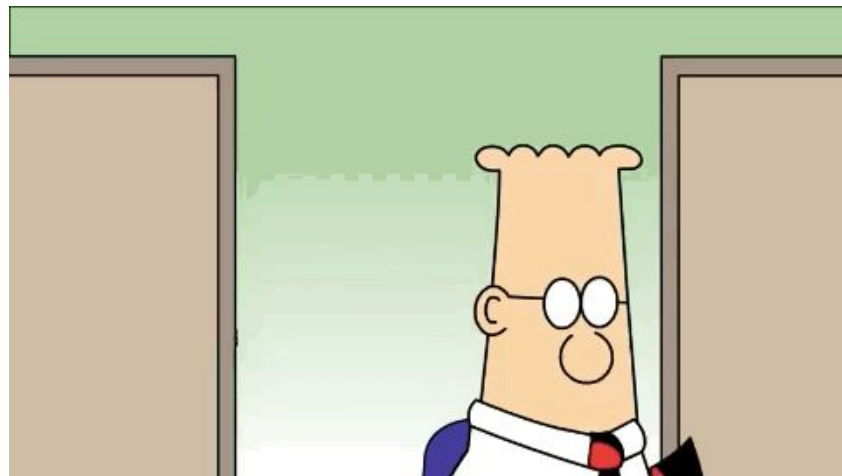


An introduction to **Kotlin Coroutines** for Android

The Problem

How to **prevent** our applications **from blocking**

- Asynchronous or non-blocking programming is the new reality
 - **Fluid client** experience
 - **Scalable server** architecture



Approaches

- **Threads**
 - hard to write and maintain
- **Callbacks**
 - series of nested callbacks which lead to incomprehensible code
- **Futures, Promises,...**
 - different programming mental model
- **Reactive Extensions**
 - everything is a stream, and it's observable
- **Coroutines**

Coroutines

- Based on the concept of **suspending functions**
- The code is still **structured as** if we were writing **synchronous** code
- Are like **light-weight threads**
- JetBrains engineers took **the best ideas from other languages** like Python, Go, C# and JS

The term 'Coroutine' was coined by Melvin Conway in 1958 (known for Conway's Law)

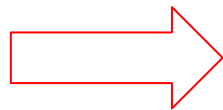
Kotlin Coroutines

- Kotlin provides **Coroutine support** at the language level
 - Actually it only adds one language keyword (**suspend**)
- Functionality is delegated to **libraries**
 - `kotlinx.coroutines` is a library developed by JetBrains
- Since Kotlin **1.3** Coroutines are no longer experimental
 - The major feature of this release



Suspending Functions - Continuations

```
1  ▶ fun main() {  
2      val numbers = sequence {  
3          println("one")  
4      -> yield( value: 1)  
5  
6          println("two")  
7      -> yield( value: 2)  
8  
9          println("three")  
10     -> yield( value: 3)  
11  
12         println("...done")  
13     }  
14  
15     for (n in numbers) {  
16         println("number = $n")  
17     }  
18 }
```



```
one  
number = 1  
two  
number = 2  
three  
number = 3  
...done
```

Synchronous - Sequential Code

```
1  import ...
3
4  private fun google(keyword: String): String {...}
11
12 private fun wikipedia(keyword: String): String {...}
23
24 ▶ fun main() {
25     val keyword = "Meetup"
26     val gResult = google(keyword)
27     val wResult = wikipedia(keyword)
28     println("Google replied: $gResult \n" +
29             "Wikipedia replied: $wResult")
30 }
```

Asynchronous - Concurrent Code

```
1  import ...
4
5  private fun google(keyword: String): String {...}
12
13 private fun wikipedia(keyword: String): String {...}
24
25 ▶ fun main() = runBlocking { this: CoroutineScope
26     val keyword = "Meetup"
27     launch (Dispatchers.Default) { this: CoroutineScope
28         val gResult = async { google(keyword) }
29         val wResult = async { wikipedia(keyword) }
30     }-> println("Google replied: ${gResult.await()} \n" +
31     }->         "Wikipedia replied: ${wResult.await()}")
32     }
33 }
34 println("Launched Coroutine")
35 }
```


