

# Kotlin Coroutines

Asynchronous Programming Made Simple

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- Belarus Kotlin User Group Leader
  - [bkug.by](http://bkug.by)
  - June 13: BKUG #4
    - DSL in Kotlin
    - Kotlin in Action
- Java Professionals BY Leader
  - [jprof.by](http://jprof.by)
- FullStack Developer at ObjectStyle
  - Kotlin, Java
  - TypeScript
- Kotliner

# Kotlin

Kotlin 1.0 - February 2016

Kotlin 1.1 - March 2017

# Kotlin Coroutines

- the key new feature in Kotlin 1.1
- brings the support of:
  - `async/await`
  - `yield`
  - and more

# Kotlin Coroutines

## Experimental status

```
// build.gradle
kotlin {
    experimental {
        coroutines 'enable'
    }
}
```

kotlin.coroutines.experimental -> kotlin.coroutines

# Hello, World!

```
compile("org.jetbrains.kotlinx:kotlinx-coroutines-core:0.15")
```

```
fun main(args: Array<String>) {  
    delay(1000)  
    println("Hello, World!")  
}
```

Error:(56, 5) Kotlin: Suspend function '**delay**' should be called only from a **coroutine** or another **suspend function**

# Hello, World!

```
fun main(args: Array<String>) {  
    launch(CommonPool) {  
        delay(1000)  
        println("Hello, World!")  
    }  
}
```

*// Nothing*

# Hello, World!

```
fun main(args: Array<String>) {  
    launch(CommonPool) {  
        delay(1000)  
        println("Hello, World!")  
    }  
  
    Thread.sleep(2000)  
}  
  
// Hello, World!
```



# Hello, World!

```
fun main(args: Array<String>) {  
    runBlocking {  
        delay(1000)  
        print("Hello, ")  
    }  
  
    print("World!")  
}
```

*// Hello, World!*

# Hello, World!

```
fun main(args: Array<String>) = runBlocking {  
    val result = http.get(args[0]).await()  
    println(result)  
}
```

# Coroutines & Kotlin

- suspend – language
- low-level core API – `kotlin.coroutines` (`kotlin-stdlib`)
- libraries – example: `kotlinx.coroutines` (`kotlinx-coroutines-core`)

# Suspend

# Suspending Functions

```
suspend fun delay(  
    time: Long,  
    unit: TimeUnit = TimeUnit.MILLISECONDS  
) {  
    // ...  
}
```

