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# OI. OVERVIEW

# **ORIGINES**

- ☐ Created in 2009 by FriendFeed
  - Open Source (Licence Apache 2), written in Python
  - ☐ Acquired by Facebook





# WHICH COMPANIES USE TORNADO?







# O2. CONCEPTS

#### **CONCEPTS**

Tornado is based on the following major components:

- ☐ A Web Framework
- ☐ Asynchronous library
- ☐ Client / Server HTTP
- ☐ Coroutine library
- □ DIY Framework (Do It Yourself)





- Performances
- ☐ Lightweight
- ☐ Ideal for app needing long time connection



☐ Tornado store upload files in memory

☐ Smaller community than Django

Create all by yourself

# **PYTHON ALTERNATIVE TO TORNADO?**







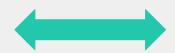
- DIY Framework
- Back end Framework
- ☐ Lightweight

- ☐ DIY Framework
- ☐ Full Stack Framework
- Long polling and async app

- ☐ Complete Framework
- ☐ Full Stack Framework
- Big project

### SIMILAR FRAMEWORK?







- Asynchronous
  - Framework
- Non-blocking I/O
- Real-time Web app

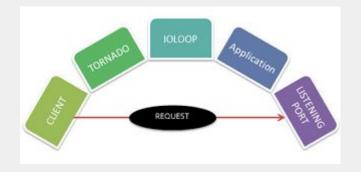
### ONE KEY POINT : ASYNCHRONOUS IN TORNADO I

- Python is natively single-threaded language
  - ☐ All resources for One thing at a time
- ☐ In Web, Requests come at any time
  - ☐ How to handle all this!?

# O3. CODE WITH TORNADO

# **BASIC IMPLEMENTATION**

- Application
  - Defines routes
  - ☐ Configures initial state (e.g: connexion to a database, others web services)
- ☐ HTTP Server
  - enables HTTP access to the application
- IO Loop
  - Needs to be started so that the web server remains listening
- ☐ Request Handlers



#### **APPLICATION**

```
from tornado.httpserver import HTTPServer
from tornado.ioloop import IOLoop
from tornado.options import define, options
from tornado.web import Application
define('port', default=8888, help='port to listen on')
def main():
    """Construct and serve the tornado application."""
    app = Application([
        (r"/", basicRequestHandler),
        (r"/blog", staticRequestHandler),
        (r"/isEven", queryStringRequestHandler),
        (r"/tweet/([0-9]+)", resourceRequestHandler)])
    http server = HTTPServer(app)
    http_server.listen(options.port)
    print('Listening on http://localhost:%i' % options.port)
    IOLoop.current().start()
```

# REQUEST HANDLER

```
from tornado.web import RequestHandler
class basicRequestHandler(RequestHandler):
    """Print 'Hello, world!' as the response body."""
    def get(self):
        """Handle a GET request for saying Hello World!."""
        self.write("Hello, world!")
```

### **DEFINES ROUTES**

#### **HOW TO MANAGE VIEWS?**

Templates are managed in the same way as in Django and Flask

#### Render Integration:

```
class HomeHandler(tornado.web.RequestHandler):
    def get(self):
        entries = self.db.query("SELECT * FROM entries ORDER BY date DESC")
        self.render("home.html", entries=entries)
```

```
app = tornado.web.Application(
    [
    ],
    cookie_secret="__TODO:_GENERATE_YOUR_OWN_RANDOM_VALUE_HERE__",
    template_path=os.path.join(os.path.dirname(__file__), "templates"),
    static_path=os.path.join(os.path.dirname(__file__), "static"),
    debug=options.debug,
)
app.listen(options.port)
```

#### Template view:

#### TEMPLATES POSSIBILITIES I

#### Complex expression translated to Python:

#### Use method:

```
### Python code
def add(x, y):
    return x + y
template.execute(add=add)
### The template
{{ add(1, 2) }}
```

#### Useful Syntax:

```
{% set *x* = *y* %}
{% for *var* in *expr* %}...{% end %}

{% include *filename* %}

{% extends *filename* %}

{% block *name* %}...{% end %}
```

#### SYNC & ASYNC WITH TORNADO

#### Synchronous method:

```
from tornado.httpclient import HTTPClient

def synchronous_fetch(url):
   http_client = HTTPClient()
   response = http_client.fetch(url)
   return response.body
```