The structure did not change much

...s/Dropbox/afse/Explore/Kotlin/Coroutines/KotlinMeetup/src/Sequential.kt

```
1 import org.jsoup.Jsoup
2 import com.google.gson.*
3
4 private fun google(keyword: String): String {
5     val doc = Jsoup.connect("https://google.com/search?q=$key
6         .userAgent("Mozilla/5.0").get()
7     val title = doc.selectFirst("h3.r a").text()
8     val description = doc.selectFirst("span.st")?.text()
9     return "$title. $description"
10 }
11
12 private fun wikipedia(keyword: String): String {
13     val url = "https://en.wikipedia.org/w/api.php" +
14         "?action=query&format=json&prop=extracts" +
15         "&exsectionformat=plain&exsentences=2&explaintext
16         "&titles=$keyword"
17     val json = java.net.URL(url).readText()
18     val jsonObject = Gson().fromJson<JsonObject>(json, JsonObject::class)
19     val pages = jsonObject["query"].asJsonObject["pages"].asJsonObject
20     val extract = pages[pages.keySet().first()].asJsonObject["extract"]
21     return extract.asString
22 }
23
24 fun main() {
25     val keyword = "Meetup"
26
27     val gResult = google(keyword)
28     val wResult = wikipedia(keyword)
29     println("Google replied: $gResult \n" +
30         "Wikipedia replied: $wResult")
31 }
```

...box/afse/Explore/Kotlin/Coroutines/KotlinMeetup/src/Concurrent.kt

```
1 import org.jsoup.Jsoup
2 import com.google.gson.*
3 import kotlinx.coroutines.*
4
5 private fun google(keyword: String): String {
6     val doc = Jsoup.connect("https://google.com/search?q=$key
7         .userAgent("Mozilla/5.0").get()
8     val title = doc.selectFirst("h3.r a").text()
9     val description = doc.selectFirst("span.st")?.text()
10    return "$title. $description"
11 }
12
13 private fun wikipedia(keyword: String): String {
14     val url = "https://en.wikipedia.org/w/api.php" +
15         "?action=query&format=json&prop=extracts" +
16         "&exsectionformat=plain&exsentences=2&explaintext
17         "&titles=$keyword"
18     val json = java.net.URL(url).readText()
19     val jsonObject = Gson().fromJson<JsonObject>(json, JsonObject::class)
20     val pages = jsonObject["query"].asJsonObject["pages"].asJsonObject
21     val extract = pages[pages.keySet().first()].asJsonObject["extract"]
22     return extract.asString
23 }
24
25 fun main() = runBlocking {
26     val keyword = "Meetup"
27     launch (Dispatchers.Default) {
28         val gResult = async { google(keyword) }
29         val wResult = async { wikipedia(keyword) }
30         println("Google replied: ${gResult.await()} \n" +
31             "Wikipedia replied: ${wResult.await()}")
32     }
33     println("Launched Coroutine")
34 }
35 }
```

Coroutines are light-weight

```
1      import kotlinx.coroutines.*
2
3  ▶   fun main() = runBlocking { this: CoroutineScope
4      //Launch 1M coroutines
5      repeat( times: 1_000_000) { counter ->
6          launch { this: CoroutineScope
7              print(", $counter")
8          }
9      }
10     //try that with threads!
11 }
```

Suspending Functions (sequential code example)

```
1  import com.google.gson.*
2
3  private fun fetchJson(term: String): String {...}
10
11 private fun parseExtract(wikipediaJson: String): String {...}
17
18 fun main() {
19     val terms = listOf("Kotlin", "Athens", "Meetup")
20     val extracts = mutableListOf<String>()
21     terms.forEach { it: String
22         val json = fetchJson(it)
23         extracts += parseExtract(json)
24     }
25     extracts.forEach { println(it) }
26 }
```

Suspending Functions

- Used inside coroutines like regular functions
- They can call other suspending functions
- Waits tasks to complete

```
4     private fun fetchJson(term: String): String {...}
11
12     private suspend fun parseExtract(wikipediaJson: Deferred<String>): String {...}
18
19     fun main() = runBlocking { this: CoroutineScope
20         val terms = listOf("Kotlin", "Athens", "Meetup")
21         val extracts = mutableListOf<String>()
22         terms.forEach { it: String
23             val json = async { fetchJson(it) }
24             extracts += parseExtract(json)
25         }
26         extracts.forEach { println(it) }
27     }
```

Suspending Functions (behind the scenes)

```
KotlinMeetup — -bash — 90x20
antonis-mbp:KotlinMeetup antonis$ javap -private NotSuspendingKt.class
Compiled from "NotSuspending.kt"
public final class NotSuspendingKt {
    private static final java.lang.String fetchJson(java.lang.String);
    private static final java.lang.String parseExtract(java.lang.String);
    public static final void main();
    public static void main(java.lang.String[]);
}
antonis-mbp:KotlinMeetup antonis$ javap -private SuspendingKt
Compiled from "Suspending.kt"
public final class SuspendingKt {
    private static final java.lang.String fetchJson(java.lang.String);
    static final java.lang.Object parseExtract(kotlinx.coroutines.Deferred<java.lang.String>
, kotlin.coroutines.Continuation<? super java.lang.String>);
    public static final void main();
    public static void main(java.lang.String[]);
    public static final java.lang.String access$fetchJson(java.lang.String);
}
antonis-mbp:KotlinMeetup antonis$
```

