

# Concurrency

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# Announcements

# Concurrency On Your Laptop

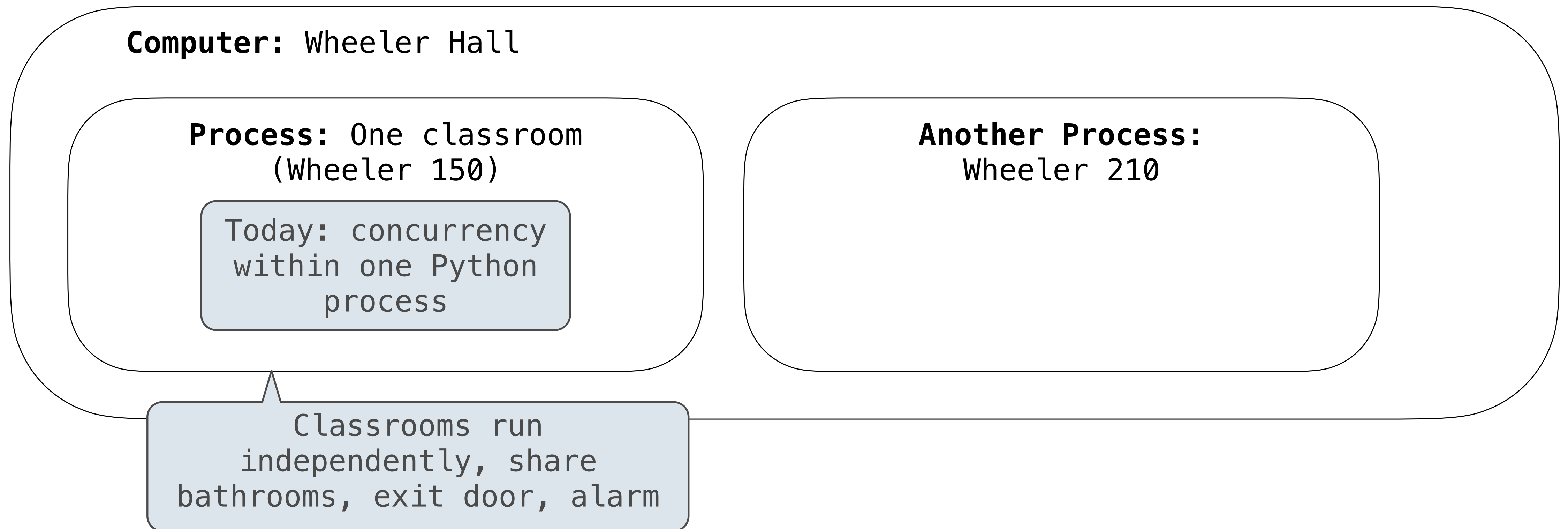
( Demo )

# Processes

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Processes run mostly independently, share some resources (e.g., network connection)

