

Integrating AsyncIO and AioHTTP for Scalable Systems



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Building Scalable AioHTTP Servers

Routing optimization

Server configuration

**Advanced scaling
steps**



AioHTTP Routing Optimization

Consistent naming

Logical grouping

**Pattern-matching
efficiency**



AioHTTP Server Configuration

Backlog size

Keep alive timeout

Maximum request size

Request throttling



Advanced Scaling Steps

Gunicorn

Nginx

Kubernetes





Demo: Building a Scalable AioHTTP Server

Running multiple workers with Gunicorn



Real-time Data Processing with Asyncio and AioHTTP

Server-sent events

WebSockets



Understanding Server-sent Events

Persistent connection

One-way communication

Working with HTTP

Supported in browsers



Use Cases for Server-Sent Events

News feeds

Price updates

Notifications

Progress updates

Live dashboards

Sensor data



Understanding WebSockets

Persistent connection

Two-way communication

Low overhead

Supported in browsers



Use Cases for WebSockets

Chat applications

Real-time collaboration tools

Multiplayer games

Interactive dashboards



```
async def sse_handler(request):
    r = web.StreamResponse()

    r.headers[ 'Content-Type' ] =\
        'text/event-stream'
    r.headers[ 'Cache-Control' ] = 'no-cache'
    r.headers[ 'Connection' ] = 'keep-alive'

    await r.prepare(request)

    while True:
        data = "Temperature: 70 \n"

        await r.write(data.encode( 'utf-8' ))

        await asyncio.sleep(1)
```

◀ **Initialize a streaming response**

◀ **Set headers**

◀ **Send headers to client**

◀ **Stream data events indefinitely**

◀ **Send event data chunk**

◀ **Non-blocking delay for 1 second**



Demo: Streaming Real-time Data



Optimizing Database Operations

Using async database drivers

Implementing connection pools



Async Database Drivers

PostgreSQL
Use **asyncpg**

MySQL
Use **aiomysql**

SQLite
Use **aiosqlite**

Redis
Use **aioredis**

MongoDB
Use **motor**



Why Implement Connection Pools?

Manage lifecycle

Reduced latency

Better scalability



Implementing a PostgreSQL Connection Pool

```
async def init_pg_pool(app):  
    app['pg_pool'] = await asyncpg.create_pool(  
        dsn='postgresql://user:pass@server:port/db',  
        min_size=5,  
        max_size=10)  
  
async def close_pg_pool(app):  
    await app['pg_pool'].close()  
  
app = web.Application()  
  
app.on_startup.append(init_pg_pool)  
app.on_cleanup.append(close_pg_pool)
```



Demo: Efficient Database Operations



Course Summary

Why asynchronous programming?

**Implementing asynchronous HTTP with
Aiohttp**

Designing efficient workflows with AsyncIO

**Integrating AsyncIO and Aiohttp for
scalable systems**

