

**stream\_id = None**

The stream identifier for the stream this frame was received on. Set to 0 for frames sent on the connection (stream-id 0).

**type = None**

The byte used to define the type of the frame.

**class** `hyperframe.frame.Padding`(*stream\_id, pad\_length=0, \*\*kwargs*)

Mixin for frames that contain padding. Defines extra fields that can be used and set by frames that can be padded.

**pad\_length = None**

The length of the padding to use.

**class** `hyperframe.frame.Priority`(*stream\_id, depends\_on=0, stream\_weight=0, exclusive=False, \*\*kwargs*)

Mixin for frames that contain priority data. Defines extra fields that can be used and set by frames that contain priority data.

**depends\_on = None**

The stream ID of the stream on which this stream depends.

**exclusive = None**

Whether the exclusive bit was set.

**stream\_weight = None**

The weight of the stream. This is an integer between 0 and 256.

**class** `hyperframe.frame.DataFrame`(*stream\_id, data='', \*\*kwargs*)

Bases: `hyperframe.frame.Padding, hyperframe.frame.Frame`

DATA frames convey arbitrary, variable-length sequences of octets associated with a stream. One or more DATA frames are used, for instance, to carry HTTP request or response payloads.

**data = None**

The data contained on this frame.

**defined\_flags = [Flag(name='END\_STREAM', bit=1), Flag(name='PADDED', bit=8)]**

The flags defined for DATA frames.

**flow\_controlled\_length**

The length of the frame that needs to be accounted for when considering flow control.

**type = 0**

The type byte for data frames.

**class** `hyperframe.frame.PriorityFrame`(*stream\_id, depends\_on=0, stream\_weight=0, exclusive=False, \*\*kwargs*)

Bases: `hyperframe.frame.Priority, hyperframe.frame.Frame`

The PRIORITY frame specifies the sender-advised priority of a stream. It can be sent at any time for an existing stream. This enables reprioritisation of existing streams.

**defined\_flags = []**

The flags defined for PRIORITY frames.

**type = 2**

The type byte defined for PRIORITY frames.

**class** `hyperframe.frame.RstStreamFrame` (*stream\_id*, *error\_code=0*, *\*\*kwargs*)

Bases: `hyperframe.frame.Frame`

The RST\_STREAM frame allows for abnormal termination of a stream. When sent by the initiator of a stream, it indicates that they wish to cancel the stream or that an error condition has occurred. When sent by the receiver of a stream, it indicates that either the receiver is rejecting the stream, requesting that the stream be cancelled or that an error condition has occurred.

**defined\_flags = []**

The flags defined for RST\_STREAM frames.

**error\_code = None**

The error code used when resetting the stream.

**type = 3**

The type byte defined for RST\_STREAM frames.

**class** `hyperframe.frame.SettingsFrame` (*stream\_id=0*, *settings=None*, *\*\*kwargs*)

Bases: `hyperframe.frame.Frame`

The SETTINGS frame conveys configuration parameters that affect how endpoints communicate. The parameters are either constraints on peer behavior or preferences.

Settings are not negotiated. Settings describe characteristics of the sending peer, which are used by the receiving peer. Different values for the same setting can be advertised by each peer. For example, a client might set a high initial flow control window, whereas a server might set a lower value to conserve resources.

**ENABLE\_PUSH = 2**

The byte that signals the SETTINGS\_ENABLE\_PUSH setting.

**HEADER\_TABLE\_SIZE = 1**

The byte that signals the SETTINGS\_HEADER\_TABLE\_SIZE setting.

**INITIAL\_WINDOW\_SIZE = 4**

The byte that signals the SETTINGS\_INITIAL\_WINDOW\_SIZE setting.

**MAX\_CONCURRENT\_STREAMS = 3**

The byte that signals the SETTINGS\_MAX\_CONCURRENT\_STREAMS setting.

**MAX\_FRAME\_SIZE = 5**

The byte that signals the SETTINGS\_MAX\_FRAME\_SIZE setting.

**MAX\_HEADER\_LIST\_SIZE = 6**

The byte that signals the SETTINGS\_MAX\_HEADER\_LIST\_SIZE setting.

**defined\_flags = [Flag(name='ACK', bit=1)]**

The flags defined for SETTINGS frames.

**settings = None**

A dictionary of the setting type byte to the value of the setting.

**type = 4**

The type byte defined for SETTINGS frames.

**class** `hyperframe.frame.PushPromiseFrame` (*stream\_id*, *promised\_stream\_id=0*, *data=''*, *\*\*kwargs*)

Bases: `hyperframe.frame.Padding`, `hyperframe.frame.Frame`

The PUSH\_PROMISE frame is used to notify the peer endpoint in advance of streams the sender intends to initiate.

**data = None**

The HPACK-encoded header block for the simulated request on the new stream.

**defined\_flags = [Flag(name='END\_HEADERS', bit=4), Flag(name='PADDED', bit=8)]**

The flags defined for PUSH\_PROMISE frames.

**promised\_stream\_id = None**

The stream ID that is promised by this frame.

**type = 5**

The type byte defined for PUSH\_PROMISE frames.

**class** `hyperframe.frame.PingFrame` (*stream\_id=0, opaque\_data='', \*\*kwargs*)

Bases: `hyperframe.frame.Frame`

The PING frame is a mechanism for measuring a minimal round-trip time from the sender, as well as determining whether an idle connection is still functional. PING frames can be sent from any endpoint.