`python3 my_code.py` starts one process



**Concurrency:**  
task execution overlaps  
(task B starts before task  
A finishes)

Kay overlaps making lecture  
slides with writing discussion

Pratham starts Q1, then  
starts Q2, then finishes Q1

**Parallelism:**  
Multiple tasks run  
at the same time

Kay works on lecture slides  
while John writes discussion

Skylar works on Q1 while  
Pratham works on Q2

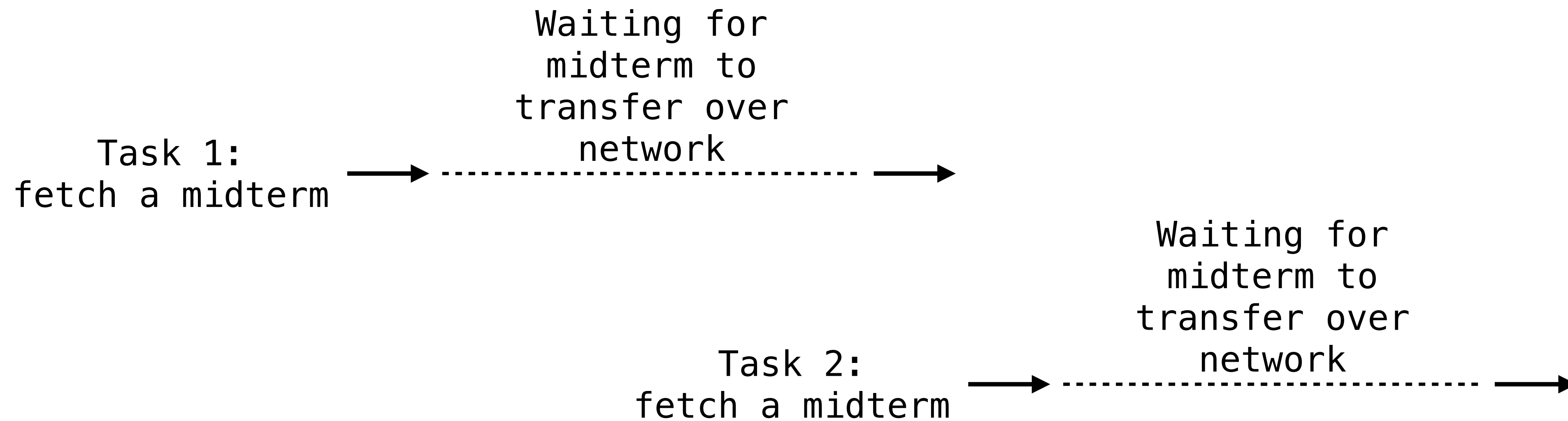
Single Python Process has a **Global Interpreter Lock**.  
Only one line of Python code at a time

(Demo)

