





Native Coroutines

This lesson introduces the concept of native coroutines in Python.

Native Coroutine

In the previous section we looked at generator based coroutines. Unless you are working with older code that uses generator based coroutines, you don't need to use them. In fact <code>@asyncio.coroutine</code> will be deprecated in 3.10. Remember a coroutine is a method that has the ability to cede control during its execution and resume from where it left off when asked to do so. When generators were enhanced with additional methods via PEP-342, coroutines became possible in Python. Later on addition of <code>yield from</code> and asyncio framework allowed asynchronous programming using <code>generator based coroutines</code>. However, in Python 3.5 the language introduced support for native coroutines. By <code>native</code> it is meant that the language introduced syntax to specifically define coroutines, making them first class citizens in the language. Native coroutines can be defined using the <code>async/await</code> syntax. Before getting into further details, here is an example of a very simple native coroutine:

Native coroutine example

```
async def coro():
   await asyncio.sleep(1)
```

The above coroutine can be run with an event loop as follows:

```
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```

The below code widget executes the above example.

loop = asyncio.get_event_loop()
loop.run until complete(coro())

```
import asyncio

async def coro():
    await asyncio.sleep(1)

if __name__ == "__main__":
    # run the coroutine
    loop = asyncio.get_event_loop()
    loop.run_until_complete(coro())
```

Async

We can create an native coroutine by using **async def**. A method prefixed with **async def** automatically becomes a native coroutine.

```
async def useless_native_coroutine():
  pass
```

The inspect.iscoroutine() method would return True for a coroutine object returned from the above coroutine function. Note that yield or yield from can't appear in the body of an async-defined method, else the occurrence would be flagged as a syntax error.



Await

await can be used to obtain the result of a coroutine object's execution. We use await as:

```
await <expr>
```

where <expr> must be an awaitable object. Awaitable objects must implement the __await__() method that should return an iterator. If you recall yield from also expects its argument to be an iterable from which an iterator can be obtained. Under the hood await borrows implementation from yield from with an additional check if its argument is indeed an awaitable. The following objects are awaitable:

- A native coroutine object returned from calling a native coroutine function.
- A generator based coroutine object returned from a generator decorated with @types.coroutine or @asyncio.coroutine.

Decorated generator-based coroutines are awaitables, even

they do not have an __await__() method.

- Future objects are awaitable.
- Task objects are awaitable and Task is a subclass of Future.
- Objects defined with CPython C API with a tp_as_async.am_await() function, returning an iterator (similar to __await__() method).

Additionally, await must appear inside an async-defined method, else it's a syntax error.

Evolution of Coroutines

If you read literature offline or online regarding Python coroutines, you are likely to get confused as there have been several changes introduced in successive versions of Python with respect to coroutines. Additionally, Python deviates slightly from the standard definition of what a coroutine or a generator is and the fact that generator based coroutines can be used with native coroutines causes further confusion for a first-time reader. The table below documents the evolution of coroutines in different versions of Python. Feel free to refer to it as whenever in doubt.

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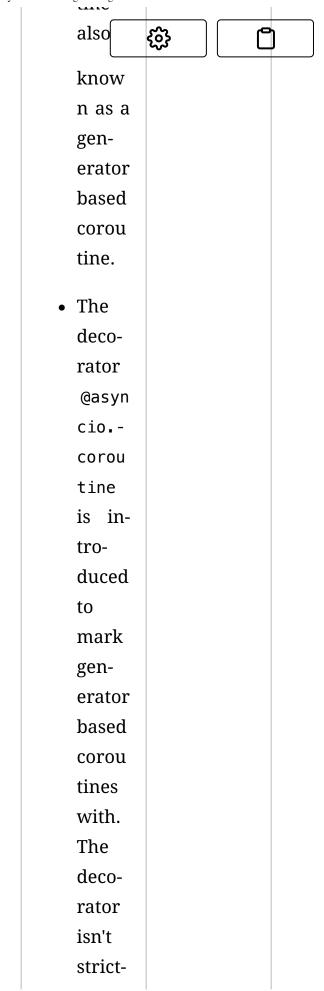
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Needless to say the terminology around coroutines gets messy. We already mentioned that generators are considered a specialized case of coroutines in the world outside Python. Within the Python world, the community started with vanilla generators, then enhanced them with new methods. A generator object that received values from outside was referred to as a coroutine even though the object belonged to the same class as a generator object that produced values and was referred to as a generator. At this point, the distinction between coroutines and generators was defined by their ability to produce or consume data. Next, when version 3.4 came out, generator functions which had yield from in their function bodies were called as generated-based **coroutines**. And finally, version 3.5 brought with it native coroutines. Inevitably, the changes over the years cause confusion, because for instance, if you read an article written prior to version 3.4, a coroutine means a different entity compared to a coroutine referred in an article post version 3.5.

As things stand now, generators are used to refer to functions that produce values only, vanilla coroutines receive values only, generator-based coroutines are identified via the presence of **yield from** in the method body and finally native coroutines are defined using the **async/await** syntax.

Another way to summarize our discussion is: generators return values using yield for their invokers, generators that can receive values from outside are coroutines, generators with yield from in their function bodies are generator-based coroutines and methods defined using async-def are native coroutines. Use the @asyncio.coroutine or @types.coroutine decorators on generator-based coroutines to make them compatible with native co-routines.

