

Möglichkeiten der Nebenläufigkeit in der Programmiersprache Perl

Oder auch:

Node.JS in Perl

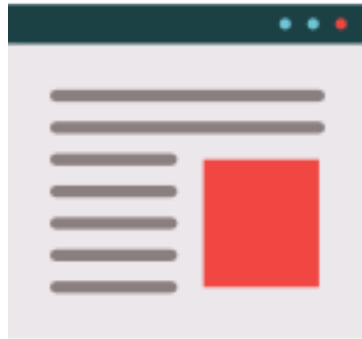
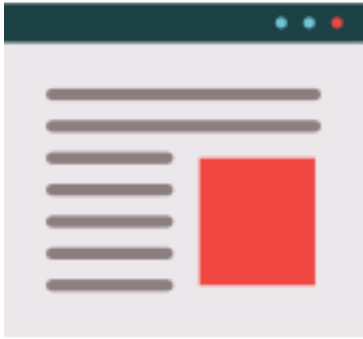
06.03.2019

German Perl Workshop 2019

Markus Schröder
CryptoMagic GmbH



Synchron



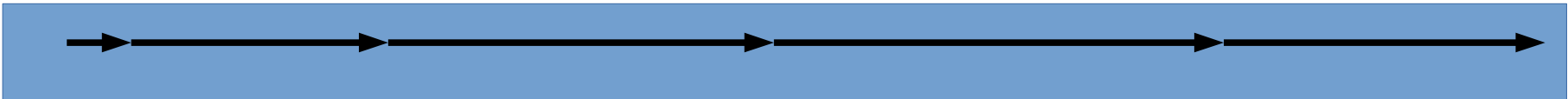
Synchron



```
use LWP::Simple;  
my $request1 = get("https://www.cryptomagic.eu/");  
my $request1 = get("https://www.heise.de/");  
my $request3 = get("https://blog.fefe.de/");  
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Synchron

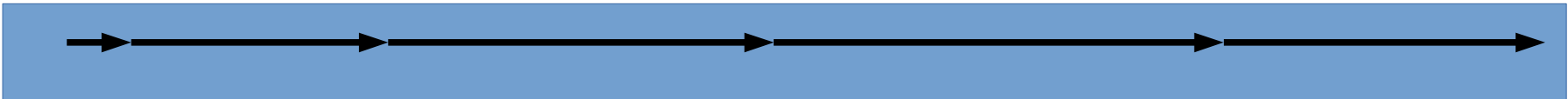
Prozessor 1



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Synchron

Prozessor 1



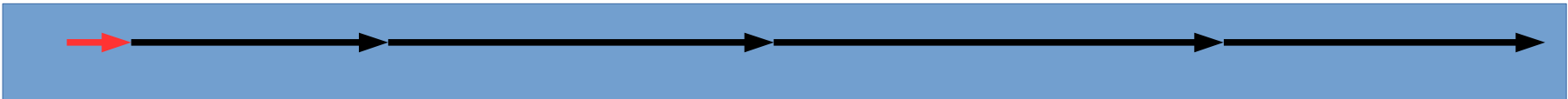
Speicher



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use LWP::Simple;  
my $request1 = get("https://www.cryptomagic.eu/");  
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Synchron

Prozessor 1



Speicher



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Synchron

Prozessor 1



Speicher



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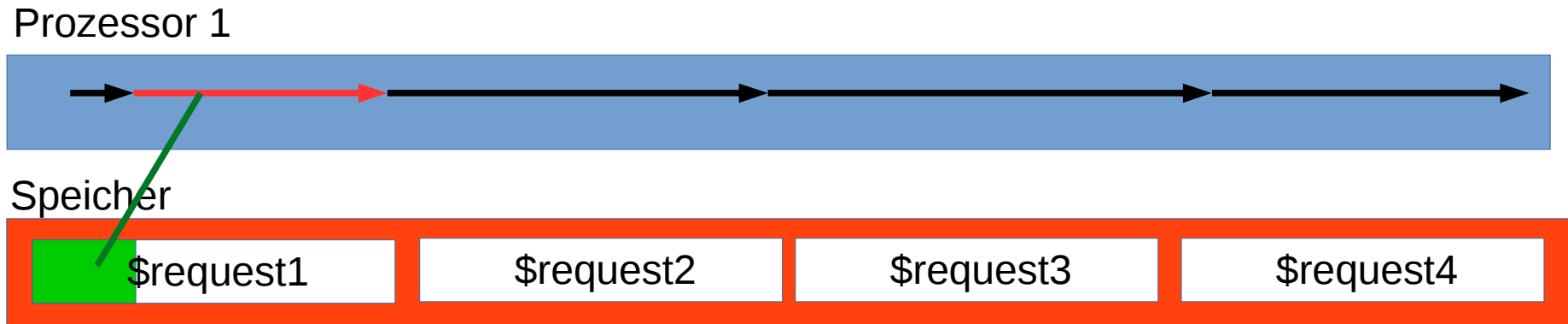
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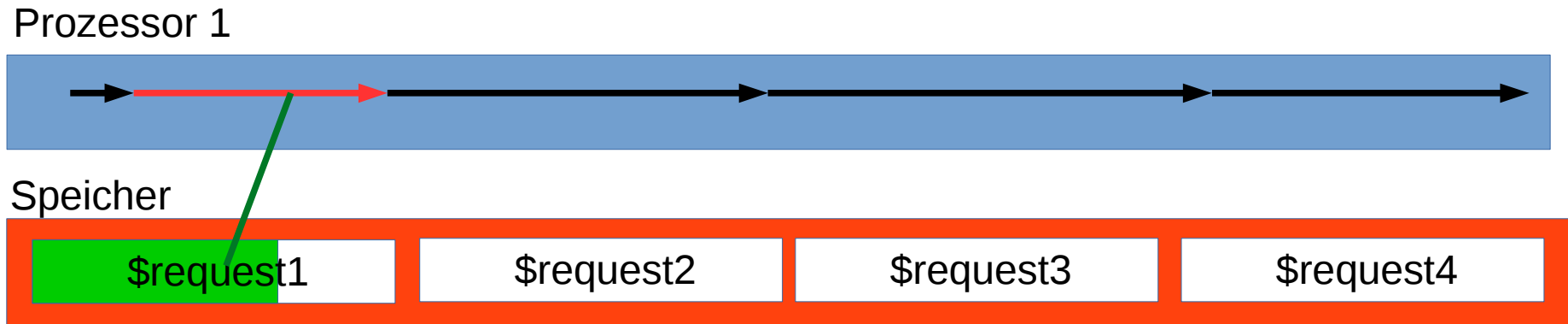
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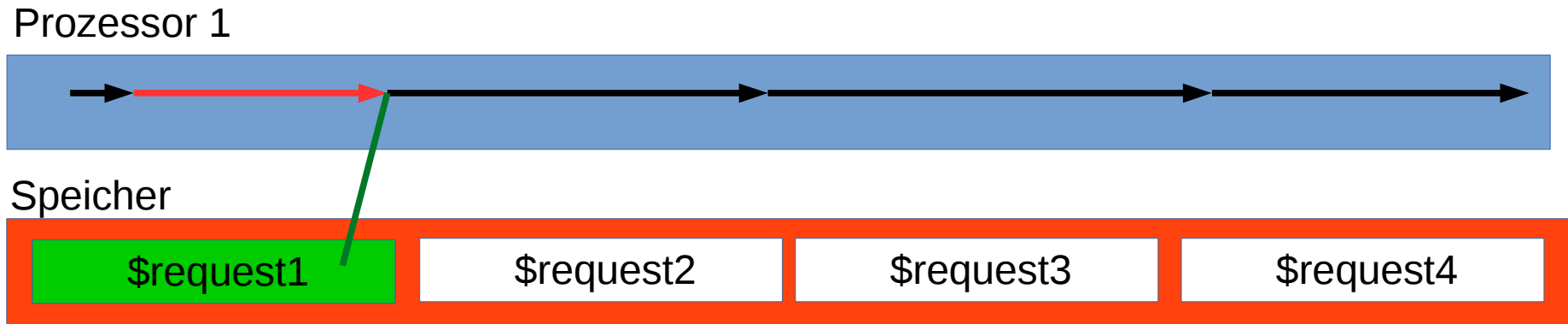
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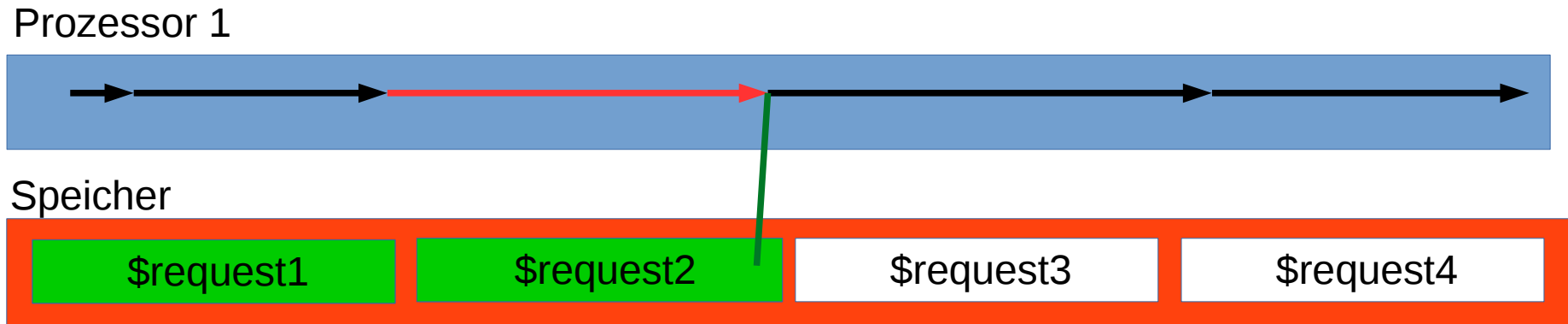
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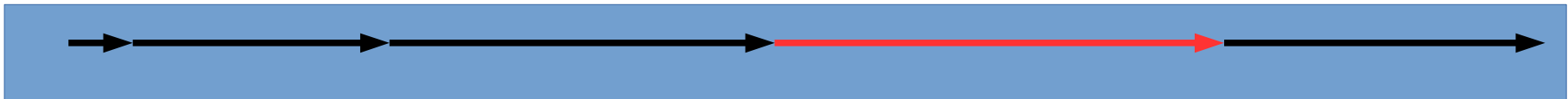
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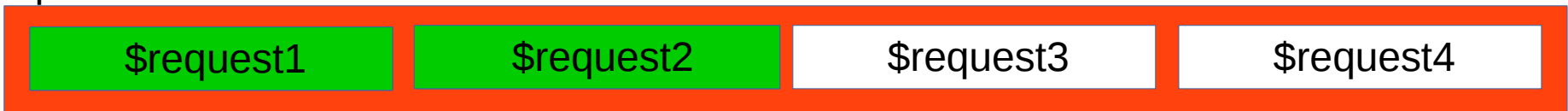
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Synchron

Prozessor 1



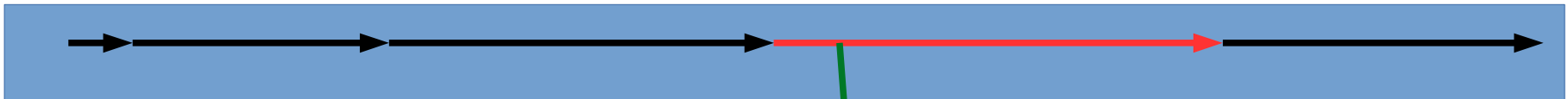
Speicher



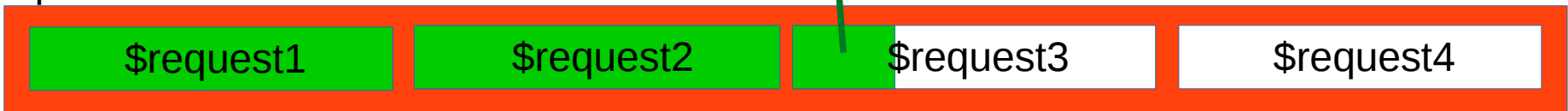
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Synchron

Prozessor 1



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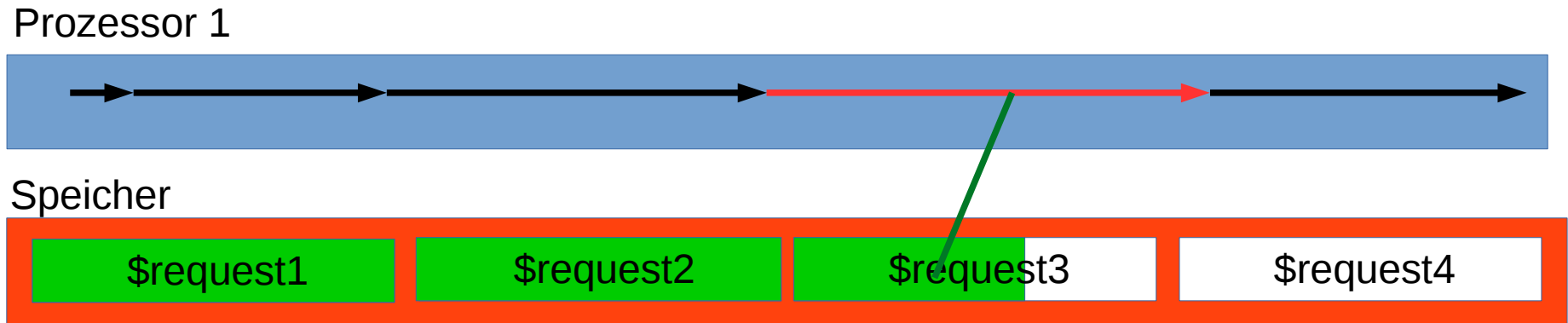
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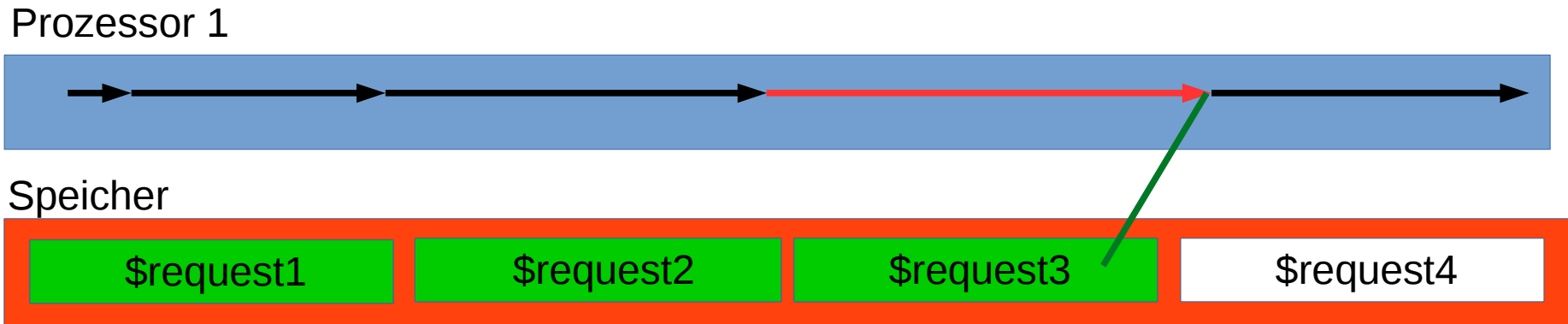
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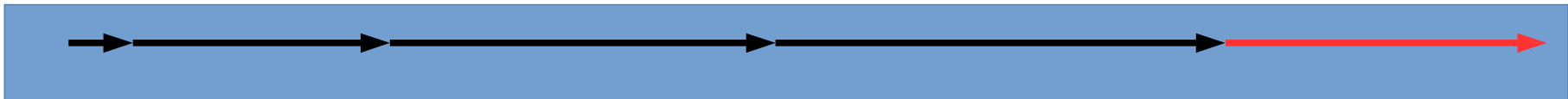
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Synchron

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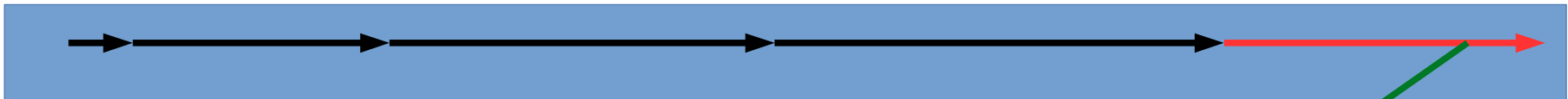
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Synchron

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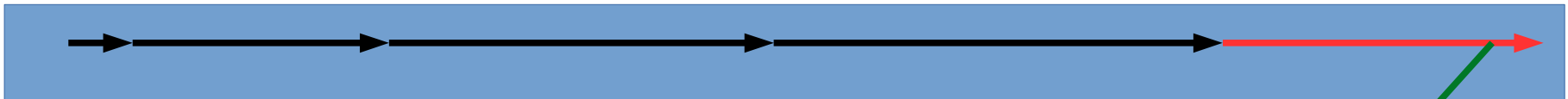
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Synchron

Prozessor 1



Speicher



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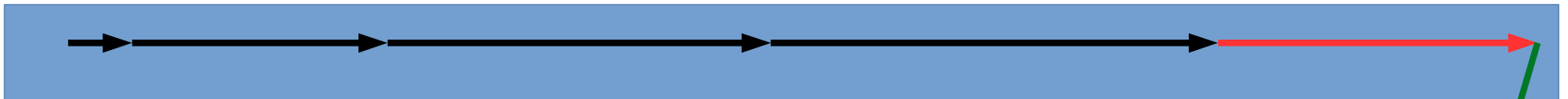
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Synchron

Prozessor 1



Speicher



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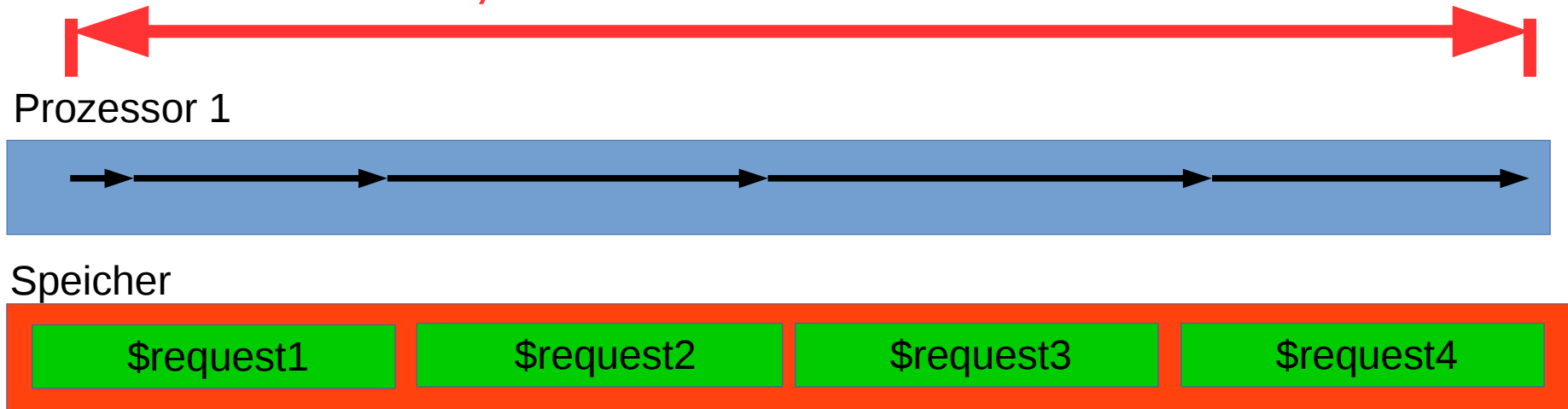
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Synchron

22,6 Sekunden Wartezeit



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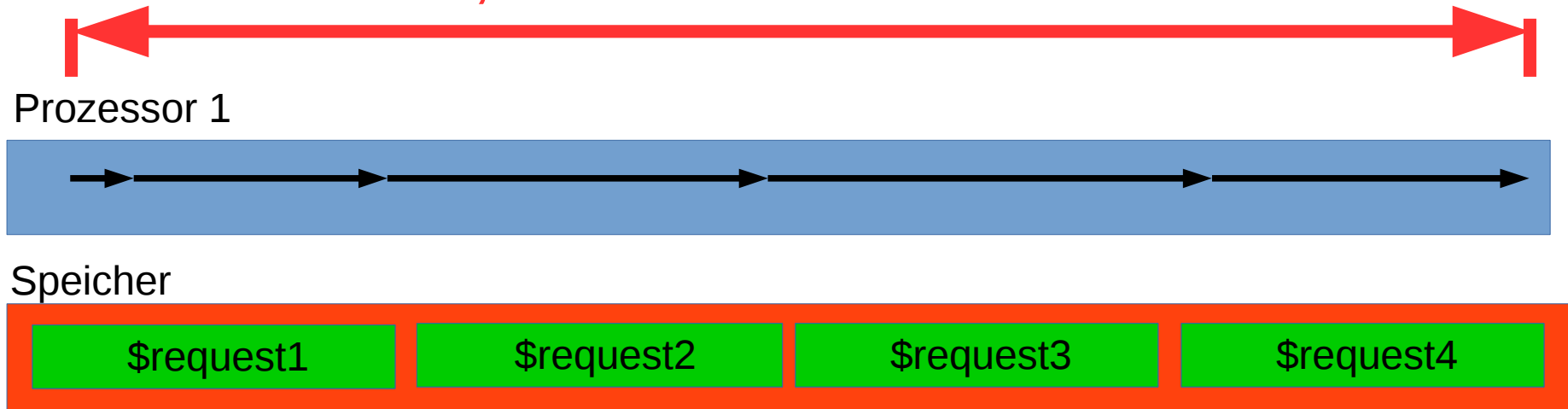
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Synchron?

22,6 Sekunden Wartezeit



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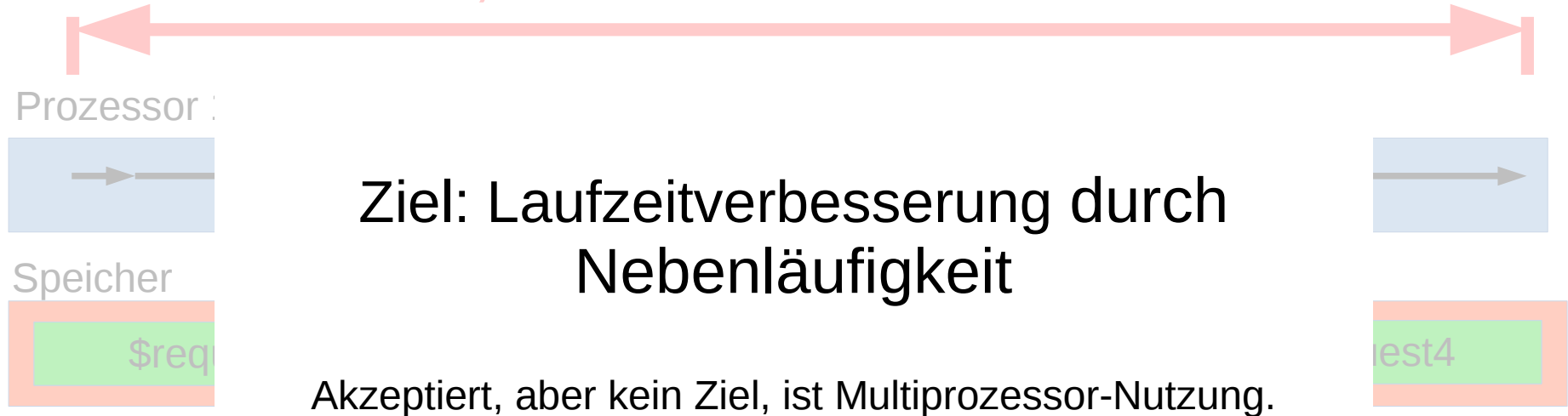
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Synchron?

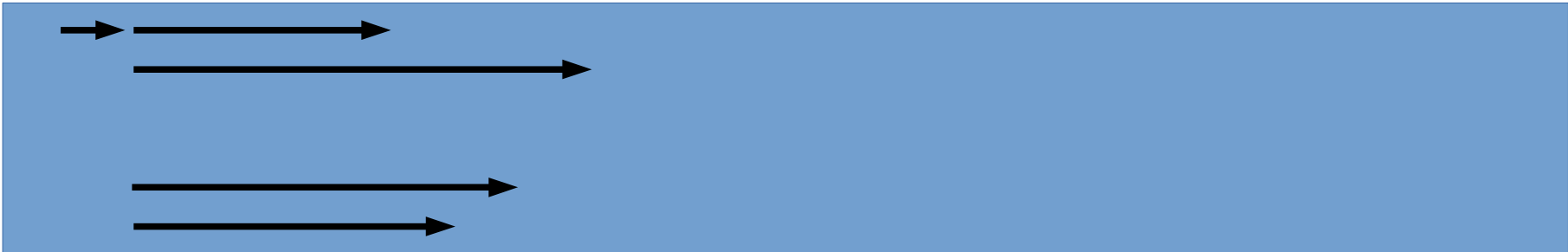
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Multithreading

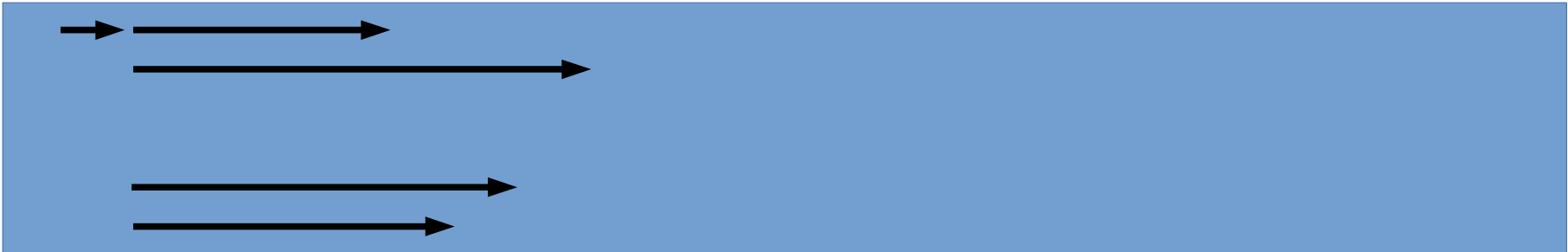
Prozessor 1



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Multithreading

Prozessor 1



Speicher



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Multithreading

Prozessor 1



Prozessor 2



Speicher



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Multithreading

Prozessor 1



Prozessor 2



Speicher



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Multithreading

Prozessor 1



Prozessor 2



Speicher



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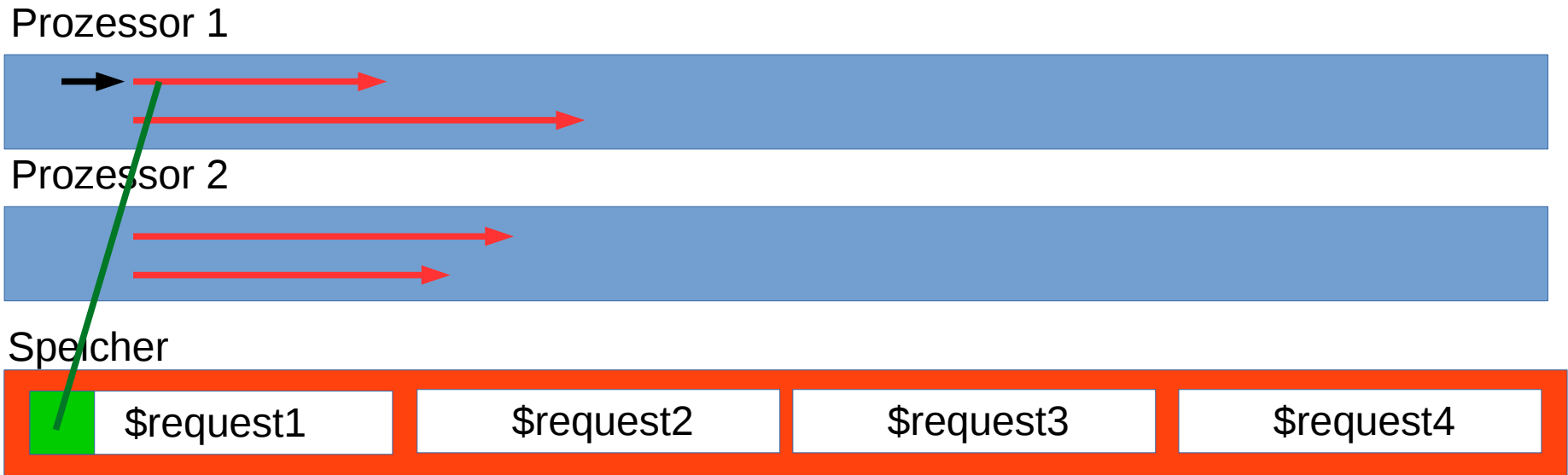
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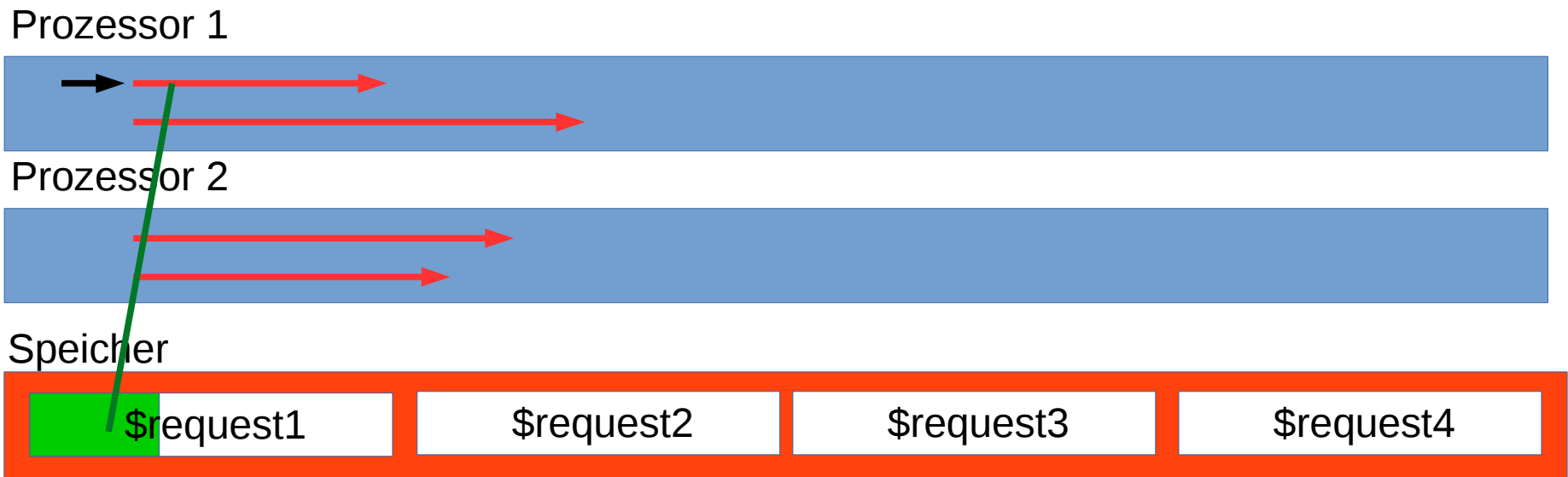
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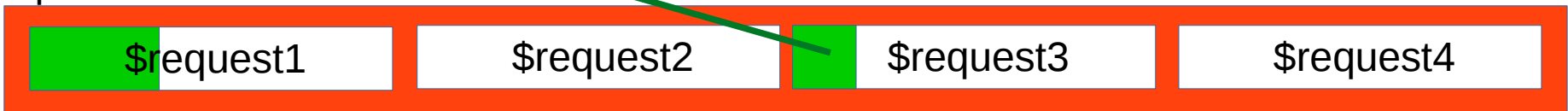
Prozessor 1



Prozessor 2



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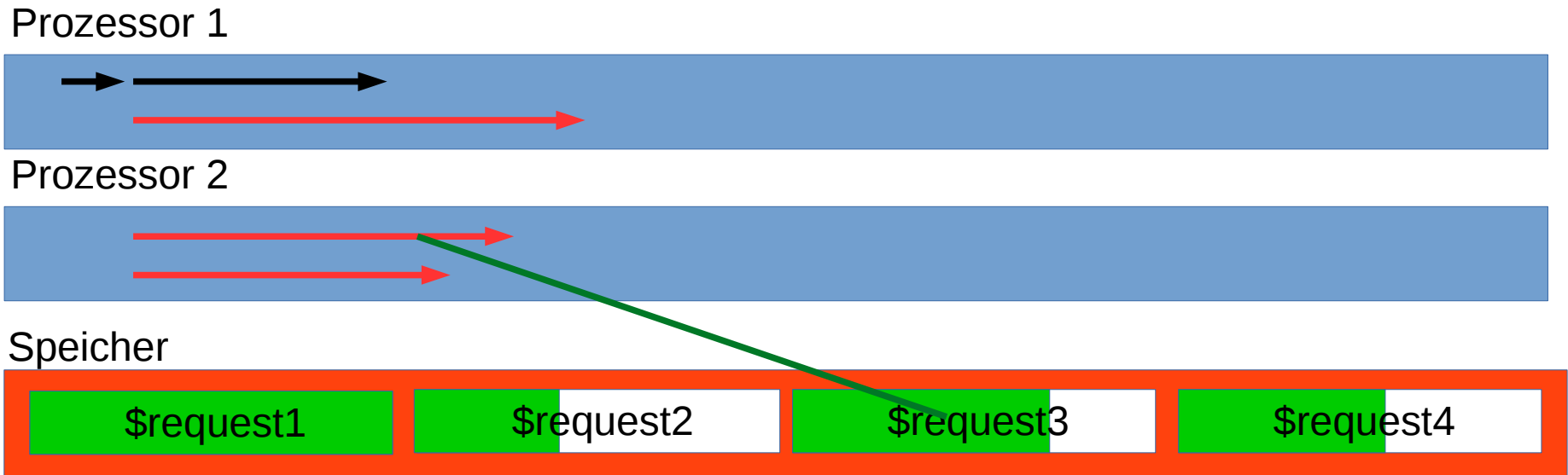
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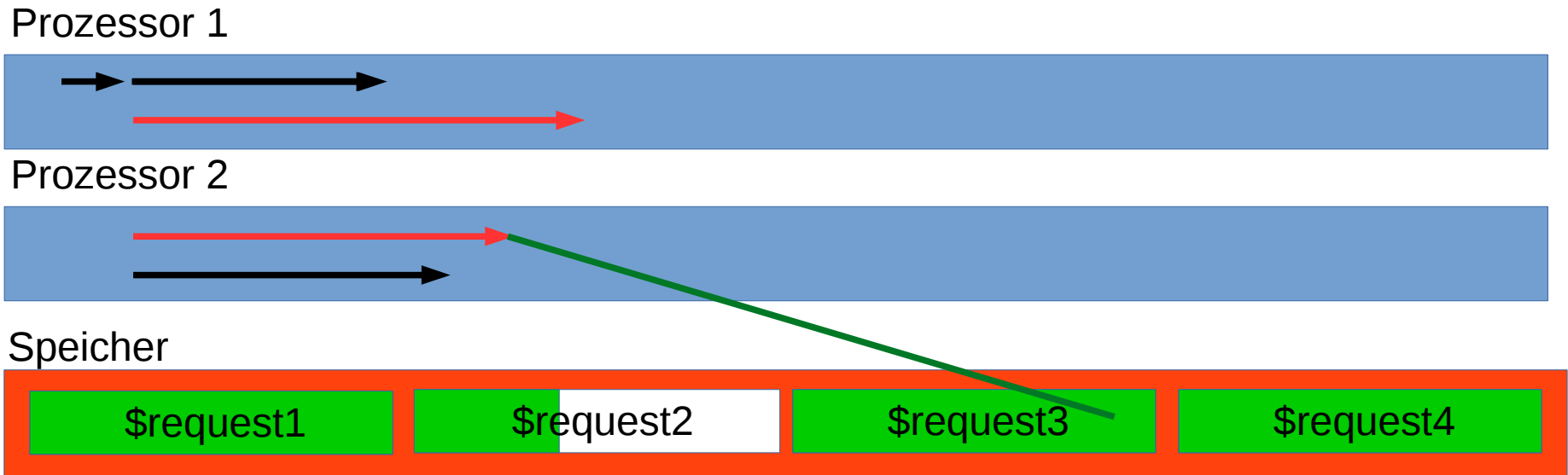
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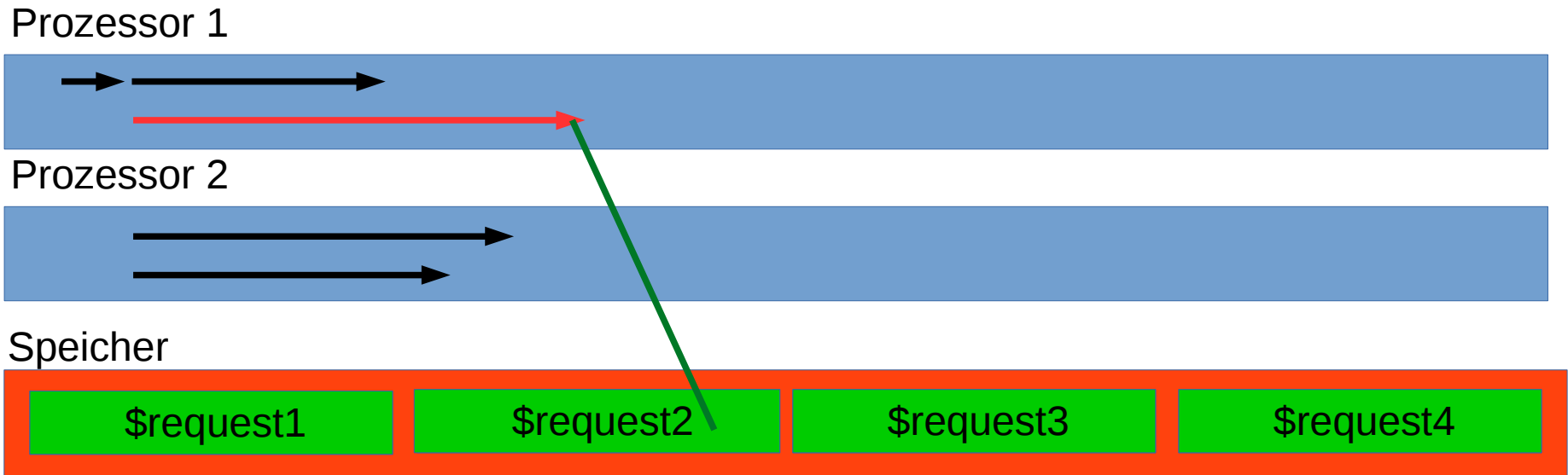
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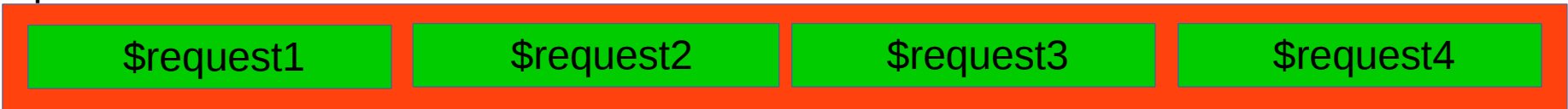
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Prozessor 2



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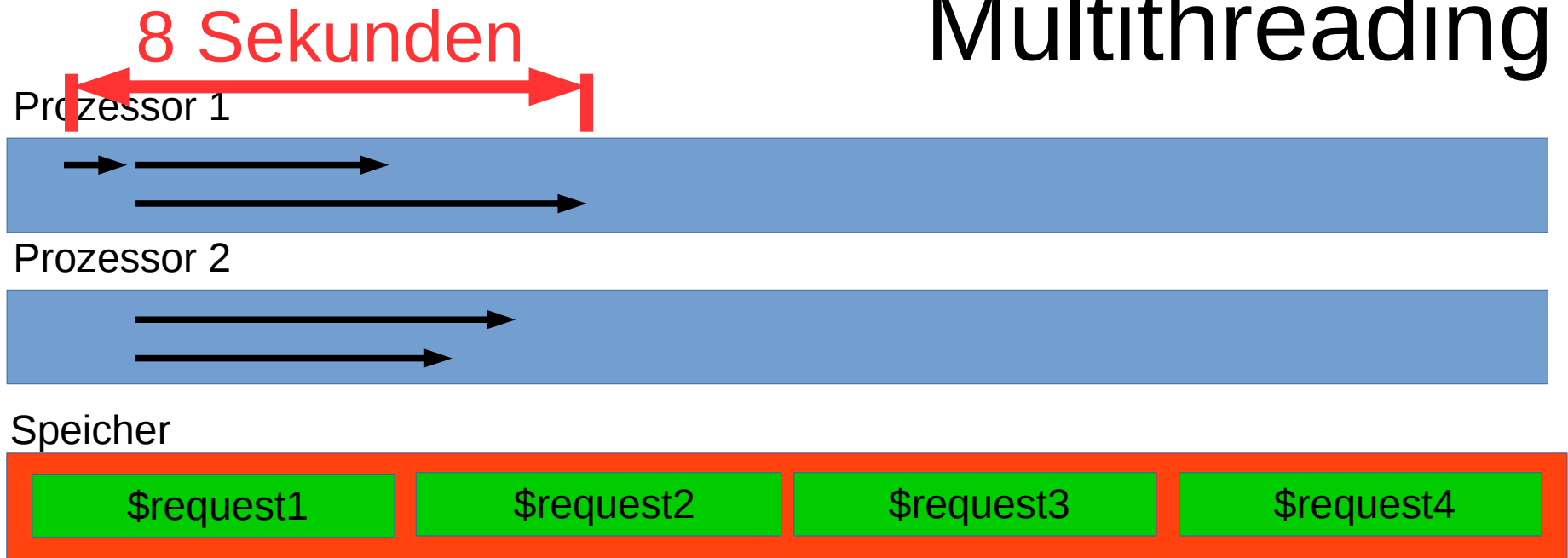
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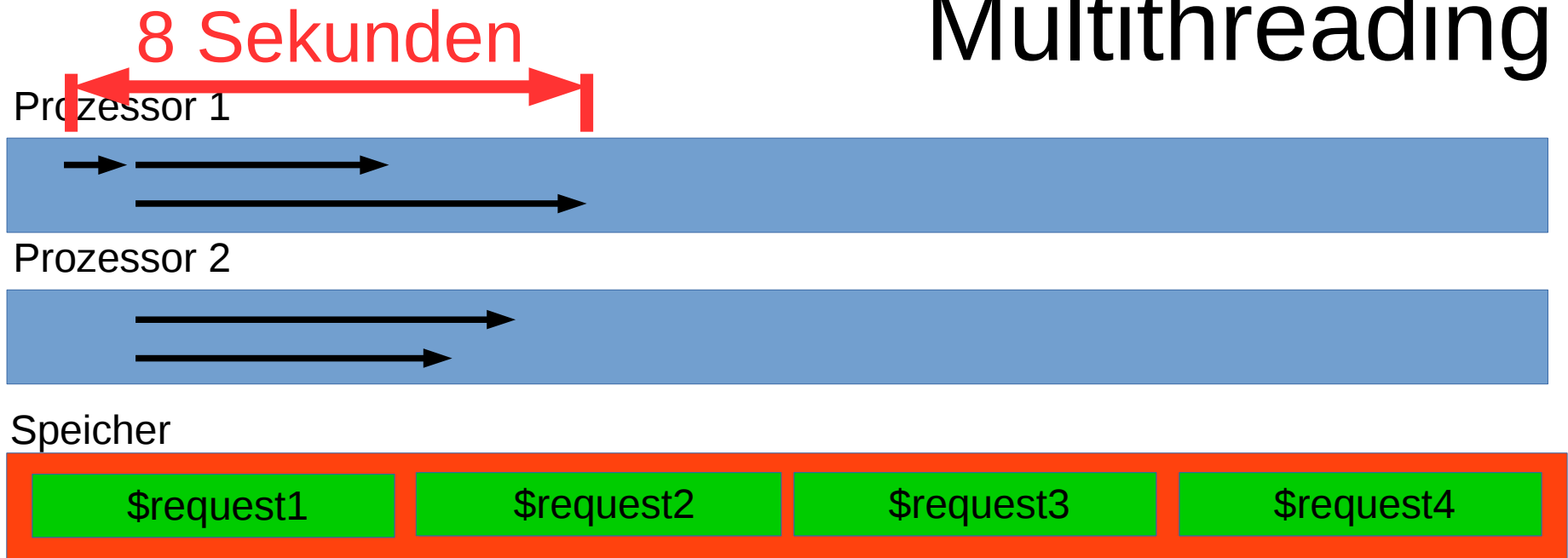
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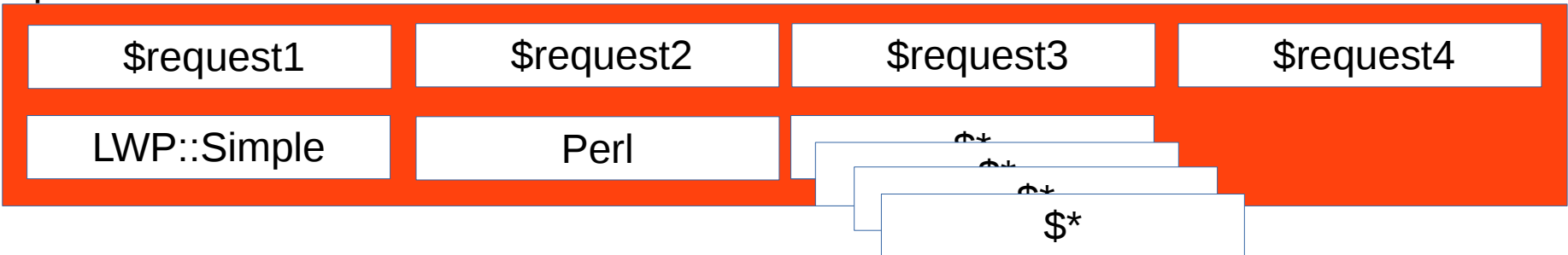
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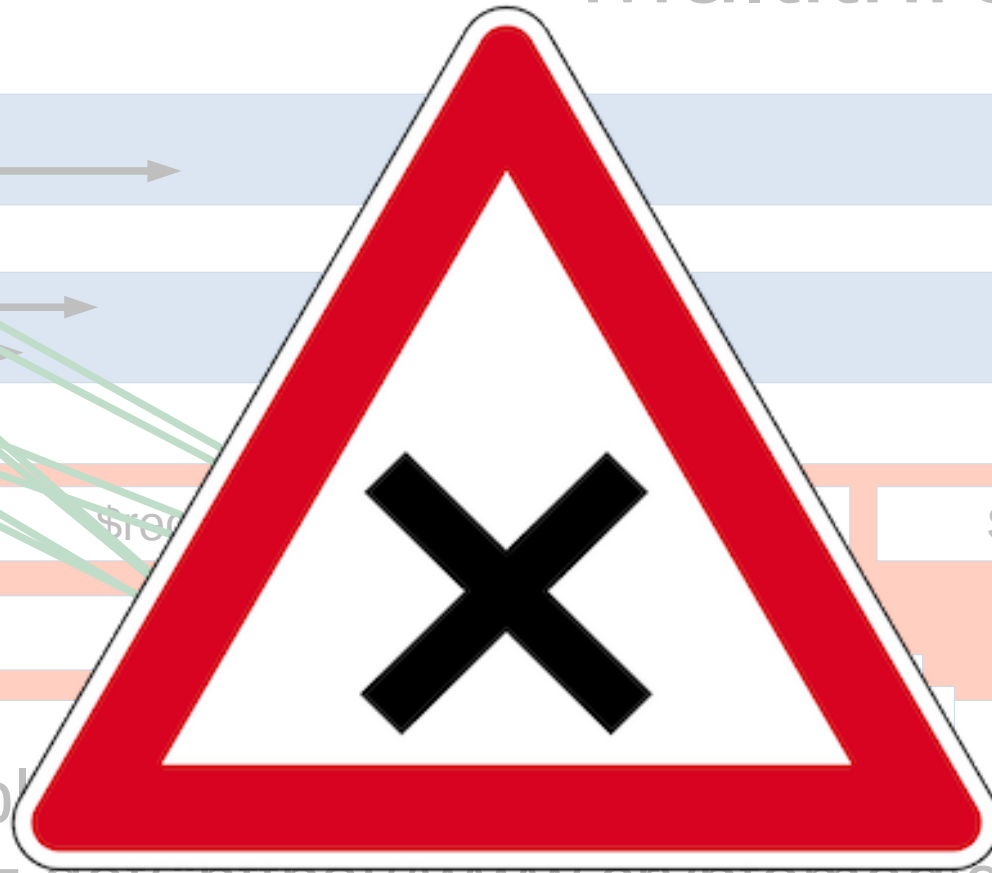
Prozessor 1



Prozessor 2



Speicher



Parallelisierung mit
Locking

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my $request2 = get("http://www.cryptomagic.eu/");  
my $request3 = get("http://www.cryptomagic.eu/");  
my $request4 = get("http://www.cryptomagic.eu/");
```

```
);  
;  
l/");
```