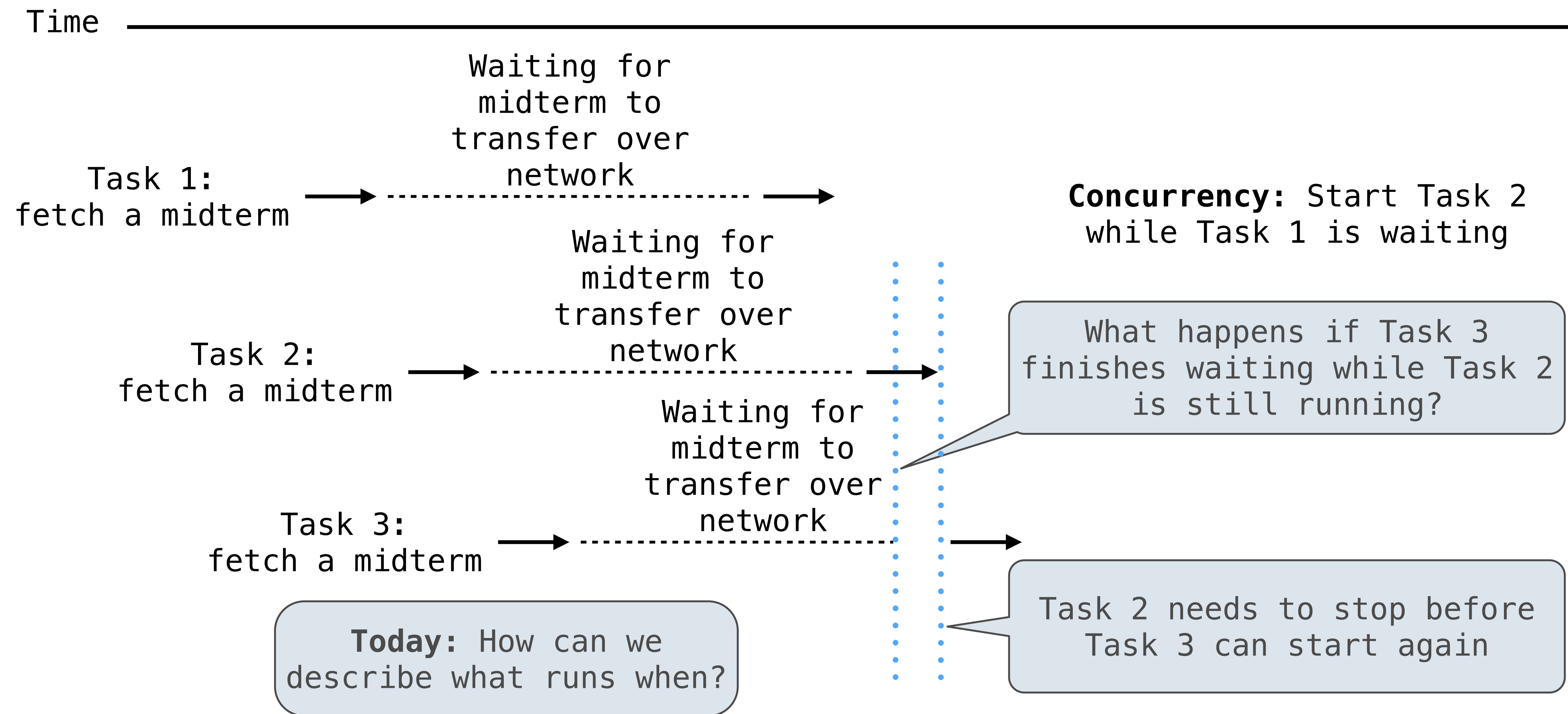
## Waiting for Input / Output

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Time 



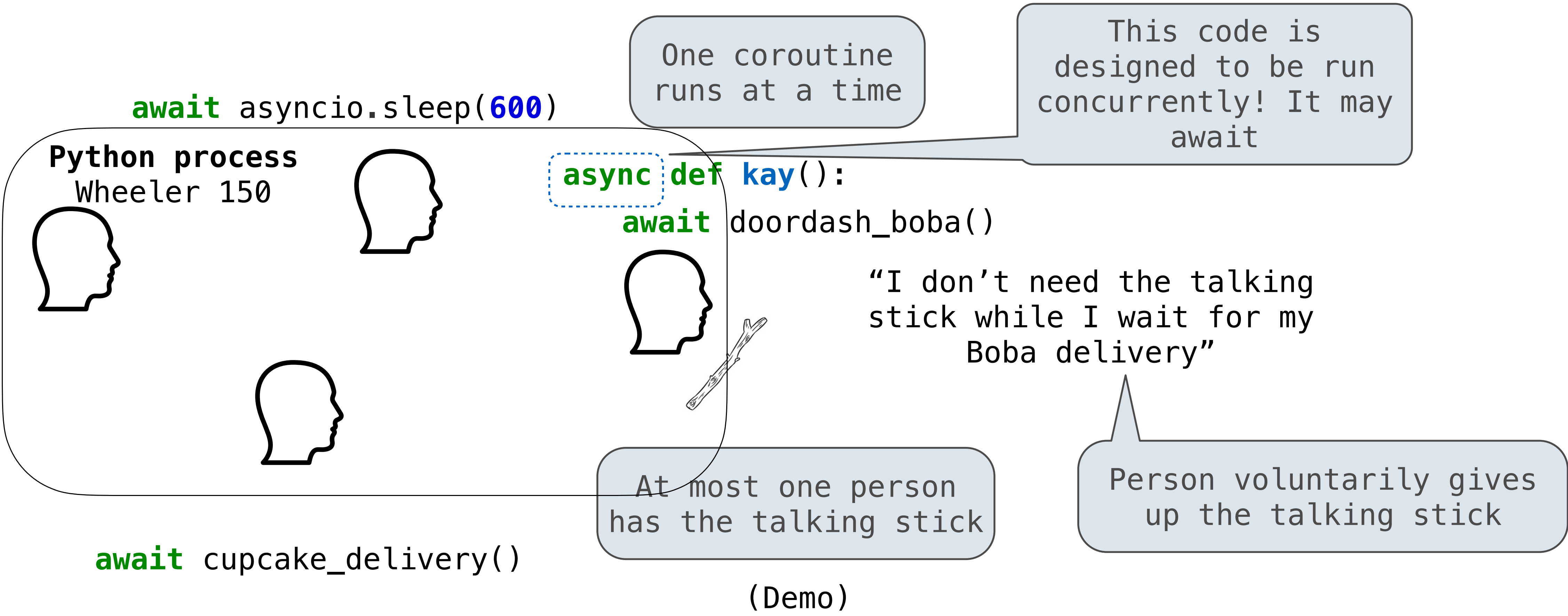
# Do Work While Waiting on IO



# Python: Coroutines

**Coroutines:** cooperative multitasking

Code runs until it voluntarily uses **await**

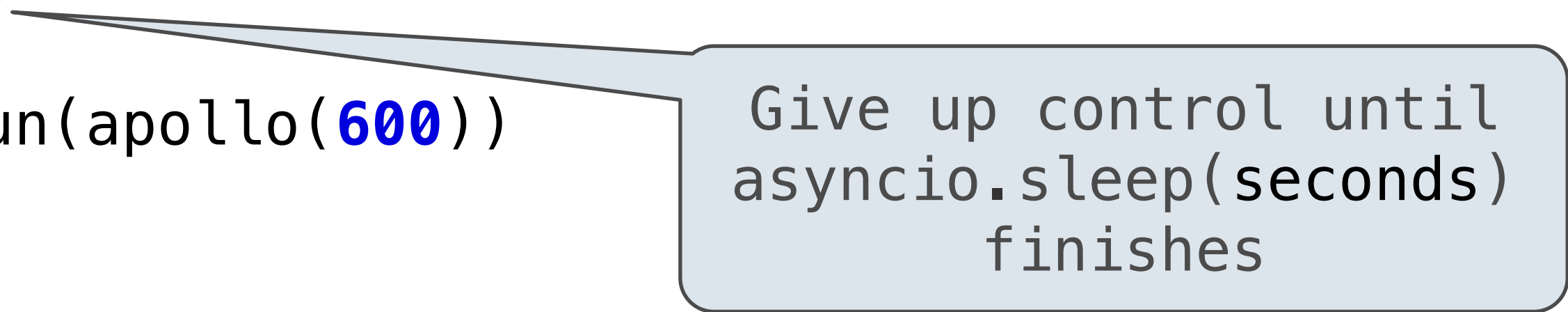


# Python: Coroutines

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```
async def apollo(seconds):  
    await asyncio.sleep(seconds)
```

```
asyncio.run(apollo(600))
```



Give up control until  
