Coroutines

All you need to know about the coroutines

Dawid Pilarski

dawid.pilarski@tomtom.com
blog.panicsoftware.com

Agenda

Coroutine theory - what are the coroutines?

Practical part I - using cppcoro library

Theory - promise_types

Promise_type excercise

Asynchronous coroutines

Asynchronous coroutines - excercises

Coroutine theory - what are the coroutines?

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- suspended
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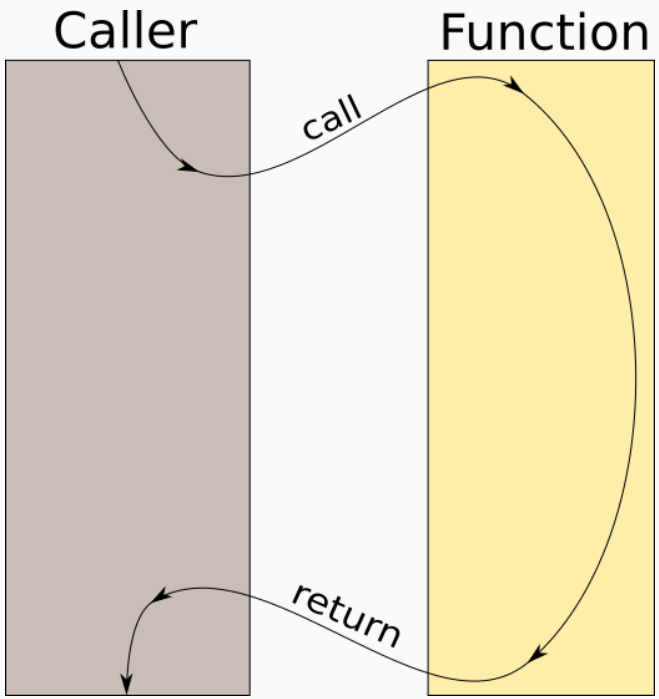
- destroyed

Coroutine flowchart

Function's flow:



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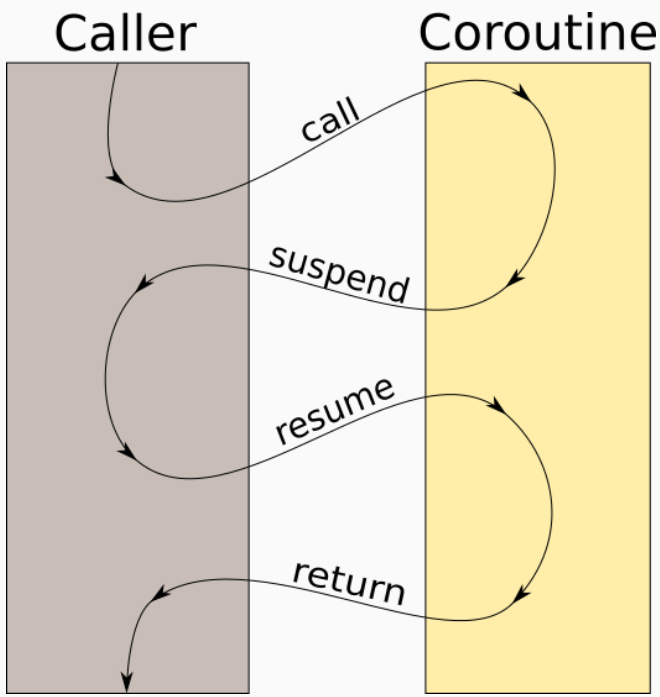

