

Rust ASYNC Workshop

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Agenda

- Quick wrap up of Rust ASYNC
- Consuming ASYNC functions in crates
- Exposing ASYNC functions in crate
- Tasks for Coding

Tasks for Practise

- Task A: Use `reqwest` or other to get the title of <https://www.devconf.cz>
- Task B: Create a rust library providing async sleep
- Task C: Create [pull request](#) for async **`futures::stream::Stream`** API for [librabc](#)

Quick wrap up of Rust ASYNC

- The `async/await` syntax
- The `Future` trait
- Executor – tokio/async-std/smol/etc
- Example code stored in [Github](#)

Quick wrap up of Rust ASYNC

- The `async/await`

```
use std::future::Future;

fn foo() -> impl Future<Output = u8> {
    async {
        println!("foo() 1");
        1
    }
}

async fn bar() -> u8 {
    println!("bar() 2");
    2
}

#[tokio::main]
async fn main() {
    foo().await;
    bar().await;
}
```

Quick wrap up of Rust ASYNC

- The `async/await`
- `join`

```
use std::future::Future;
use std::thread::sleep;
use std::time::Duration;
use futures::future::join;
fn foo() -> impl Future<Output = ()> {
    async {
        sleep(Duration::from_secs(3));
        println!("foo() slept 3");
    }
}
async fn bar() {
    sleep(Duration::from_secs(1));
    println!("bar() slept 1");
}
#[async_std::main]
async fn main() {
    join(foo(), bar()).await;
}
```

Quick wrap up of Rust ASYNC

- The **Future** trait
 - Pin
 - Context waker
 - poll

```
pub trait Future {  
    type Output;  
  
    fn poll(  
        self: Pin<&mut Self>,  
        cx: &mut Context<'_>,  
    ) -> Poll<Self::Output>;  
}  
  
pub enum Poll<T> {  
    Ready(T),  
    Pending,  
}
```

Quick wrap up of Rust ASYNC

- The **Future** trait
 - Use thread

```
struct SharedState {
    completed: bool,
    waker: Option<Waker>,
}
struct AsyncSleep {
    shared_state: Arc<Mutex<SharedState>>,
}
impl AsyncSleep {
    fn sleep(dur: Duration) -> Self {
        let shared_state = Arc::new(Mutex::new(SharedState {
            completed: false,
            waker: None,
        }));
        let thread_state = shared_state.clone();
        std::thread::spawn(move || {
            std::thread::sleep(dur);
            let mut state = thread_state.lock().unwrap();
            state.completed = true;
            if let Some(waker) = state.waker.take() {
                waker.wake()
            }
        });
        Self { shared_state }
    }
}
```


Quick wrap up of Rust ASYNC

- The **Future** trait
 - Use thread

```
impl Future for AsyncSleep {
    type Output = ();
    fn poll(
        self: Pin<&mut Self>,
        cx: &mut Context<'_,>,
    ) -> Poll<Self::Output> {
        let mut shared_state = self
            .shared_state
            .lock()
            .unwrap();
        if shared_state.completed {
            Poll::Ready(())
        } else {
            shared_state.waker = Some(
                cx.waker().clone(),
            );
            Poll::Pending
        }
    }
}
```

Quick wrap up of Rust ASYNC

- The **Future** trait

- **tokio::AsyncFd**
- **smol::Async**

```
#[cfg(feature = "smol")]
use smol::Async as DefaultAsync;
#[cfg(not(feature = "smol"))]
use tokio::io::unix::AsyncFd as DefaultAsync;

struct AsyncSleep;
impl AsyncSleep {
    async fn sleep(dur: Duration) {
        let timer = TimerFd::new(..)
            .unwrap();
        timer.set( .. );
        let _ = DefaultAsync::new(timer)
            .unwrap()
            .readable()
            .await
            .unwrap();
    }
}
```

Consuming ASYNC functions in crates

- Choose a executor:
`tokio/smol/async-std/etc`
- Use `async/await` keywords

Exposing ASYNC functions in crate

- Thread based independent waker
- Using reactor inside of async runtime

Tasks for Practise

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Tasks for Practise

- github.com/cathay4t/librabc
 - `RabcClient::new() -> Self`
 - `RabcClient::poll() -> Vec<RabcEvent>`
 - `RabcClient::process() -> Option<String>`

Thank you!
Enjoy Hacking!
Feel free to request help!