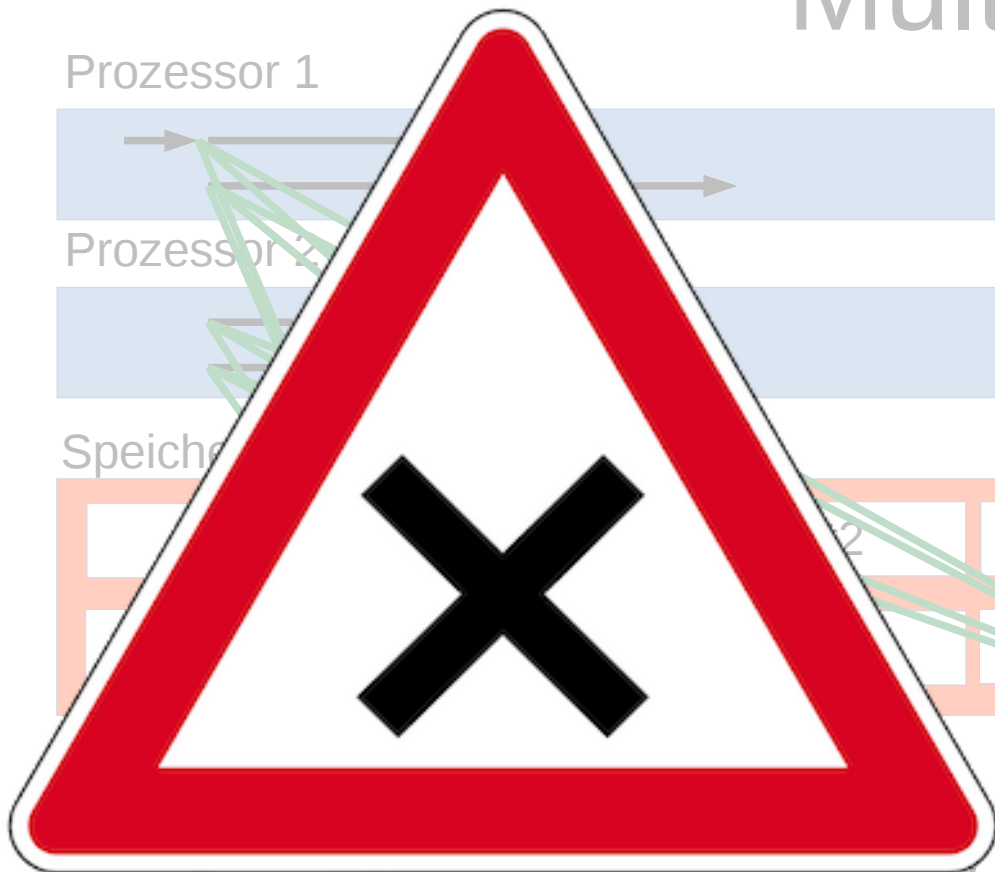


Multithreading / Fork

Prozessor 1

Prozessor 2

Speicher



MT: Parallelisierung mit
Locking

Fork: Parallelisierung mit
Kopieren



Perl-Multithreading / Fork

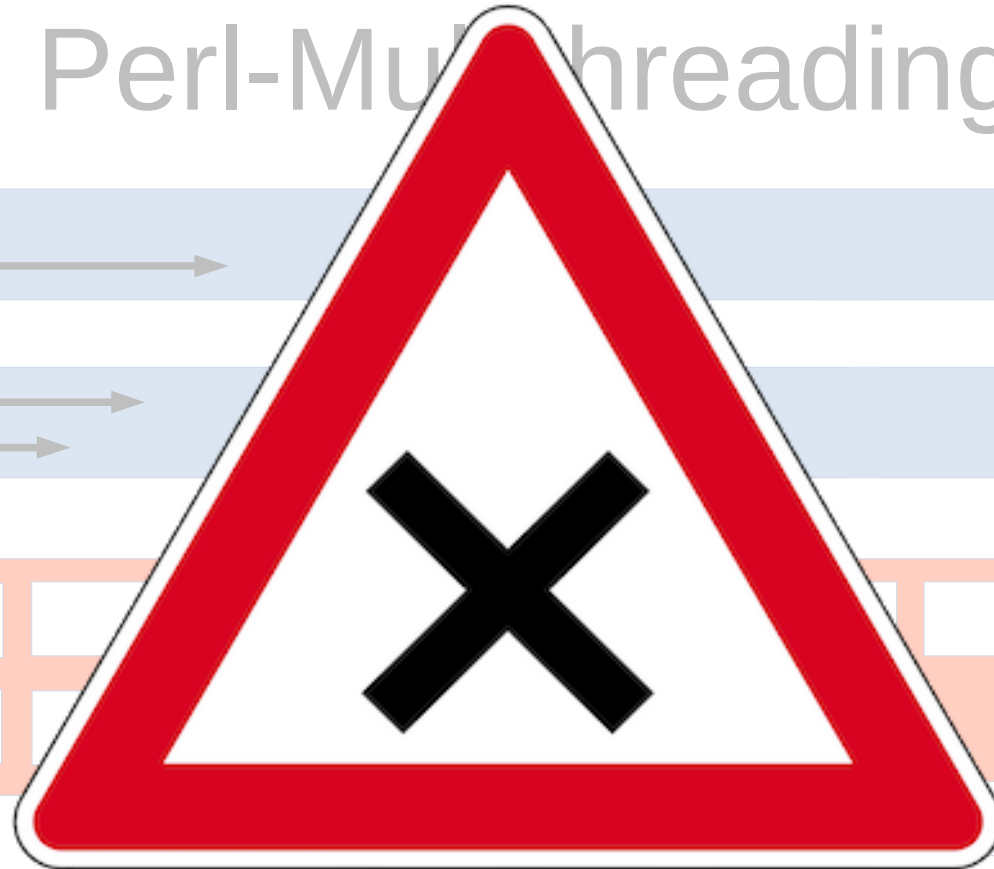
Prozessor 1



Prozessor 2



Speicher



```
use LWP::Simple;  
my $request1 = "http://www.cryptomagic.com/";  
my $request2 = "http://www.cryptomagic.com/";  
my $request3 = "http://www.cryptomagic.com/";  
my $request4 = "http://www.cryptomagic.com/";
```

Perl-MT: Parallelisierung mit
teils
Locking
und teils
Kopieren



Perl-Multithreading / Fork

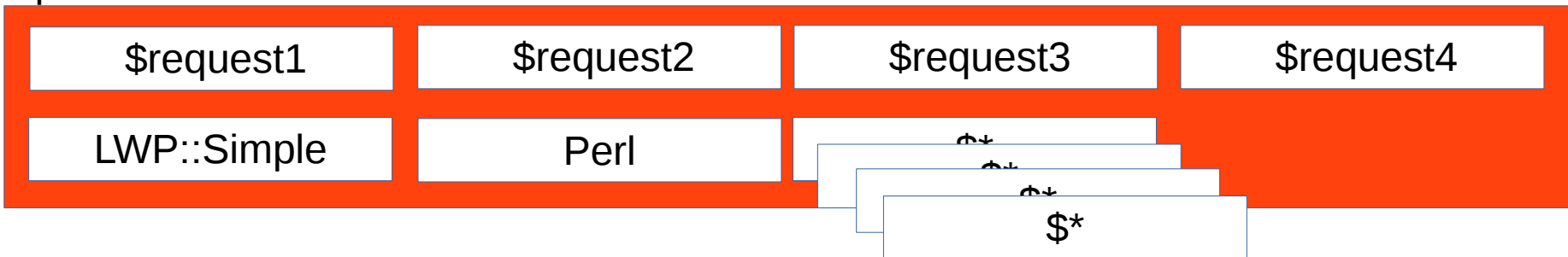
Prozessor 1



Prozessor 2



Speicher



use **LWP::Simple**;