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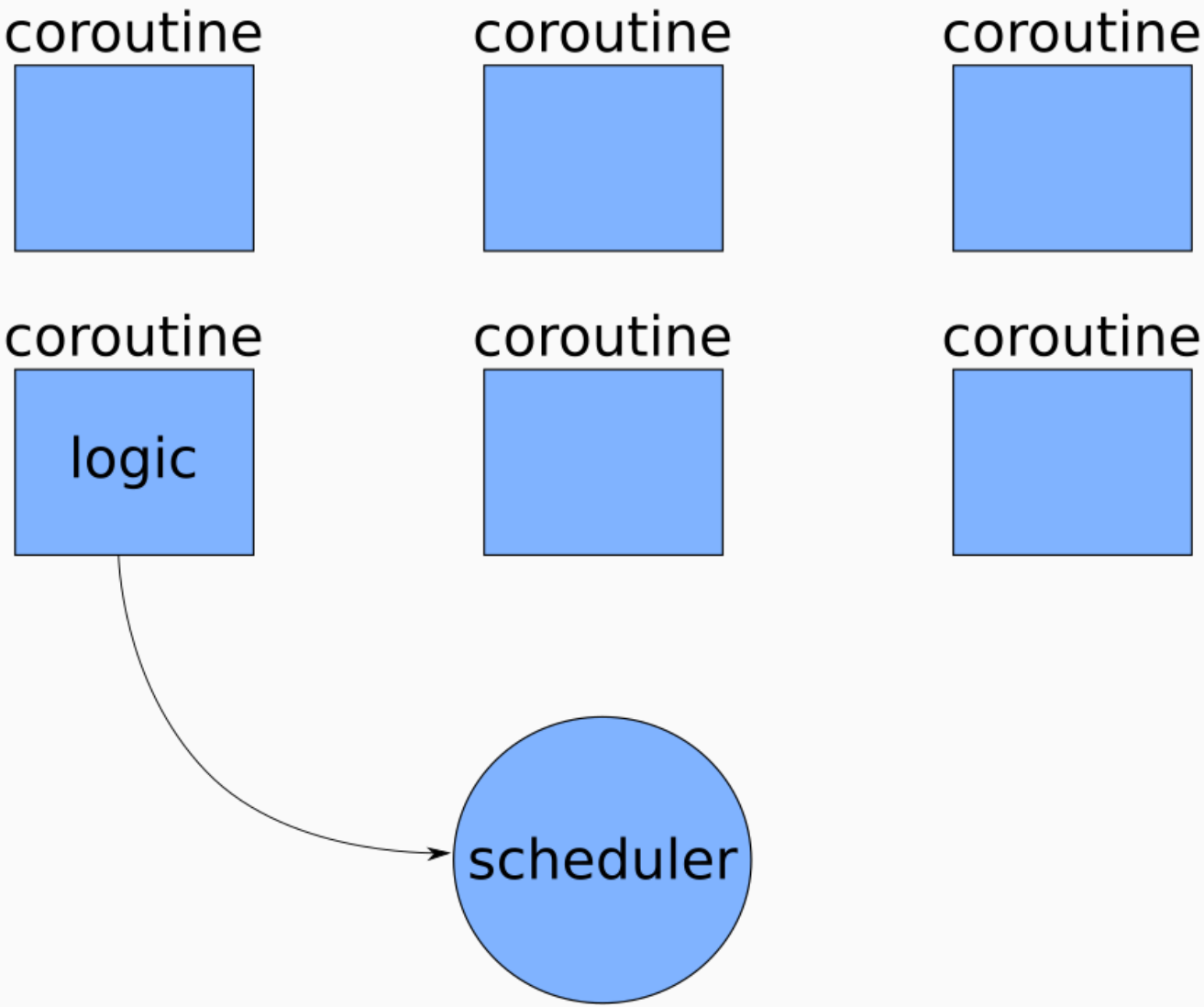
- lazy computation of the sequences (generators)
- possibility of introducing asynchronous code with one thread
- non blocking I/O operations
- lightweight "concurrency"
- automagical error propagation (more of a hack but still)

Example coroutines usage



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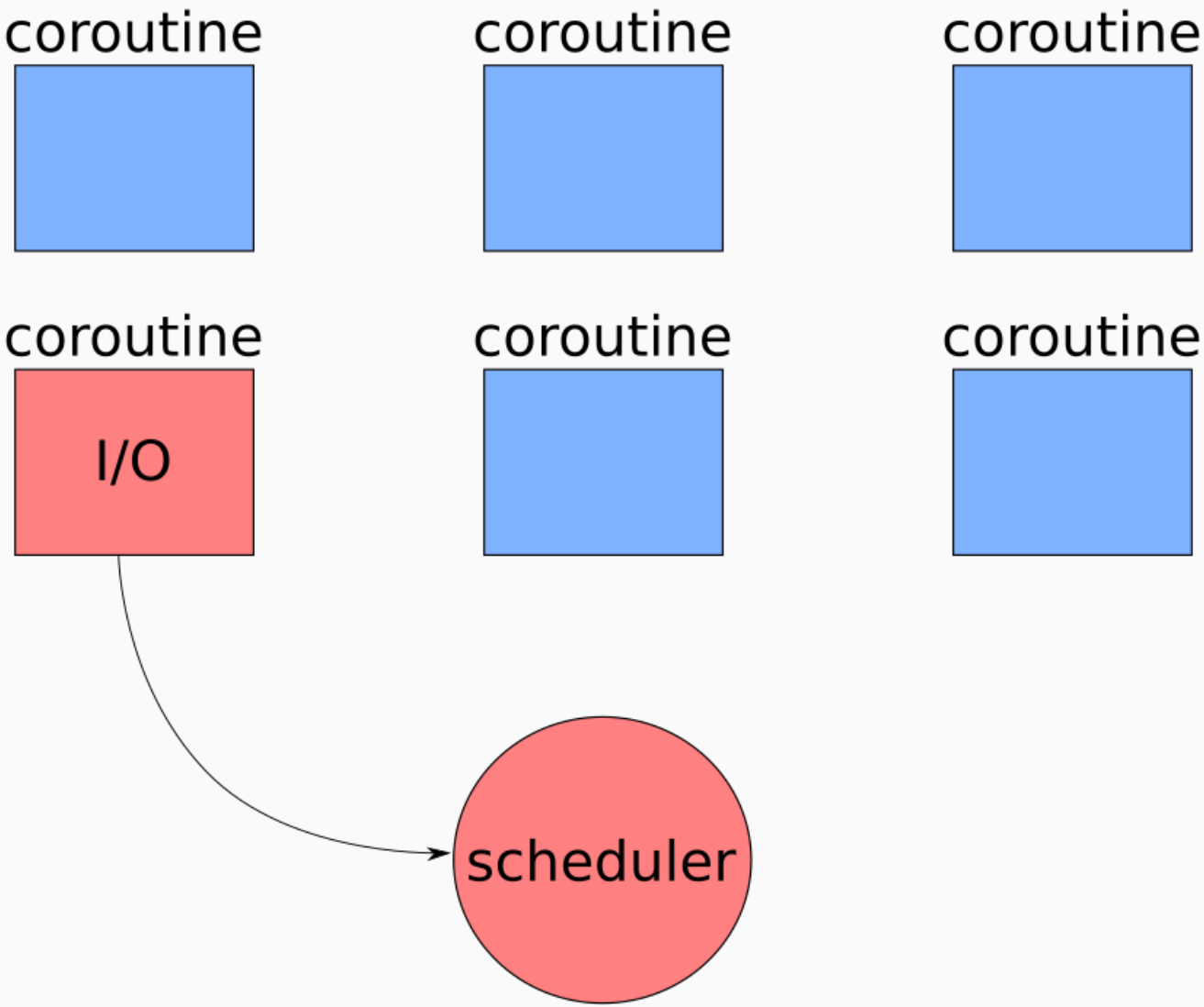