# Threads & Coroutines

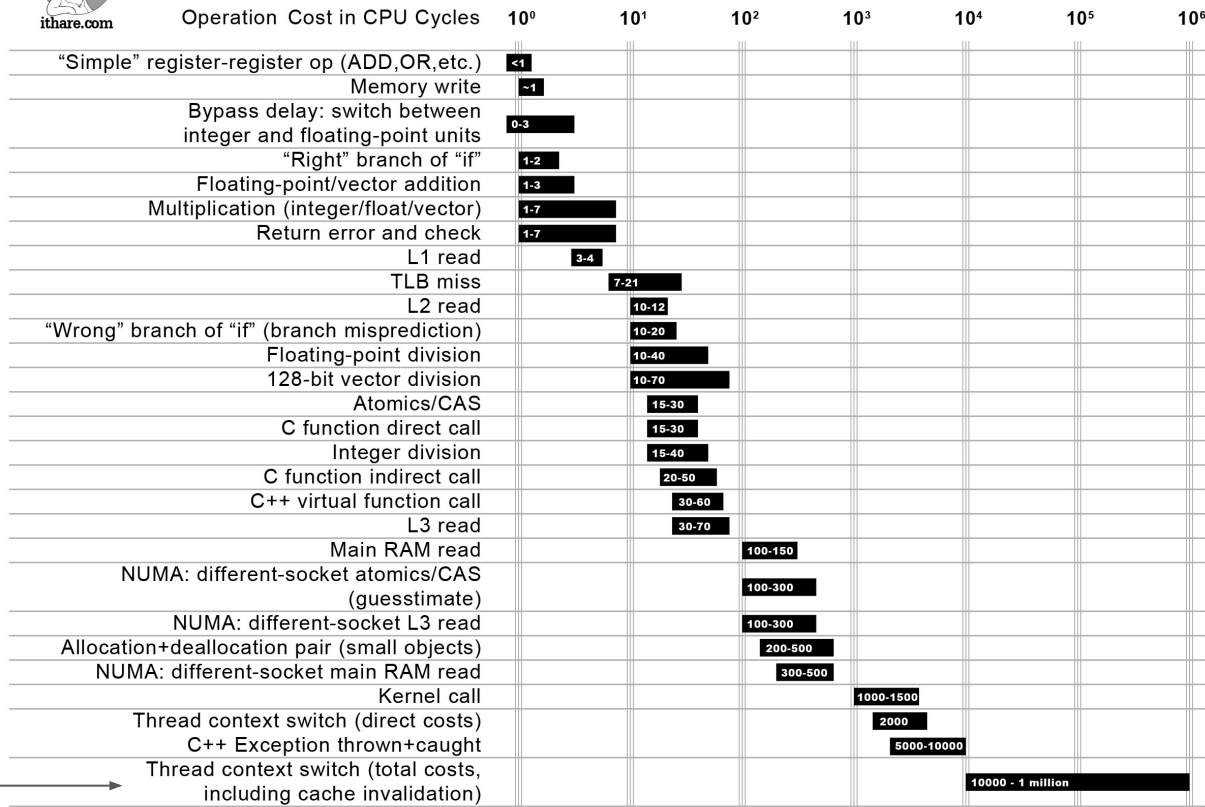
```
fun getContacts(url: String): String =  
    http.get(url)
```

1. Thread Blocked
2. Context Switch
3. Wait
4. Context Switch
5. Continue executing code

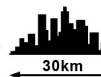
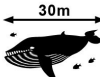




## Not all CPU operations are created equal



Distance which light travels while the operation is performed





# Threads & Coroutines

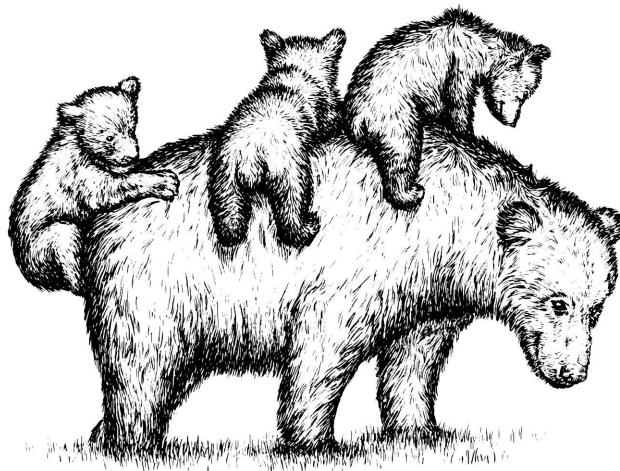
```
fun main(args: Array<String>) {  
    (1..100_000).forEach {  
        thread(start = true) {  
            sleep(1000)  
        }  
    }  
}
```

Exception in thread "main" java.lang.OutOfMemoryError: unable to create new native thread  
at java.lang.Thread.start0(Native Method)  
at java.lang.Thread.start(Thread.java:717)  
at kotlin.concurrent.ThreadsKt.thread(Thread.kt:30)  
at kotlin.concurrent.ThreadsKt.thread\$default(Thread.kt:15)  
at by.heap.komodo.samples.coroutines.SuspendKt.main(Suspend.kt:40)

# Threads & Coroutines

```
fun main(args: Array<String>) = runBlocking {  
    (1..100_000).forEach {  
        launch(CommonPool) {  
            delay(1000)  
        }  
    }  
}
```