`asyncio.sleep(seconds)`  
finishes

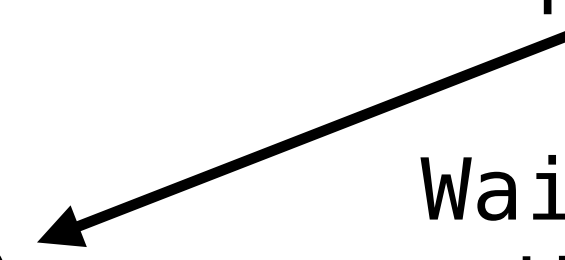
Coroutines:

`apollo()`

`asyncio.sleep(600)`

Waiting  
for

Waiting  
until 600s  
elapses



# Python: Coroutines

A coroutine function  
(may await!)

```
async def apollo():  
    await asyncio.sleep(600)
```

Give up control until  
`asyncio.sleep(600)`  
finishes

```
async def kay():  
    await doordash_boba()
```

Run all of the awaitables  
(e.g., coroutines)  
concurrently

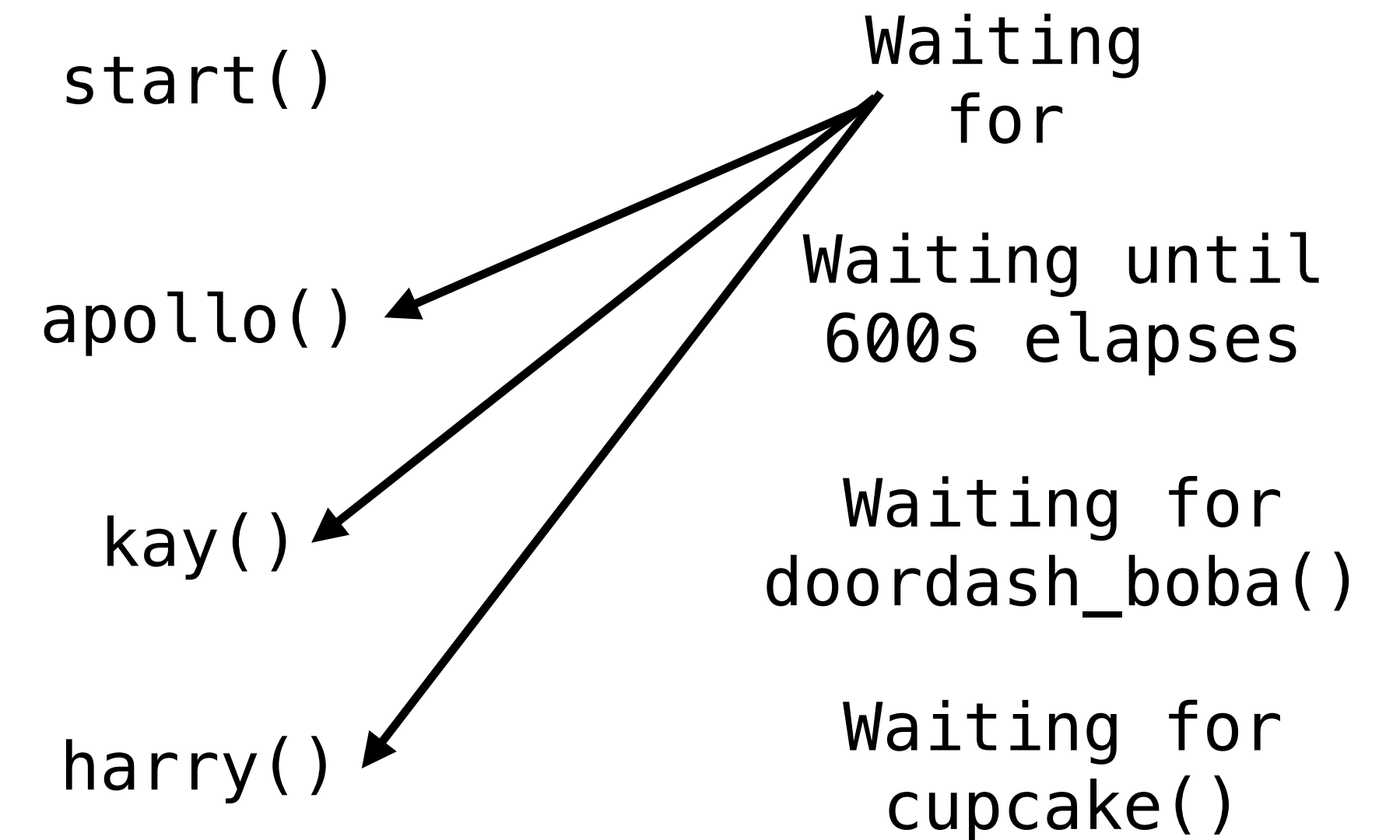
```
async def harry():  
    await cupcake()
```

