

# 现代方式使用asyncio

Kevin



requests with python



## Async/await in Python 3.5 and why it is awesome

### Python 3's Killer Feature: asyncio

Jun 21, 2017 | By Michael Flaxman, Principal Engineer



### 3x faster Flask apps

Quart as a upgrade to Flask

### Making 1 aiohttp

Apr 22, 2016 - by Pawel

Python has evolved since Flask was

### Scaling a polling Python application with async

12 FEBRUARY 2018 / PYTHON

# asyncio

- 为什么我们需要异步？
- 为什么选择asyncio？
- 如何优雅的编写asyncio程序？
- asyncio的其他

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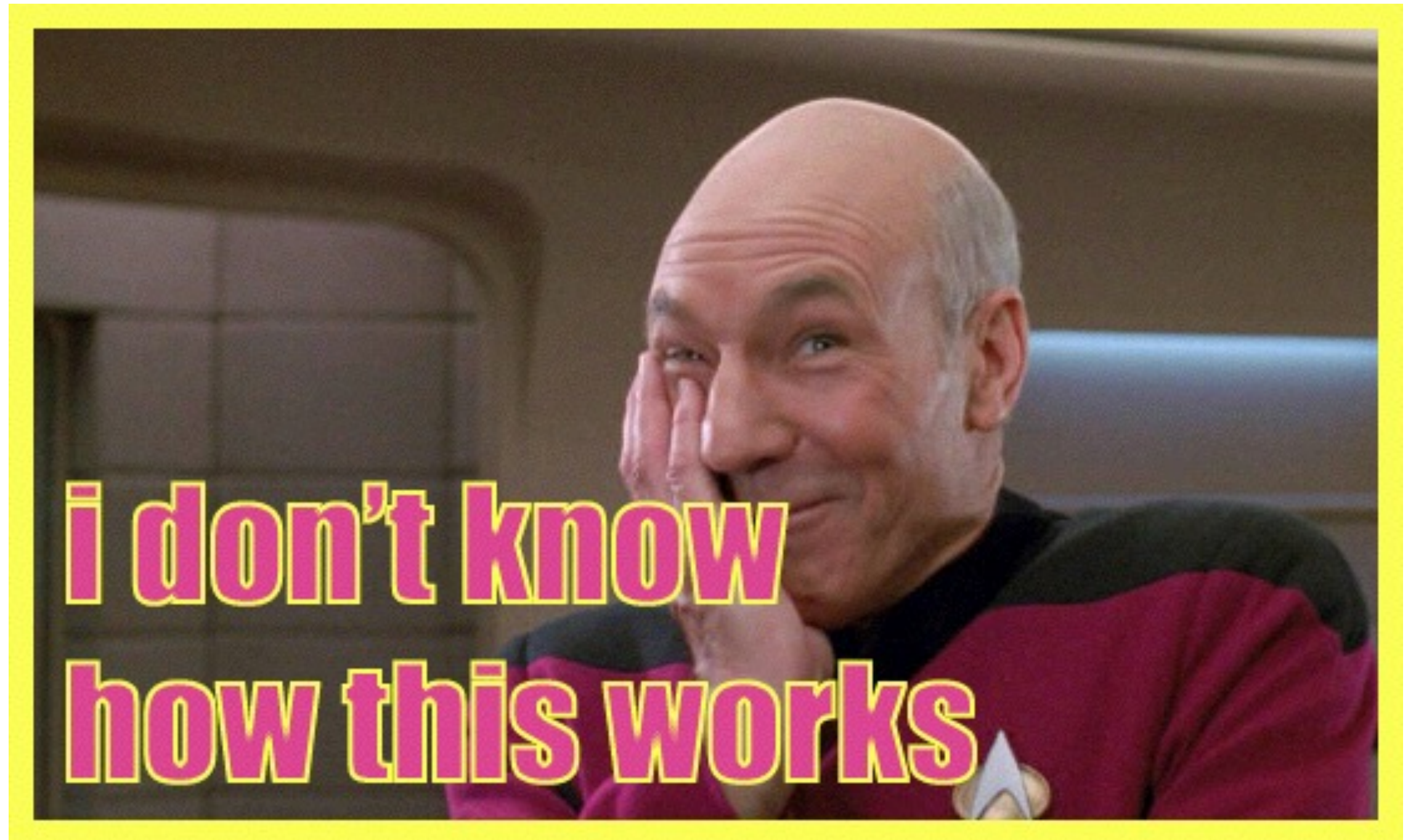
# gevent/eventlet

```
1 import gevent
2
3 gevent.monkey.patch_all()
4
5 import urllib.request
6
7 f = urllib.request.urlopen("http://v
8 print(f.read(100).decode("utf-8"))
```