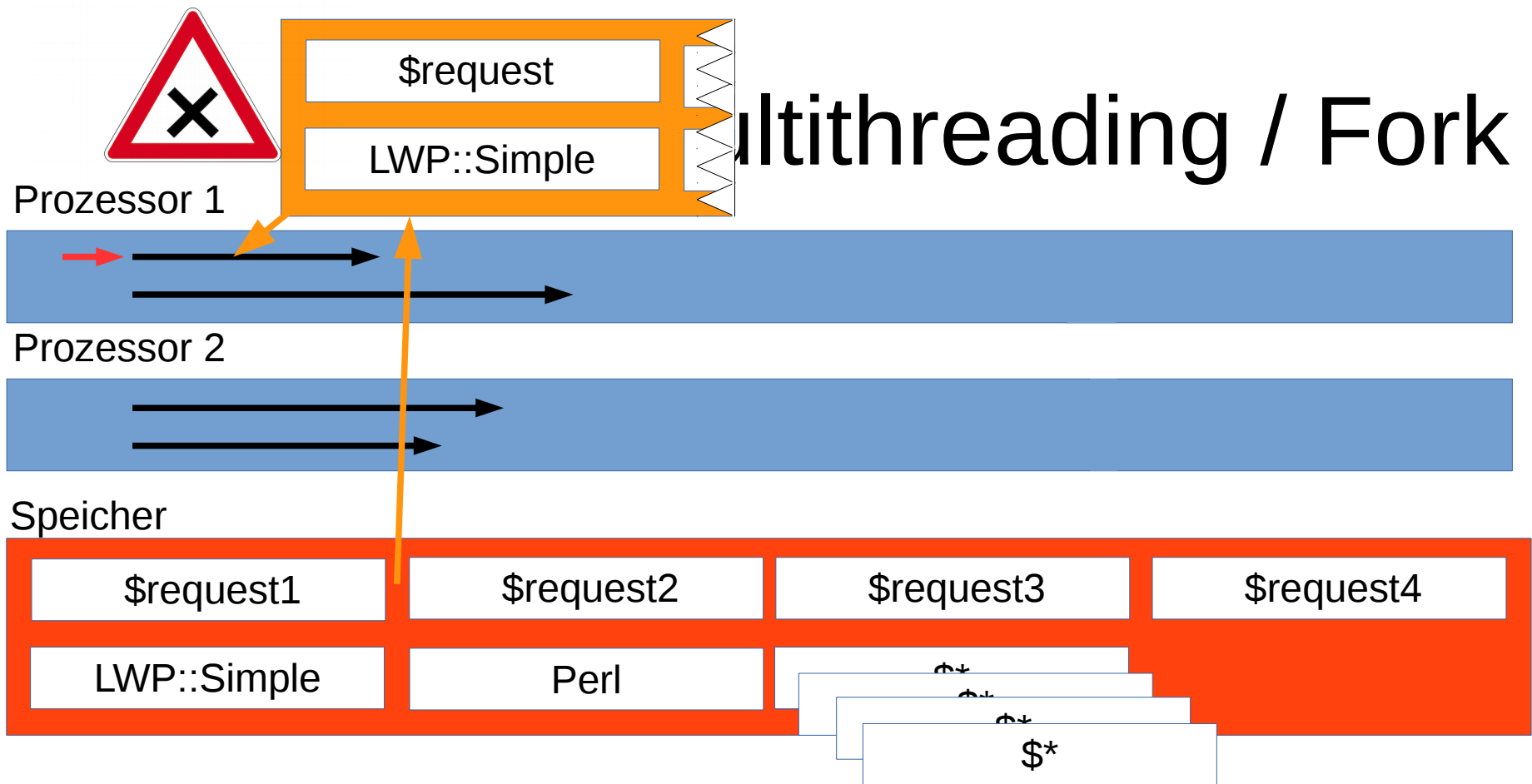
```
my $request1 = get("https://www.cryptomagic.eu/");
```

```
my $request1 = get("https://www.heise.de/");
```

```
my $request3 = get("https://blog.fefe.de/");
```

```
my $request4 = get("https://gesicherte.email/");
```

Multithreading / Fork



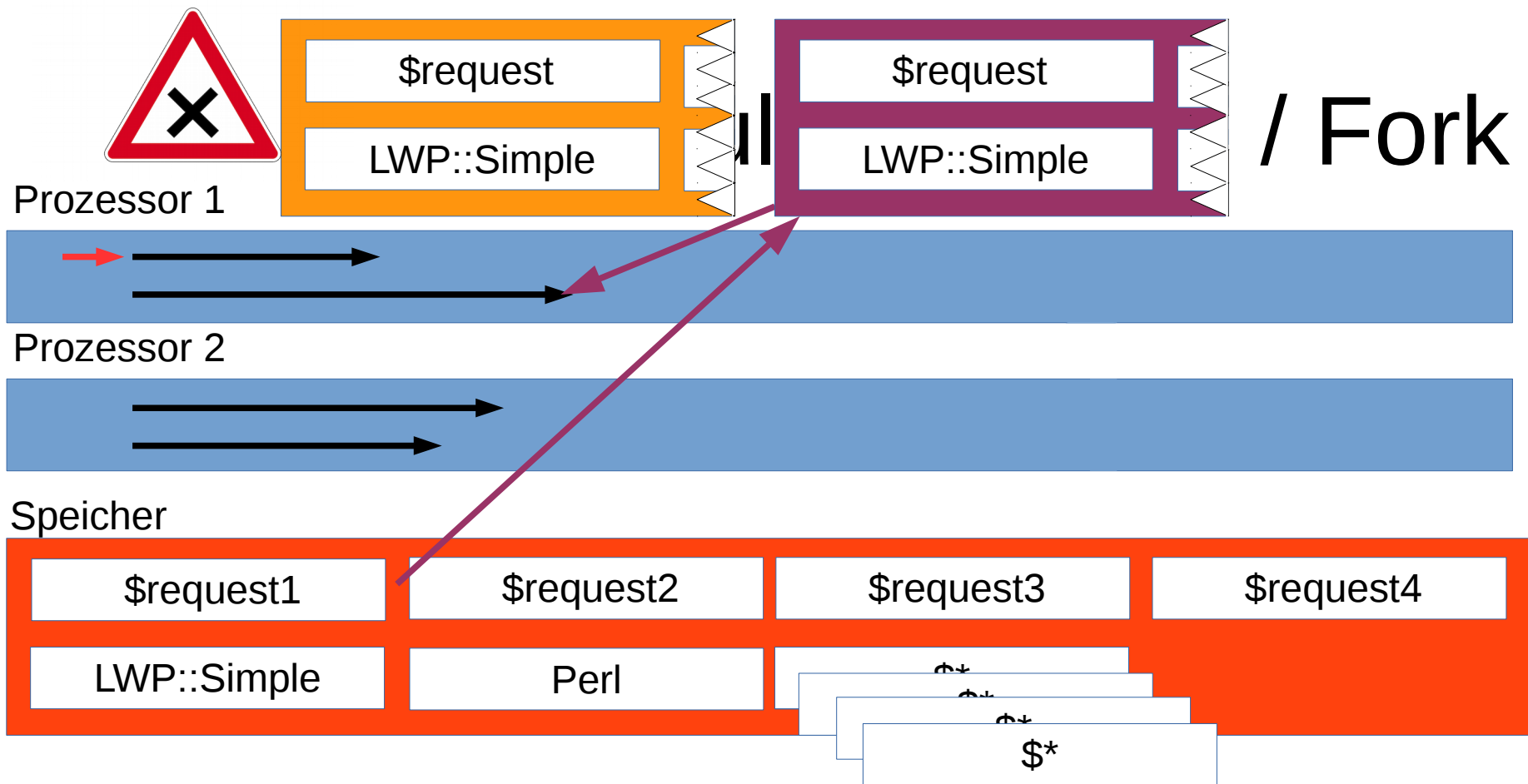
use **LWP::Simple**;

```
my $request1 = get("https://www.cryptomagic.eu/");
```

```
my $request1 = get("https://www.heise.de/");
```

```
my $request3 = get("https://blog.fefe.de/");
```

```
my $request4 = get("https://gesicherte.email/");
```



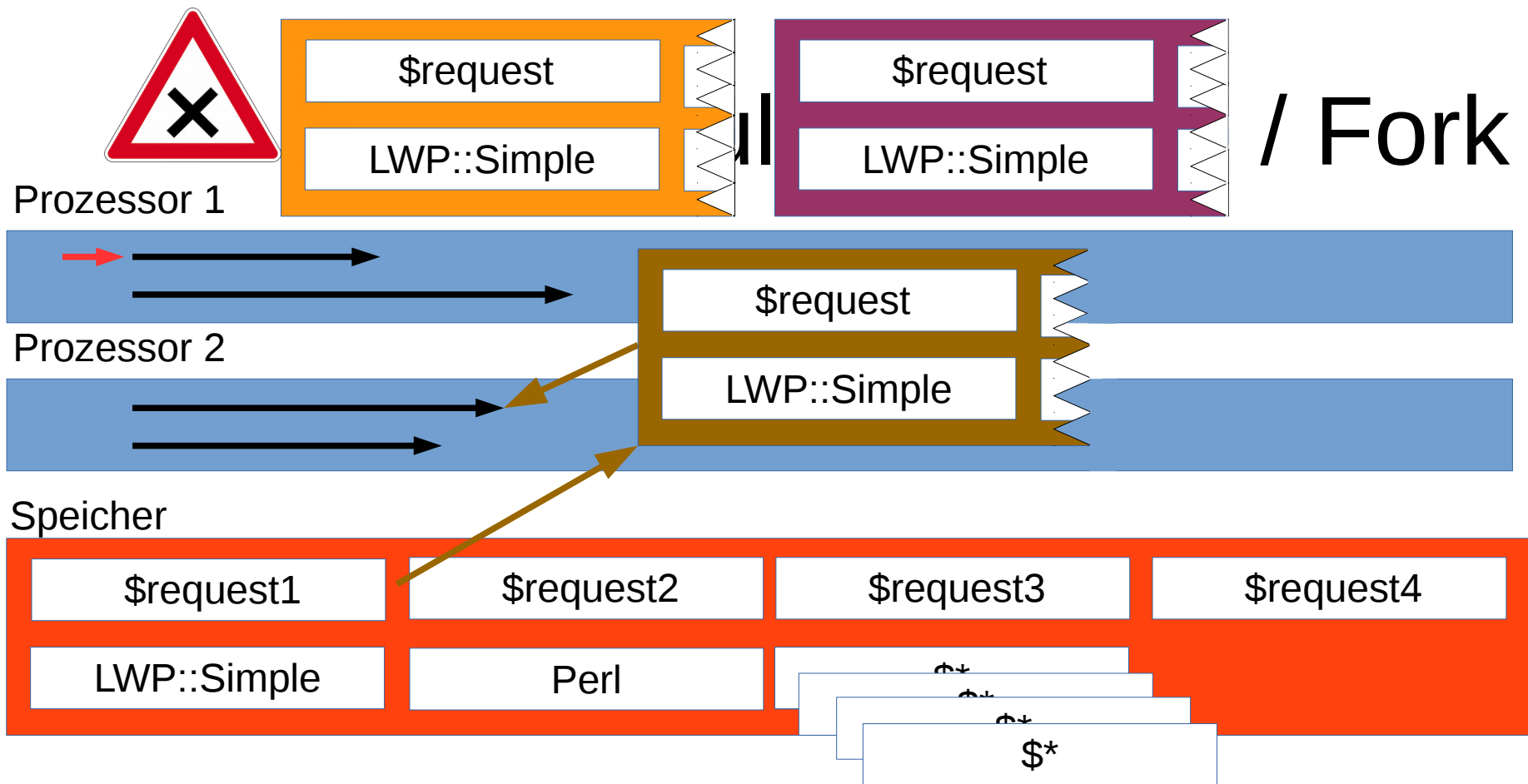
use **LWP::Simple**;

```
my $request1 = get("https://www.cryptomagic.eu/");
```

```
my $request1 = get("https://www.heise.de/");
```

```
my $request3 = get("https://blog.fefe.de/");
```

```
my $request4 = get("https://gesicherte.email/");
```



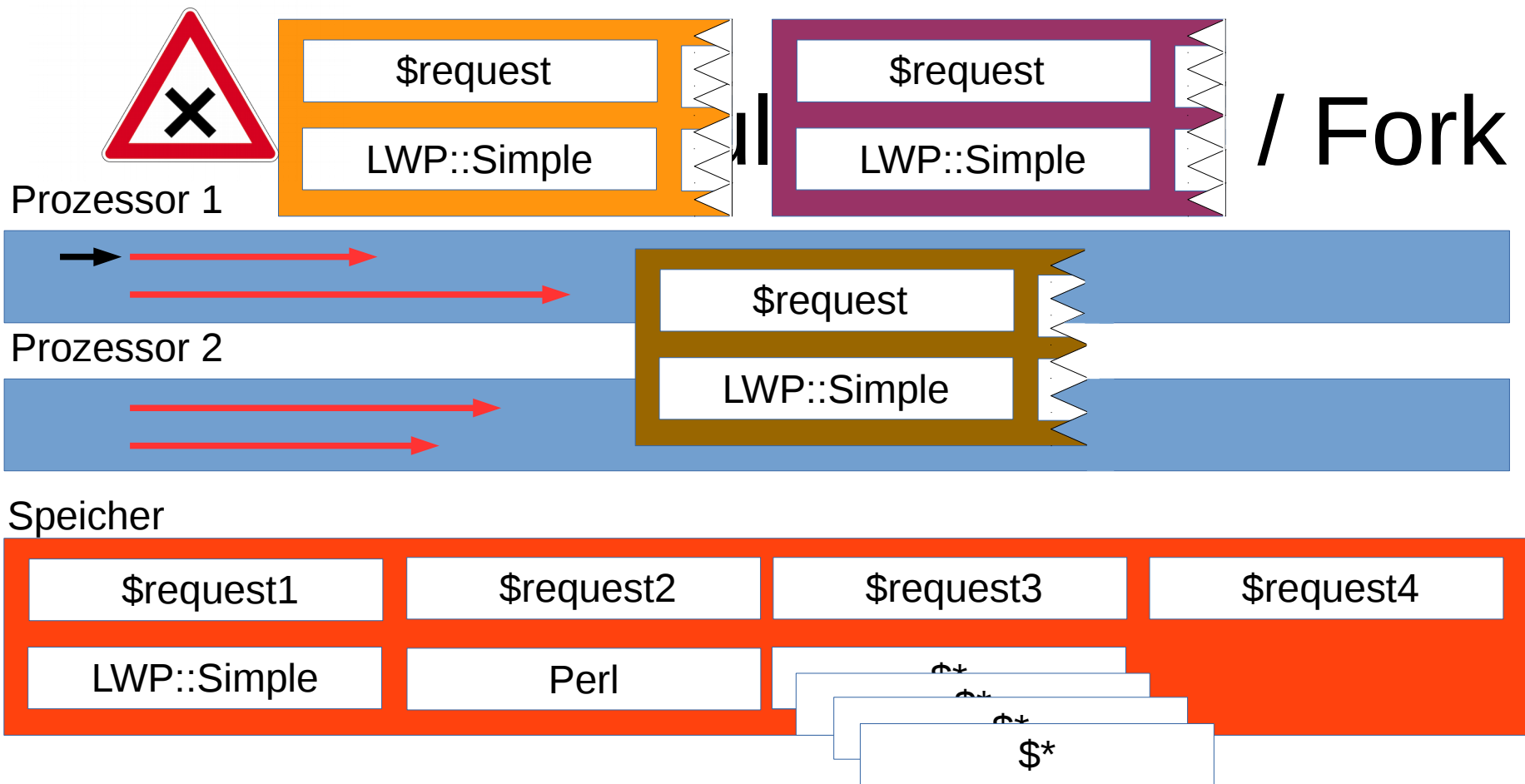
use **LWP::Simple**;

```
my $request1 = get("https://www.cryptomagic.eu/");
```

```
my $request1 = get("https://www.heise.de/");
```

```
my $request3 = get("https://blog.fefe.de/");
```

```
my $request4 = get("https://gesicherte.email/");
```



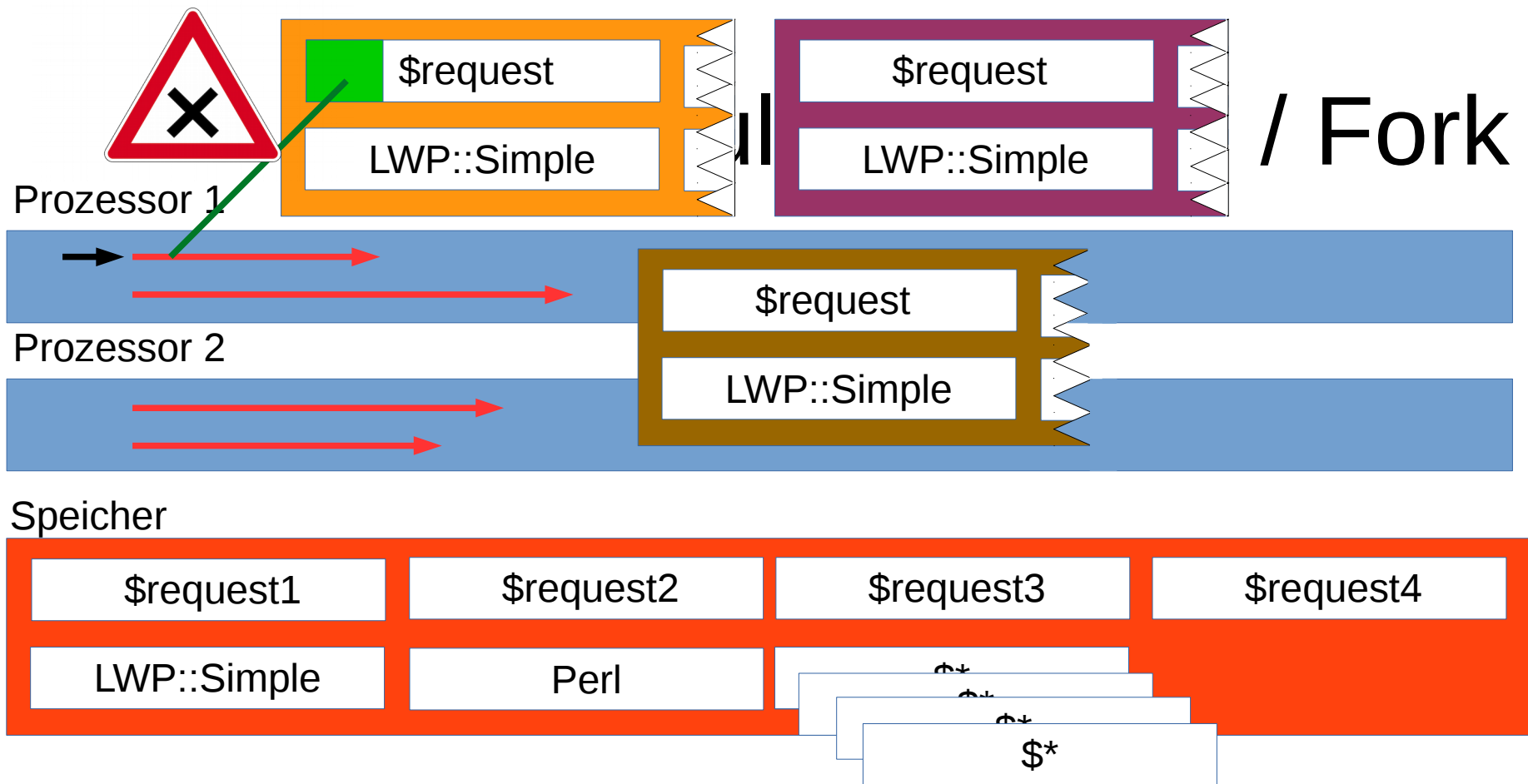
use LWP::Simple;

my \$request1 = get("https://www.cryptomagic.eu/");

my \$request1 = get("https://www.heise.de/");

my \$request3 = get("https://blog.fefe.de/");

my \$request4 = get("https://gesicherte.email/");



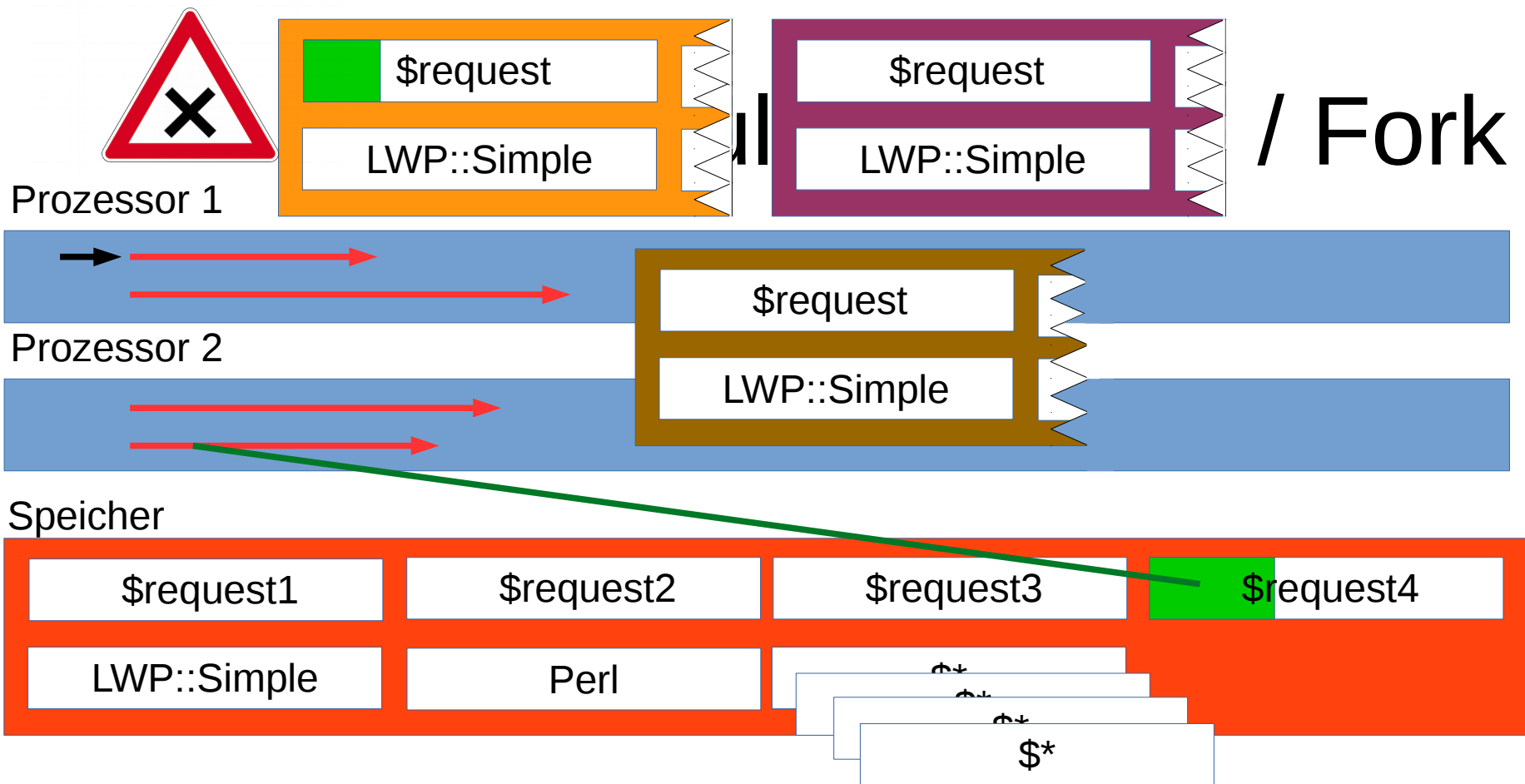
use LWP::Simple;

my \$request1 = get("https://www.cryptomagic.eu/");

my \$request1 = get("https://www.heise.de/");

my \$request3 = get("https://blog.fefe.de/");

my \$request4 = get("https://gesicherte.email/");



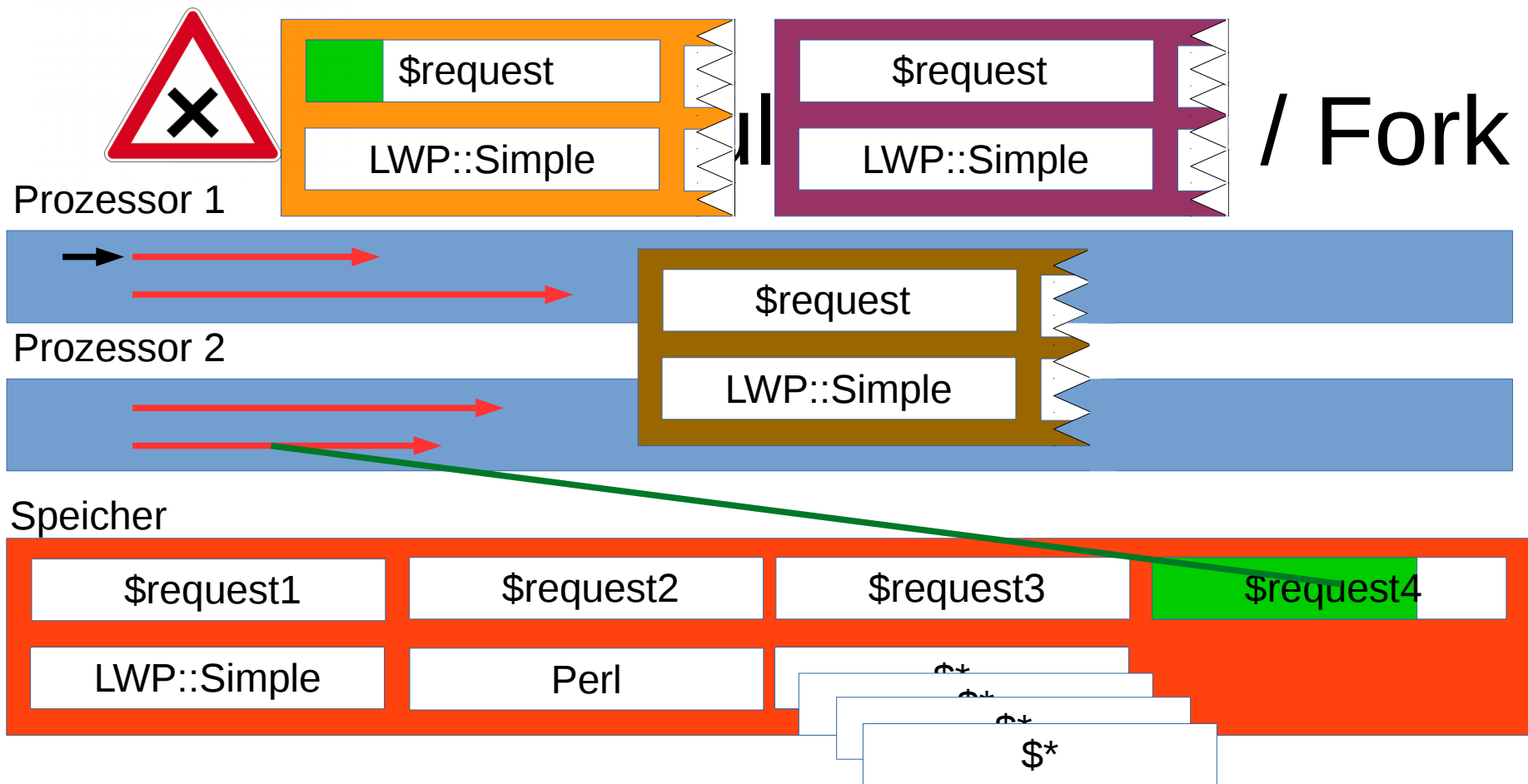
use LWP::Simple;

my \$request1 = get("https://www.cryptomagic.eu/");

my \$request1 = get("https://www.heise.de/");

my \$request3 = get("https://blog.fefe.de/");

my \$request4 = get("https://gesicherte.email/");