```
async def start():  
    await asyncio.gather(  
        apollo(),  
        kay(),  
        harry(),  
    )
```

Start an event loop  
(environment that knows how  
to handle concurrent work)

```
asyncio.run(start())
```

Coroutines:



# Examples

---

```
async def sleep1():  
    await asyncio.sleep(2)  
    await asyncio.sleep(2)  
    await asyncio.sleep(2)
```

```
asyncio.run(sleep1())
```

```
async def sleep2():  
    await asyncio.gather(  
        asyncio.sleep(2),  
        asyncio.sleep(2),  
        asyncio.sleep(2))
```

```
asyncio.run(sleep2())
```

```
async def blocking_sleep(seconds):  
    time.sleep(seconds)
```

```
async def sleep3():  
    await asyncio.gather(  
        blocking_sleep(2),  
        blocking_sleep(2),  
        blocking_sleep(2))
```

```
asyncio.run(sleep3())
```

How long does each coroutine take to run?

[pollev.com/cs61a](http://pollev.com/cs61a)



## How can you make a non-async function run concurrently?

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```
async def new_blocking_sleep(seconds):  
    await asyncio.to_thread(lambda: time.sleep(seconds))
```

```
async def sleep4():  
    await asyncio.gather(new_blocking_sleep(2),  
                        new_blocking_sleep(2),  
                        new_blocking_sleep(2))
```

```
asyncio.run(sleep4())
```

Run in a separate thread! Python decides when it starts and stops

# Fetching Midterms Concurrently

( Demo )

# What's hard about concurrency?

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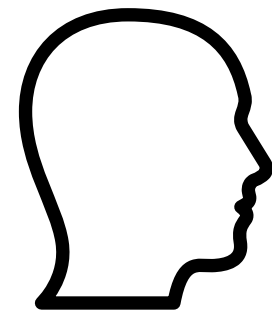
How do you describe concurrent code?

`await, async, asyncio.gather(), asyncio.run(), asyncio.to_thread()`

How does concurrent code share state?

# Shared State: In General

Pratham



## < 61A Discussion 5: Trees

```
elif label(t) != p[0]:  
    return False  
else:  
    for b in
```

Changing shared  
state concurrently  
is hard!