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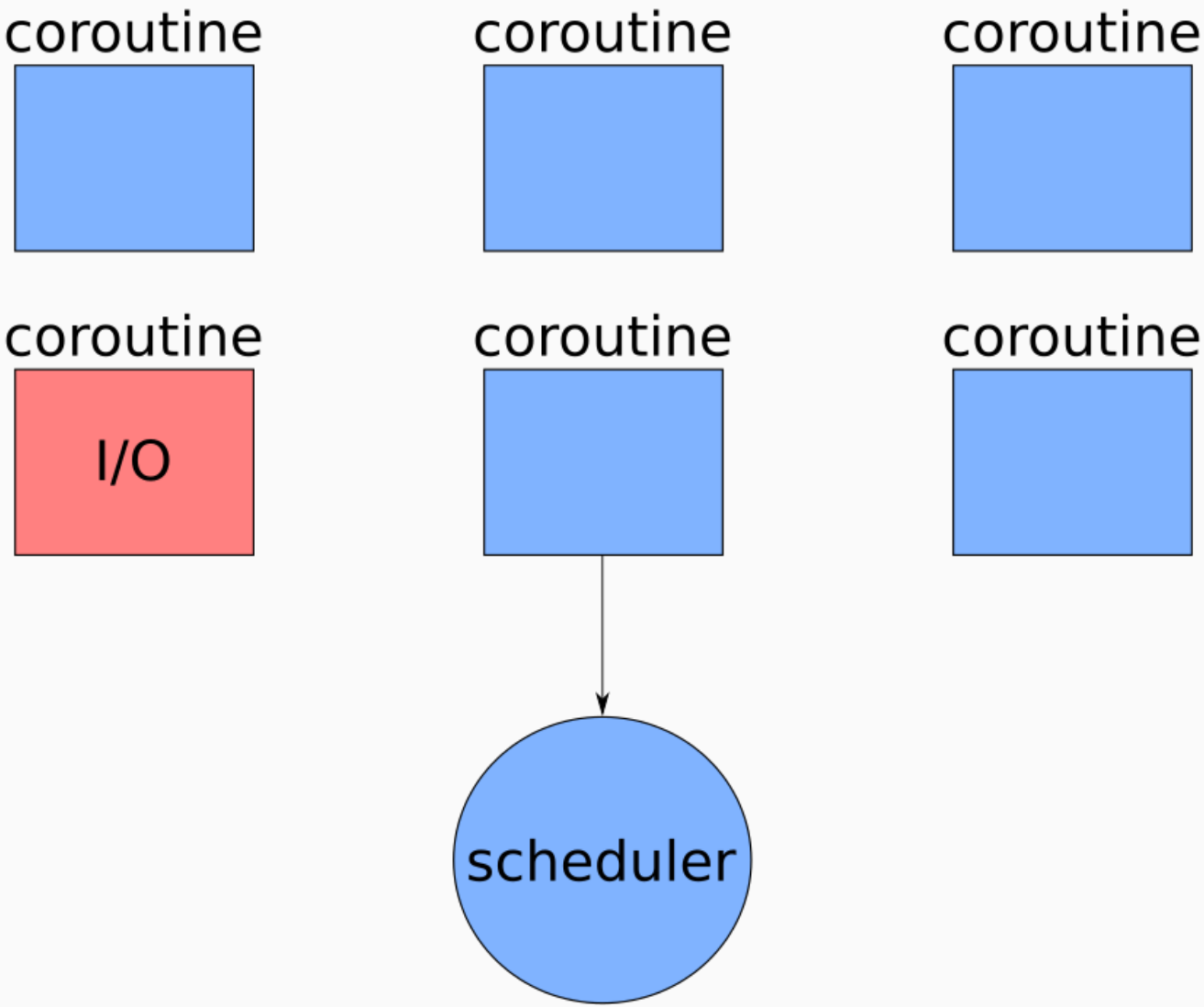