Coroutine Builders

- Create a coroutine and **provide a CoroutineScope**
- Examples are runBlocking, launch, async etc
- GlobalScope.launch creates a top-level coroutine (like a Thread)

```
3 ▶ suspend fun main() {  
4     // launch new coroutine and keep a reference to its Job  
5     val job = GlobalScope.launch { this: CoroutineScope  
6     ->     delay( timeMillis: 1000L)  
7           println("World!")  
8     }  
9     println("Hello,")  
10    ->    job.join() // wait until child coroutine completes  
11 }
```

CoroutineScope

- Coroutines are launched in the scope of the operation we are performing
- We can declare a scope using coroutineScope builder

```
3 ▶ fun main() = runBlocking { this: CoroutineScope
4   launch { this: CoroutineScope
5     delay( timeMillis: 200L)
6     println("Kotlin")
7   }
8
9   coroutineScope { this: CoroutineScope
10    launch { this: CoroutineScope
11      delay( timeMillis: 300L)
12      println("Athens")
13    }
14
15    delay( timeMillis: 100L)
16    println("Hello")
17    //coroutineScope does NOT block the current thread while waiting for all children to complete
18  }
19
20  println("Meetup")
21  //runBlocking DOES block the current thread while waiting for all children to complete
22 }
```

CoroutineContext

- Is an an **optional parameter** of all coroutine builders
- Includes a coroutine dispatcher that determines the **execution thread**
- **inherited** from the CoroutineScope if not defined

```
3 ▶ fun main() = runBlocking<Unit> { this: CoroutineScope
4   launch { // context of the parent, main runBlocking coroutine
5     println("main runBlocking: Thread ${Thread.currentThread().name}")
6   }
7   launch(Dispatchers.Unconfined) { // not confined -- will work with main thread
8     println("Unconfined: Thread ${Thread.currentThread().name}")
9   }
10  launch(Dispatchers.Default) { // will get dispatched to DefaultDispatcher
11    println("Default: Thread ${Thread.currentThread().name}")
12  }
13  launch(newSingleThreadContext( name: "MyOwnThread")) { // will get its own new thread
14    println("newSingleThreadContext: Thread ${Thread.currentThread().name}")
15  }
16 }
```


Coroutine Cancellation

```
3  ▶ fun main() = runBlocking { this: CoroutineScope
4      //Cancel with timeout
5      try {
6  ->      withTimeout( timeMillis: 1000L) { this: CoroutineScope
7          repeat( times: 1000) { counter ->
8              print(" $counter")
9  ->          delay( timeMillis: 100L)
10         }
11     }
12 } catch (e: TimeoutCancellationException) {
13     print(" Timeout\n")
14 }
15
16 //Cancel manually
17 val job = launch { this: CoroutineScope
18     try {
19         repeat( times: 1000) { counter ->
20             print(" $counter")
21 ->         delay( timeMillis: 50L)
22         }
23     } catch (e: CancellationException) {
24         print(" CancellationException\n")
25     }
26 }
27 -> delay( timeMillis: 1000L)
28     job.cancel()
29 -> job.join()
30 }
```

- A coroutine code has to **cooperate** to be cancellable
- All the suspending functions in `kotlinx.coroutines` are **cancellable**

Concurrency is not Parallelism

- **Parallelism** is about the execution of **multiple tasks at the same time**
- **Concurrency** tries to break down tasks which we don't necessarily need to execute at the same time
- Concurrency's primary goal is **structure**, not parallelism.
- Concurrency makes the use of **parallelism easier**



Structured Concurrency

```
1  import kotlinx.coroutines.*
2  import org.jsoup.Jsoup
3
4  val countries : List<String> = listOf(...)
134
135 fun google(keyword: String): String {...}
142
143 suspend fun google(keywords: List<String>) = coroutineScope {
144     for (keyword in keywords) {
145         println("Googling $keyword")
146         launch { this: CoroutineScope
147             val result = google(keyword)
148             println("Result for $keyword: $result")
149         }
150     }
151 }
152
153 suspend fun main() {
154     google(countries)
155 }
```