gevent/eventlet



# 相比gevent

- 官方支持，未来的方向
- 显式切换
  - 显式处理条件竞争问题更容易
  - 显式控制上下文切换，不再踩坑
  - 更容易兼容



# asyncio

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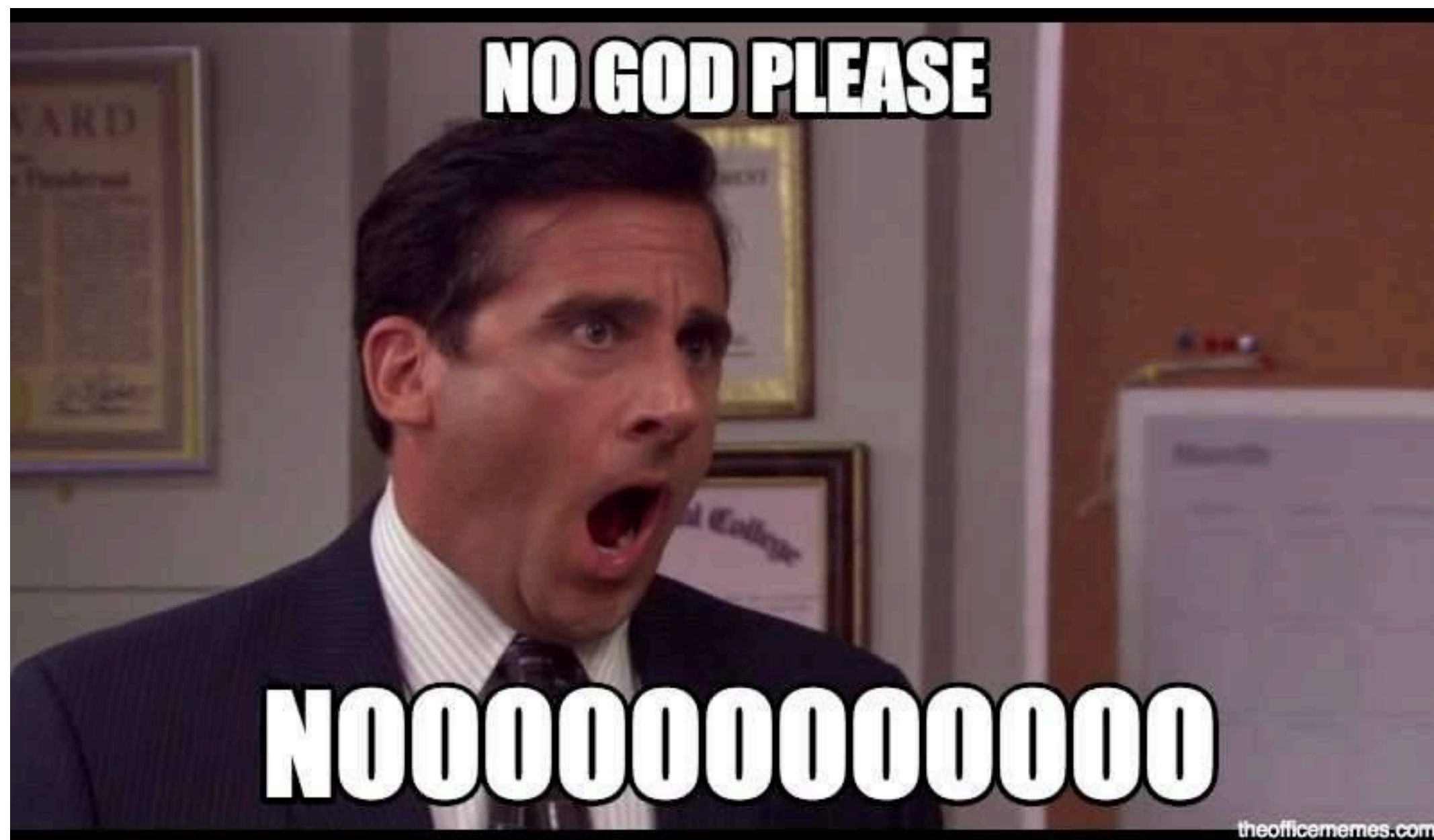
# 举个例子

```
2  import asyncio
3
4
5  async def main():
6      ... await asyncio.sleep(1)
7
8
9  loop = asyncio.get_event_loop()
10 try:
11     ... loop.run_until_complete(main())
12 finally:
13     ... loop.close()
```