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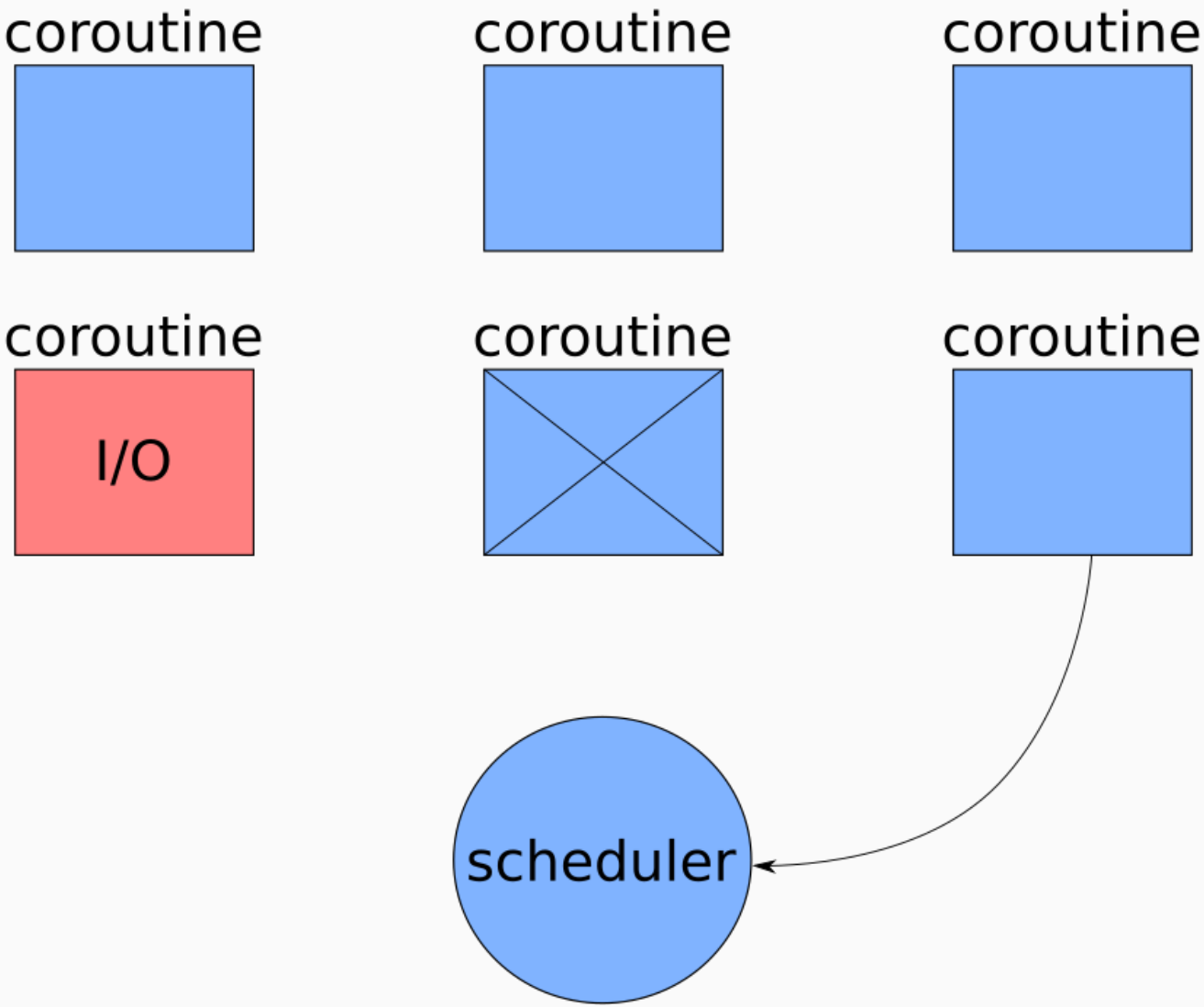

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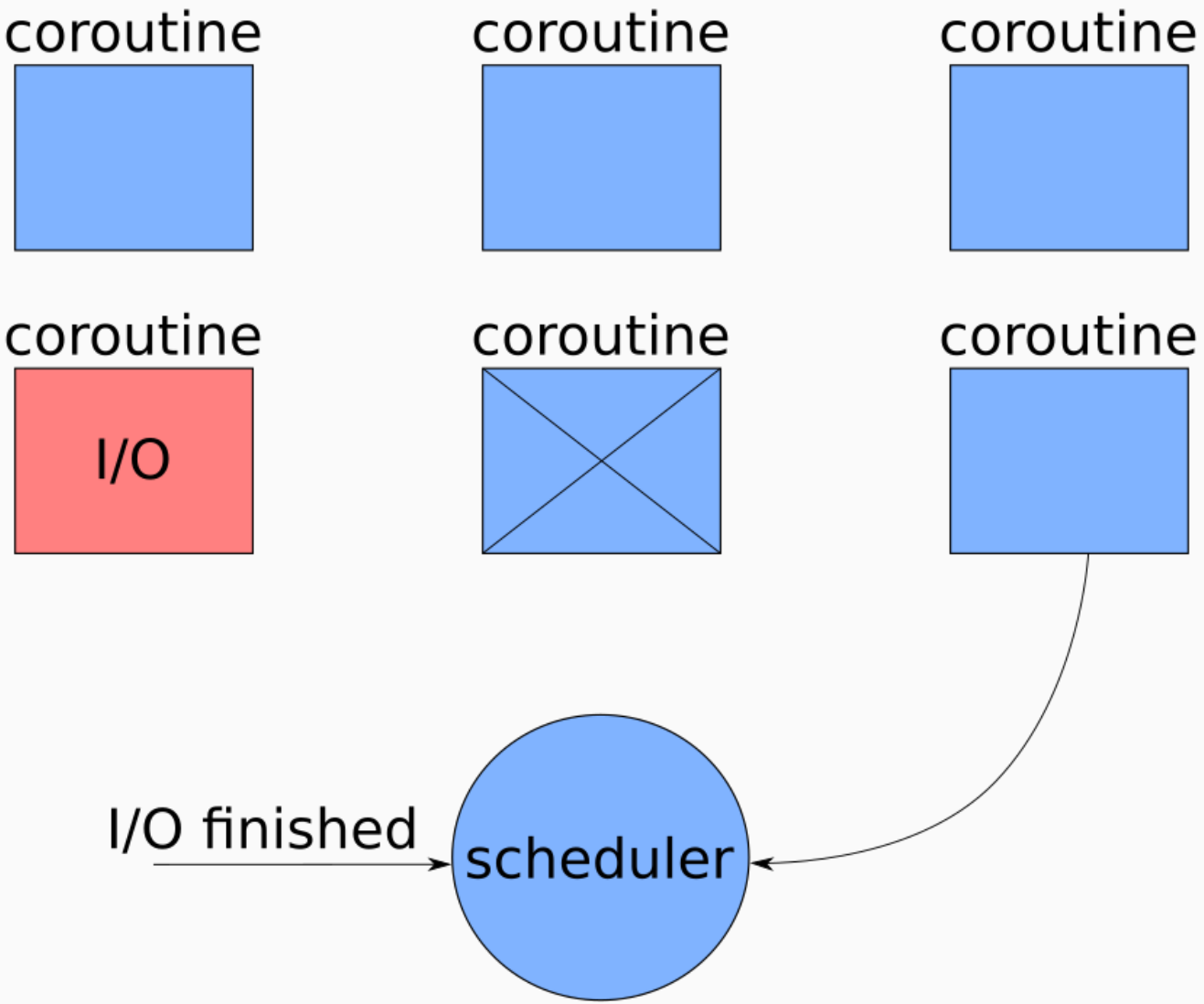