- *launch* is a **child** of *coroutineScope*
- the scope **waits for the completion** of all children
- in case of a crash the scope **cancels** all children
- the suspend function has **no leaks**

Exceptions

```
3 ▶ fun main() = runBlocking { this: CoroutineScope
4   val handler = CoroutineExceptionHandler { _, exception ->
5     println("Caught $exception")
6   }
7   val supervisor = SupervisorJob()
8   with(CoroutineScope(supervisor)) { this: CoroutineScope
9     val child1 = launch(handler) { this: CoroutineScope
10      println("Child1 is failing")
11      throw AssertionError( detailMessage: "child1 cancelled")
12    }
13    val child2 = launch { this: CoroutineScope
14      child1.join()
15      println("Child1 cancelled: ${child1.isCancelled}")
16      println("Child2 isActive: $isActive")
17      try {
18        delay(Long.MAX_VALUE)
19      } finally {
20        println("Finally Child2 isActive: $isActive")
21      }
22    }
23    child1.join()
24    println("Cancelling supervisor")
25    supervisor.cancel()
26    child2.join()
27  }
28 }
```

- An **exception** other than *CancellationException* in a coroutine **Cancels its parent**
- A *CoroutineExceptionHandler* may be passed to the context to replace try/catch blocks
- If we want cancellation to be propagated **only downwards** we use *SupervisorJob* or *supervisorScope*

Coroutines on Android

- Gradle

```
implementation 'org.jetbrains.kotlin:kotlin-coroutines-android:1.1.1'
```

- Access to Android Dispatchers.Main
- Log unhandled exception before crashing



Lifecycle

- **CoroutineScope** implementation helps write cleaner & safer code

```
4 class LifecycleAwareClass : CoroutineScope { //eg Activity
5
6     //...
7
8     private val job : Job = Job()
9
10    override val coroutineContext: CoroutineContext
11    |   get() = job + Dispatchers.Main
12
13    //...
14
15    fun doSomethingImportant() {
16    |   launch { this: CoroutineScope
17    |       //important process
18    |   }
19    | }
20
21    //...
22
23    fun onDestroy() { //or similar finalization method
24    |   //...
25    |   job.cancel()
26    | }
27 }
```

Android

- An **Activity**, **Fragment** or other lifecycle aware class can implement the `CoroutineScope`
- The **suspend** function make code simpler

```
class MainActivity : AppCompatActivity(), CoroutineScope {  
    private val job = SupervisorJob()  
  
    override val coroutineContext: CoroutineContext  
        get() = Dispatchers.Main + job  
  
    override fun onCreate(savedInstanceState: Bundle?) {  
        super.onCreate(savedInstanceState)  
        setContentView(R.layout.activity_main)  
  
        googleButton.setOnClickListener { searchGoogle() }  
  
        wikipediaButton.setOnClickListener { it: View!  
            launch { this: CoroutineScope  
                searchResult.text = getString(R.string.searching_wikipedia)  
                searchResult.text = searchWikipedia()  
            }  
        }  
    }  
  
    override fun onDestroy() {...}  
  
    private fun searchGoogle() = launch { this: CoroutineScope  
        val result: Deferred<String> = async(Dispatchers.IO) { google(searchInput.text.toString()) }  
        searchResult.text = "Searching Google..."  
        searchResult.text = result.await()  
    }  
  
    private suspend fun searchWikipedia() = withContext(Dispatchers.IO) { this: CoroutineScope  
        wikipedia(searchInput.text.toString())  
    }  
}
```

Libraries support for Coroutines

- Room 2.1.0-alpha03 is released with coroutines support
https://developer.android.com/jetpack/androidx/releases/archive/arch#december_4_2018
- WorkManager introduces a new CoroutineWorker
https://developer.android.com/jetpack/androidx/releases/archive/arch#nov_8_2018
- Retrofit2 Kotlin Coroutine Adapter
<https://github.com/JakeWharton/retrofit2-kotlin-coroutines-adapter>
- Fuel Coroutines
<https://github.com/kittinunf/fuel/tree/master/fuel-coroutines>

State

```
1  import org.jsoup.Jsoup
2  import java.lang.Thread.sleep
3
4  val countries :List<String> = listOf(...)
134
135 fun google(keyword: String): String {...}
142
143 object Cache {
144
145     private val cache :MutableMap<String, String> = mutableMapOf<String, String>()
146     private val requested :MutableSet<String> = mutableSetOf<String>()
147
148     fun googleWithCache(keyword: String): String {
149         return cache[keyword] ?: if (requested.add(keyword)) {
150             val result = google(keyword)
151             cache.put(keyword, result)
152             requested.remove(keyword)
153             return result
154         } else {
155             sleep( millis: 2000 ) //wait and retry?
156             return googleWithCache(keyword)
157         }
158     }
159 }
160 }
```