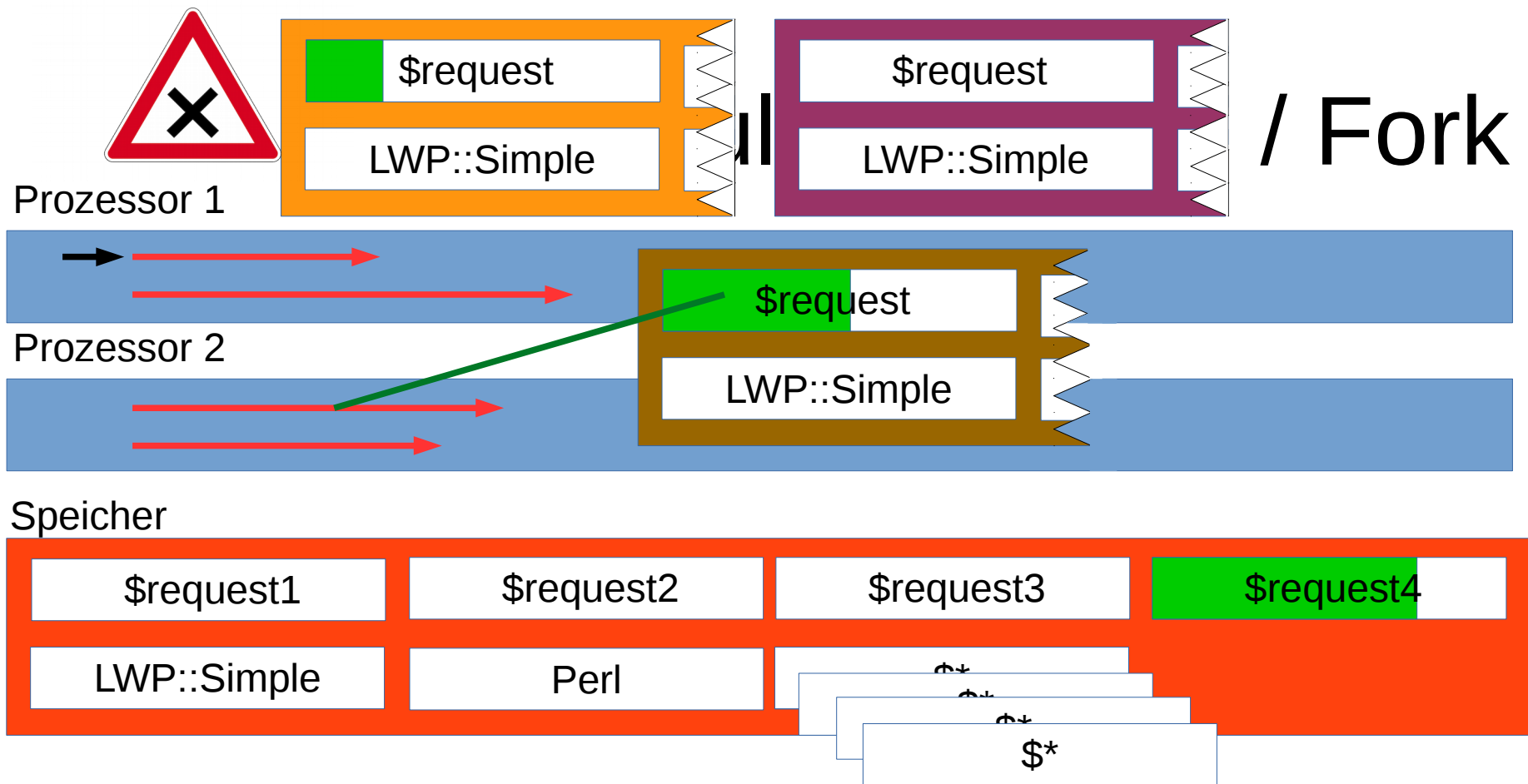
use LWP::Simple;

my \$request1 = get("https://www.cryptomagic.eu/");

my \$request1 = get("https://www.heise.de/");

my \$request3 = get("https://blog.fefe.de/");

my \$request4 = get("https://gesicherte.email/");



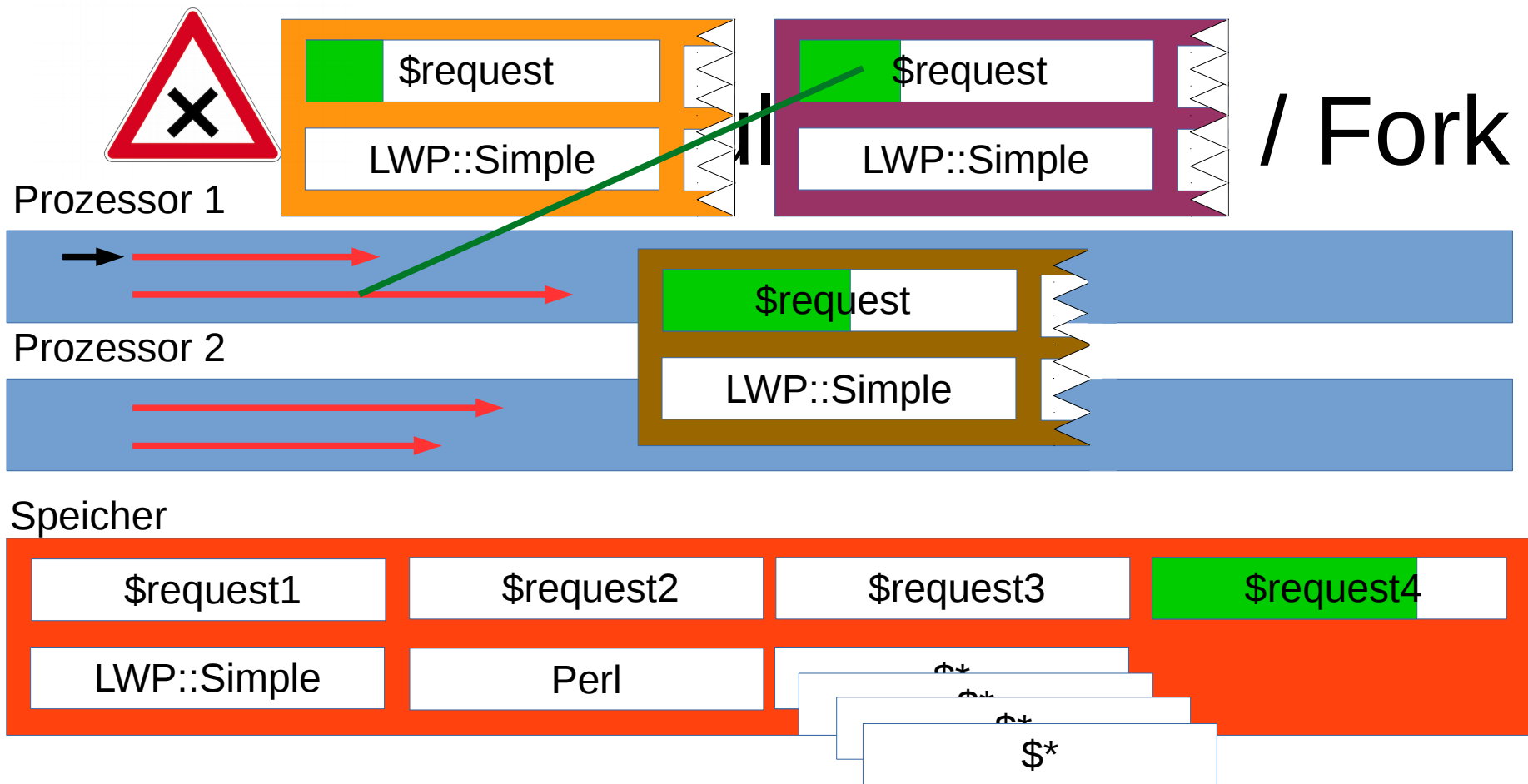
use LWP::Simple;

my \$request1 = get("https://www.cryptomagic.eu/");

my \$request1 = get("https://www.heise.de/");

my \$request3 = get("https://blog.fefe.de/");

my \$request4 = get("https://gesicherte.email/");



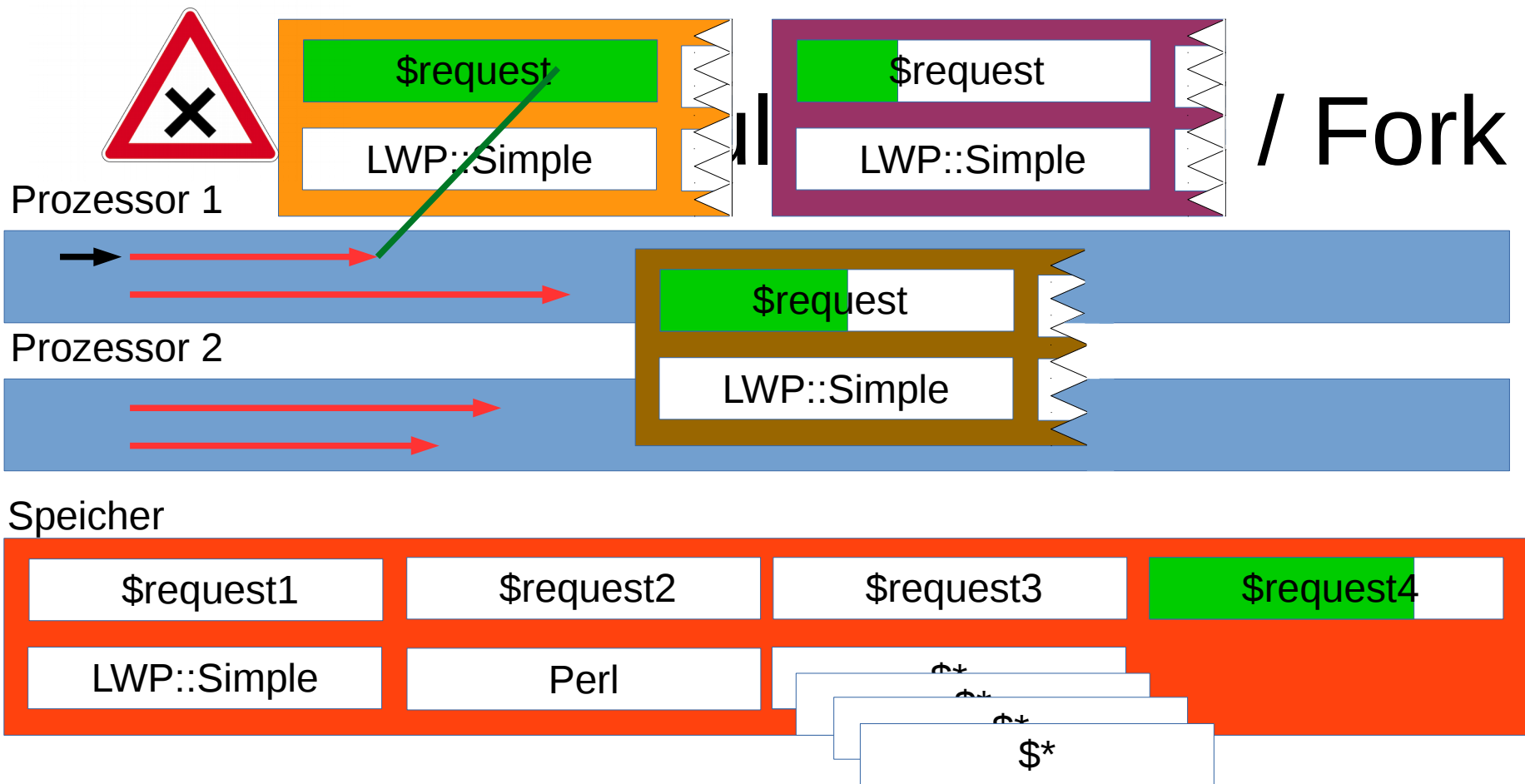
use LWP::Simple;

my \$request1 = get("https://www.cryptomagic.eu/");

my \$request1 = get("https://www.heise.de/");

my \$request3 = get("https://blog.fefe.de/");

my \$request4 = get("https://gesicherte.email/");



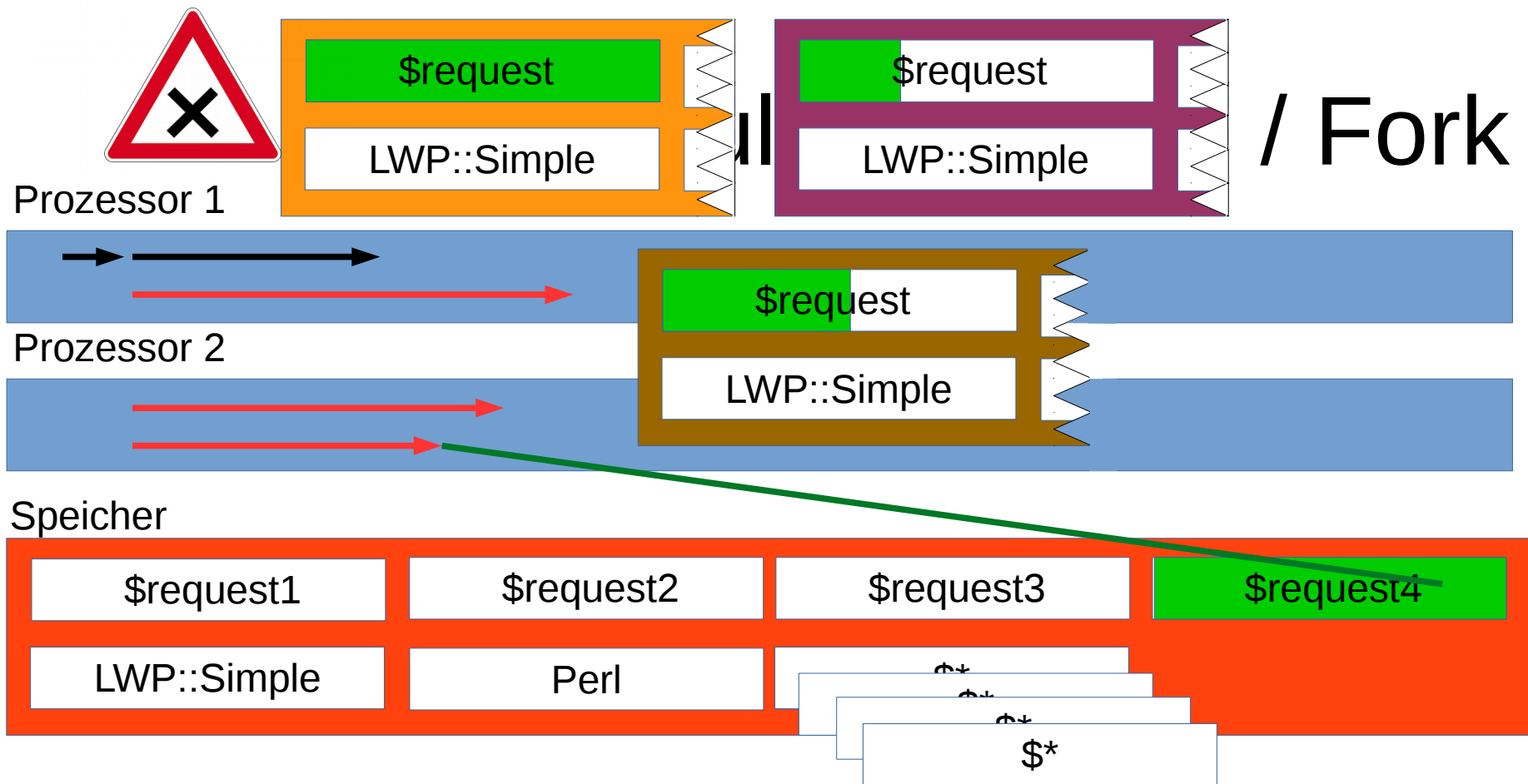
use LWP::Simple;

```
my $request1 = get("https://www.cryptomagic.eu/");
```

```
my $request1 = get("https://www.heise.de/");
```

```
my $request3 = get("https://blog.fefe.de/");
```

```
my $request4 = get("https://gesicherte.email/");
```



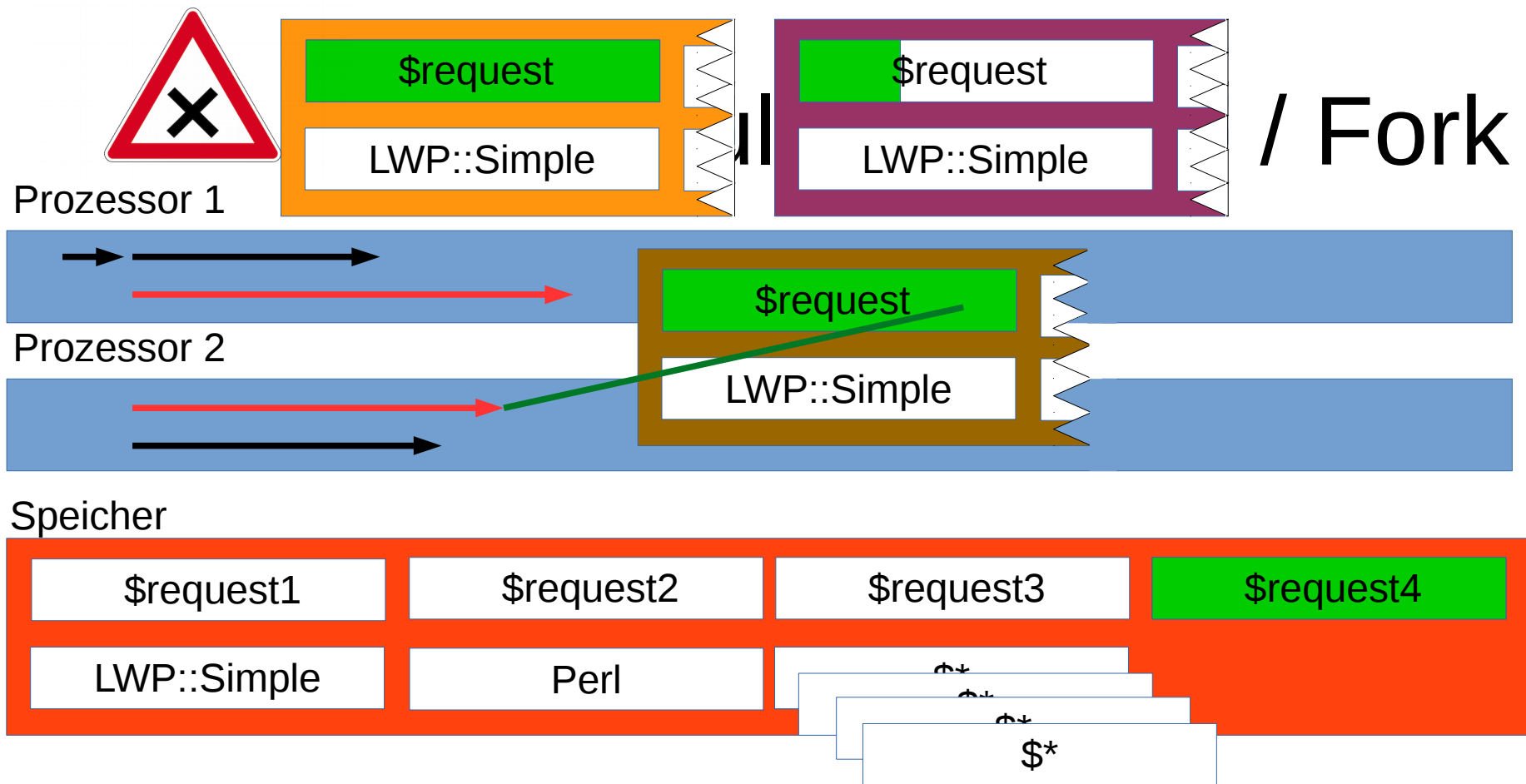
```
use LWP::Simple;
```

```
my $request1 = get("https://www.cryptomagic.eu/");
```

```
my $request1 = get("https://www.heise.de/");
```

```
my $request3 = get("https://blog.fefe.de/");
```

```
my $request4 = get("https://gesicherte.email/");
```



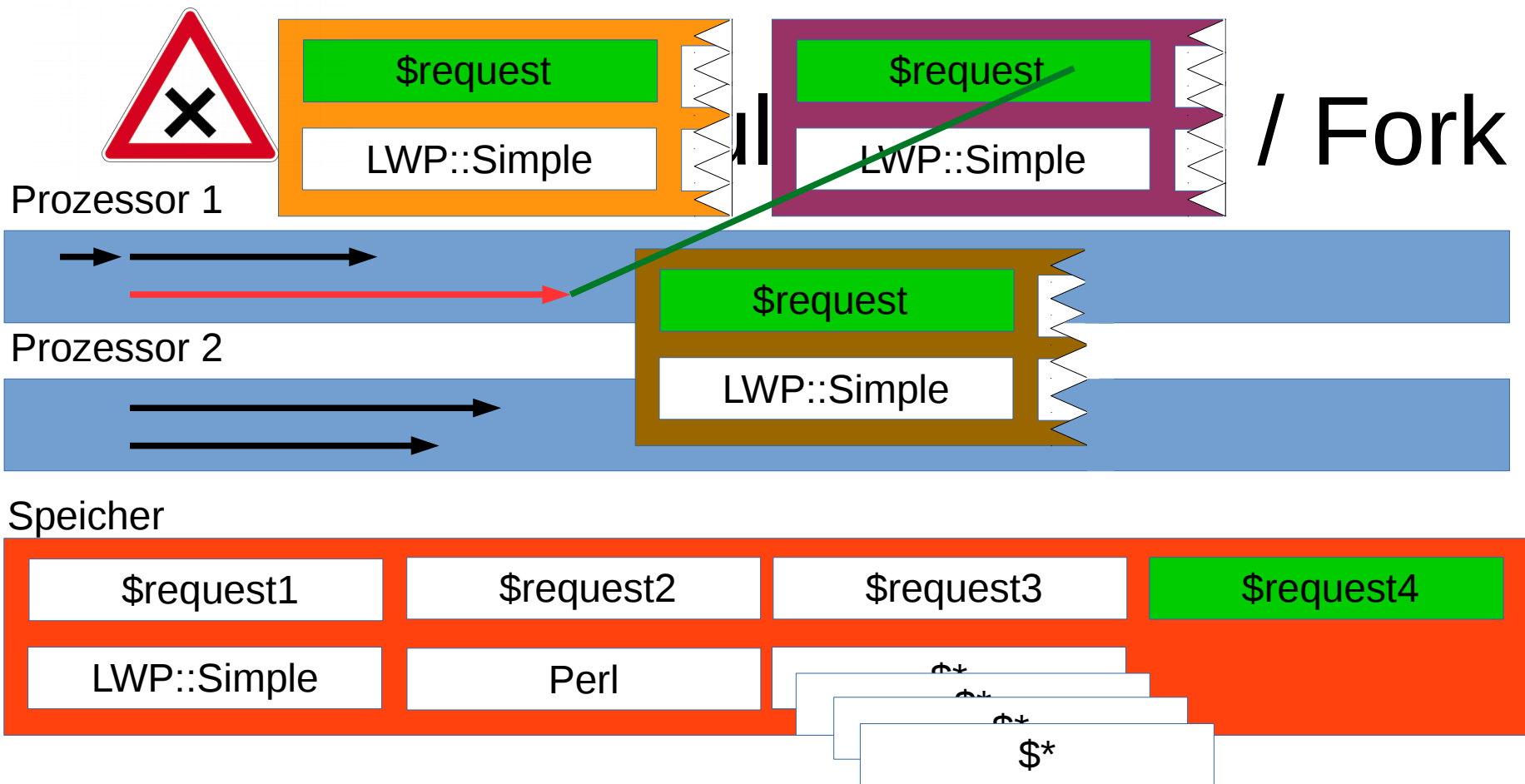
```
use LWP::Simple;
```

```
my $request1 = get("https://www.cryptomagic.eu/");
```

```
my $request1 = get("https://www.heise.de/");
```

```
my $request3 = get("https://blog.fefe.de/");
```

```
my $request4 = get("https://gesicherte.email/");
```



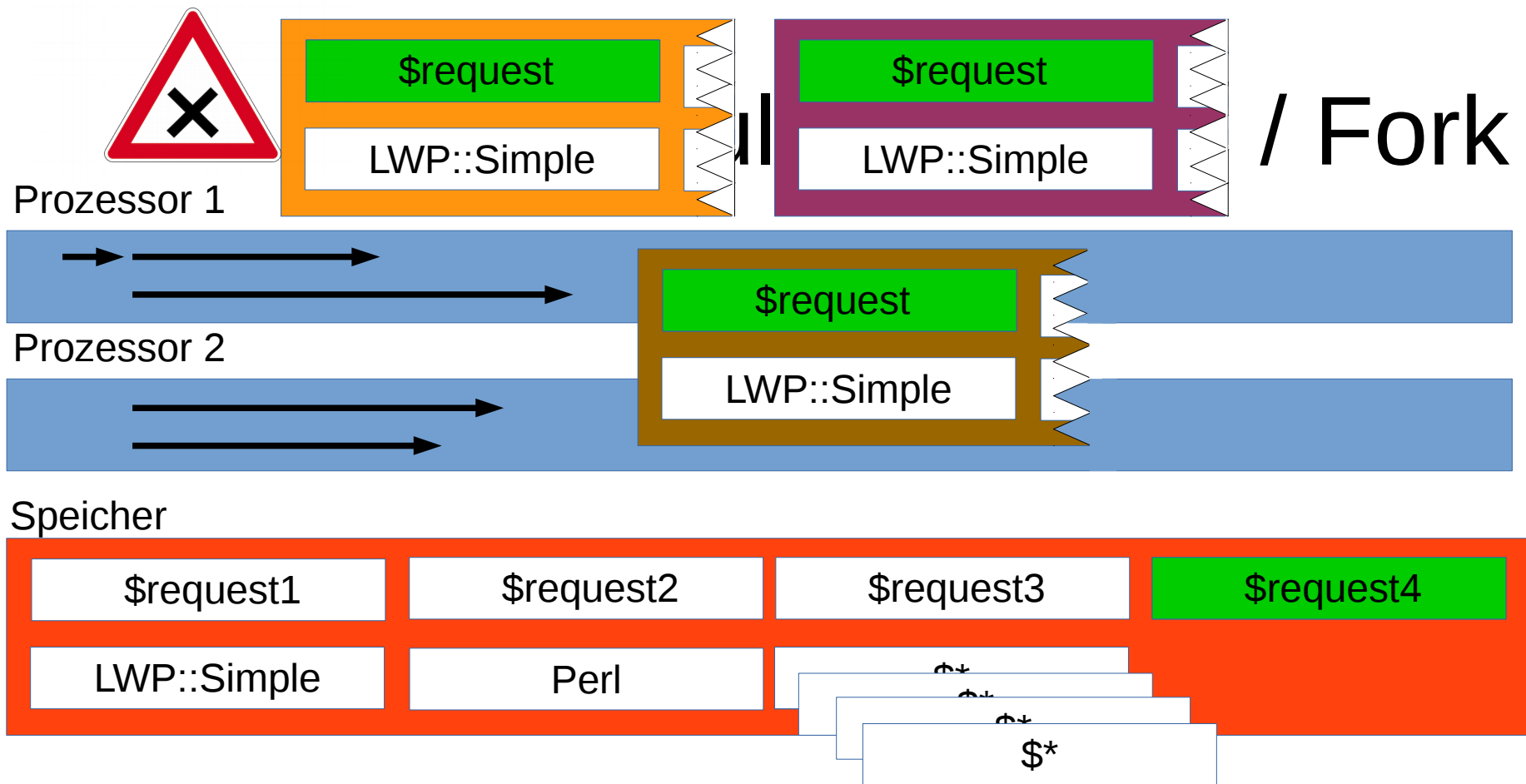
```
use LWP::Simple;
```

```
my $request1 = get("https://www.cryptomagic.eu/");
```

```
my $request1 = get("https://www.heise.de/");
```

```
my $request3 = get("https://blog.fefe.de/");
```

```
my $request4 = get("https://gesicherte.email/");
```