# 举个例子

```
2  import asyncio
3
4
5  async def echo(r, w):
6      data = await r.read(100)
7      w.write(data)
8      await w.drain()
9
10
11  loop = asyncio.get_event_loop()
12  server = loop.run_until_complete(
13      asyncio.start_server(echo, "127.0.0.1", 8000, loop=loop)
14  )
15  try:
16      loop.run_forever()
17  except KeyboardInterrupt:
18      pass
19  server.close()
20  loop.run_until_complete(server.wait_closed())
21  loop.close()
```

# 举个例子



# run&serve\_forever

```
2  import asyncio
3
4
5  async def echo(r, w):
6      data = await r.read(100)
7      w.write(data)
8      await w.drain()
9
10
11  async def main():
12      server = asyncio.start_server(echo, "127.0.0.1", 8000)
13      async with server:
14          server.serve_forever()
15
16
17  asyncio.run(main())
```

# asyncio API

`asyncio.run()`

`asyncio.sleep()`

`asyncio.gather()`

streams API

`asyncio.create_task()`

normal

---

hardcore

`loop.*()`

protocols & transports

`asyncio.Future`

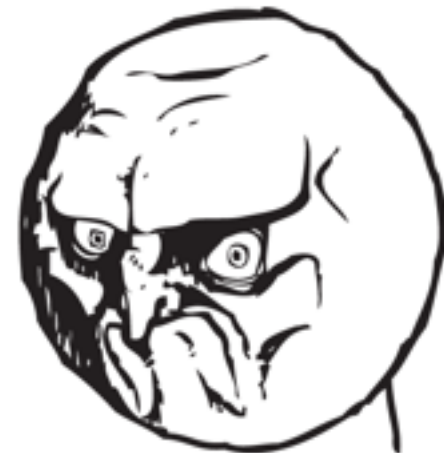


# asyncio API

- 优先使用高级API，提供更简单的使用方法
- 只有在需要时，才选择使用底层API

# 再举个例子

```
20 async def main():
21     ... a, b = True, True
22     ... await fn1()
23     ... result1 = None
24     ... if a is True:
25     ...     ... result1 = await fn2()
26     ... result2 = None
27     ... if b is True:
28     ...     ... result2 = await fn3()
29     ... print(result1, result2)
```



**NO.**

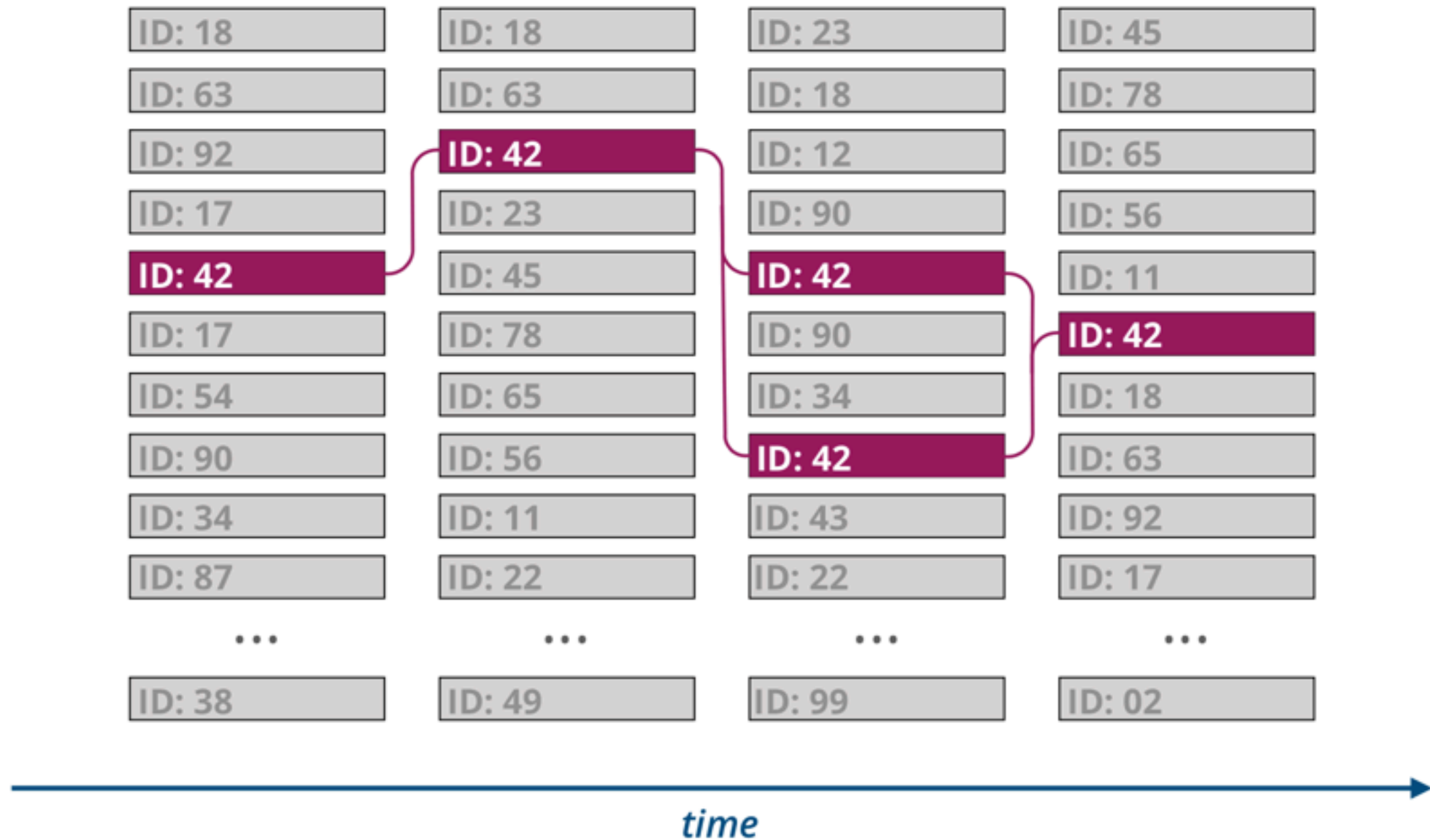
# gather

```
20 async def main():
21     a, b = True, True
22     tasks = [
23         fn1(),
24         fn2() if a is True else None,
25         fn3() if b is True else None,
26     ]
27     _, result1, result2 = await asyncio.gather(*tasks)
```