*Getting the wrong idea from that conference talk you attended*

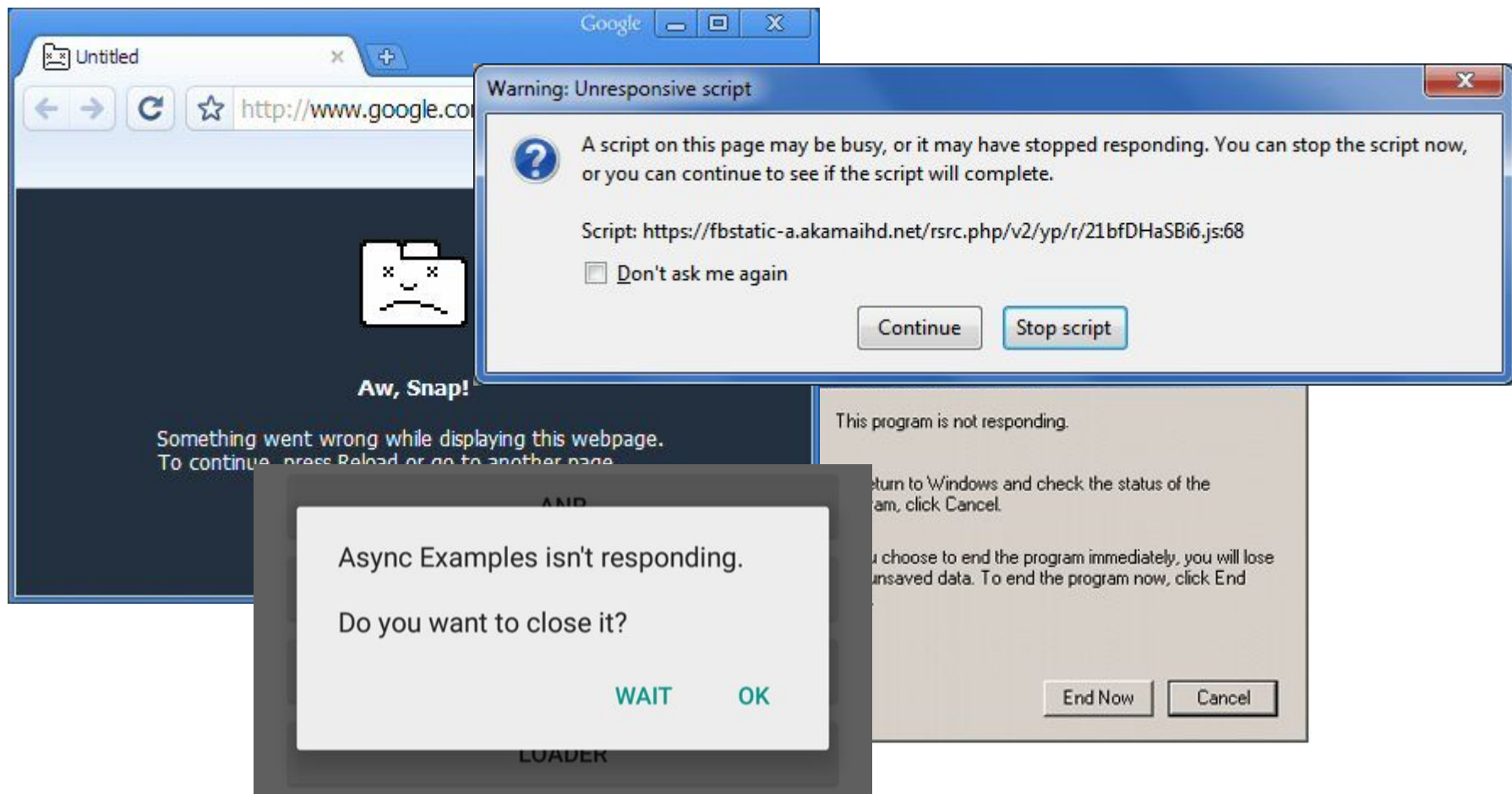


## Solving Imaginary Scaling Issues

*At Scale*

○ RLY?