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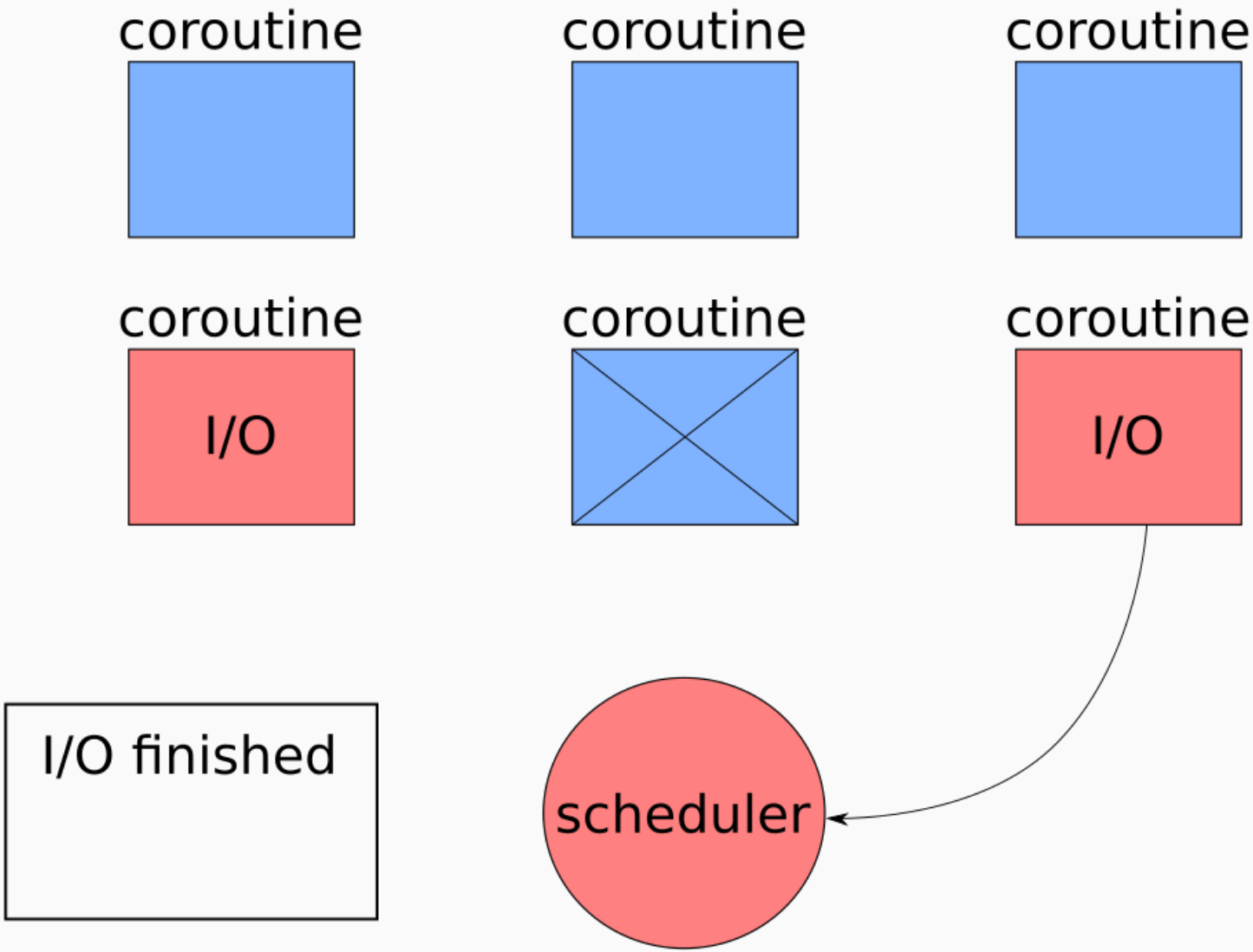

