Rust Programming Note

Keep recording ...

Preface

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Chapter 1

Asynchronous Programming

1.1 Fundamental Concepts

Definition 1.1.1 (Asynchronous Programming). A concurrent programming model.

Async improve the system performance by nont blooking the threads.

It lets you run a large number of concurrent tasks on a small number of OS threads, while preserving much of the look and feel of ordinary synchronous programming, through the *async/await* syntax.

相比与传统的同步编程,异步编程可以更好地处理 IO 密集型任务和并发请求,提高系统的吞吐量核性能。

1.2 Other Concurrency Models

- OS threads
- Event-driven programming
- Coroutines
- The actor model

1.3 Future

Future is an asynchronous computation that will be completed in the future.

```
pub trait Future {
    type Output;

// Require method
    fn poll(self: Pin<&mut Self>, cx: &mut Context<'_>) -> Poll<Self::Output>;

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

Async in Rust uses a *poll-based approach* in which an asynchronous task will have three phases.

- 1. The poll phase: We often refer to the part of the runtime that polls a future as an executor.
- 2. The wait phase: An event source, most often referred to as a reactor.

3. The wake phase: The event happens, and the future is woken up.

1.3.1 Leaf futures

Definition 1.3.1 (Leaf futures). Runtime create it, which represent a resource such as a socket.

1.3.2 Non-Leaf futures

Definition 1.3.2 (Non-Leaf futures). The kind of futures we as users of runtime write ourselves using the async keyword to create a task that can be run on the executor.

1.3.3 A mental model of an async runtime

Rust doesn't come with a runtime for handling concurrency.

- Reactor (responsible for notifyling about I/O events)
- *Executor* (scheduler)
- Future (a task that cans stop and resume at specific points)

1.4 Resource Collection

- Asynchronous Programming in Rust
- Rust Course
- concurrency-programming-via-rust
- Asynchronous Programming in Rust (By Carl Fredrik Samson)
- Hands-On-Concurrency-with-Rust

Appendix A

Recommendation