# contextvar

```
2  import asyncio
3  from contextvars import ContextVar
4
5  client_addr_var = ContextVar("client_addr")
6
7
8  def render_goodbye():
9      return f"Good bye, client @ {client_addr_var.get()}\n".encode()
10
11
12  async def echo(r, w):
13      addr = w.transport.get_extra_info("socket").getpeername()
14      client_addr_var.set(addr)
15      while True:
16          data = await r.read(100)
17          w.write(data)
18      w.write(render_goodbye())
19      w.close()
```

# contextvar



# async 传染

```
In [1]: import asyncio
```

```
In [2]: async def my_sleep(n):  
...:     await asyncio.sleep(n)  
...:
```

```
In [3]: def caller():  
...:     my_sleep(1)  
...:
```

```
In [4]: caller()  
/Users/kevin/.pyenv/versions/3.7.1/bin/ipython:2: RuntimeWarning: coroutine  
'my_sleep' was never awaited
```



# async 传染

```
6  def wait(coro):
7      ... loop = asyncio.get_event_loop()
8      ... return loop.run_until_complete(coro)
9
10
11  def async_test(func):
12      ... def inner(*args, **kwargs):
13          ... return wait(func(*args, **kwargs))
14
15      ... return inner
16
17
18  class TestAsync(unittest.TestCase):
19      ... @async_test
20      ... async def test_async_method(self):
21          ... await asyncio.sleep(1)
```

# async 传染

```
In [5]: from asgiref.sync import async_to_sync
```

```
In [6]: @async_to_sync
...:     async def my_sleep(n):
...:         await asyncio.sleep(n)
...:
```

```
In [7]: caller()
```

# async 传染

```
from asgiref.sync import sync_to_async

@sync_to_async
def get_chat_id(name):
    ... return Chat.objects.get(name=name).id

async def main():
    ... result = await get_chat_id("helloworld")
```

# Django Channels

```
1  import aiohttp
2
3  from django.views.generic import AsyncView
4  from django.http import HttpResponse
5  from django.conf import settings
6
7
8  class ASGIView(AsyncView):
9
10     ... async def get(self, request, *args, **kwargs):
11         ... response_text = ''
12         ... async with aiohttp.ClientSession() as session:
13             ... async with session.get('https://www.google.com') as response:
14                 ... response_text = await response.text()
15         ... return HttpResponse(response_text)
16
```

# flask

## Does werkzeug have plans to support ASGI? #1322

🔔 Open

Lynskylate opened this issue on 8 Jun · 14 comments



Lynskylate commented on 8 Jun

...

Werkzeug offer many useful method, It will be much easier than starting from scratch



davidism commented on 8 Jun

Member

...