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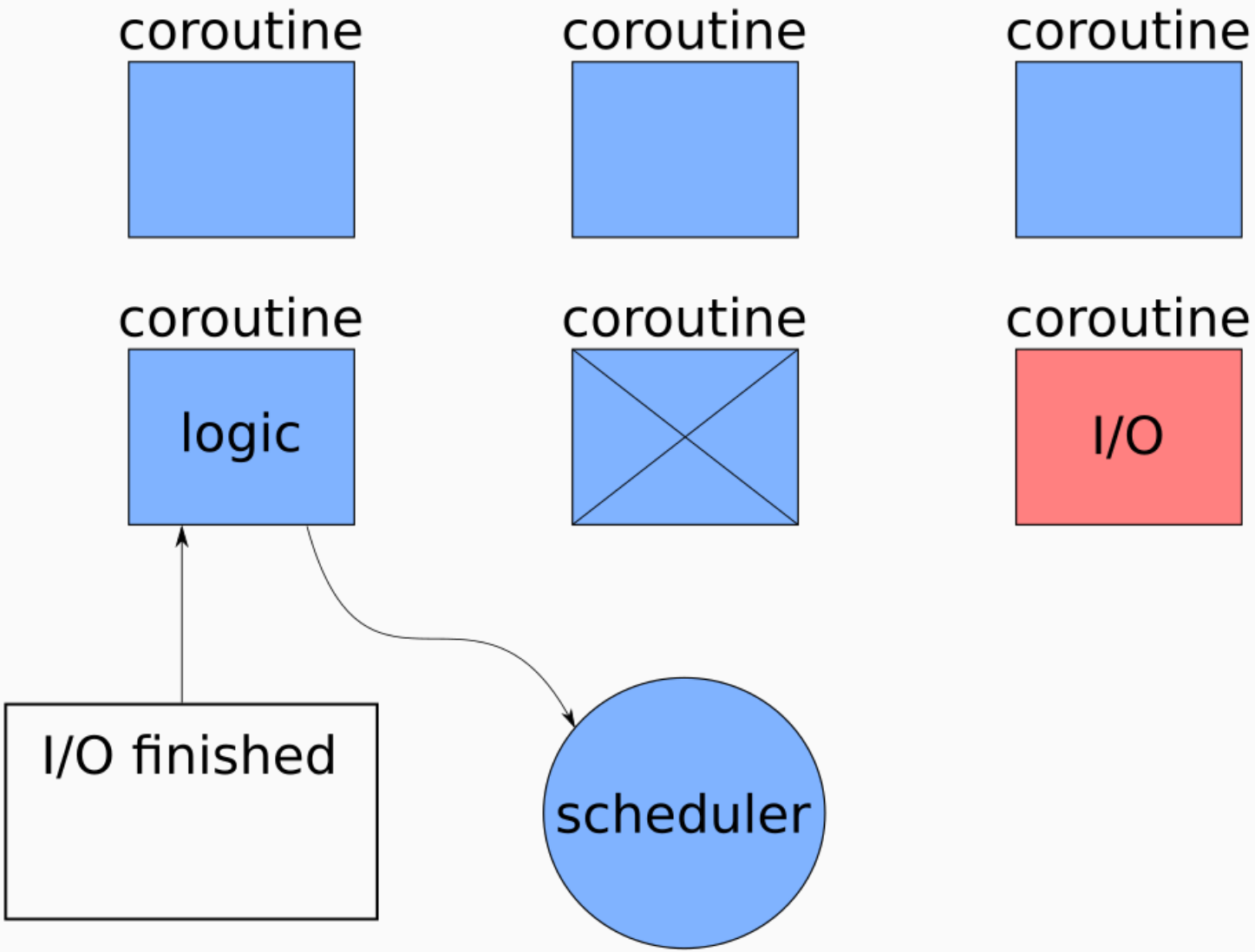

The state

Imagine you want to suspend a function:

```
void foo(){
  int a = 0;
  int b = 1;
  int c = 1;

  co_yield a;
  co_yield b;
  co_yield c;
}
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issues:

- on suspension variables needs to be saved somewhere
- coroutine needs to know where it suspended last time

How to achieve that?

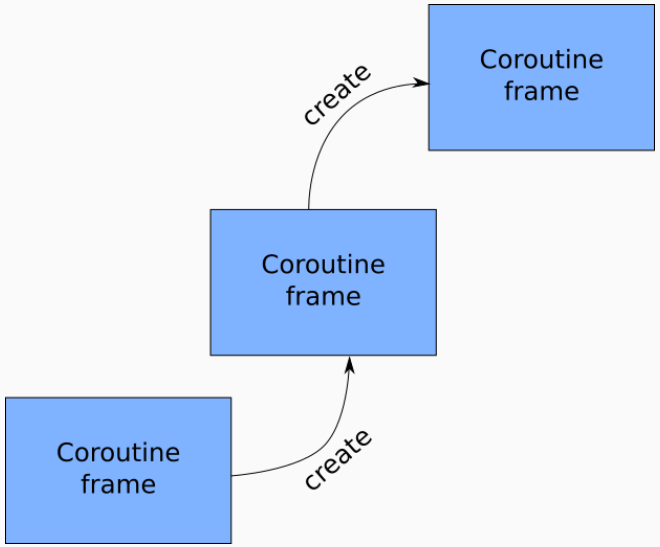
```
struct foo_state{
  int a=0; int b=1; int c=1;
  int recent_point=0;
};

void foo(foo_state* state){
  if(state.recent_point == 0) goto recent_point_0;
  if(state.recent_point == 1) goto recent_point_1;
  if(state.recent_point == 2) goto recent_point_2;