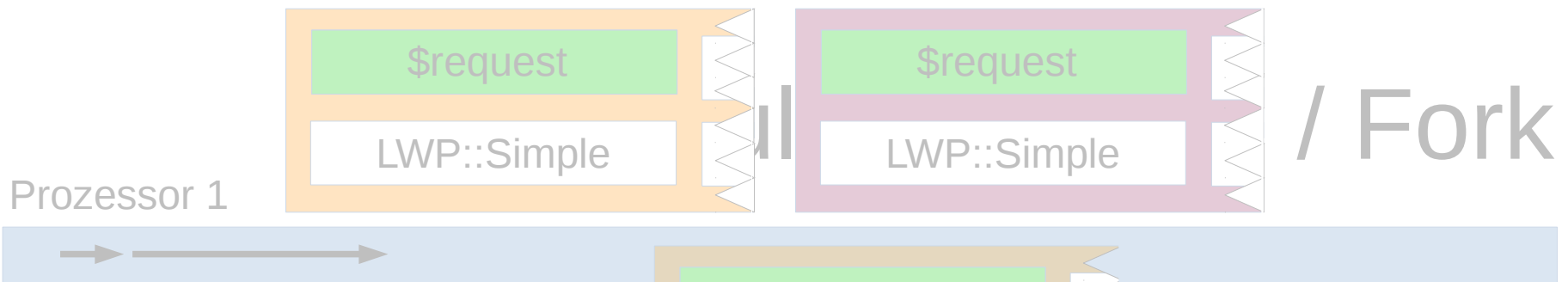
```
use LWP::Simple;
```

```
my $request1 = get("https://www.cryptomagic.eu/");
```

```
my $request1 = get("https://www.heise.de/");
```

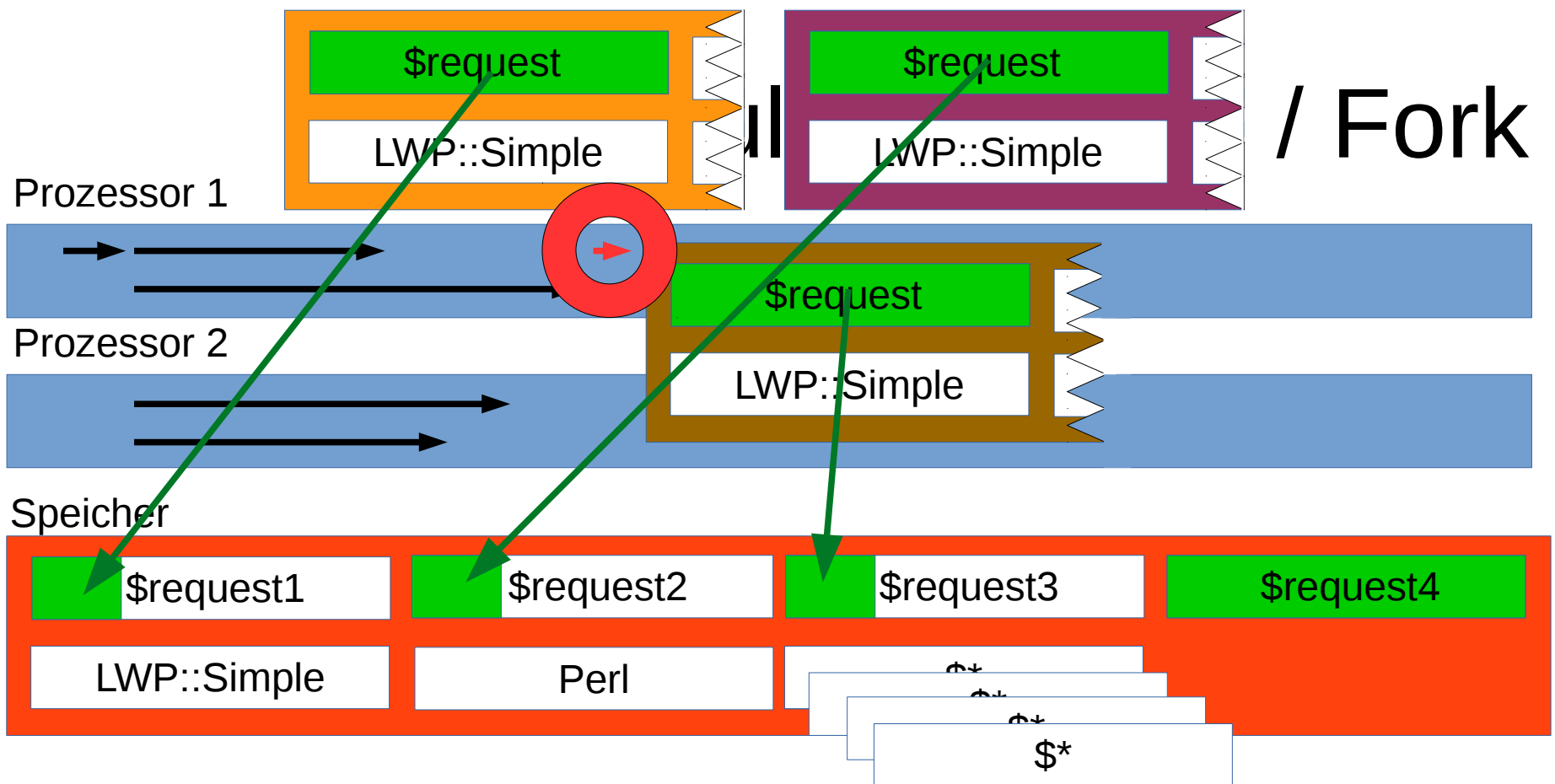
```
my $request3 = get("https://blog.fefe.de/");
```

```
my $request4 = get("https://gesicherte.email/");
```



Multithreading-Perl / Fork
= Laufzeit-Superhero?

```
my $request = get("https://www.pennmagazine.com/");
my $request1 = get("https://www.heise.de/");
my $request3 = get("https://blog.fefe.de/");
my $request4 = get("https://gesicherte.email/");
```

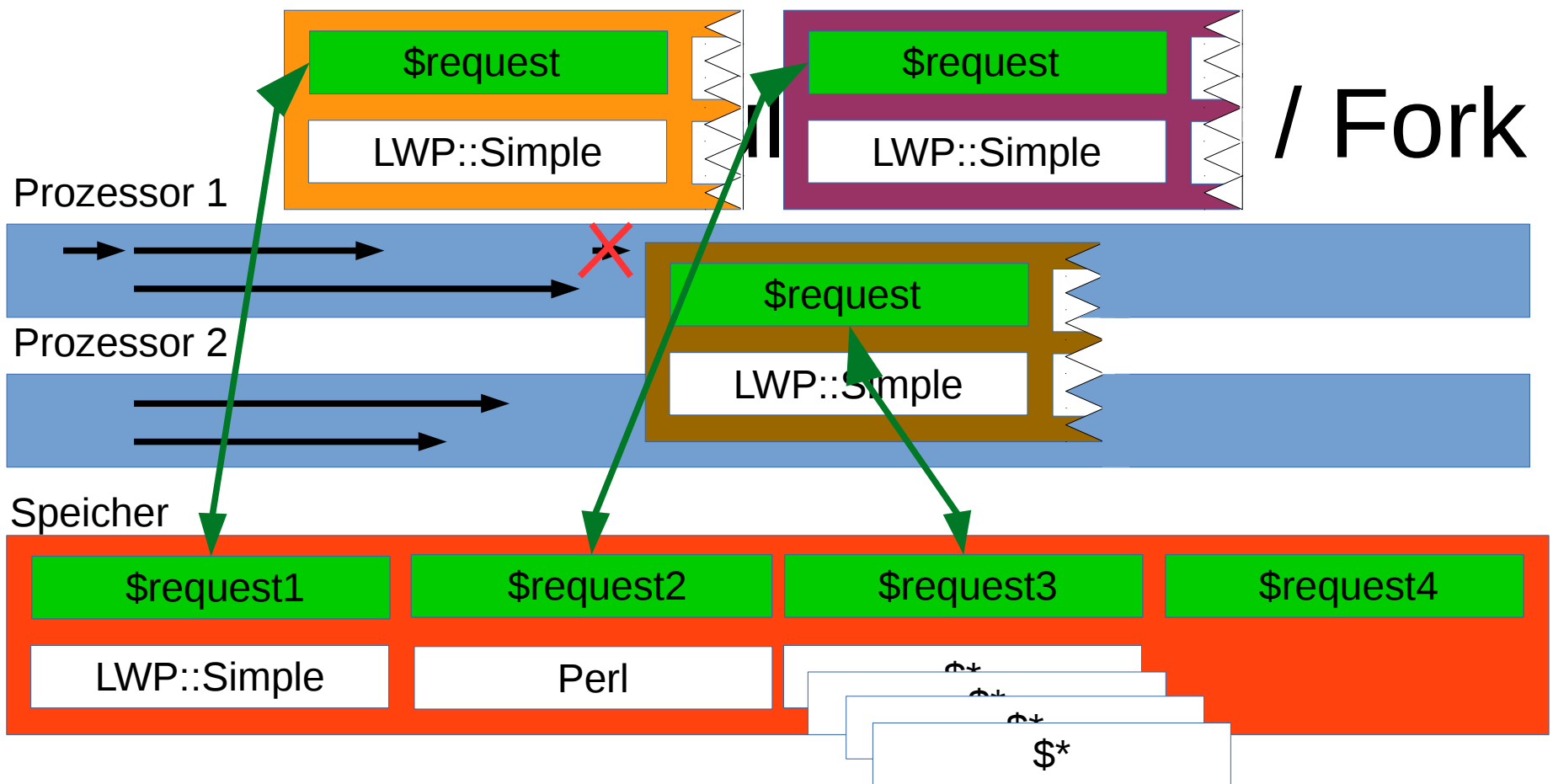



```

use LWP::Simple;
my $request1 = get("https://www.cryptomagic.eu/");
my $request1 = get("https://www.heise.de/");
my $request3 = get("https://blog.fefe.de/");
my $request4 = get("https://gesicherte.email/");

```

Datenübertragung?



```
use LWP::Simple;
```

```
my $request1 = get("https://www.cryptomagic.eu/");
```

```
my $request1 = get("https://www.heise.de/");
```

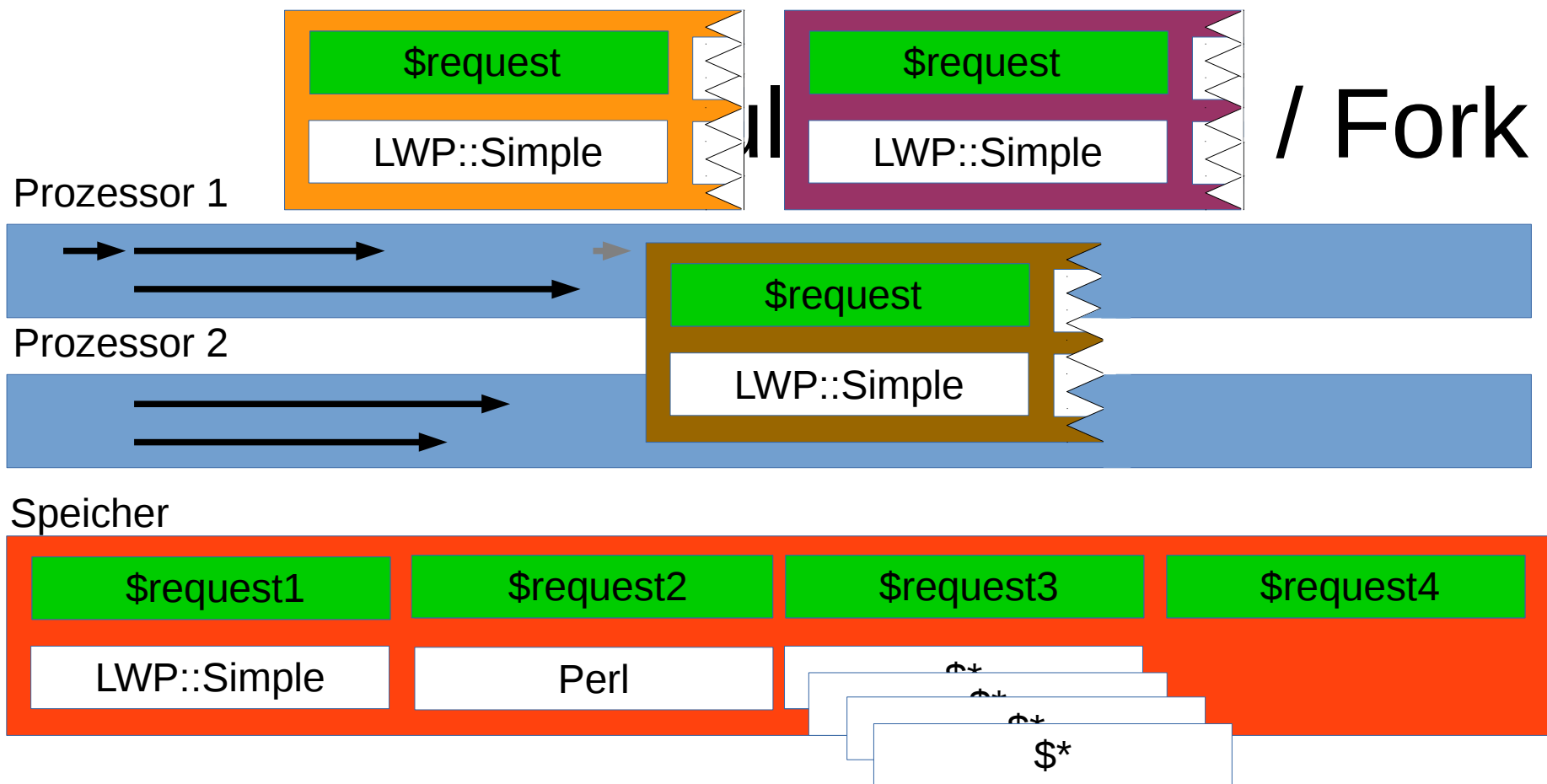
```
my $request3 = get("https://blog.fefe.de/");
```

```
my $request4 = get("https://gesicherte.email/");
```

Datenübertragung? → Shared Memory



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MAGIC** einfach. sicher.
verbunden.



```
use LWP::Simple;
```

```
my $request1 = get("https://www.cryptomagic.eu/");
```

```
my $request1 = get("https://www.heise.de/");
```

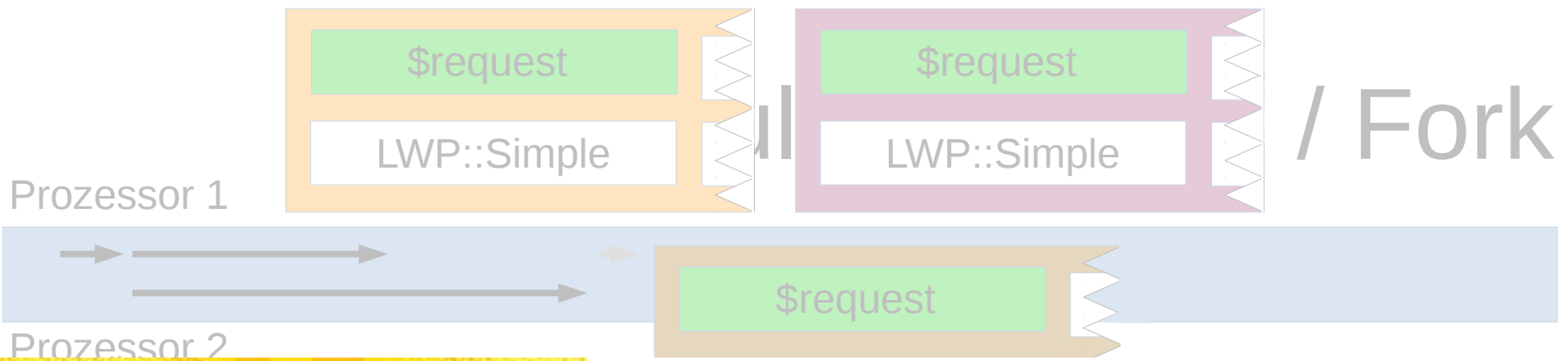
```
my $request3 = get("https://blog.fefe.de/");
```

```
my $request4 = get("https://gesicherte.email/");
```

Datenübertragung? → Shared Memory



**CRYPTO
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verbunden.



Multithreading-Perl / Fork = Laufzeit-Superhero?

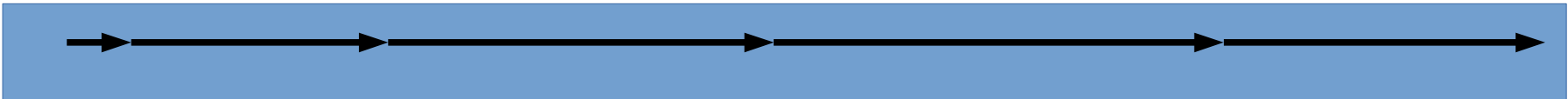
- Aufpassen mit allokierten Ressourcen (z.B. Filedescriptoren)
- Fork: Keine Unterstützung unter Windows → MT-Perl
- MT-Perl: Kopieraufwand für Perl pro erzeugten Thread
- Fork: Kopieraufwand für Daten wenn kein SharedMem.
- MT-Perl: chdir, chroot, ... problematisch
- Fork: Shared-Memory: Nur Low-Level API?
- Fork: Copy-on-write ist kein wirkliches kopieren
- Same/Shared-Memory: Locking !

```
my $request3 = get("https://blog.fefe.de/");
my $request4 = get("https://gesicherte.email/");
```

Datenübertragung? → Shared Memory

Synchron?

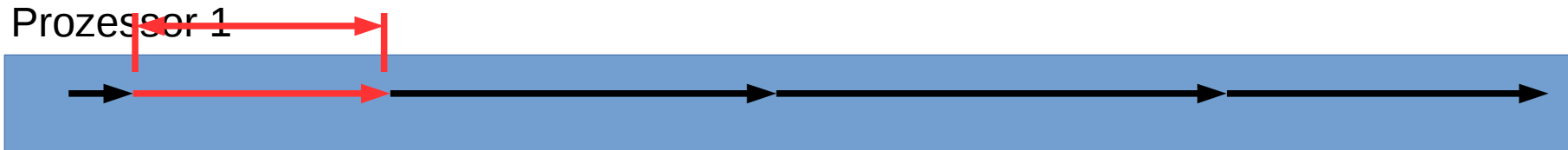
Prozessor 1



```
use LWP::Simple;  
my $request1 = get("https://www.cryptomagic.eu/");  
my $request1 = get("https://www.heise.de/");  
my $request3 = get("https://blog.fefe.de/");  
my $request4 = get("https://gesicherte.email/");
```

Synchron?

3,8 Sekunden



```
use LWP::Simple;
```

```
my $request1 = get("https://www.cryptomagic.eu/");
```

```
my $request1 = get("https://www.heise.de/");
```

```
my $request3 = get("https://blog.fefe.de/");
```

```
my $request4 = get("https://gesicherte.email/");
```

Synchron?



```
use LWP::Simple;
```

```
my $request1 = get("https://www.cryptomagic.eu/");
```

```
my $request1 = get("https://www.heise.de/");
```

```
my $request3 = get("https://blog.fefe.de/");
```

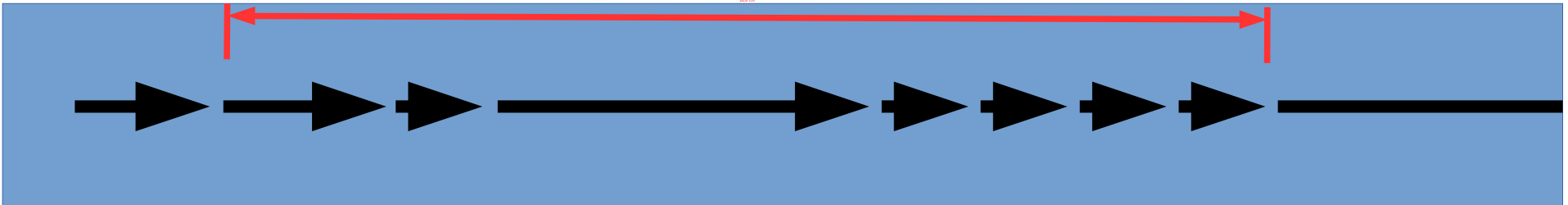
```
my $request4 = get("https://gesicherte.email/");
```

Synchron? → EventLoop

Ausführen
und
...

Prozessor 1

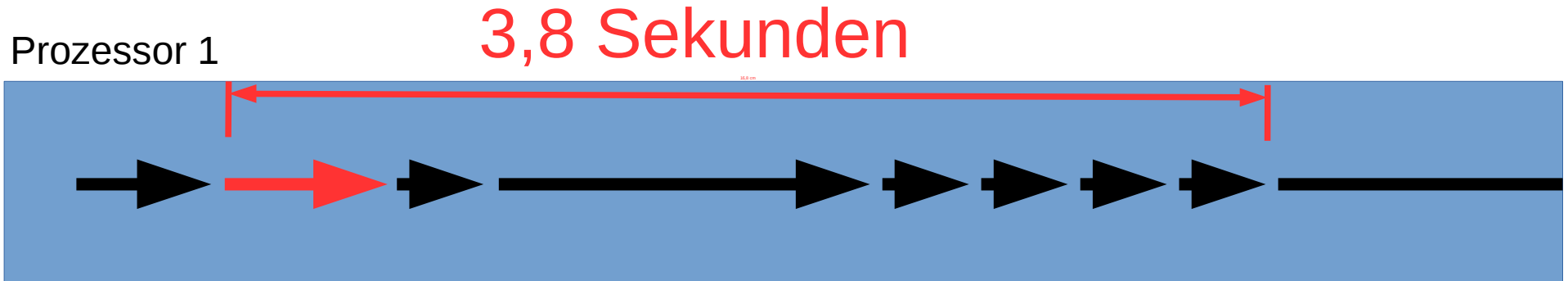
3,8 Sekunden



```
connect($socket, ...);  
write($socket, „GET / HTTP/1.0\r\n\r\n“);  
while (read($socket, $in) > 0) {  
    $request .= $in;  
}
```


Synchron? → EventLoop

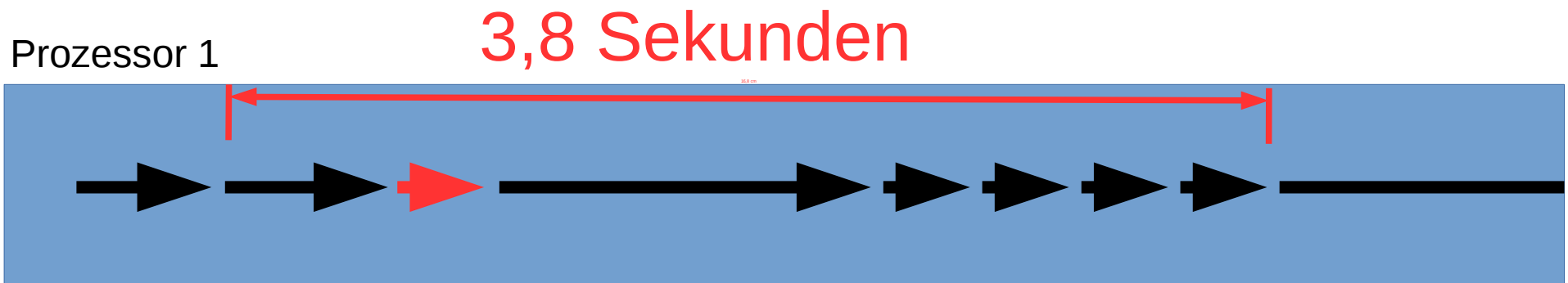
Ausführen
und
WARTEN



```
connect($socket, ...);  
write($socket, „GET / HTTP/1.0\r\n\r\n“);  
while (read($socket, $in) > 0) {  
    $request .= $in;  
}
```

Synchron? → EventLoop

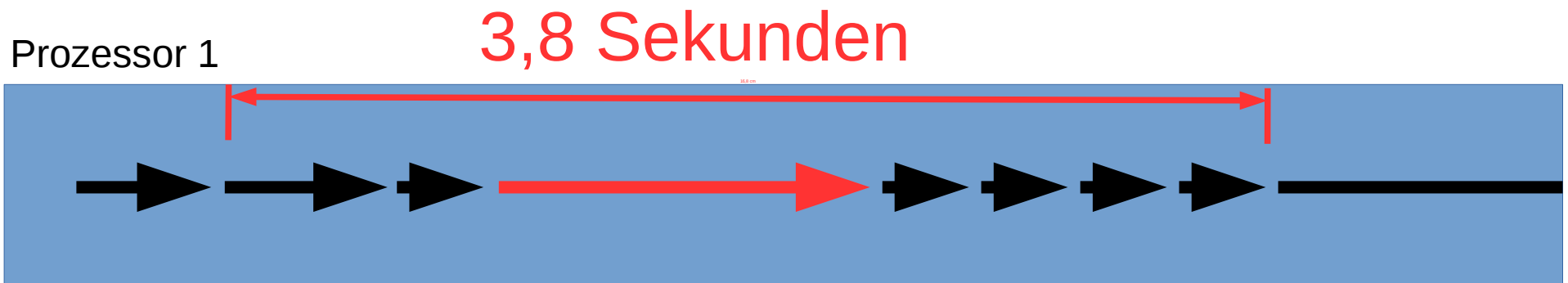
Ausführen
und
WARTEN



```
connect($socket, ...);  
write($socket, „GET / HTTP/1.0\r\n\r\n“);  
while (read($socket, $in) > 0) {  
    $request .= $in;  
}
```

Synchron? → EventLoop

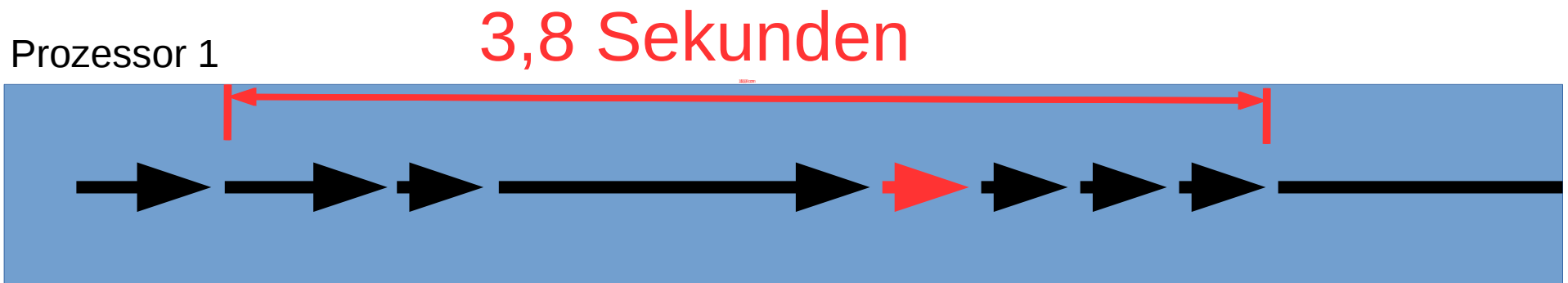
Ausführen
und
WARTEN



```
connect($socket, ...);  
write($socket, „GET / HTTP/1.0\r\n\r\n“);  
while (read($socket, $in) > 0) {  
    $request .= $in;  
}
```