- shared mutable state
→ share by communicating
- classes/objects
→ coroutines
- synchronization primitives
→ communication primitives

Channels (experimental)

```
14  val mutex = Mutex()
15  val cache = mutableMapOf<String, String>()
16
17  private fun CoroutineScope.cache(keywords: ReceiveChannel<String>): ReceiveChannel<String> = produce { this: ProducerScope<String>
18  ->    for(keyword in keywords) {
19  ->        send(cache.getOrElse(keyword) {
20            val result = google(keyword)
21  ->        mutex.withLock { cache[keyword] = result }
22            return@getOrDefault result
23        })
24    }
25  }
26
27  private fun CoroutineScope.getCountries(): ReceiveChannel<String> = produce { this: ProducerScope<String>
28  ->    val someDuplications = listOf("Australia", "Australia", "Australia", "Argentina")
29  ->    for (country in listOf(someDuplications, countries).flatten()) send(country)
30  }
31
32  fun main() = runBlocking { this: CoroutineScope
33  ->    val countries = getCountries()
34  ->    val google = cache(countries)
35  ->    for (i in 1..5){ //get five results
36  ->        println("Result $i: ${google.receive()}")
37    }
38  ->    println("One more... ${google.receive()}")
39  }
```

Actors (class or function)

Combination of

- coroutine
- state
- channel

```
sealed class CacheAction(val keyword: String)
class RetrieveAction(keyword: String, val value: CompletableDeferred<String?>) : CacheAction(keyword)
class StoreAction(keyword: String, val value: String) : CacheAction(keyword)

fun CoroutineScope.cacheActor() = actor<CacheAction> { this: ActorScope<CacheAction>
    val cache = mutableMapOf<String, String>() //state
    for (msg in channel) {
        when (msg) {
            is RetrieveAction -> msg.value.complete(cache[msg.keyword])
            is StoreAction -> cache[msg.keyword] = msg.value
        }
    }
}

private fun CoroutineScope.cache(keywords: ReceiveChannel<String>): ReceiveChannel<String> = produce {
    val cache = cacheActor()
    for(keyword in keywords) {
        val value = CompletableDeferred<String?>()
        cache.send(RetrieveAction(keyword, value))
        val retrievedValue = value.await()
        if(retrievedValue != null) {
            send(retrievedValue!!)
        } else {
            val result = google(keyword)
            cache.send(StoreAction(keyword, result))
            send(result)
        }
    }
    cache.close()
}
```

Conventions for function types

fun foo(params: Params): Response

Fast, local

suspend fun foo(params: Params): Response

Remote, or slow

fun CoroutineScope.foo(params: Params): Response

Side effect - bg process



Roman Elizarov

@relizarov

Conventions for function types with Kotlin coroutines in one picture (preparing talks for 2019 season -- stay tuned for announcements).

REF: <https://twitter.com/relizarov/status/1088372857766326272>

Final Thoughts

- Coroutines are **NOT** like threads
- Force us to **rethink the way we structure** our code
- Intend to **look like sequential code** and hide the complicated stuff
- Resource-wise are **almost free**
- Coroutines are the **cool new thing in the JVM/Android** world



References

- Source Examples
<https://github.com/antonis/CoroutinesExamples>
- An Introduction to Kotlin Coroutines (blog post)
<https://antonis.me/2018/12/12/an-introduction-to-kotlin-coroutines/>
- kotlinlang.org
<https://kotlinlang.org/docs/reference/coroutines-overview.html>
- KotlinConf 2018: Exploring Coroutines in Kotlin by Venkat Subramariam
<https://youtu.be/jT2gHPQ4Z1Q>
- KotlinConf 2018: Kotlin Coroutines in Practice by Roman Elizarov
<https://youtu.be/a3agLJQ6vt8>
- Concurrent Coroutines - Concurrency is not parallelism by Simon Wirtz
<https://kotlinexpertise.com/kotlin-coroutines-concurrency/>
- Codelabs - Using Kotlin Coroutines in your Android App
<https://codelabs.developers.google.com/codelabs/kotlin-coroutines>
- Talking Kotlin (Podcast) - Libraries with Roman Elizarov
<http://talkingkotlin.com/libraries-with-roman-elizarov/>

Thank you!

Questions?