Skyler



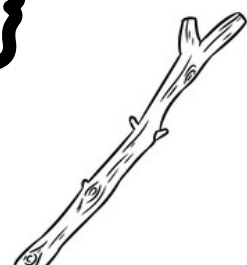
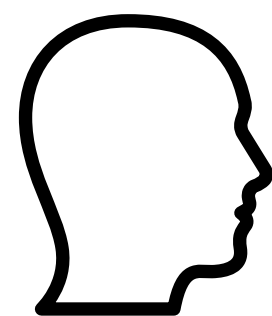
## < 61A Discussion 5: Trees

Ir

```
>>> has_path(t1, [3, 5])      # This path does  
True  
>>> has_path(t1, [3, 5, 6])  # This path goes  
True  
>>> has_path(t1, [3, 4, 5, 6]) # There is no path  
False  
"""  
if p == [label(t)]: # when len(p) == 1 and p is  
    return True  
elif label(t) != p[0]:  
    return False  
else:  
    while not t.is_leaf():
```

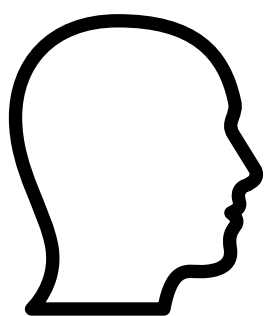
# Shared State: Coroutines

Pratham



I'm ready to write branches!

Skylar



< 61A Discussion 5: Trees

< 61A Discussion 5: Trees

```
elif label(t) != p[0]:  
    return False  
else:
```

```
    while not t.is_leaf():
```

After you await,  
the state may  
have changed

< 61A Discussion 5: Trees

< ... ..

< 61A Discussion 5: Trees

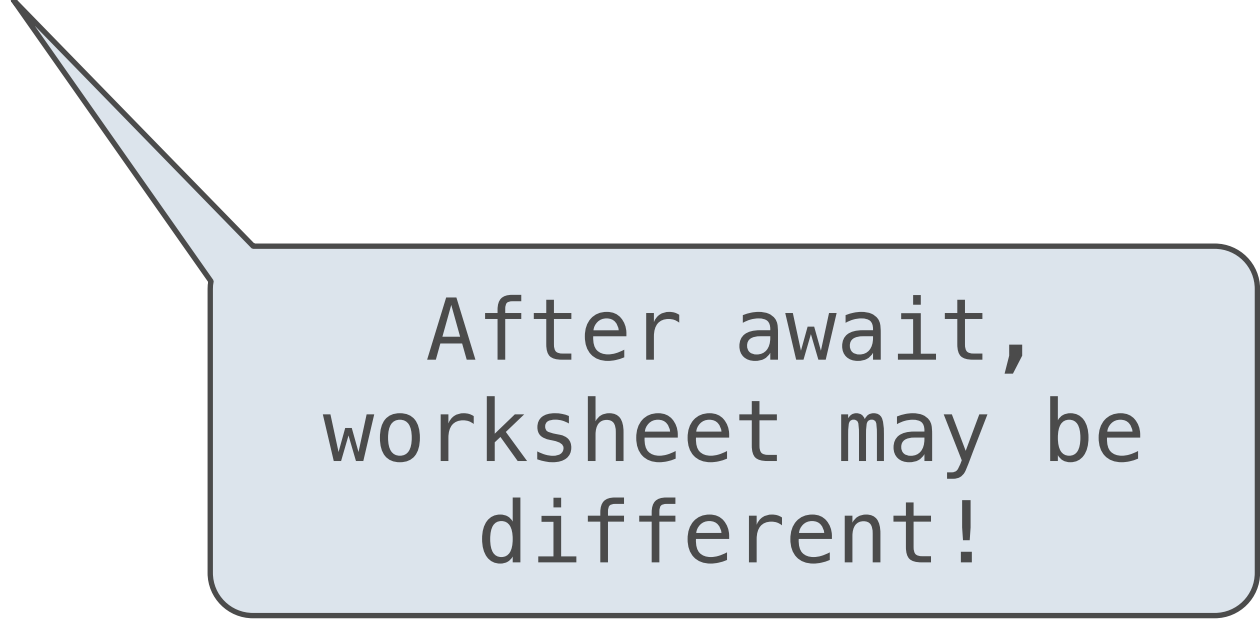
```
elif label(t) != p[0]:  
    return False  
else:
```

```
    while not t.is_leaf():
```