**defined\_flags = [Flag(name='ACK', bit=1)]**

The flags defined for PING frames.

**opaque\_data = None**

The opaque data sent in this PING frame, as a bytestring.

**type = 6**

The type byte defined for PING frames.

**class** `hyperframe.frame.GoAwayFrame` (*stream\_id=0, last\_stream\_id=0, error\_code=0, additional\_data='', \*\*kwargs*)

Bases: `hyperframe.frame.Frame`

The GOAWAY frame informs the remote peer to stop creating streams on this connection. It can be sent from the client or the server. Once sent, the sender will ignore frames sent on new streams for the remainder of the connection.

**additional\_data = None**

Any additional data sent in the GOAWAY.

**defined\_flags = []**

The flags defined for GOAWAY frames.

**error\_code = None**

The error code for connection teardown.

**last\_stream\_id = None**

The last stream ID definitely seen by the remote peer.

**type = 7**

The type byte defined for GOAWAY frames.

**class** `hyperframe.frame.WindowUpdateFrame` (*stream\_id, window\_increment=0, \*\*kwargs*)

Bases: `hyperframe.frame.Frame`

The WINDOW\_UPDATE frame is used to implement flow control.

Flow control operates at two levels: on each individual stream and on the entire connection.

Both types of flow control are hop by hop; that is, only between the two endpoints. Intermediaries do not forward WINDOW\_UPDATE frames between dependent connections. However, throttling of data transfer by any receiver can indirectly cause the propagation of flow control information toward the original sender.

**defined\_flags = []**

The flags defined for WINDOW\_UPDATE frames.

**type = 8**

The type byte defined for WINDOW\_UPDATE frames.

**window\_increment = None**

The amount the flow control window is to be incremented.

**class** `hyperframe.frame.HeadersFrame` (*stream\_id*, *data*='', *\*\*kwargs*)

Bases: `hyperframe.frame.Padding`, `hyperframe.frame.Priority`, `hyperframe.frame.Frame`

The HEADERS frame carries name-value pairs. It is used to open a stream. HEADERS frames can be sent on a stream in the “open” or “half closed (remote)” states.

The HeadersFrame class is actually basically a data frame in this implementation, because of the requirement to control the sizes of frames. A header block fragment that doesn't fit in an entire HEADERS frame needs to be followed with CONTINUATION frames. From the perspective of the frame building code the header block is an opaque data segment.

**data = None**

The HPACK-encoded header block.

**defined\_flags = [Flag(name='END\_STREAM', bit=1), Flag(name='END\_HEADERS', bit=4), Flag(name='PADDED', bit=8)]**

The flags defined for HEADERS frames.

**type = 1**

The type byte defined for HEADERS frames.

**class** `hyperframe.frame.ContinuationFrame` (*stream\_id*, *data*='', *\*\*kwargs*)

Bases: `hyperframe.frame.Frame`

The CONTINUATION frame is used to continue a sequence of header block fragments. Any number of CONTINUATION frames can be sent on an existing stream, as long as the preceding frame on the same stream is one of HEADERS, PUSH\_PROMISE or CONTINUATION without the END\_HEADERS flag set.

Much like the HEADERS frame, hyper treats this as an opaque data frame with different flags and a different type.

**data = None**

The HPACK-encoded header block.

**defined\_flags = [Flag(name='END\_HEADERS', bit=4)]**

The flags defined for CONTINUATION frames.

**type = 9**

The type byte defined for CONTINUATION frames.

**class** `hyperframe.frame.ExtensionFrame` (*type*, *stream\_id*, *\*\*kwargs*)

Bases: `hyperframe.frame.Frame`

ExtensionFrame is used to wrap frames which are not natively interpretable by hyperframe.

Although certain byte prefixes are ordained by specification to have certain contextual meanings, frames with other prefixes are not prohibited, and may be used to communicate arbitrary meaning between HTTP/2 peers.

Thus, hyperframe, rather than raising an exception when such a frame is encountered, wraps it in a generic frame to be properly acted upon by upstream consumers which might have additional context on how to use it.

New in version 5.0.0.

**parse\_flags** (*flag\_byte*)

For extension frames, we parse the flags by just storing a flag byte.

**serialize** ()

A broad override of the serialize method that ensures that the data comes back out exactly as it came

in. This should not be used in most user code: it exists only as a helper method if frames need to be reconstituted.

`hyperframe.frame.FRAMES = {0: <class 'hyperframe.frame.DataFrame'>, 1: <class 'hyperframe.frame.HeadersFrame'>, ...}`  
FRAMES maps the type byte for each frame to the class used to represent that frame.

## Exceptions

**class** `hyperframe.exceptions.UnknownFrameError` (*frame\_type*, *length*)  
An frame of unknown type was received.

**frame\_type = None**  
The type byte of the unknown frame that was received.

**length = None**  
The length of the data portion of the unknown frame.

**class** `hyperframe.exceptions.InvalidPaddingError`  
A frame with invalid padding was received.

**class** `hyperframe.exceptions.InvalidFrameError`  
Parsing a frame failed because the data was not laid out appropriately.  
New in version 3.0.2.

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