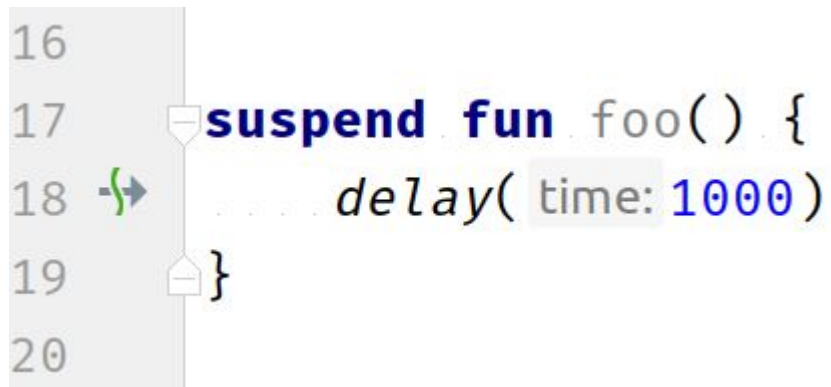
@ThePracticalDev



# Suspend

# Suspending Functions

```
suspend fun foo() {  
    delay(1000)  
}
```



```
16  
17 suspend fun foo() {  
18     delay(time: 1000)  
19 }  
20
```

# Suspending Lambda

```
public fun launch(  
    context: CoroutineContext,  
    start: CoroutineStart = CoroutineStart.DEFAULT,  
    block: suspend CoroutineScope.() -> Unit  
): Job {  
    ...  
}
```

# Core API



# createCoroutine

kotlin.coroutines.experimental.**createCoroutine**

```
public fun <R, T> (suspend R.() -> T).createCoroutine(  
    receiver: R,  
    completion: Continuation<T>  
) : Continuation<Unit> = SafeContinuation(  
    createCoroutineUnchecked(receiver, completion),  
    COROUTINE_SUSPENDED  
)
```

```
block.createCoroutine(receiver, completion)
```

```
launch(CommonPool) {  
    delay(1000)  
    println("Hello, World!")  
}
```

# Coroutine

- the term from 1960s
- was used in “The Art of Computer Programming” by Donald Knuth  
*a main routine and a subroutine*

vs

*coroutines, which call on each other*

# Bytecode

```
package by.heap.komodo.samples.coroutines.bytecode
```

```
import kotlinx.coroutines.experimental.delay
```

```
suspend fun fetch() {  
    delay(1000)  
}
```

# Bytecode

```
-rw-r--r-- 1 yoda yoda 1342 Jun  1 08:03 ExampleKt.class  
-rw-r--r-- 1 yoda yoda 1833 Jun  1 08:03 ExampleKt$fetch$1.class
```

# Bytecode

```
public final class ExampleKt {  
    public static final Object fetch(  
        Continuation<? super Unit>  
    );  
}
```

# Bytecode

```
public final class ExampleKt {  
    @Nullable  
    public static final Object fetch(@NotNull final Continuation<?  
super Unit> $continuation) {  
        Intrinsics.checkParameterIsNotNull((Object)$continuation,  
"$continuation");  
        return new  
ExampleKt$fetch.ExampleKt$fetch$1((Continuation)$continuation).doR  
esume((Object)Unit.INSTANCE, (Throwable)null);  
    }  
}
```

# Bytecode

```
final class ExampleKt$fetch$1 extends CoroutineImpl {  
    public final Object doResume(Object, Throwable);  
    ExampleKt$fetch$1(Continuation);  
}
```



# Bytecode


```
static final class ExampleKt$fetch$1 extends CoroutineImpl {
    @Nullable
    public final Object doResume(@Nullable final Object data, @Nullable final Throwable throwable) {
        final Object coroutine_SUSPENDED = IntrinsicsKt.getCOROUTINE_SUSPENDED();
        switch (super.label) {
            case 0: {
                ...
                break;
            }
            case 1: {
                ...
                break;
            }
            default: {
                throw new IllegalStateException("call to 'resume' before 'invoke' with coroutine");
            }
        }
        return Unit.INSTANCE;
    }
}
```