## Shared State: Coroutines

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```
async def pratham(worksheet):  
    if worksheet.stuck():  
        result = await text_problem_to_friend()  
    worksheet.write(result)
```



After await,  
worksheet may be  
different!

(Demo)

## Concurrency in one slide

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How do you describe concurrent code?

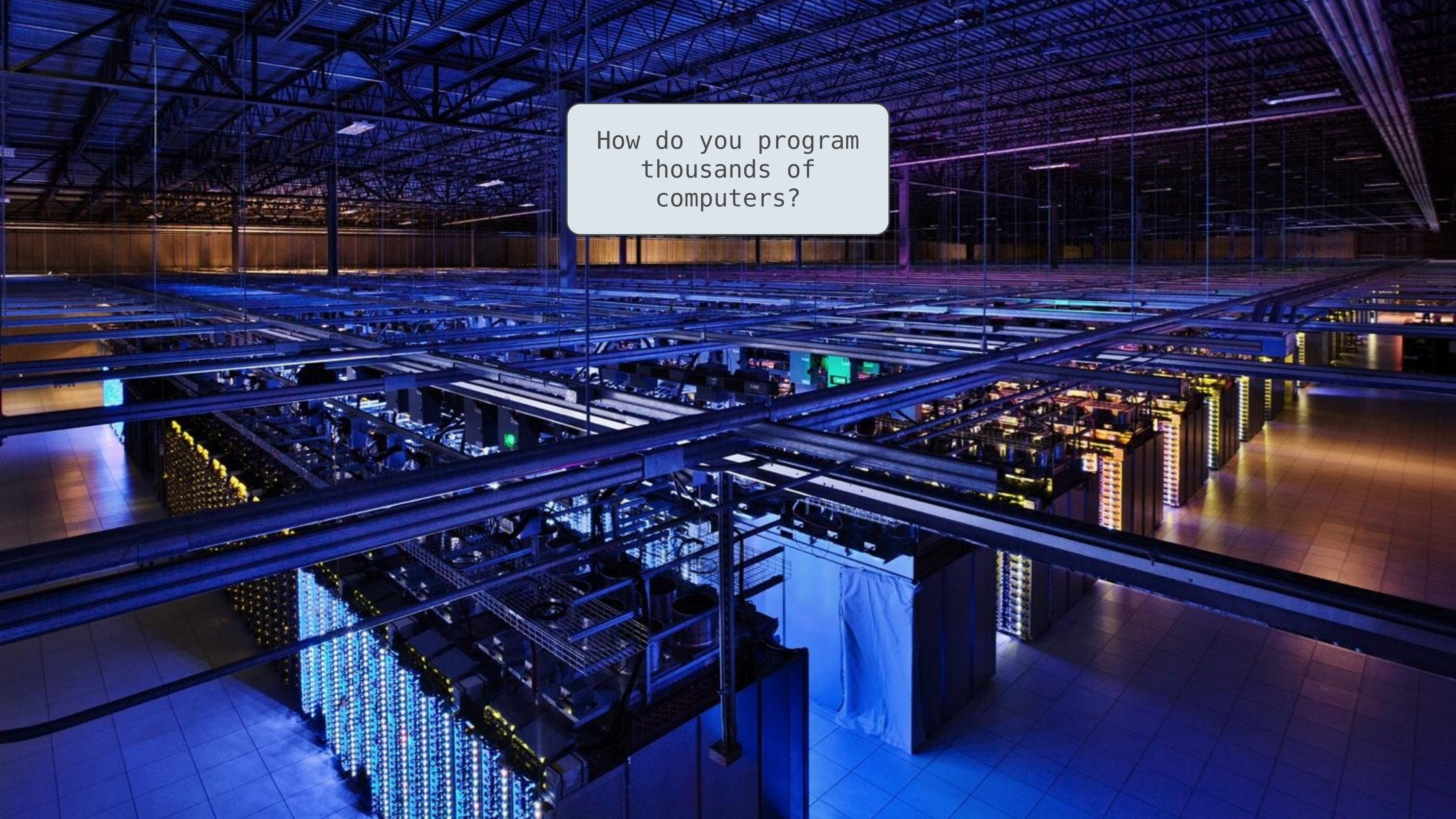
`await`, `async`, `asyncio.run()`, `asyncio.to_thread()`

To run things concurrently: `asyncio.gather()`

How does concurrent code share state?

Until you call `await`, nothing will change

Mutable objects may be different after `await`

A wide-angle, high-angle shot of a vast server room. The room is filled with rows of server racks, some of which are illuminated with bright blue light. The floor is a light-colored tile, and the ceiling is a complex network of metal beams and pipes. The overall atmosphere is one of a high-tech, industrial environment.

How do you program  
thousands of  
computers?