#### ASynchronous method:

```
from tornado.httpclient import AsyncHTTPClient

async def asynchronous_fetch(url):
   http_client = AsyncHTTPClient()
   response = await http_client.fetch(url)
   return response.body
```

#### **COROUTINES**

- Recommended for asynchronous code in tornado
- use the keywords: "await" or "yield"
- as simple as synchronous code
- easier concurrency: reduce the number of places where a context can switch

```
Decorated:
                               Native:
# Normal function declaration
# with decorator
                                # "async def" keywords
@gen.coroutine
def a():
                                async def a():
    # "yield" all async funcs
                                    # "await" all async
funcs
    b = yield c()
                                    b = await c()
    # "return" and "yield"
    # cannot be mixed in
    # Python 2, so raise a
    # special exception.
                                    # Return normally
     raise gen.Return(b)
                                     return b
```

#### **HOW TO CALL COROUTINE**

#### Bad way:

```
async def divide(x, y):
    return x / y

def bad_call():
    # This should raise a ZeroDivisionError, but it won't because
    # the coroutine is called incorrectly.
    divide(1, 0)
```

#### Good Way:

```
async def good_call():
    # await will unwrap the object returned by divide() and raise
    # the exception.
    await divide(1, 0)
```

Fire and forget method:

IOLoop.current().spawn\_callback(divide, 1, 0)

### **COROUTINE PATTERNS I**

#### Parallelism:

```
from tornado.gen import multi
async def parallel fetch(url1, url2):
   resp1, resp2 = await multi([http_client.fetch(url1),
                                http_client.fetch(url2)])
async def parallel fetch many(urls):
   responses = await multi ([http_client.fetch(url) for url in urls])
   # responses is a list of HTTPResponses in the same order
async def parallel_fetch_dict(urls):
   responses = await multi({url: http_client.fetch(url)
                             for url in urls})
   # responses is a dict {url: HTTPResponse}
```

#### **COROUTINE PATTERNS**

#### **CALL BLOCKING METHOD:**

```
async def call_blocking():
    await IOLoop.current().run_in_executor(None, blocking_func, args)
```

#### INTERLEAVING

```
async def get(self):
    # convert_yielded() starts the native coroutine in the background.
    # This is equivalent to asyncio.ensure_future() (both work in Tornado).
    fetch_future = convert_yielded(self.fetch_next_chunk())
    while True:
        chunk = yield fetch_future
        if chunk is None: break
        self.write(chunk)
        fetch_future = convert_yielded(self.fetch_next_chunk())
        yield self.flush()
```

#### **COROUTINE PATTERNS I**

#### LOOPING:

```
db = motor.MotorClient().test

@gen.coroutine
def loop_example(collection):
    cursor = db.collection.find()
    while (yield cursor.fetch_next):
        doc = cursor.next_object()
```

#### **RUNNING IN THE BACKGROUND:**

```
async def minute_loop():
    while True:
        await do_something()
        await gen.sleep(60)

# Coroutines that loop forever are generally started with
# spawn_callback().
IOLoop.current().spawn_callback(minute_loop)
```

# **04.TP**

https://gitlab.univ-lille.fr/francodavy.irakoze.etu/tp-tornado

# O6. FEEDBACK



# **BEGIN YOUR APP**

#### **DEPENDENCIES:**

import tornado.ioloop
import tornado.web

#### **RUNNING APP:**

```
if __name__ == "__main__":
    app = make_app()
    app.listen(8888)
    tornado.ioloop.IOLoop.current().start()
```

#### ICREATE SOME ROUTES

#### **ROUTES:**

```
app = tornado.web.Application([
    (r"/", basicRequestHandler),
    (r"/blog", staticRequestHandler),
    (r"/isEven", queryStringRequestHandler),
    (r"/tweet/([0-9]+)", resourceRequestHandler)
])
```

#### **REQUEST HANDLERS:**

```
class basicRequestHandler(tornado.web.RequestHandler):
   def get(self):
       self.write("Hello, world!!!!!")
class resourceRequestHandler(tornado.web.RequestHandler):
   def get(self, id):
       self.write("Querying tweet with id " + id)
class queryStringRequestHandler(tornado.web.RequestHandler):
   def get(self):
       n = int(self.get_argument("n"))
       r = "odd" if n % 2 else "even"
       self.write("the number " + str(n) + " is " + r)
```