# startCoroutine

## kotlin.coroutines.experimental.startCoroutine

```
public fun <R, T> (suspend R.() -> T).startCoroutine(
    receiver: R,
    completion: Continuation<T>
) {
    createCoroutineUnchecked(receiver, completion).resume(Unit)
}
```

*block.startCoroutine(receiver, completion)*



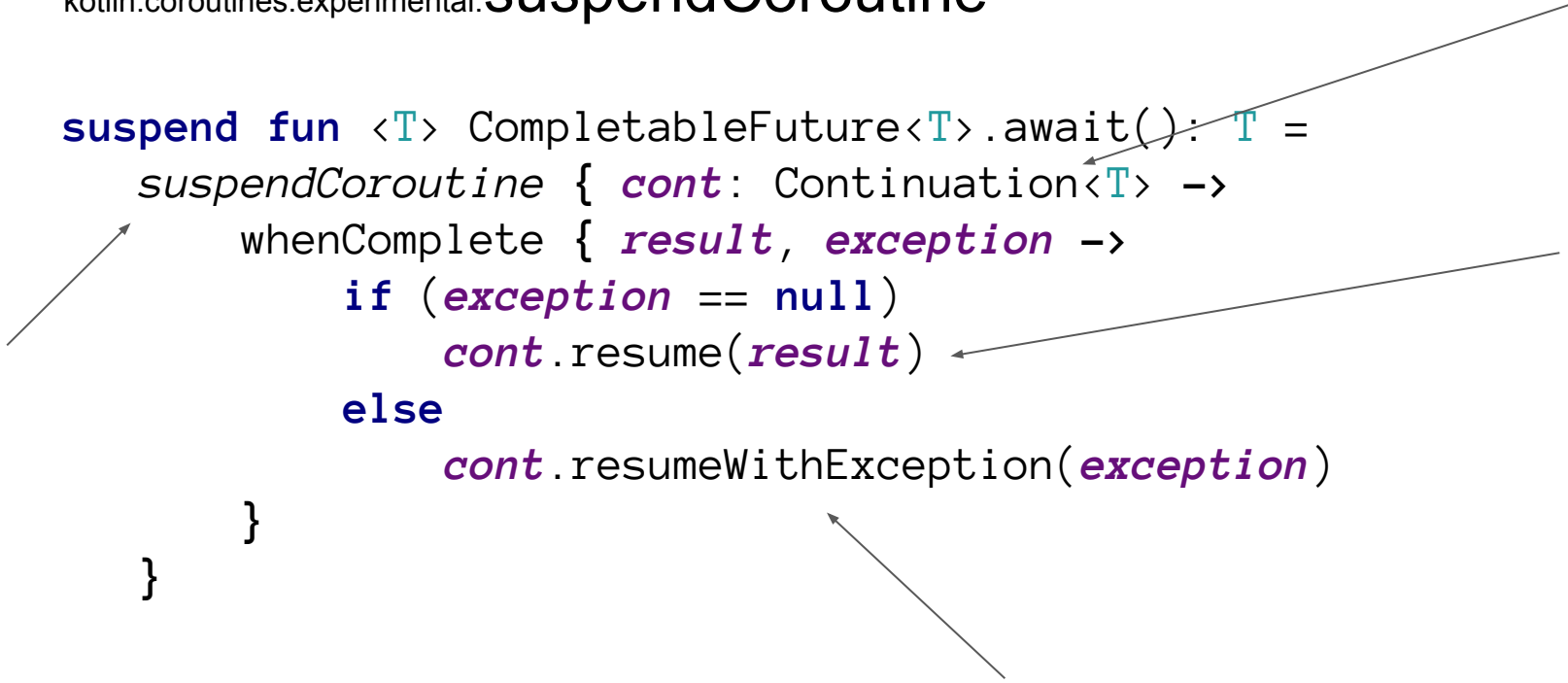
# suspendCoroutine

## kotlin.coroutines.experimental.suspendCoroutine

```
public inline suspend fun <T> suspendCoroutine(
    crossinline block: (Continuation<T>) -> Unit
): T = suspendCoroutineOrReturn { c: Continuation<T> ->
    val safe = SafeContinuation(c)
    block(safe)
    safe.getResult()
}
```

