Getting comfy with async await

Sanchayan Maity

Who

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Agenda

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- Pitfalls
- `Pin`/`Unpin`/`pin_project`

Future[1]

```rust
use std::future::Future;
use std::pin::Pin;
use std::task::Context;

pub trait Future {
    type Output;
    fn poll(self: Pin<&mut Self>, cx: &mut Context<'_>)
        -> Poll<Self::Output>;
}

pub enum Poll<T> {
    Ready(T),
    Pending,
}
```

[1] Associated types

Example

```
async fn hello() {
    println!("Hello from async");
}

fn main() {
    hello();
    println!("Hello from main");
}
```

Where's the future

```rust
async fn give_number() -> u32 {
    100
}
```

Sugar town[2]

```rust
fn give_number() -> impl Future<Output = u32> {
    GiveNumberFuture
}

struct GiveNumberFuture {}

impl Future for GiveNumberFuture {
    type Output = u32;

    fn poll(self: Pin<&mut Self>, cx: &mut Context<'_>)
                -> Poll<Self::Output> {
        Poll::Ready(100)
    }
}
```

[2] Syntactic sugar for Future

Runtimes

Runtimes[3]

- `futures::executor`

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- `glommio`
- `async-std`

[3] The state of Async Rust: Runtimes

Example

```rust
use futures::executor::block_on;

async fn hello() {
    println!("hello, world!");
}

fn main() {
    block_on(hello());
    println!("Hello from main");
}
```

Example

```rust
async fn hello() {
    println!("Hello from async");
}

#[tokio::main]
async fn main() {
    hello().await;
    println!("Hello from main");
}
```

Multiple futures

- `join`

Multiple futures

- `join`
- `join_all`

Multiple futures

- `join`
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- `select`

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Multiple futures

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- `select`
- `select!`
- `select_all`
- `FuturesOrdered`
- `FuturesUnordered`
- `JoinSet`

join

```rust
use futures::future;

#[tokio::main]
async fn main() {
    let a = async { "Future 1" };
    let b = async { "Future 2" };
    let pair = future::join(a, b);

    println!("{:?}", pair.await);
}
```

join_all

```rust
use futures::future::join_all;
async fn hello(msg: String) -> String {
    msg
}

#[tokio::main]
async fn main() {
    let futures = vec![
        hello("Future 1".to_string()),
        hello("Future 2".to_string()),
        hello("Future 3".to_string()),
        hello("Future 4".to_string()),
    ];

    println!("{:?}", join_all(futures).await);
}
```

JoinSet

```rust
use tokio::task::JoinSet;

#[tokio::main]
async fn main() {
    let mut set = JoinSet::new();
    for i in 0..10 {
        set.spawn(async move { i });
    }

    while let Some(res) = set.join_next().await {
        println!("{}", res.unwrap());
    }
}
```

future::select

```rust
pub fn select<A, B>(future1: A, future2: B) -> Select<A, B>
where
    A: Future + Unpin,
    B: Future + Unpin,
```

future::select

```rust
use futures::{future, future::Either, future::FutureExt, select};
use tokio::time::{sleep, Duration};

async fn task1(delay: u64) -> u64 {
    sleep(Duration::from_millis(delay)).await;
    delay
}

async fn task2(delay: u64) -> String {
    sleep(Duration::from_millis(delay)).await;
    "Hello".to_string()
}
```

future::select

```rust
#[tokio::main]
async fn main() {
    let t1 = task1(200u64).fuse();
    let t2 = task2(300u64).fuse();

    tokio::pin!(t1, t2);

    match future::select(t1, t2).await {
        Either::Left((value1, _)) => println!("{}", value1),
        Either::Right((value2, _)) => println!("{}", value2),
    };
}
```

futures::select![4]

```rust
use futures::{future::FutureExt, pin_mut, select};
use tokio::time::{sleep, Duration};
async fn task(delay: u64) {
    sleep(Duration::from_millis(delay)).await;
}

#[tokio::main]
async fn main() {
    let t1 = task(300u64).fuse();
    let t2 = task(200u64).fuse();
    pin_mut!(t1, t2);
    select! {
        () = t1 => println!("task one completed first"),
        () = t2 => println!("task two completed first"),
    }
}
```

[4] futures::select!

tokio::select![5]

```rust
use tokio::time::{sleep, Duration};
async fn task(delay: u64) {
    sleep(Duration::from_millis(delay)).await;
}

#[tokio::main]
async fn main() {
    let t1 = task(300u64);
    let t2 = task(200u64);
    tokio::pin!(t1, t2);
    tokio::select! {
        () = t1 => println!("task one completed first"),
        () = t2 => println!("task two completed first"),
    }
}
```

[5] tokio::select!

loop tokio::select!

```
#[tokio::main]
async fn main() {
    let mut count = 0;
    let t1 = task(300u64);
    let t2 = task(200u64);
    tokio::pin!(t1, t2);
    loop {
        if count > 5 {
            break;
        }
        tokio::select! {
            () = &mut t1 => println!("task one completed first"),
            () = &mut t2 => println!("task two completed first"),
        }
        count += 1;
    }
}
```

loop futures::select!

```rust
#[tokio::main]
async fn main() {
    let mut count = 0;
    let t1 = task(300u64).fuse();
    let t2 = task(200u64).fuse();
    tokio::pin!(t1, t2);
    loop {
        if count > 5 {
            break;
        }
        futures::select! {
            () = &mut t1 => println!("task one completed first"),
            () = &mut t2 => println!("task two completed first"),
        }
        count += 1;
    }
}
```

Stream[6]

```rust
pub trait Stream {
    type Item;

    // Required method
    fn poll_next(
        self: Pin<&mut Self>,
        cx: &mut Context<'_>
    ) -> Poll<Option<Self::Item>>;
}
```

[6] Guided tour of Streams

async-stream

```rust
fn zero_to_three() -> impl Stream<Item = u32> {
    stream! {
        for i in 0..3 {
            yield i;
        }
    }
}

#[tokio::main]
async fn main() {
    let s = zero_to_three();
    pin_mut!(s); // needed for iteration

    while let Some(value) = s.next().await {
        println!("got {}", value);
    }
}
```

`futures::select!` vs `tokio::select!`

- SO - What's the difference between futures::select and tokio::select?

`futures::select!` vs `tokio::select!`

- SO - What's the difference between futures::select and tokio::select?
- Provide `select!` macro

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- Must read

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  - FuturesUnordered and the order of futures

Cancellation

- futures::future::Abortable

Pitfalls

- Blocking in `async`

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  - Mutex without lock, Queue without push: cancel safety in lilos

Pinning

- Pin and suffering

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- Pin, Unpin, and why Rust needs them

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