Yes, Werkzeug and Flask will eventually support ASGI. I do not have a timeline for this, although I would be happy to help review a PR if someone started one.



7

# responder

```
1  import responder
2
3  api = responder.API( )
4
5
6  @api.route("/greet/{greeting}")
7  async def greet_world(req, resp, *, greeting):
8      ... resp.text = f"{greeting}, world!"
9
10
11  @api.route("/hello/{who}")
12  def hello_to(req, resp, *, who):
13      ... resp.text = f"hello, {who}!"
14
15
16  if __name__ == '__main__':
17      ... api.run( )
```



# asyncio调试

```
$ PYTHONASYNCIODEBUG=1 python app.py
INFO: Started server process [17423]
INFO: Waiting for application startup.
INFO: <Server sockets=[<socket.socket fd=7, family=AddressFamily.AF_INET, type=SocketKind.SOCK_STREAM, proto=6, laddr=('127.0.0.1', 50102)>]> is serving
INFO: <Server sockets=[<socket.socket fd=8, family=AddressFamily.AF_INET, type=SocketKind.SOCK_STREAM, proto=6, laddr=('127.0.0.1', 5042)>]> is serving
INFO: Uvicorn running on http://127.0.0.1:5042 (Press CTRL+C to quit)
INFO: poll 999.913 ms took 1002.033 ms: timeout
INFO: poll 999.834 ms took 1004.829 ms: timeout
INFO: poll 999.857 ms took 1002.070 ms: timeout
```

<https://docs.python.org/3/library/asyncio-dev.html#debug-mode>

# aiomonitor

```
1  import asyncio
2
3  import aiomonitor
4  import responder
5
6  api = responder.API( )
7
8
9  @api.route("/{greeting}")
10 async def greet_world(req, resp, *, greeting):
11     resp.text = f"{greeting}, world!"
12
13
14  if __name__ == "__main__":
15     loop = asyncio.get_event_loop( )
16     with aiomonitor.start_monitor(loop=loop):
17         api.run(loop=loop)
```

# aiomonitor

```
$ nc 127.0.0.1 50101
```

```
Asyncio Monitor: 3 tasks running
```

```
Type help for commands
```

```
monitor >>> ps
```

Task ID	State	Task
4513590632	PENDING	<Task pending coro=<Lifespan.run() running at /Users/kevin/.pyenv/versions/3.7.1/lib/python3.7/site-packages/uvicorn/lifespan.py:28> wait_for=<Future pending cb=[<TaskWakeupMethWrapper object at 0x10d0b0fa8>()]>>
4513590952	PENDING	<Task pending coro=<Server.tick() running at /Users/kevin/.pyenv/versions/3.7.1/lib/python3.7/site-packages/uvicorn/main.py:400> wait_for=<Future pending cb=[<TaskWakeupMethWrapper object at 0x10d0b0f78>()]>>
4513591112	FINISHED	<Task finished coro=<start_interactive_server() done, defined at /Users/kevin/.pyenv/versions/3.7.1/lib/python3.7/site-packages/aioconsole/server.py:17> result=<Server socke....1', 50102)>>]

```
monitor >>> help
```

```
Commands:
```

ps	: Show task table
where taskid	: Show stack frames for a task
cancel taskid	: Cancel an indicated task
signal signame	: Send a Unix signal
stacktrace	: Print a stack trace from the event loop thread
console	: Switch to async Python REPL
quit	: Leave the monitor

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# 其他： 优化

- uvloop
- 新版本也是一种优化：
  - `Future` and `Task` classes now have an optimized C implementation which makes asyncio code up to 30% faster. (Contributed by Yury Selivanov and INADA Naoki in [bpo-26081](#) and [bpo-28544](#).)
  - The `asyncio.get_event_loop()` function has been reimplemented in C to make it up to 15 times faster. (Contributed by Yury Selivanov in [bpo-32296](#).)
  - `asyncio.Future` callback management has been optimized. (Contributed by Yury Selivanov in [bpo-32348](#).)
  - `asyncio.gather()` is now up to 15% faster. (Contributed by Yury Selivanov in [bpo-32355](#).)
  - `asyncio.sleep()` is now up to 2 times faster when the *delay* argument is zero or negative. (Contributed by Andrew Svetlov in [bpo-32351](#).)
  - The performance overhead of asyncio debug mode has been reduced. (Contributed by Antoine Pitrou in [bpo-31970](#).)

# 其他： 注意事项

- 单独使用asyncio仍旧是单线程模型
- 只有IO才可以并发
- asyncio会带来CPU压力
  - event loop和上下文切换在高并发场景下仍旧有明显消耗



**Thank You!**