## kotlin.coroutines.experimental.suspendCoroutine

```
suspend fun <T> CompletableFuture<T>.await(): T =  
    suspendCoroutine { cont: Continuation<T> ->  
        whenComplete { result, exception ->  
            if (exception == null)  
                cont.resume(result)  
            else  
                cont.resumeWithException(exception)  
        }  
    }
```

A diagram with three arrows. One arrow points from the `suspendCoroutine` function name to the `cont` parameter. Another arrow points from the `Cont` parameter to the `Cont` parameter. A third arrow points from the `Cont` parameter to the `Cont` parameter.

# suspendCancellableCoroutine

## kotlin.coroutines.experimental.suspendCancellableCoroutine

```
public inline suspend fun <T> suspendCancellableCoroutine(
    holdCancellability: Boolean = false,
    crossinline block: (CancellableContinuation<T>) -> Unit
): T = suspendCoroutineOrReturn { cont ->
    val cancellable = CancellableContinuationImpl(cont, active = true)
    if (!holdCancellability) cancellable.initCancellability()
    block(cancellable)
    cancellable.getResult()
}
```



## kotlin.coroutines.experimental.suspendCancellableCoroutine

```
suspend fun <T> CompletableFuture<T>.await(): T =  
    suspendCancellableCoroutine { cont: CancellableContinuation<T> ->  
        whenComplete { result, exception ->  
            if (exception == null)  
                cont.resume(result)  
            else  
                cont.resumeWithException(exception)  
        }  
        cont.invokeOnCompletion { this.cancel(false) }  
    }
```

kotlinx.coroutines.experimental.**(withTimeout/withTimeoutOrNull)**

```
withTimeout(100) {  
    request.await()  
}
```

```
withTimeoutOrNull(100) {  
    request.await()  
}
```

kotlinx.coroutines.experimental.**launch**

```
val job = launch(CommonPool) {  
    while (isActive) {  
        delay(100)  
        println(42)  
    }  
}  
job.cancel()
```

## kotlinx.coroutines.experimental.NonCancellable

```
val job = launch(CommonPool) {  
    try {  
        // ...  
    } finally {  
        run(NonCancellable) {  
            // this code isn't cancelled  
        }  
    }  
}  
job.cancel()
```

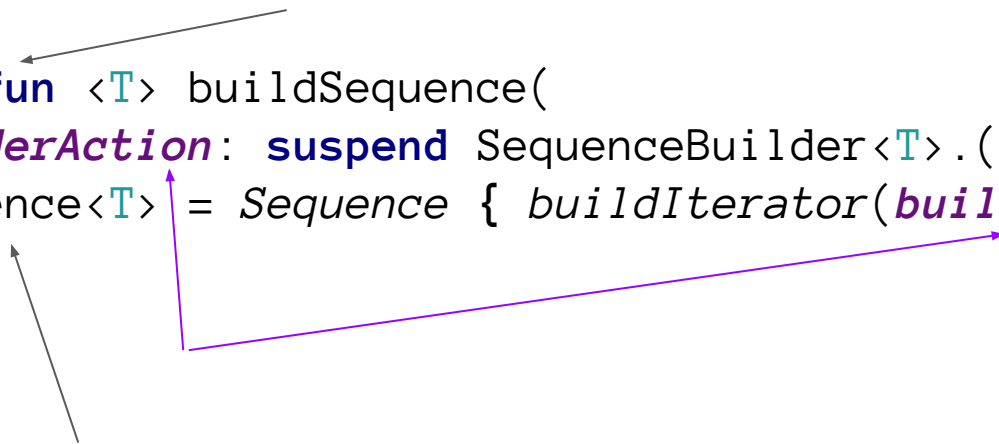
suspend  
createCoroutine  
startCoroutine  
suspendCoroutine  
suspendCancellableCoroutine