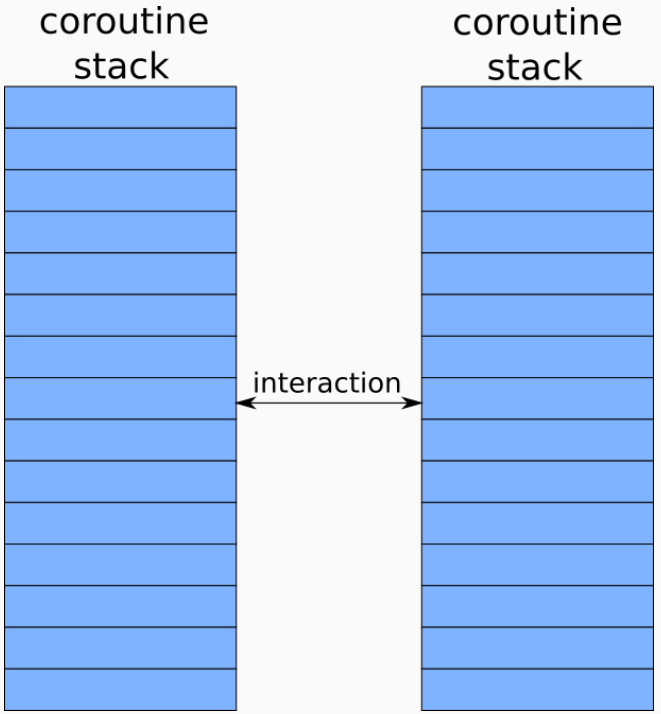
  recent_point_0:
  return state.a;
  recent_point_1:
  return state.b;
  recent_point_2:
  return state.c;
}
```

Possible coroutines implementations

Language based



Library based



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Coroutine declarations

Same as functions

```
// returned-type   name       arguments
//|-------------| |-------| |--------------|
   generator<int> fibonacci (int from_value);
```

Whether the function is a coroutine depends on it's definition.

3 new keywords

`co_return`
: Returning (or not) value and finishing the coroutine

`co_yield`
: Returning intermediate value from the coroutine

`co_await`
: Awaiting completion of the "task"

Practical part I - using cppcoro library

generators - Fibonacci sequence

```
cppcoro::generator<unsigned long long> fibonacci_gen() {
  std::array arr{0ull, 0ull};
  unsigned long long result=0;

  do {
    co_yield result;
    if(result == 0 and arr == std::array{0ull, 0ull})
      result = 1;
    else if (result == 1 and arr == std::array{0ull, 0ull})
      arr = {0, 1};
    else{
      arr[0] = arr[1];
      arr[1] = result;
      result = arr[0] + arr[1];
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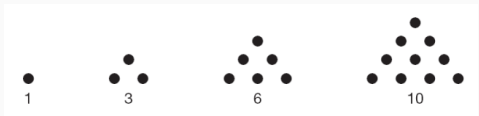
generators - excercise

Implement any generator:

- square number series

- triangular number series



tasks and events

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other (for now only msvc)

- mutexes
- file I/O operations
- networking operations

Theory - promise_types

promise_type

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    `returned_type::promise_type`
  - it can be defined as
    `std::coroutine_traits<returned_type>::promise_type`

coroutine body

Each time we write coroutine, compiler modifies it's body into following form:

```
{
  promise_type promise;
  auto&& return_object = promise.get_return_object();
  co_await promise.initial_suspend();

  try{
    //our coroutine_body
  }catch(...) {
    promise.unhandled_exception();
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  final_suspend:
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  }

  final_suspend:
  co_await promise.final_suspend();

  return return_object;
}
```

coroutine body

Each time we write coroutine, compiler modifies it's body into following form:

```
{
  promise_type promise;
  auto&& return_object = promise.get_return_object();
  co_await promise.initial_suspend();

  try{
    //our coroutine_body
  }catch(...) {
    promise.unhandled_exception();
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  co_await promise.final_suspend();

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```

promise_type extensions

We can extend the coroutine body with:

- (mandatory) support for returning void or returning value
- custom memory allocation algorithm (custom `operator new`)
- (optional) support for yielding intermediate values

co_return - support for returning from coroutine

`co_return`

Usage:

without expression:

```
co_return
```

with void expression:

```
co_return <void expression>
```

Translated to:

```
<expression>;
promise.return_void();
goto final_suspend;
```

co_return - support for returning from coroutine

`co_return`

Usage:

with non-void expression:

```
co_return <expression>
```

Translated to:

```
promise.return_value(<expression>);
goto final_suspend;
```

co_yield - support for returning intemediate values

`co_yield`

Usage:

```
co_yield <non-void expression>
```

Translated to:

```
co_await promise.
         yield_value(<expression>)
```

co_await shortly

`co_await std::experimental::suspend_always{}` -
suspends the coroutine

`co_await std::experimental::suspend_never{}` -
does nothing

Ok, ok but how do I even resume the coroutine?

The low-level interface to the type-erased coroutine is `coroutine_handle` object.

```
template<> struct coroutine_handle<void> {
  constexpr coroutine_handle() noexcept;
  constexpr coroutine_handle(nullptr_t) noexcept;
  coroutine_handle& operator=(nullptr_t) noexcept;

  constexpr void* address() const noexcept;
  constexpr static coroutine_handle from_address(void* addr);

  constexpr explicit operator bool() const noexcept;
  bool done() const;

  void operator()() const;
  void resume() const;

  void destroy() const;
  /* ... */
};
```

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  /* ... */
};
```

And how do I get the coroutine_handle object?