Synchron? → EventLoop

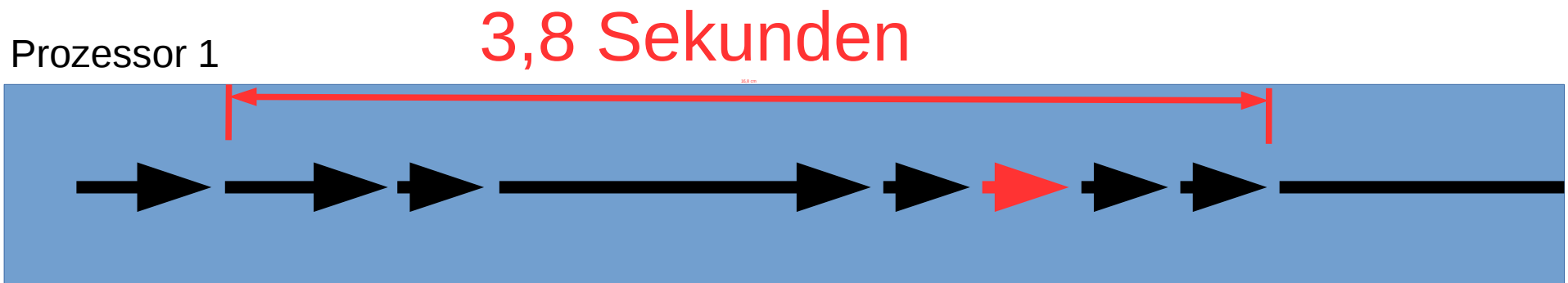
Ausführen



```
connect($socket, ...);  
write($socket, „GET / HTTP/1.0\r\n\r\n“);  
while (read($socket, $in) > 0) {  
    $request .= $in;  
}
```

Synchron? → EventLoop

Ausführen
und
WARTEN



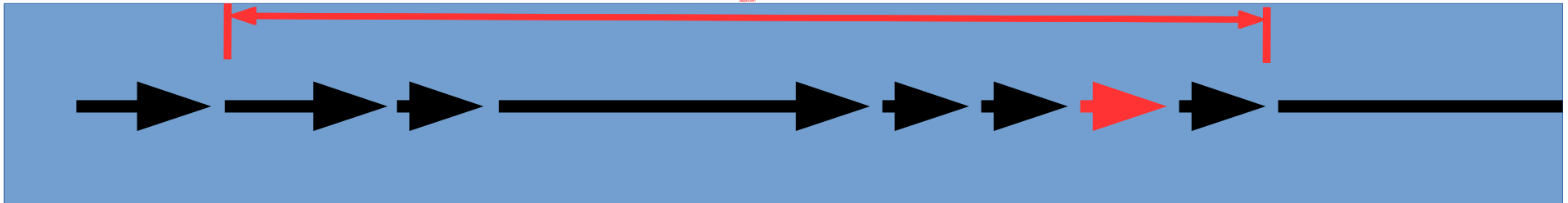
```
connect($socket, ...);  
write($socket, „GET / HTTP/1.0\r\n\r\n“);  
while (read($socket, $in) > 0) {  
    $request .= $in;  
}
```

Synchron? → EventLoop

Ausführen

Prozessor 1

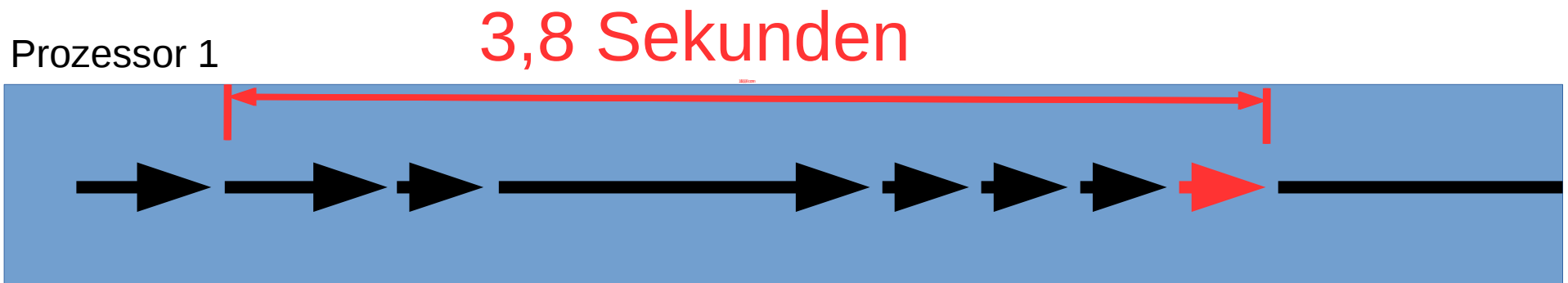
3,8 Sekunden



```
connect($socket, ...);  
write($socket, „GET / HTTP/1.0\r\n\r\n“);  
while (read($socket, $in) > 0) {  
    $request .= $in;  
}
```

Synchron? → EventLoop

Ausführen
und
WARTEN



```
connect($socket, ...);  
write($socket, „GET / HTTP/1.0\r\n\r\n“);  
while (read($socket, $in) > 0) {  
    $request .= $in;  
}
```

Synchron? → EventLoop

Ausführen
und
WARTEN

Prozessor 1

3,8 s



```
connect($socket, ...)\nwrite($socket, ...)\nwhile (read($socket, ...)\n  $request .= $input)\n}
```

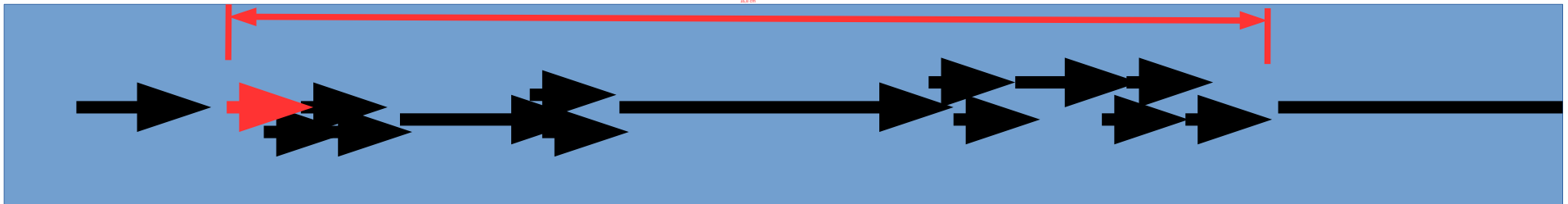
Asynchron non-blocking
oder auch:
EventLoop

EventLoop

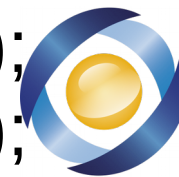
Ausführen

Prozessor 1

8 Sekunden



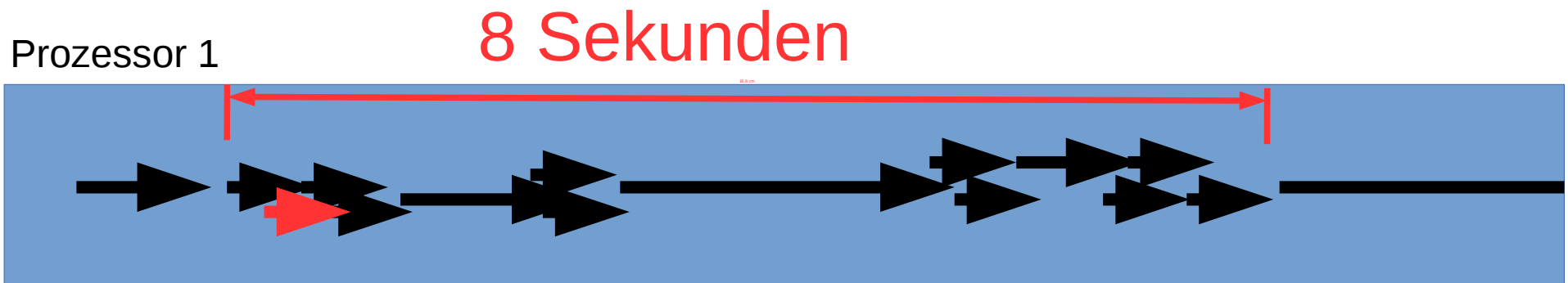
```
fcntl($sock1, F_SETFL, O_NONBLOCK);  
fcntl($sock2, F_SETFL, O_NONBLOCK);  
connect($sock1, ...);  
connect($sock2, ...);  
while (select($sock1 | $sock2, undef) != $sock1 & $sock2);  
write($sock1, „GET / HTTP/1.0\r\n\r\n“);  
write($sock2, „GET / HTTP/1.0\r\n\r\n“);
```



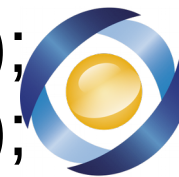
CRYPTO
MAGIC einfach. sicher.
verbunden.

EventLoop

Ausführen



```
fcntl($sock1, F_SETFL, O_NONBLOCK);  
fcntl($sock2, F_SETFL, O_NONBLOCK);  
connect($sock1, ...);  
connect($sock2, ...);  
while (select($sock1 | $sock2, undef) != $sock1 & $sock2);  
write($sock1, „GET / HTTP/1.0\r\n\r\n“);  
write($sock2, „GET / HTTP/1.0\r\n\r\n“);
```



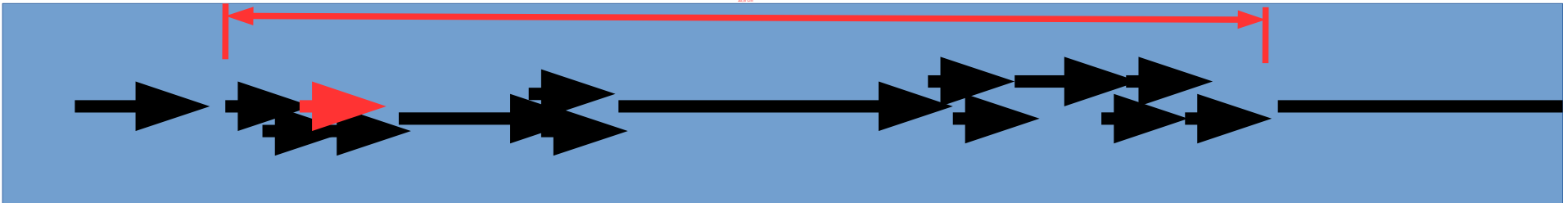
CRYPTO
MAGIC einfach. sicher.
verbunden.

EventLoop

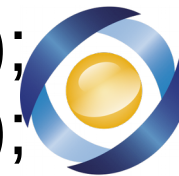
Ausführen

Prozessor 1

8 Sekunden



```
fcntl($sock1, F_SETFL, O_NONBLOCK);  
fcntl($sock2, F_SETFL, O_NONBLOCK);  
connect($sock1, ...);  
connect($sock2, ...);  
while (select($sock1 | $sock2, undef) != $sock1 & $sock2);  
write($sock1, „GET / HTTP/1.0\r\n\r\n“);  
write($sock2, „GET / HTTP/1.0\r\n\r\n“);
```



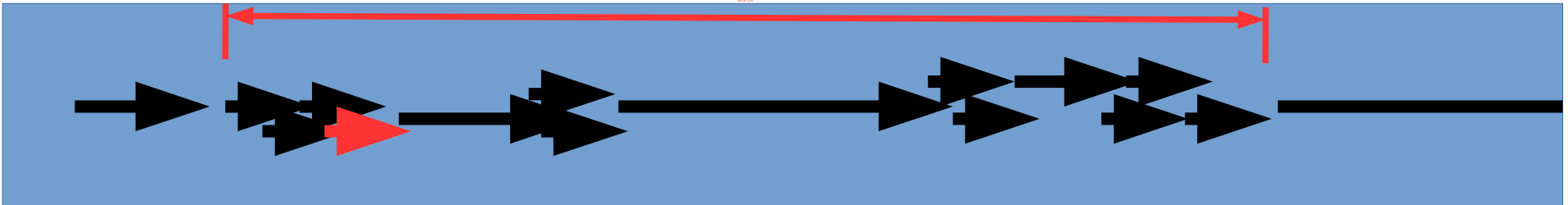
CRYPTO
MAGIC einfach. sicher.
verbunden.

EventLoop

Ausführen

Prozessor 1

8 Sekunden



```
fcntl($sock1, F_SETFL, O_NONBLOCK);
```

```
fcntl($sock2, F_SETFL, O_NONBLOCK);
```

```
connect($sock1, ...);
```

```
connect($sock2, ...);
```

```
while (select($sock1 | $sock2, undef) != $sock1 & $sock2);
```

```
write($sock1, „GET / HTTP/1.0\r\n\r\n“);
```

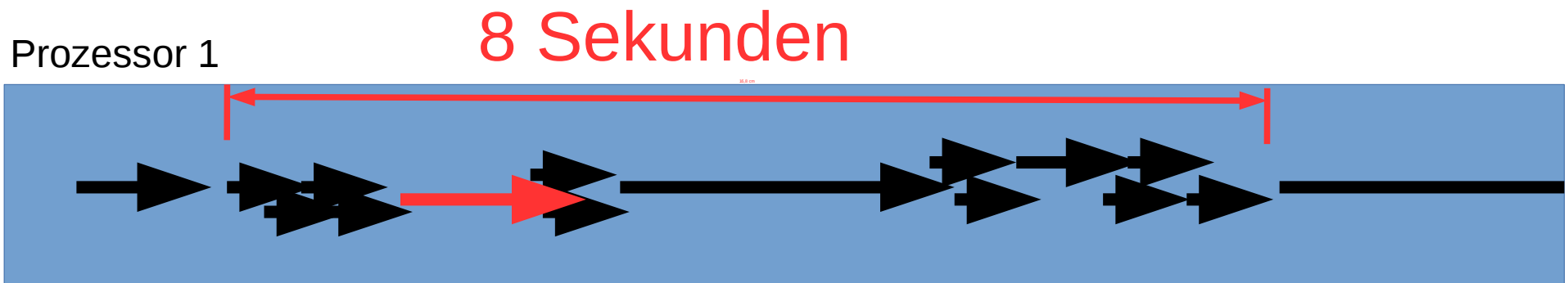
```
write($sock2, „GET / HTTP/1.0\r\n\r\n“);
```



CRYPTO
MAGIC einfach. sicher.
verbunden.

EventLoop

Ausführen
und gesteuert
WARTEN



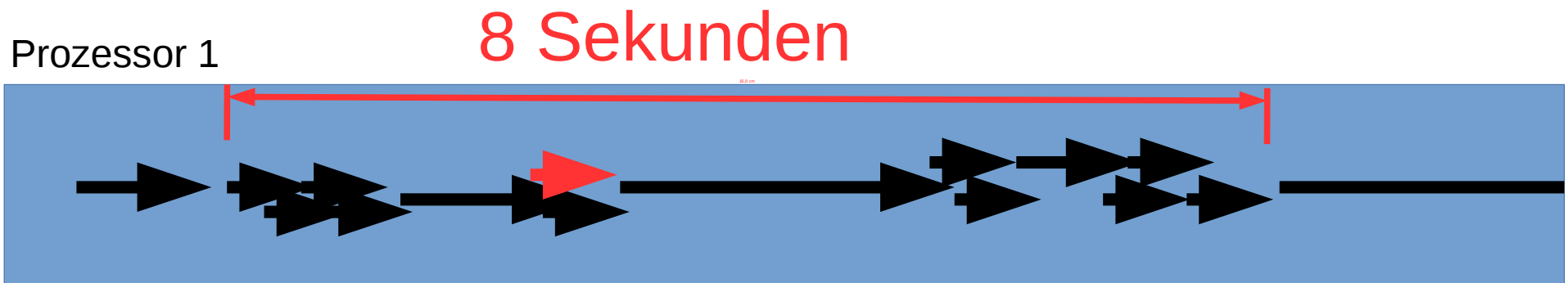
```
fcntl($sock1, F_SETFL, O_NONBLOCK);  
fcntl($sock2, F_SETFL, O_NONBLOCK);  
connect($sock1, ...);  
connect($sock2, ...);  
while (select($sock1 | $sock2, undef) != $sock1 & $sock2);  
write($sock1, „GET / HTTP/1.0\r\n\r\n“);  
write($sock2, „GET / HTTP/1.0\r\n\r\n“);
```



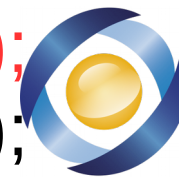
CRYPTO
MAGIC einfach. sicher.
verbunden.

EventLoop

Ausführen
ohne
WARTEN



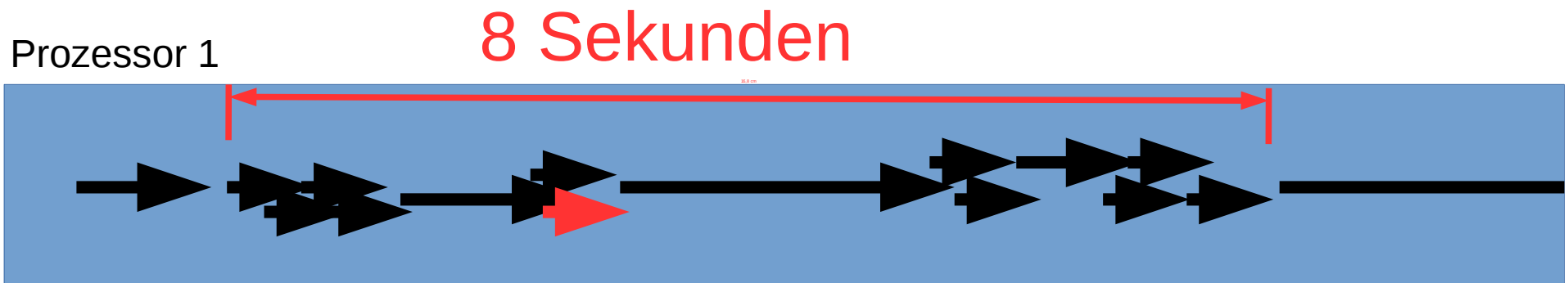
```
fcntl($sock1, F_SETFL, O_NONBLOCK);  
fcntl($sock2, F_SETFL, O_NONBLOCK);  
connect($sock1, ...);  
connect($sock2, ...);  
while (select($sock1 | $sock2, undef) != $sock1 & $sock2);  
write($sock1, „GET / HTTP/1.0\r\n\r\n“);  
write($sock2, „GET / HTTP/1.0\r\n\r\n“);
```



CRYPTO
MAGIC einfach. sicher.
verbunden.

EventLoop

Ausführen
ohne
WARTEN



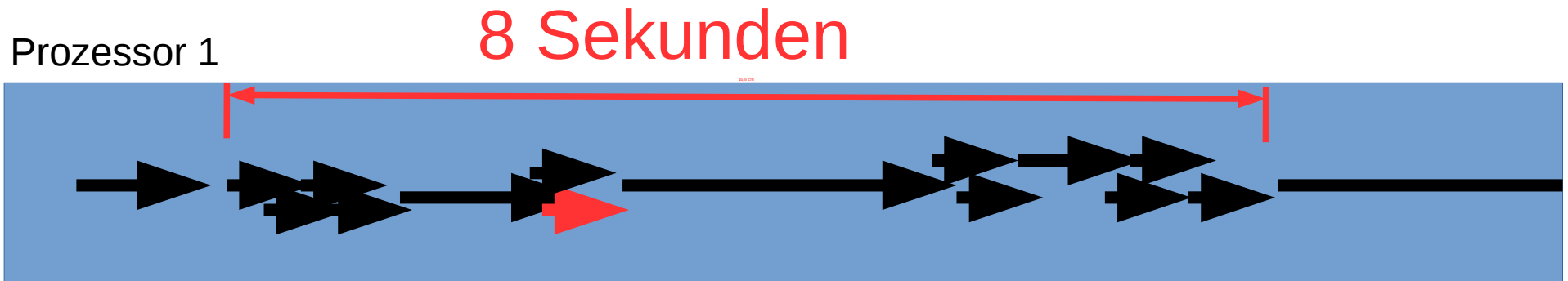
```
fcntl($sock1, F_SETFL, O_NONBLOCK);  
fcntl($sock2, F_SETFL, O_NONBLOCK);  
connect($sock1, ...);  
connect($sock2, ...);  
while (select($sock1 | $sock2, undef) != $sock1 & $sock2);  
write($sock1, „GET / HTTP/1.0\r\n\r\n“);  
write($sock2, „GET / HTTP/1.0\r\n\r\n“);
```



CRYPTO
MAGIC einfach. sicher.
verbunden.

EventLoop

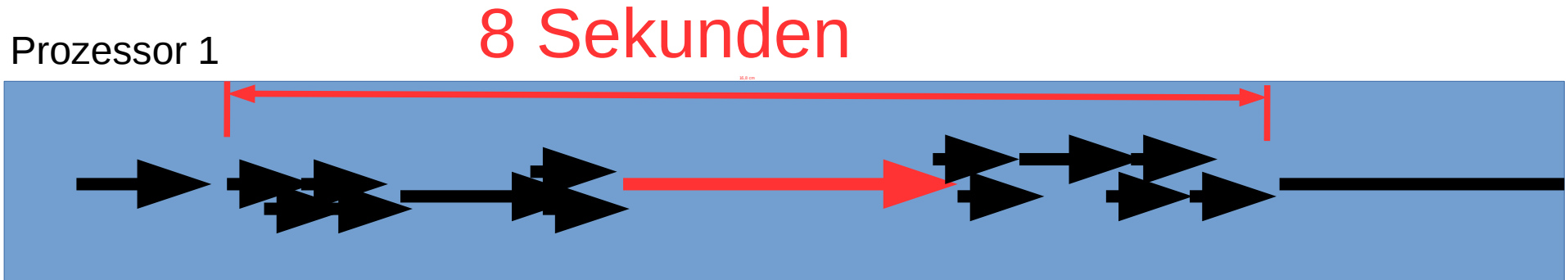
Ausführen
ohne
WARTEN



```
write($sock2, „GET / HTTP/1.0\r\n\r\n“);  
while ($ready = select($sock1 | $sock2, undef)) {  
    $return1 .= $in  
    if (($ready & $sock1) && read($sock1, $in);  
    $return2 .= $in  
    if (($ready & $sock2) && read($sock2, $in);  
}
```


EventLoop

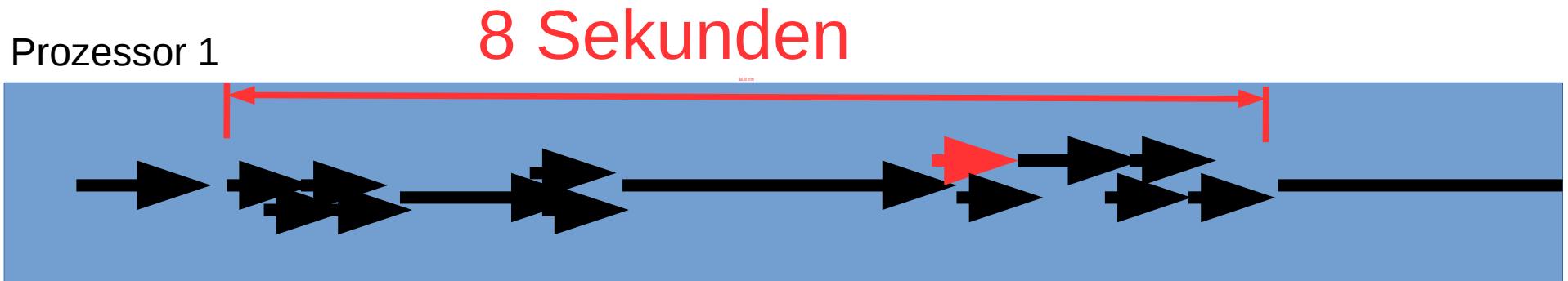
Ausführen
und gezielt
WARTEN



```
write($sock2, „GET / HTTP/1.0\r\n\r\n“);  
while ($ready = select($sock1 | $sock2, undef)) {  
    $return1 .= $in  
    if (($ready & $sock1) && read($sock1, $in);  
    $return2 .= $in  
    if (($ready & $sock2) && read($sock2, $in);  
}
```

EventLoop

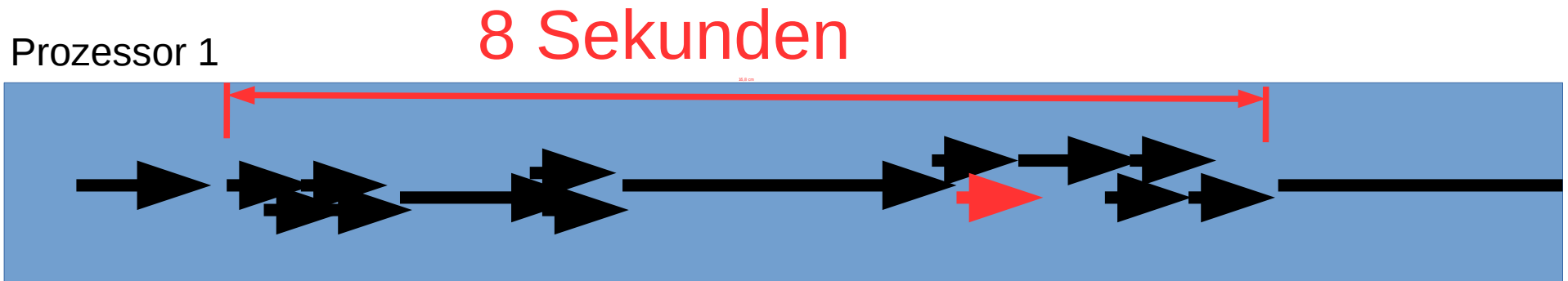
Ausführen
ohne
WARTEN



```
write($sock2, „GET / HTTP/1.0\r\n\r\n“);  
while ($ready = select($sock1 | $sock2, undef)) {  
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    if (($ready & $sock1) && read($sock1, $in);  
    $return2 .= $in  
    if (($ready & $sock2) && read($sock2, $in);  
}
```

EventLoop

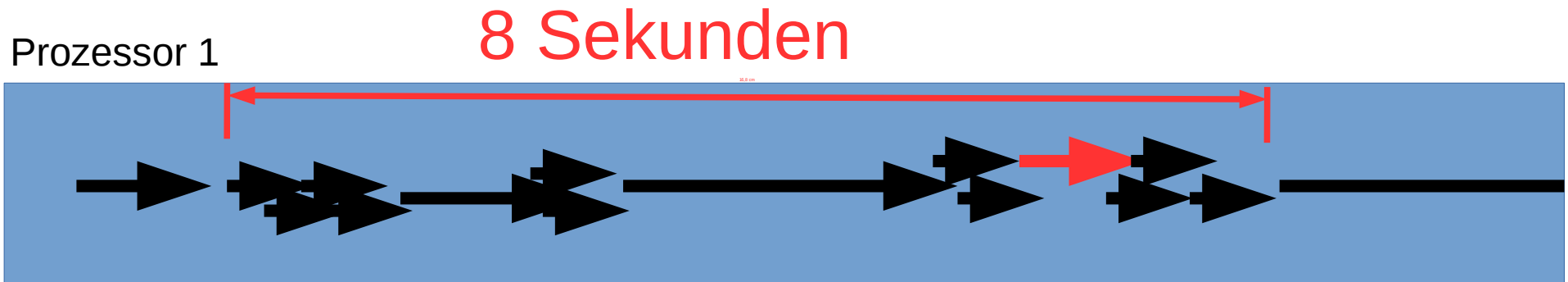
Ausführen
ohne
WARTEN



```
write($sock2, „GET / HTTP/1.0\r\n\r\n“);  
while ($ready = select($sock1 | $sock2, undef)) {  
    $return1 .= $in  
    if (($ready & $sock1) && read($sock1, $in);  
    $return2 .= $in  
    if (($ready & $sock2) && read($sock2, $in);  
}
```

EventLoop

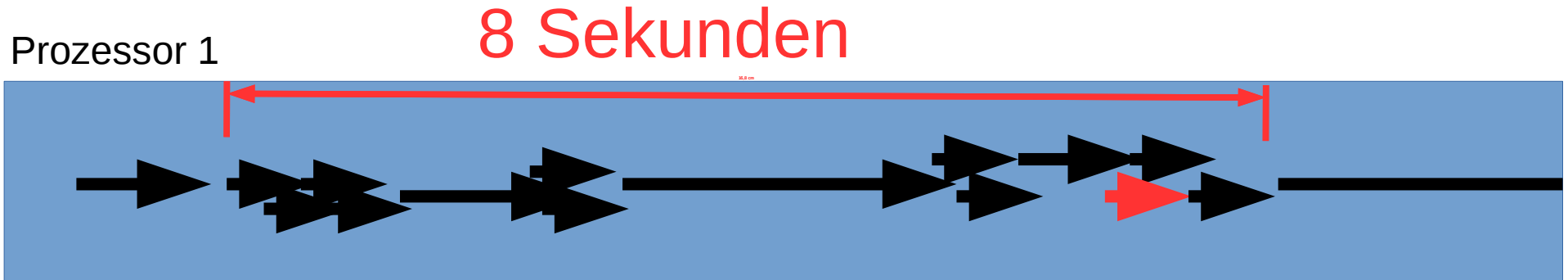
Ausführen
und gezielt
WARTEN



```
write($sock2, „GET / HTTP/1.0\r\n\r\n“);  
while ($ready = select($sock1 | $sock2, undef)) {  
    $return1 .= $in  
    if (($ready & $sock1) && read($sock1, $in);  
    $return2 .= $in  
    if (($ready & $sock2) && read($sock2, $in);  
}
```