# Generators

# buildSequence

# kotlin.coroutines.experimental.**buildSequence**

```
public fun <T> buildSequence(  
    builderAction: suspend SequenceBuilder<T>().() -> Unit  
) : Sequence<T> = Sequence { buildIterator(builderAction) }
```





# kotlin.coroutines.experimental.**buildSequence**

```
val lazySeq: Sequence<Int> = buildSequence {  
    for (i in 1..100) {  
        yield(i) ←  
    }  
}
```

```
lazySeq.take(3).forEach { print(it) }  
// 123
```

# kotlin.coroutines.experimental.**buildSequence**

```
val lazySeq: Sequence<Int> = buildSequence {  
    for (i in 1..100) {  
        delay(1000)  
        yield(i)  
    }  
}
```

Error:(22, 9) Kotlin: Restricted suspending functions can only invoke member or extension suspending functions on their restricted coroutine scope

```
public fun <T> buildSequence(  
    builderAction: suspend SequenceBuilder<T>().() -> Unit  
) : Sequence<T> = Sequence { buildIterator(builderAction) }
```

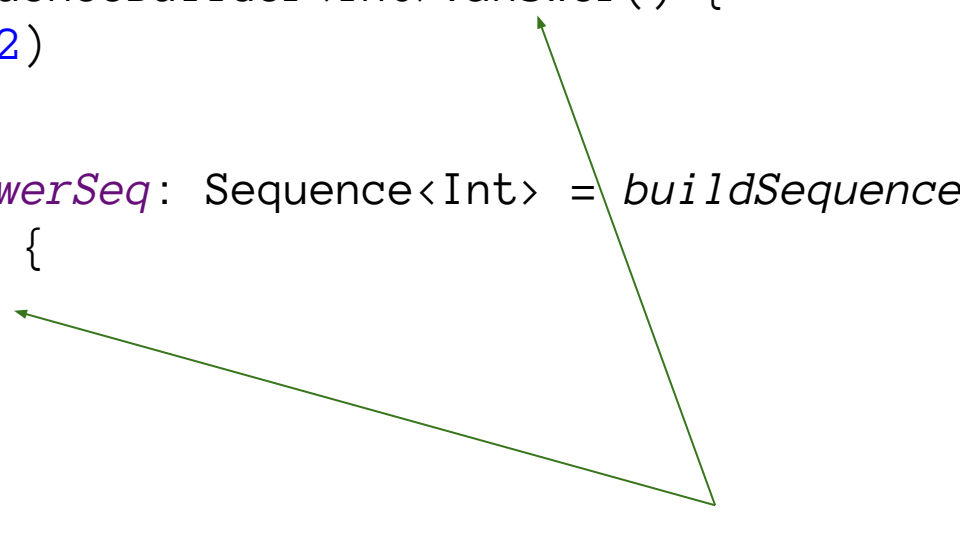
# kotlin.coroutines.experimental.**SequenceBuilder**

@RestrictsSuspension

```
public abstract class SequenceBuilder<in T> internal constructor() {  
    public abstract suspend fun yield(value: T)  
    public abstract suspend fun yieldAll(iterator: Iterator<T>)  
    . . .  
}
```

# kotlin.coroutines.experimental.**SequenceBuilder**

```
suspend fun SequenceBuilder<Int>.answer() {  
    this.yield(42)  
}  
  
val ultimateAnswerSeq: Sequence<Int> = buildSequence {  
    while (true) {  
        answer()  
    }  
}
```



# buildIterator

## Iterator<T>

buildSequence  
buildIterator  
@RestrictsSuspension

# kotlinx.coroutines

# kotlin.coroutines.experimental.**launch**

```
public fun launch(  
    context: CoroutineContext,  
    start: CoroutineStart = CoroutineStart.DEFAULT,  
    block: suspend CoroutineScope.() -> Unit  
): Job {  
    ...  
}
```



# CoroutineContext

- Unconfined
- CommonPool
- newSingleThreadContext, newFixedThreadPoolContext
- Executor.asCoroutineDispatcher