`coroutine_handles` are specialized for `promise_type`

```
template<class Promise>
struct coroutine_handle : coroutine_handle<>
{
  using coroutine_handle<>::coroutine_handle;
  static coroutine_handle from_promise(Promise&);
  coroutine_handle& operator=(nullptr_t) noexcept;

  constexpr static coroutine_handle from_address(void* addr);

  Promise& promise() const;
};
```

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  constexpr static coroutine_handle from_address(void* addr);

  Promise& promise() const;
};
```

Promise_type excercise

promise_type excercise - lazy

type for lazy initialization

requirements:

- synchronous (no support for multithreading + no support for co_await).
- no sharing of the value (no copy, only move constructor).
- interface simillar to the std::optional.

promise_type excercise - generator

type for generating sequences

requirements:

- synchronous (no support for multithreading + no support for co_await).
- next method should return the value and resume the coroutine.
- interface simillar to the std::optional

Asynchronous coroutines

co_await

co_await

- represents awaiting for operations' completion
- it's argument is (usually) called awaitable
- it's result is usually called awaiter

co_await translation

If compiler meets the co_await it gets translated into following code:

```
{
  std::exception_ptr exception = nullptr;
  if (not a.await_ready()) {
    suspend_coroutine();

    <await_suspend>
  }

  resume_point:
  if(exception)
    std::rethrow_exception(exception);
  /*return*/ a.await_resume();
}
```

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If compiler meets the co_await it gets translated into following code:

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```

co_await translation

If compiler meets the co_await it gets translated into following code:

```
{
  std::exception_ptr exception = nullptr;
  if (not a.await_ready()) {
    suspend_coroutine();

    <await_suspend>
  }

  resume_point:
  if(exception)
    std::rethrow_exception(exception);
  /*return*/ a.await_resume();
}
```

Await suspend

await suspend is of the following form:

```
awaitable.await_suspend(this_coroutine_handle);
```

await_suspend might return:

- void

```
//if await_suspend returns void
try {
  a.await_suspend(coroutine_handle);
  return_to_the_caller();
} catch (...) {
  exception = std::current_exception();
  goto resume_point;
}
//endif
```

Await suspend

await suspend is of the following form:

```
awaitable.await_suspend(this_coroutine_handle);
```

await_suspend might return:

- void
- bool

```
//if await_suspend returns bool
bool await_suspend_result;
try {
  await_suspend_result = a.await_suspend(
                              coroutine_handle);
} catch (...) {/*...*/}

if (not await_suspend_result)
  goto resume_point;
return_to_the_caller();
//endif
```

Await suspend

await suspend is of the following form:

```
awaitable.await_suspend(this_coroutine_handle);
```

await_suspend might return:

- void
- bool
- coroutine_handle

```
//if await_suspend returns coroutine_handle
decltype(a.await_suspend(
  std::declval<coro_handle_t>()))
another_coro_handle;
try {
  another_coro_handle = a.await_suspend(
                          coroutine_handle);
} catch (...) {/*...*/}

another_coro_handle.resume();
return_to_the_caller();
//endif
```

Awaitable and Awaiter

Awaitable is an object, which is an operand of the co_await operator

co_await <expression> expression will be processed in following manner

- await_transform

  is performed only if promise has await_transform function declared

```
co_await promise.await_transform(<expr>);
```

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Awaitable and Awaiter

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co_await <expression> expression will be processed in following manner

- await_transform
- acquiring awaiter
  - co_await operator

is performed only if awaitable has co_await operator

```
auto&& awaiter =
        <awaitable>.operator co_await();
```

Awaitable and Awaiter

Awaitable is an object, which is an operand of the co_await operator

co_await <expression> expression will be processed in following manner

- await_transform
- acquiring awaiter
  - co_await operator
  - global co_await operator

is performed only if awaitable there is matching global co_await operator

```
auto&& awaiter =
       operator co_await(<awaitable>);
```

Awaitable and Awaiter

Awaitable is an object, which is an operand of the co_await operator

co_await <expression> expression will be processed in following manner

- await_transform
- acquiring awaiter
  - co_await operator
  - global co_await operator
  - awaitable to awaiter

```
auto&& awaiter = <awaitable>;
```

Asynchronous coroutines - excercises

What is the task?

```
cppcoro::task<int> count_lines(std::string path)
{
  auto file = co_await cppcoro::read_only_file::open(path);

  int lineCount = 0;
  char buffer[1024];
  size_t bytesRead;
  std::uint64_t offset = 0;
  do
  {
    bytesRead = co_await file.read(offset, buffer, sizeof(buffer));
    lineCount += std::count(buffer, buffer + bytesRead, '\n');
    offset += bytesRead;
  } while (bytesRead > 0);

  co_return lineCount;
}
```

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```

task

type for asynchronous operations

requirements:

- single-threaded
- asynchronous (support for the co_await)
- coroutine after finishing must resume the co_awaiting coroutine
- some kind of the executor needed to start the coroutines

event

type for communication of the tasks

requirements:

- stores information whether the event is set.
- stores the continuation object.
- launches the continuation on setting up the event.

Thank you!

Questions?

recommended lecture:

- Lewiss Baker blog
- My blog
- "programista" magazine
- current C++ standard draft
- coroutine channel on cpplang slack

recommended videos:

- Gor Nishanov
  "C++ Coroutines: Under the covers"
- Toby Allsopp
  "Coroutines: what can't they do"
- James McNellis
  "Introduction to C++ Coroutines"