EventLoop

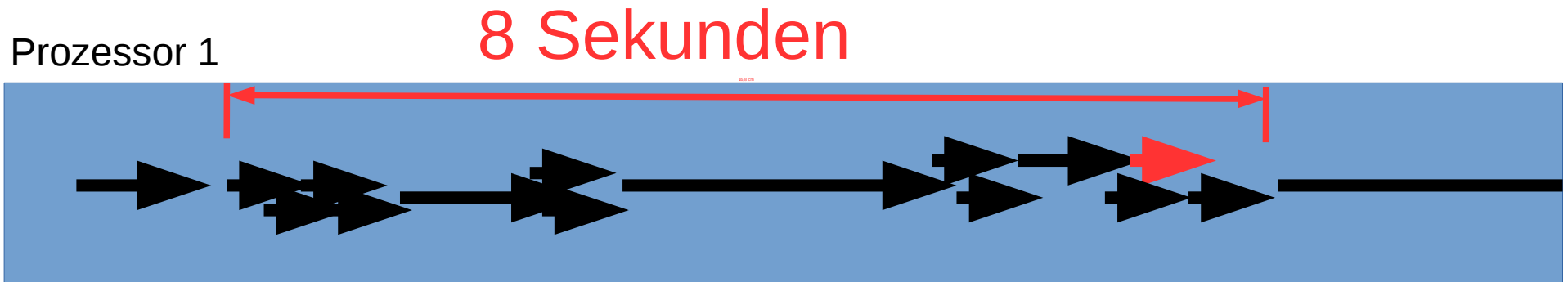
Ausführen
ohne
WARTEN



```
write($sock2, „GET / HTTP/1.0\r\n\r\n“);  
while ($ready = select($sock1 | $sock2, undef)) {  
    $return1 .= $in  
    if (($ready & $sock1) && read($sock1, $in);  
    $return2 .= $in  
    if (($ready & $sock2) && read($sock2, $in);  
}
```

EventLoop

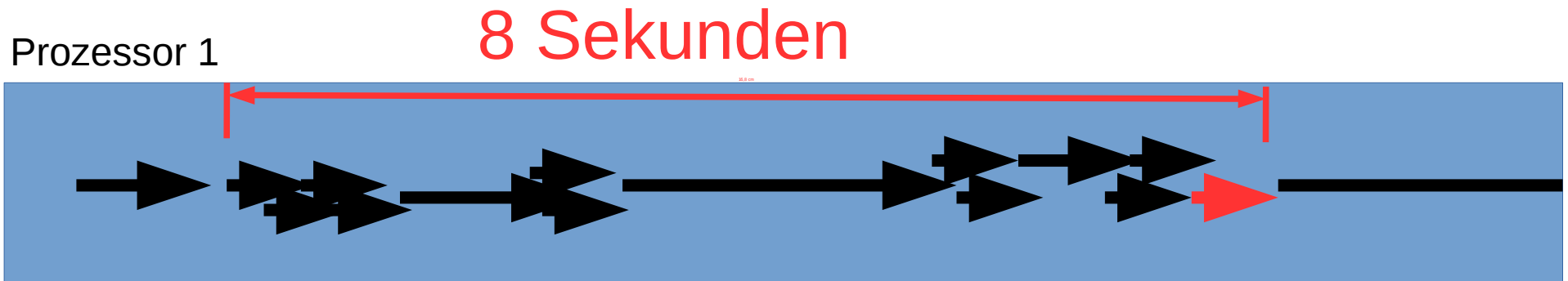
Ausführen
ohne
WARTEN



```
write($sock2, „GET / HTTP/1.0\r\n\r\n“);  
while ($ready = select($sock1 | $sock2, undef)) {  
    $return1 .= $in  
    if (($ready & $sock1) && read($sock1, $in);  
    $return2 .= $in  
    if (($ready & $sock2) && read($sock2, $in);  
}
```

EventLoop

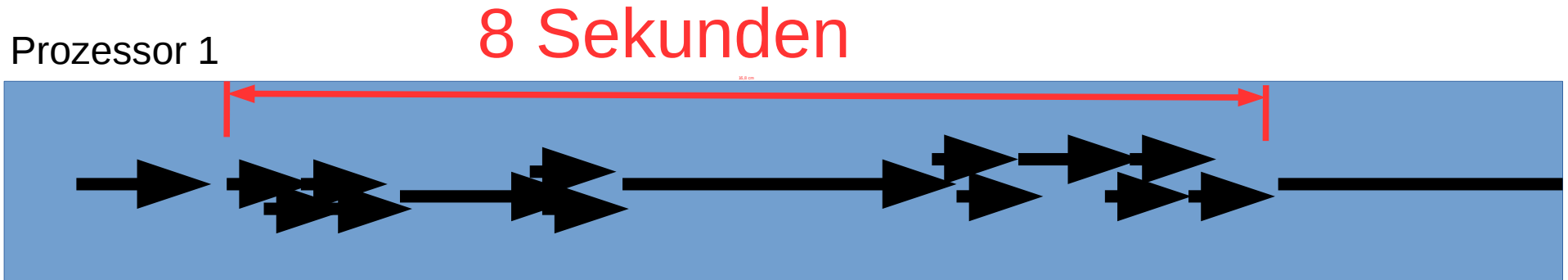
Ausführen
ohne
WARTEN



```
write($sock2, „GET / HTTP/1.0\r\n\r\n“);  
while ($ready = select($sock1 | $sock2, undef)) {  
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    if (($ready & $sock1) && read($sock1, $in);  
    $return2 .= $in  
    if (($ready & $sock2) && read($sock2, $in);  
}
```

EventLoop

Ausführen
ohne
WARTEN



```
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while ($ready = select($sock1 | $sock2, undef)) {  
    $return1 .= $in  
    if (($ready & $sock1) && read($sock1, $in);  
    $return2 .= $in  
    if (($ready & $sock2) && read($sock2, $in);  
}
```


EventLoop

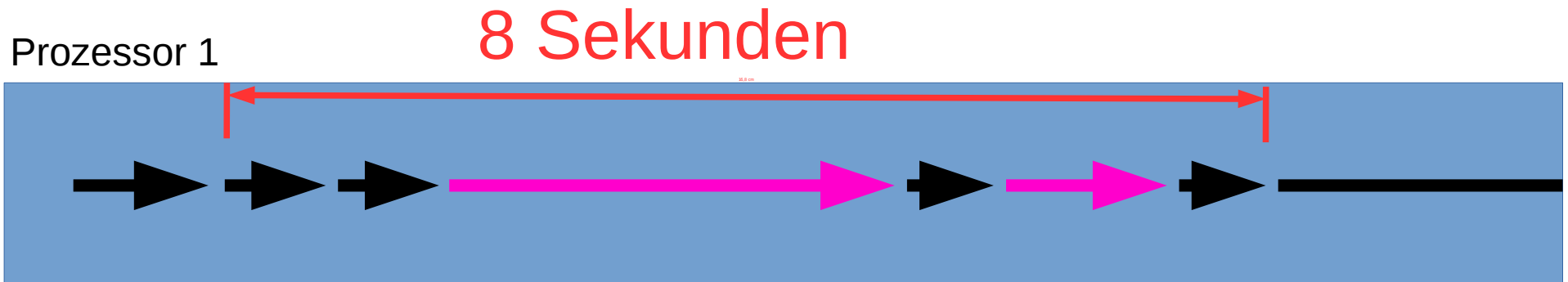
Ausführen
ohne
WARTEN

Prozessor

Preis: Die totale
Zerstückelung

```
write($sock1, $out);  
while ($ready & $sock1) {  
    $return2 .= $in;  
    if (($ready & $sock1) && read($sock1, $in);  
    $return2 .= $in;  
    if (($ready & $sock2) && read($sock2, $in);  
}
```

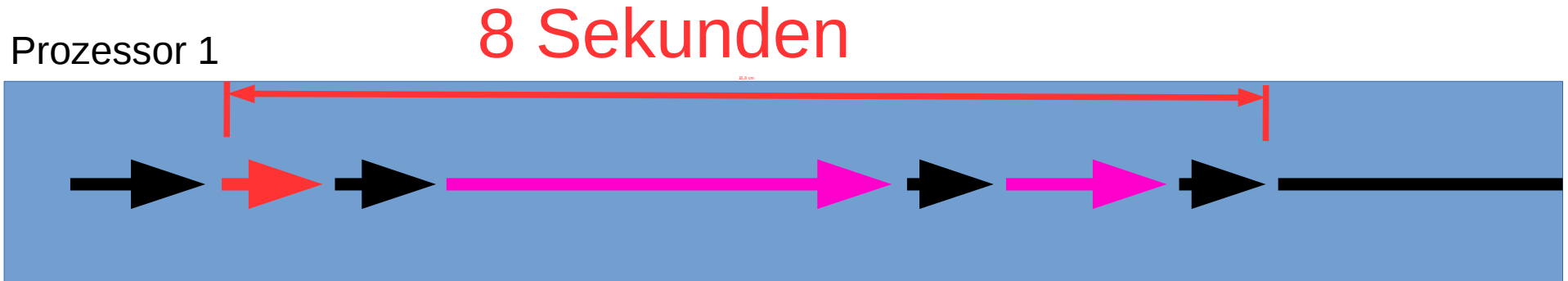
EventLoop → Node.JS/POE



```
get("https://www.cryptomagic.eu/", sub {  
  $request1 = shift;  
});  
get("https://gesicherte.email/", sub {  
  $request2 = shift;  
});  
run();
```

EventLoop → Node.JS/POE

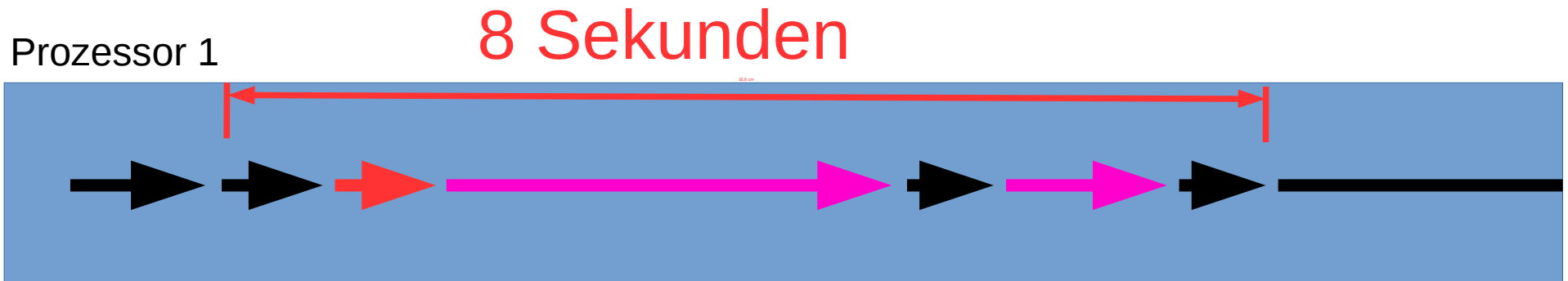
Ausführen
ohne
WARTEN



```
get("https://www.cryptomagic.eu/", sub {  
  $request1 = shift;  
});  
get("https://gesicherte.email/", sub {  
  $request2 = shift;  
});  
run();
```

EventLoop → Node.JS/POE

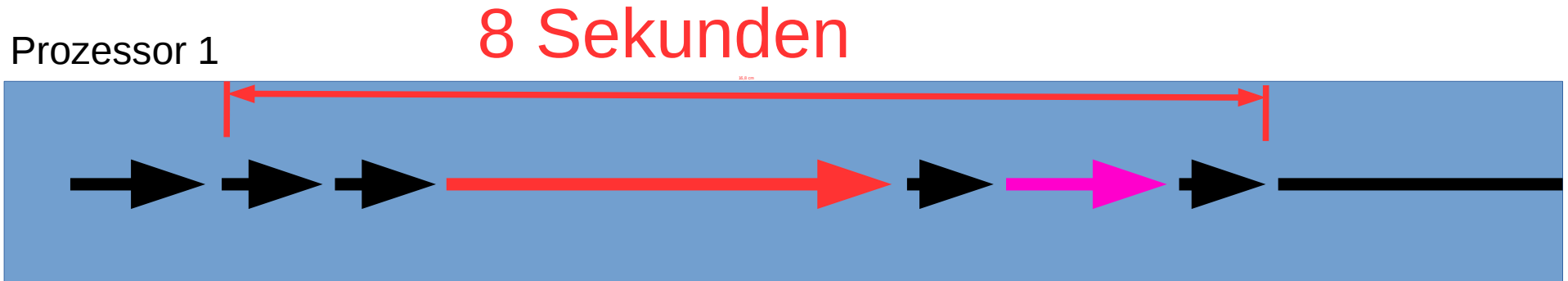
Ausführen
ohne
WARTEN



```
get("https://www.cryptomagic.eu/", sub {  
  $request1 = shift;  
});  
get("https://gesicherte.email/", sub {  
  $request2 = shift;  
});  
run();
```

EventLoop → Node.JS/POE

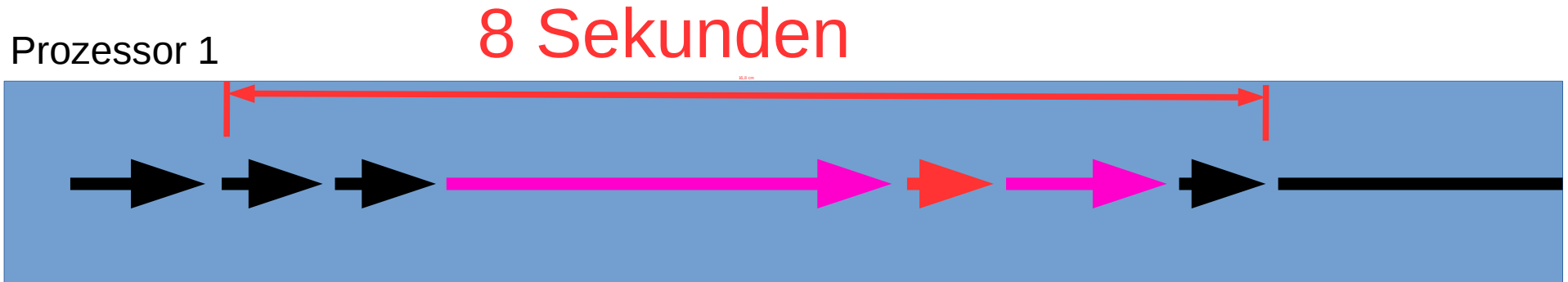
Ausführen
mit gezieltem
WARTEN



```
get("https://www.cryptomagic.eu/", sub {  
  $request1 = shift;  
});  
get("https://gesicherte.email/", sub {  
  $request2 = shift;  
});  
run();
```

EventLoop → Node.JS/POE

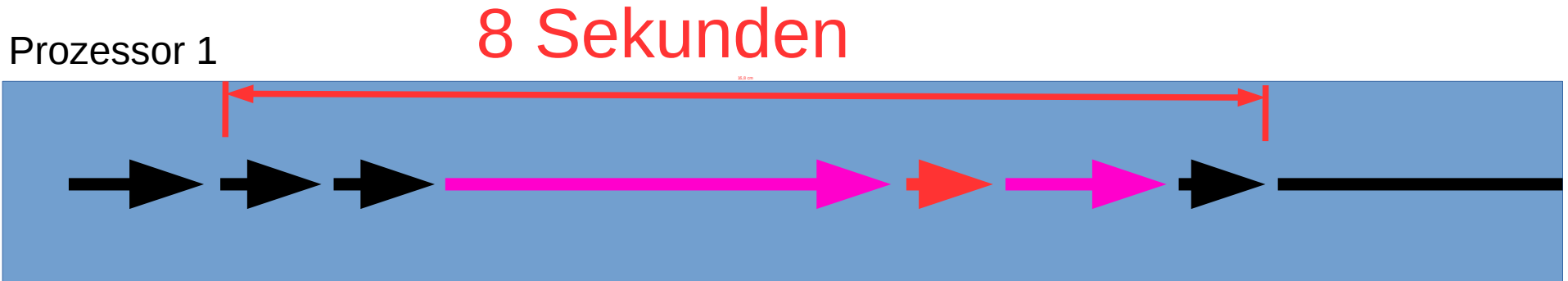
Ausführen
ohne
WARTEN



```
get("https://www.cryptomagic.eu/", sub {  
  $request1 = shift;  
});  
get("https://gesicherte.email/", sub {  
  $request2 = shift;  
});  
run();
```

EventLoop → Node.JS/POE

Ausführen
ohne
WARTEN

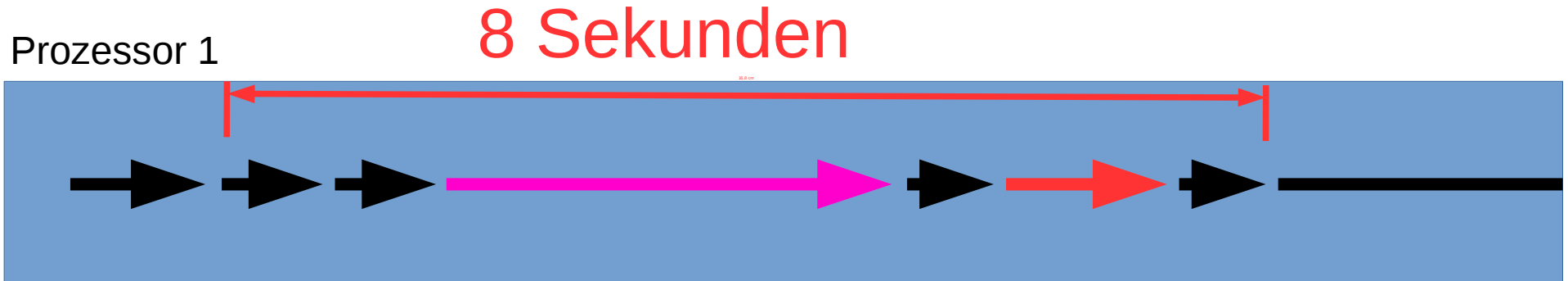


Ausführen
ohne
WARTEN

```
get("https://www.cryptomagic.eu/", sub {  
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});  
get("https://gesicherte.email/", sub {  
  $request2 = shift;  
});  
run();
```

EventLoop → Node.JS/POE

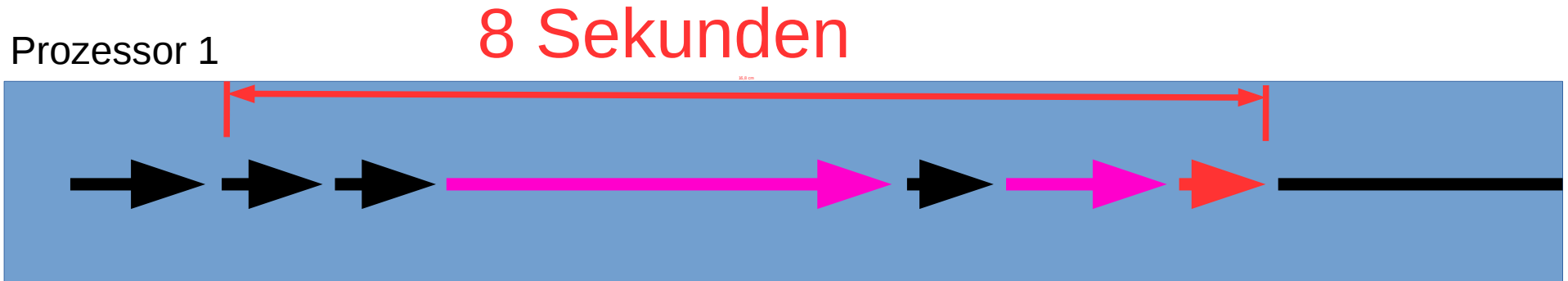
Ausführen
mit gezieltem
WARTEN



```
get("https://www.cryptomagic.eu/", sub {  
  $request1 = shift;  
});  
get("https://gesicherte.email/", sub {  
  $request2 = shift;  
});  
run();
```

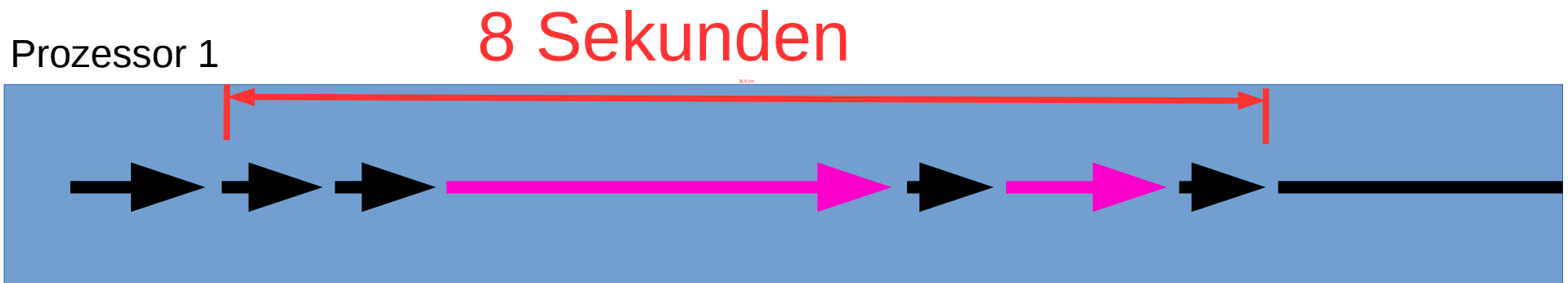

EventLoop → Node.JS/POE

Ausführen
ohne
WARTEN



```
get("https://www.cryptomagic.eu/", sub {  
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});  
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```

EventLoop → Node.JS/POE



```
get("https://www.cryptomagic.eu/", sub {  
  $request1 = shift;  
});  
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  $request2 = shift;  
});  
run();
```

EventLoop → Node.JS/POE



```
get("https://www.cryptomagic.eu/", sub {  
  $request1 = shift;  
  get("https://gesicherte.email/?data=".$request1, sub {  
    $request2 = shift;  
  });  
});  
run();
```



Callback- Hölle

```
get("https://www.cryptomagic.eu/", sub {  
  $request1 = shift;  
  get("https://gesicherte.email/?data=".$request1, sub {  
    $request2 = shift;  
  });  
});  
run();
```



Callback-
Hölle

AsyncAwait-
Himmel?

```
get("https://www.cryptomagic.eu/", sub {  
  $request1 = shift;  
  get("https://gesicherte.email/?data=".$request1, sub {  
    $request2 = shift;  
  });  
});  
run();
```

POE - AsyncAwait



```
use LWP::Simple;  
my $request1 = get("https://www.cryptomagic.eu/");  
my $request2 = get("https://www.heise.de/");  
my $request3 = get("https://blog.fefe.de/");  
my $request4 = get("https://gesicherte.email/");
```

POE - AsyncAwait

```
POE::Session->create(inline_states => {  
  _start => sub {  
    $request1 = syncget("https://cryptomagic.eu");  
    $request2 = syncget("https://www.heise.de/");  
    $request3 = syncget("https://blog.fefe.de/");  
    $request4 = syncget("https://gesicherte.email/");  
  },  
});  
$poe_kernel->run();
```

use LWP::Simple;

my \$request1 = get("https://www.cryptomagic.eu/");

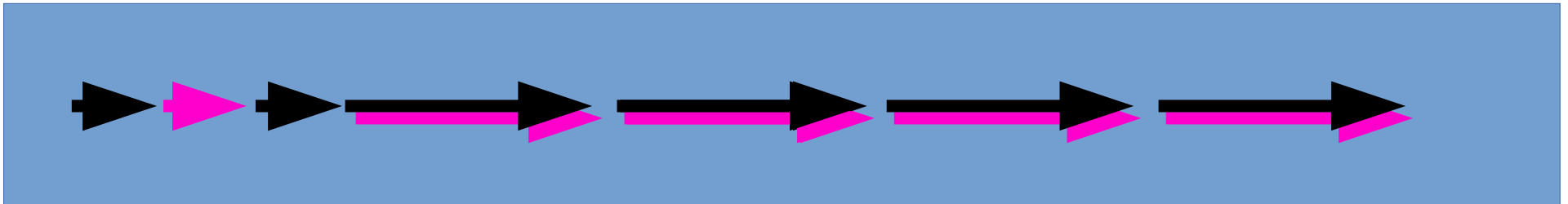
my \$request2 = get("https://www.heise.de/");

my \$request3 = get("https://blog.fefe.de/");

my \$request4 = get("https://gesicherte.email/");

POE - AsyncAwait

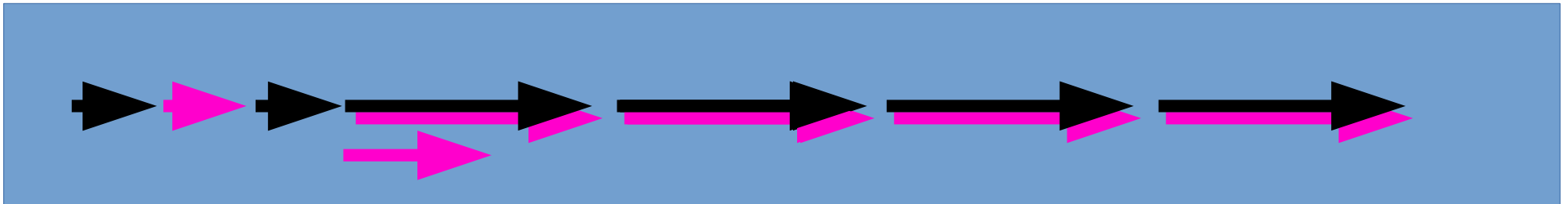
Prozessor 1



```
POE::Session->create(inline_states => {  
  _start => sub {  
    $request1 = syncget("https://cryptomagic.eu");  
    $request2 = syncget("https://www.heise.de/");  
    $request3 = syncget("https://blog.fefe.de/");  
    $request4 = syncget("https://gesicherte.email/");  
  },  
});  
$poe_kernel->run();
```


POE - AsyncAwait

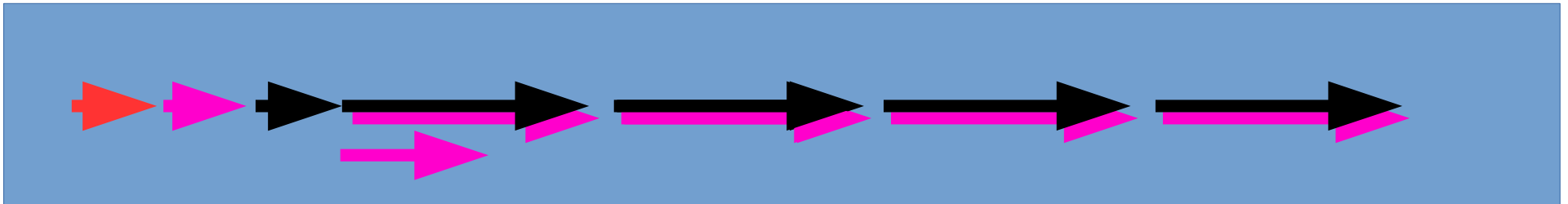
Prozessor 1