# CoroutineStart

CoroutineStart.**DEFAULT** ->

***block.startCoroutine(receiver, completion)***

CoroutineStart.**UNDISPATCHED** ->

***block.startCoroutineUndispatched(receiver, completion)***

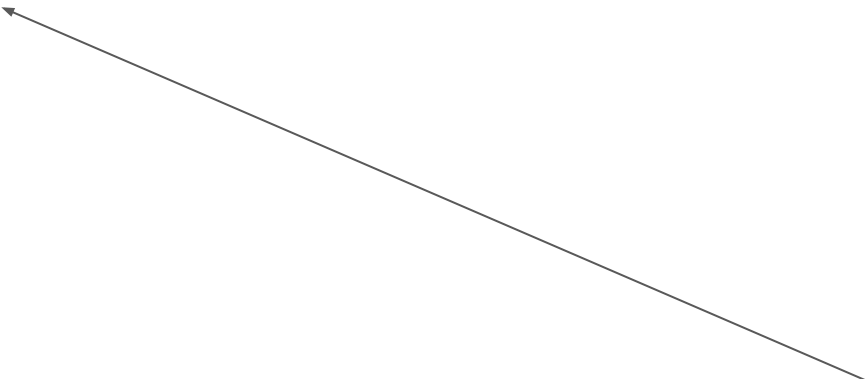
CoroutineStart.**LAZY** -> Unit *// will start lazily*

# CoroutineScope

```
public interface CoroutineScope {  
    public val isActive: Boolean  
    public val context: CoroutineContext  
}
```

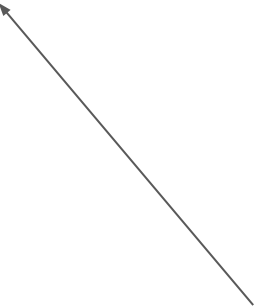
kotlin.coroutines.experimental.**async**

```
public fun <T> async(  
    context: CoroutineContext,  
    start: CoroutineStart = CoroutineStart.DEFAULT,  
    block: suspend CoroutineScope.() -> T  
): Deferred<T> {  
    ...  
}
```



kotlin.coroutines.experimental.**yield**

```
suspend fun foo() {  
    list.forEach {  
        // compute relatively heavy  
        yield()  
    }  
}
```



# Shared mutable state and concurrency

- Thread-safe data structures (Atomics)
- Thread confinement fine-grained
- Thread confinement coarse-grained
- Mutual exclusion (suspending)
- Actors
- [Read more](#)

# Recursive Coroutines

```
suspend fun test() {  
    println(Instant.now())  
    test()  
}
```

```
tailrec suspend fun test() {  
    println(Instant.now())  
    test()  
}
```

# Debug

-Dkotlin.coroutines.debug

Thread.currentThread().name

[main @coroutine#2]

[main @coroutine#3]

[main @coroutine#1]

```
public fun newCoroutineContext(context: CoroutineContext):  
    CoroutineContext = if (DEBUG) context +  
    CoroutineId(COROUTINE_ID.incrementAndGet()) else context
```



# Call Coroutines from Java

```
suspend fun foo(): Int {  
    //...  
}
```

```
fun fooJava(): CompletableFuture<Int> =  
    future { foo() }
```

# Not Covered

- Channels
- Select
- ...

# Learn Kotlin Coroutines

- [Guide to kotlinx.coroutines by example](#)
- [Coroutines for Kotlin](#)
- #coroutines [Kotlin Slack](#)
- [Андрей Бреслав — Асинхронно, но понятно. Сопрограммы в Kotlin](#)
- [Andrey Breslav — Kotlin Coroutines \(JVMLS 2016, old coroutines!\)](#)

# Q&A

Ruslan Ibragimov @HeapyHop

Belarus Kotlin User Group: <https://bkug.by/>

Java Professionals BY: <http://jprof.by/>

Awesome Kotlin: <https://kotlin.link/>

Slides: <https://goo.gl/mAoBXd>