```
POE::Session->create(inline_states => {  
  _start => sub {  
    $poe_kernel->delay(sub {  
      print „Hello World!\n“;  
    } => 15);  
    $request1 = syncget("https://cryptomagic.eu");  
    $request2 = syncget("https://www.heise.de/");  
    $request3 = syncget("https://blog.fefe.de/");  
    $request4 = syncget("https://gesicherte.email/");  
  }, ... $poe_kernel->run());
```

POE - AsyncAwait

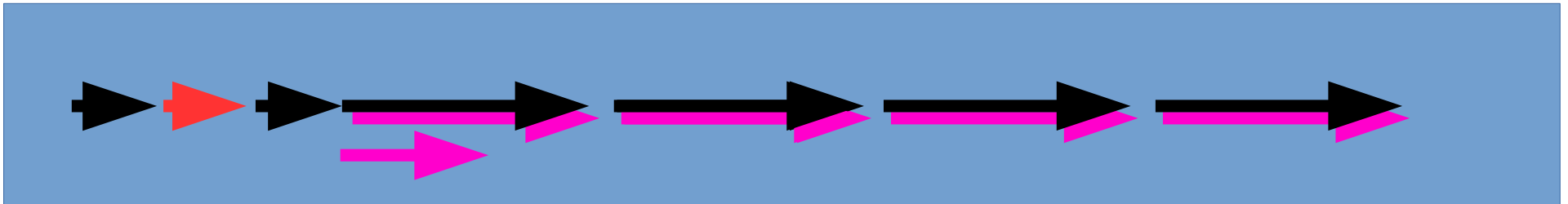
Prozessor 1



```
POE::Session->create(inline_states => {  
  _start => sub {  
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    $request4 = syncget("https://gesicherte.email/");  
  }, ... $poe_kernel->run());
```

POE - AsyncAwait

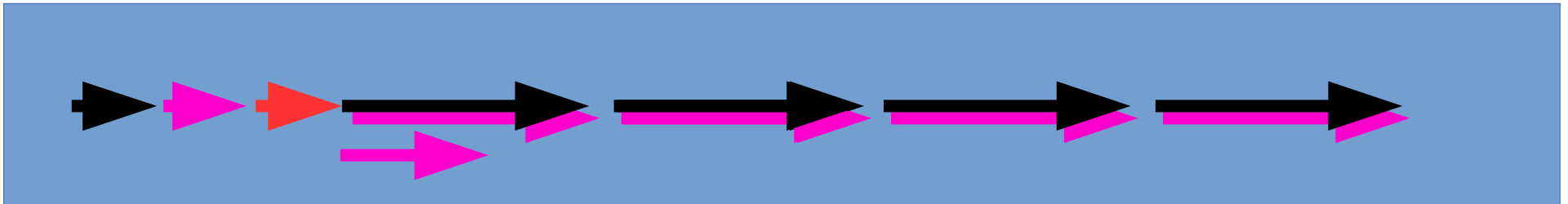
Prozessor 1



```
POE::Session->create(inline_states => {  
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  }, ... $poe_kernel->run());
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POE - AsyncAwait

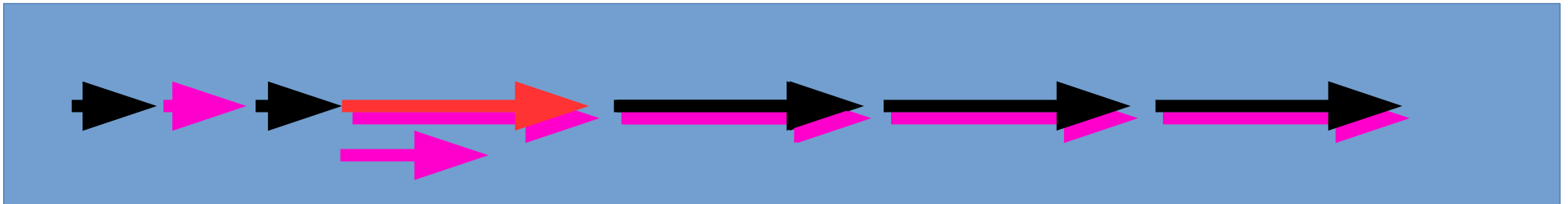
Prozessor 1



```
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  _start => sub {  
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    $request4 = syncget("https://gesicherte.email/");  
  }, ... $poe_kernel->run());
```

POE - AsyncAwait

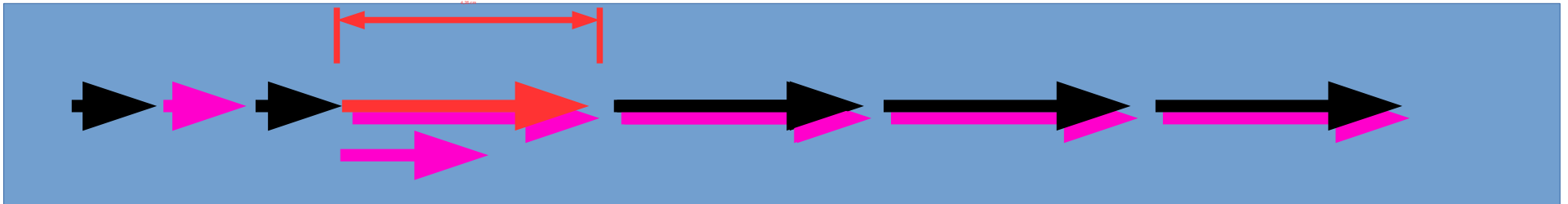
Prozessor 1



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POE::Session->create(inline_states => {  
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    $request3 = syncget("https://blog.fefe.de/");  
    $request4 = syncget("https://gesicherte.email/");  
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POE - AsyncAwait

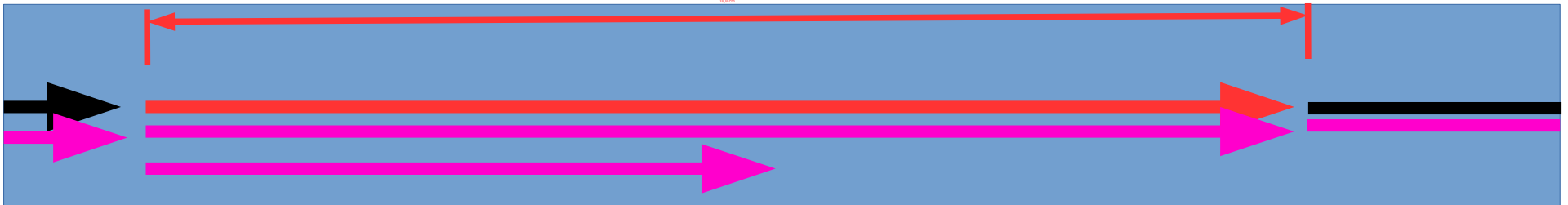
Prozessor 1



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POE - AsyncAwait

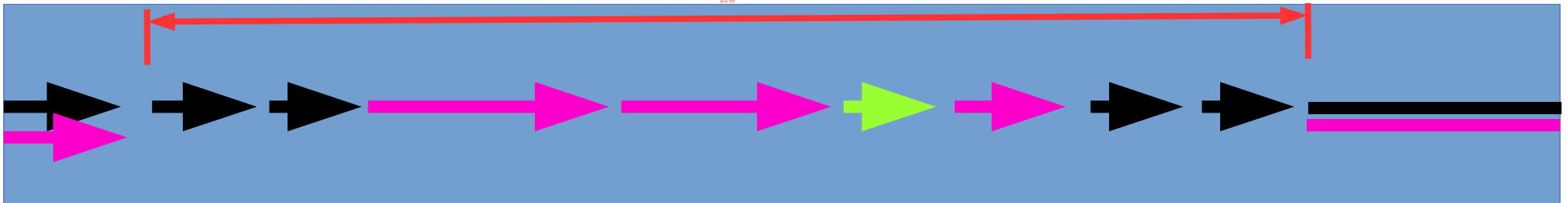
Prozessor 1



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  _start => sub {
    $poe_kernel->delay(sub {
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    } => 15);
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    $request3 = syncget("https://blog.fefe.de/");
    $request4 = syncget("https://gesicherte.email/");
  }, ... $poe_kernel->run());
```

POE - AsyncAwait

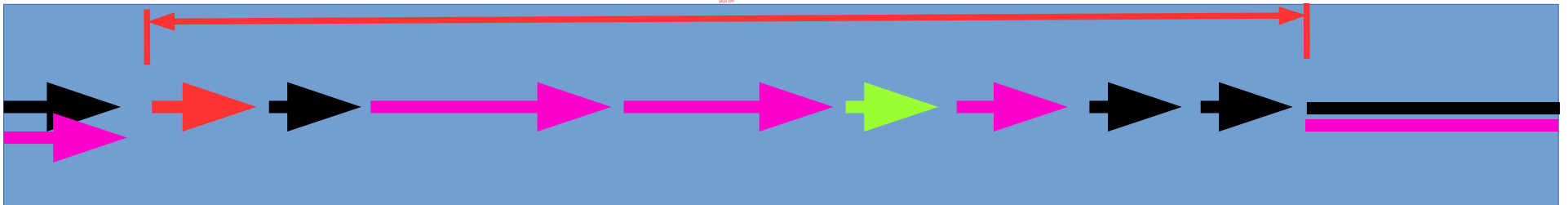
Prozessor 1



```
sub syncget {  
  my $result = undef;  
  get(shift, sub {  
    $result = shift;  
  })  
  while (!defined($result)) {  
    $poe_kernel->run_one_timeslice;  
  };  
  return $result;  
};
```


POE - AsyncAwait

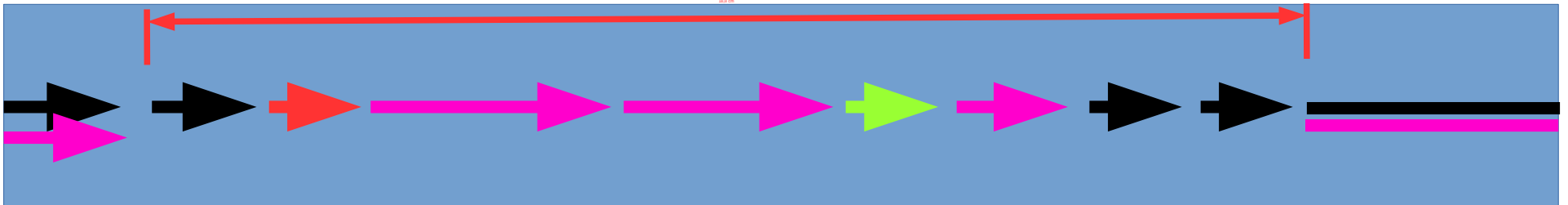
Prozessor 1



```
sub syncget {  
  my $result = undef;  
  get(shift, sub {  
    $result = shift;  
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    $poe_kernel->run_one_timeslice;  
  };  
  return $result;  
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POE - AsyncAwait

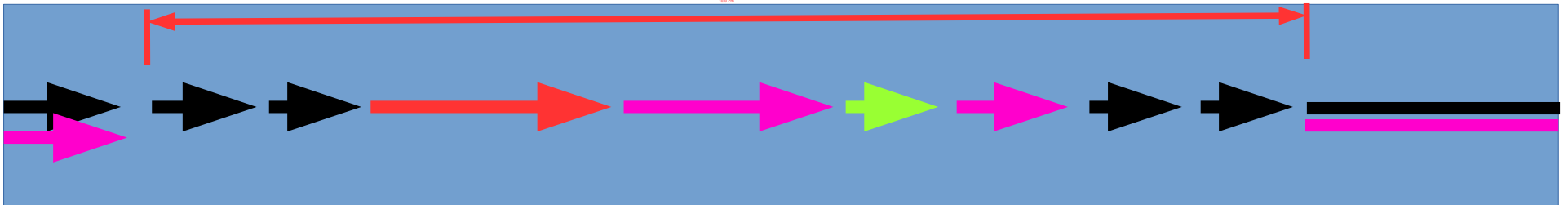
Prozessor 1



```
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  get(shift, sub {  
    $result = shift;  
  });  
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    $poe_kernel->run_one_timeslice;  
  };  
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```

POE - AsyncAwait

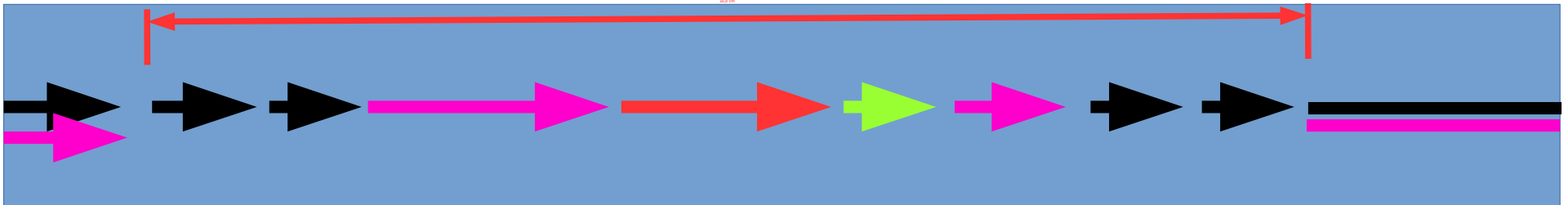
Prozessor 1



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  get(shift, sub {  
    $result = shift;  
  });  
  while (!defined($result)) {  
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  };  
  return $result;  
};
```

POE - AsyncAwait

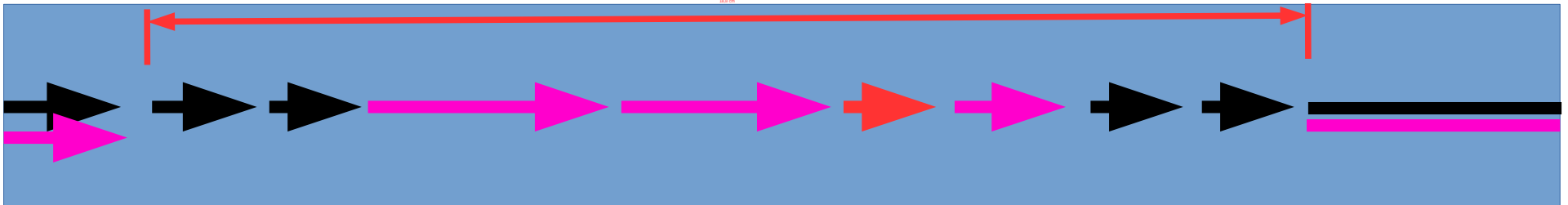
Prozessor 1



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  });  
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POE - AsyncAwait

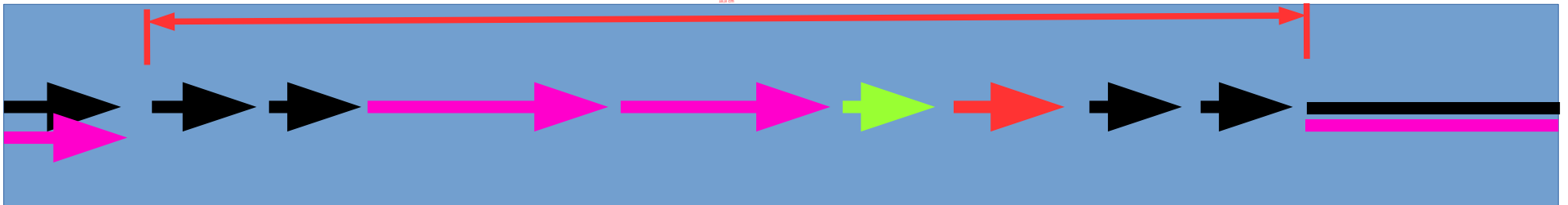
Prozessor 1



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  get(shift, sub {  
    $result = shift;  
  });  
  while (!defined($result)) {  
    $poe_kernel->run_one_timeslice;  
  };  
  return $result;  
};
```

POE - AsyncAwait

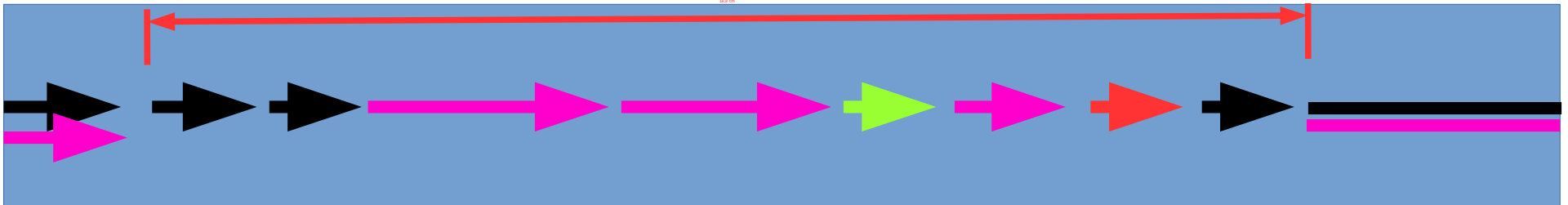
Prozessor 1



```
sub syncget {  
  my $result = undef;  
  get(shift, sub {  
    $result = shift;  
  });  
  while (!defined($result)) {  
    $poe_kernel->run_one_timeslice;  
  };  
  return $result;  
};
```

POE - AsyncAwait

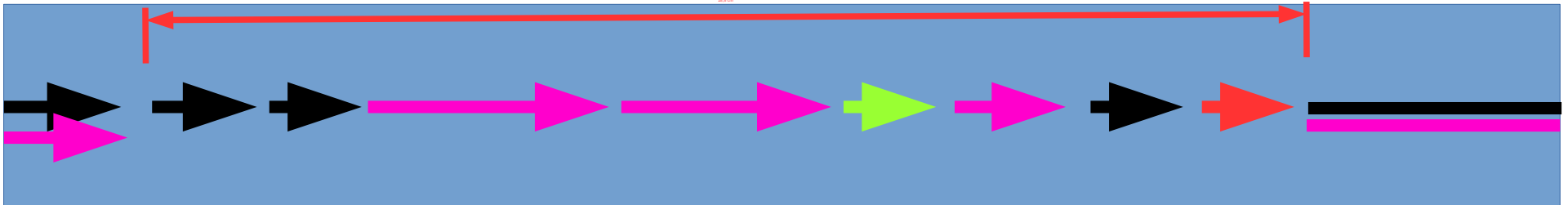
Prozessor 1



```
sub syncget {  
  my $result = undef;  
  get(shift, sub {  
    $result = shift;  
  });  
  while (!defined($result)) {  
    $poe_kernel->run_one_timeslice;  
  };  
  return $result;  
};
```

POE - AsyncAwait

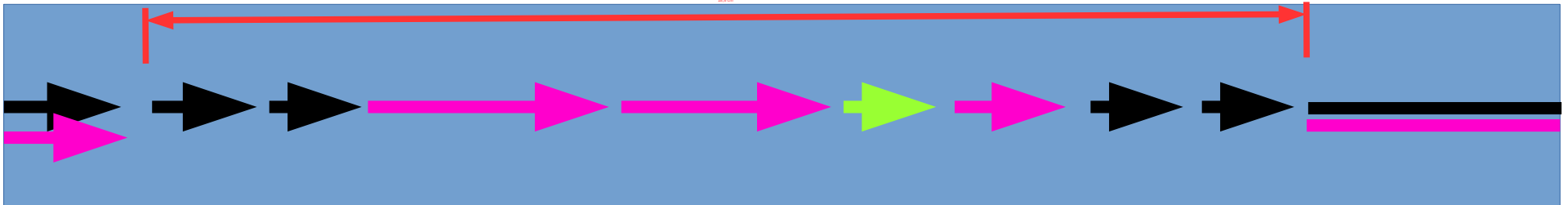
Prozessor 1



```
sub syncget {  
  my $result = undef;  
  get(shift, sub {  
    $result = shift;  
  });  
  while (!defined($result)) {  
    $poe_kernel->run_one_timeslice;  
  };  
  return $result;  
};
```


POE - AsyncAwait

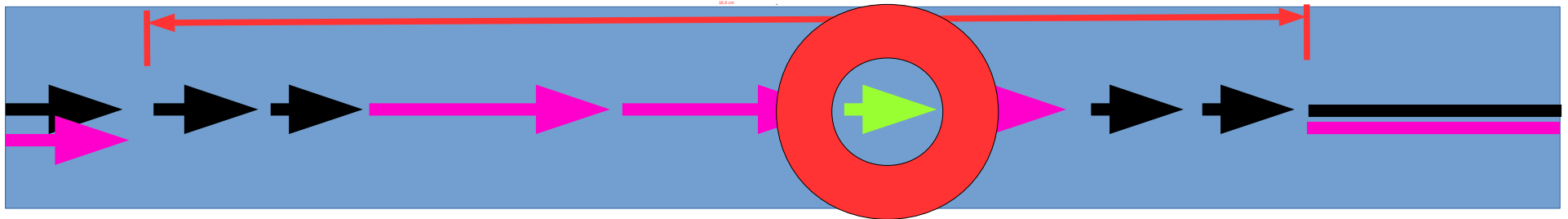
Prozessor 1



```
sub syncget {  
  my $result = undef;  
  get(shift, sub {  
    $result = shift;  
  });  
  while (!defined($result)) {  
    $poe_kernel->run_one_timeslice;  
  };  
  return $result;  
};
```

POE - AsyncAwait

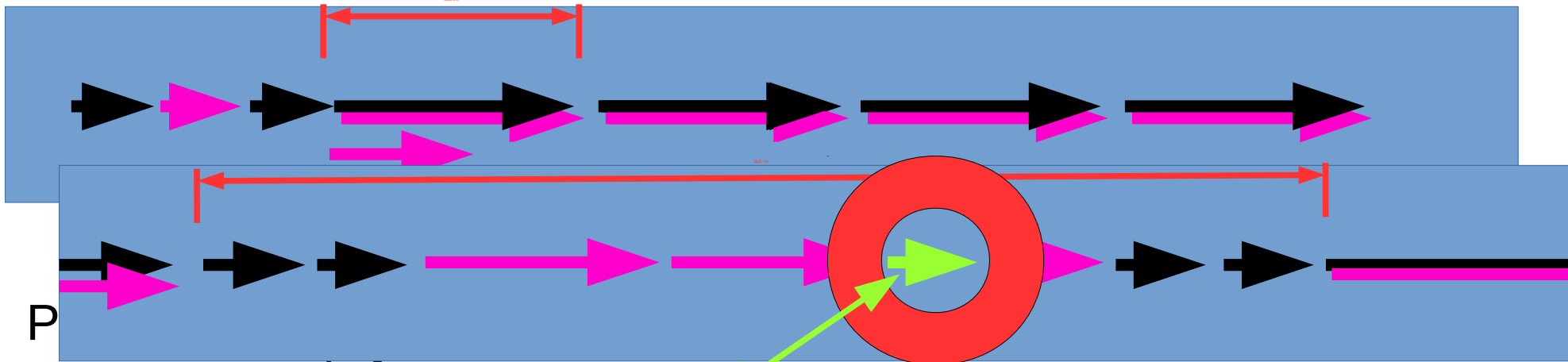
Prozessor 1



```
sub syncget {  
  my $result = undef;  
  get(shift, sub {  
    $result = shift;  
  });  
  while (!defined($result)) {  
    $poe_kernel->run_one_timeslice;  
  };  
  return $result;  
});
```

POE - AsyncAwait

Prozessor 1



```
_start => sub {  
  $poe_kernel->delay(sub {  
    print „Hello World!\n“;  
  } => 15);  
}
```

```
while (!defined($result)) {  
  $poe_kernel->run_one_timeslice;  
};
```

```
$request1 = syncget("https://cryptomagic.eu");  
$request2 = syncget("https://www.heise.de/");  
$request3 = syncget("https://blog.fefe.de/");  
$request4 = syncget("https://gesicherte.email/");
```

}, ...

POE – Feeling: Nachrichten

HTTP Client – POE::Component::Client::HTTP

```
use HTTP::Request::Common qw(GET);
use POE qw(Component::Client::HTTP);

POE::Component::Client::HTTP->spawn(Alias => 'ua');

POE::Session->create(
    inline_states => {
        "_start" => sub {
            $poe_kernel->post("ua" => "request", "got_response",
                GET "http://www.cryptomagic.eu/");
        },
        "got_response" => sub {
            my ($request, $response) = @_[ARG0, ARG1];
            print $response->[0]->code()."\n";
        }
    }
);

POE::Kernel->run( );
```

POE – Feeling: Sessions

```
for ( 1 .. 2 ) {  
  POE::Session->create(  
    inline_states => {  
      _start => sub {  
        print "Session ", $_[SESSION]->ID,  
          " has started.\n";  
        $_[HEAP]->{count} = 0;  
        $_[KERNEL]->yield("count");  
      },  
      _stop => sub {  
        print "Session ", $_[SESSION]->ID,  
          " has stopped.\n";  
      },  
      count => sub {  
        my ( $kernel, $heap ) = @_[ KERNEL, HEAP ];  
        my $session_id = $_[SESSION]->ID;  
        print "Session $session_id has counted to ".  
          ++$heap->{count}."\n";  
        $kernel->delay("count" => 1)  
        if $heap->{count} < 10;  
      }  
    }  
  );  
}
```

Session 1 has started.
Session 2 has started.
Session 1 has counted to 1
Session 2 has counted to 1
Session 1 has counted to 2
Session 2 has counted to 2
Session 1 has counted to 3
Session 2 has counted to 3
Session 1 has counted to 4
Session 2 has counted to 4
Session 1 has counted to 5
Session 2 has counted to 5
Session 1 has counted to 6
Session 2 has counted to 6
Session 1 has counted to 7
Session 2 has counted to 7
Session 1 has counted to 8
Session 2 has counted to 8
Session 1 has counted to 9
Session 2 has counted to 9
Session 1 has counted to 10
Session 2 has counted to 10
Session 2 has stopped.
Session 1 has stopped.

POE – Feeling: Sessions

```
for ( 1 .. 2 ) {  
  POE::Session->create(  
    inline_states => {  
      _start => sub {  
        print "Session ", $_[SESSION]->ID,  
          " has started.\n";  
        $_[HEAP]->{count} = 0;  
        $_[KERNEL]->yield("count");  
      },  
      _stop => sub {  
        print "Session ", $_[SESSION]->ID,  
          " has stopped.\n";  
      },  
      count => sub {  
        my ( $kernel, $heap ) = @_[ KERNEL, HEAP ];  
        my $session_id = $_[SESSION]->ID;  
        print "Session $session_id has counted to ".  
          ++$heap->{count}."\n";  
        $kernel->delay("count" => 1)  
        if $heap->{count} < 10;  
      }  
    }  
  );  
}
```

Session 1 has started.
Session 2 has started.
Session 1 has counted to 1
Session 2 has counted to 1
200
Session 1 has counted to 2
Session 2 has counted to 2
Session 1 has counted to 3
Session 2 has counted to 3
Session 1 has counted to 4
Session 2 has counted to 4
Session 1 has counted to 5
Session 2 has counted to 5
Session 1 has counted to 6
Session 2 has counted to 6
Session 1 has counted to 7
Session 2 has counted to 7
Session 1 has counted to 8
Session 2 has counted to 8
Session 1 has counted to 9
Session 2 has counted to 9
Session 1 has counted to 10
Session 2 has counted to 10
Session 2 has stopped.
Session 1 has stopped.

Übersicht

Synchron	Perl-Multithreading	Fork	Event-Loop
Einfache Wartbarkeit und Debugbarkeit	Multi-CPU Ausnutzung Vermeidung von Wartezeiten durch Parallelität	Multi-CPU Ausnutzung Vermeidung von Wartezeiten durch Parallelität	Vermeidung von Wartezeiten durch Asynchronität
	Speicher-Locking notwendig, Deadlocks möglich Bibliotheken müssen Thread-safe sein chdir/chroot/umask/... Synchronisation Kopieraufwand	Datenzusammenführungsaufwand oder Shared-Memory Kein Windows	Kürzere Laufzeit wenn Nebenläufigkeit möglich ist und umgesetzt wurde Gut kombinierbar mit Fork und (Perl-)Multithreading

POE

Filedescriptorbasierte Schnittstelle:

- `$poe_kernel->select_read($socket, „event“);`
Einwege-Sockets, UDP-Verbindungen
- `POE::Wheel::SocketFactory`
Sockets, TCP-Verbindungen, Webserver, IRC-Server, SMTP-Server, ...
 - Filter, z.B. für SSL, HTTP, Mail, ZLIB, XML, SMTP, IRC, JSON, Freeswitch, DNS, u.v.m.
Zur Laufzeit austauschbar, z.B. für STARTTLS.

Beispiele:

- http://poe.perl.org/?POE_Cookbook
 - „tail -f“ → `POE::Wheel::FollowTail`
 - Asynchronous MySQL → `$poe_kernel->select_read`
- <https://github.com/pRiVi/poe-vortrag>

Sonstiges:

- `MouseX::POE`
- `POE::Filter::SSL`