

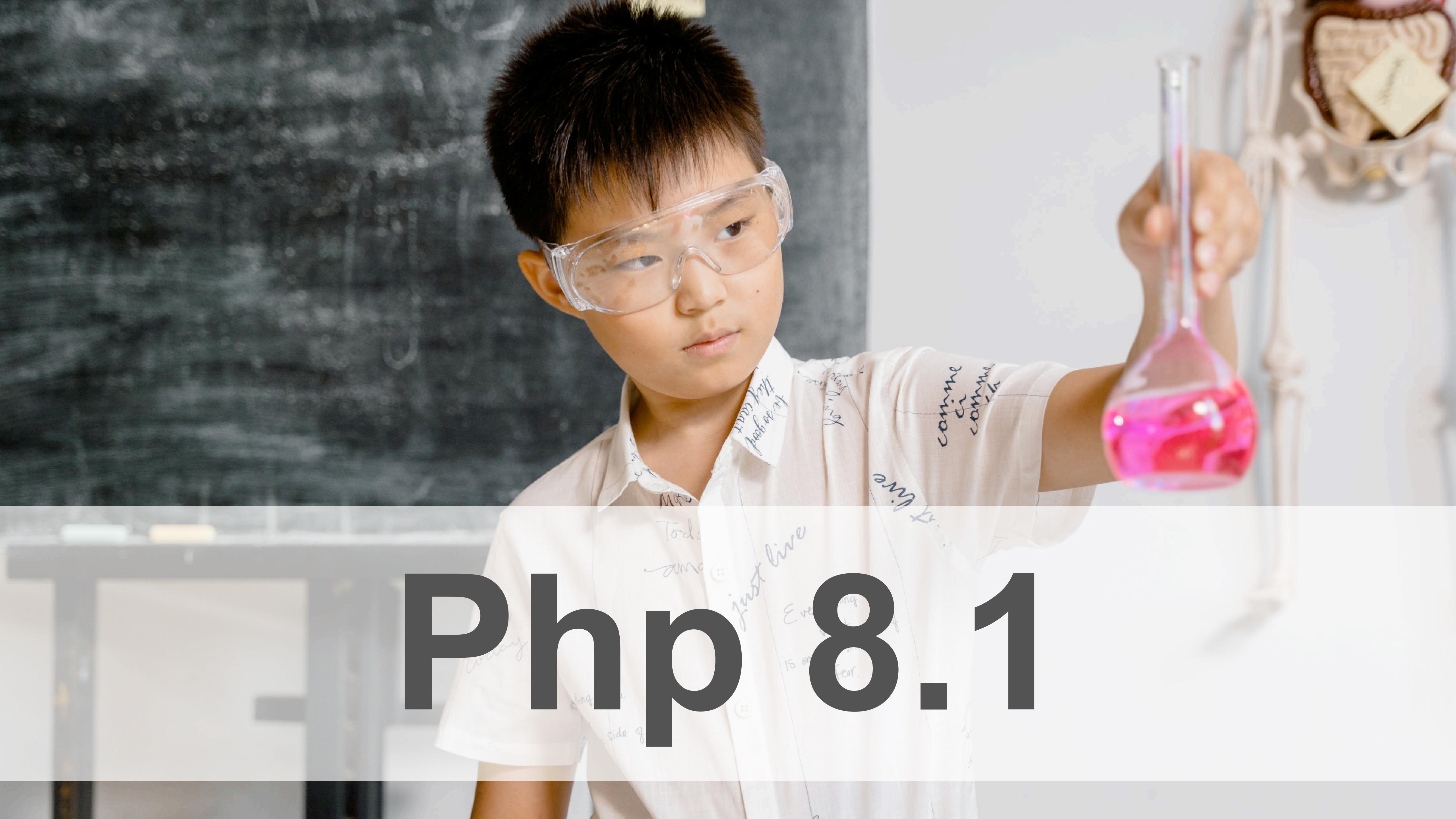
Fiber

The open door to asynchronous

Benoit Viguier
@b_viguier



Php 8.1



Benoit Viguier

Backend Principal Engineer

@b_viguier

BR

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Fiber RFC

Construction

```
final class Fiber
{
    public function __construct(callable $callback) {}

    public function start(mixed ...$args): mixed {}

    public function getReturn(): mixed {}

    //...
}
```

Hello World

```
function foo($arg): int
{
    echo "$arg\n";
    return 0;
}

$fiber = new \Fiber('foo');
$fiber->start('Hello World');           // Hello World
echo $fiber->getReturn();                // 0
```

Hello World

```
function foo($arg): int
{
    echo "$arg\n";
    return 0;
}
```

```
$fiber = new \Fiber('foo');
$fiber->start('Hello World');           // Hello World
echo $fiber->getReturn();                // 0
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Hello World

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function foo($arg): int
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$fiber = new \Fiber('foo');
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Hello World

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Hello World

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function foo($arg): int
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    echo "$arg\n";
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$fiber = new \Fiber('foo');
$fiber->start('Hello World');           // Hello World
echo $fiber->getReturn();                // 0
```

Hello World

```
function foo($arg): int
{
    echo "$arg\n";
    return 0;
}

$fiber = new \Fiber('foo');
$fiber->start('Hello World');           // Hello World
echo $fiber->getReturn();                // 0
```

Status

```
final class Fiber
{
    public function isStarted(): bool {}

    public function isRunning(): bool {}

    public function isTerminated(): bool {}

    //...
}
```

Show status

```
function status(\Fiber $fiber): void
{
    echo "Status: ";
    if ($fiber->isStarted()) echo "Started ";
    if ($fiber->isRunning()) echo "Running ";
    if ($fiber->isTerminated()) echo "Terminated";
    echo PHP_EOL;
}

$fiber = new \Fiber(status(...));
status($fiber);          // Status:
$fiber->start($fiber);  // Status: Started Running
status($fiber);          // Status: Started Terminated
```

Show status

```
function status(\Fiber $fiber): void
{
    echo "Status: ";
    if ($fiber->isStarted()) echo "Started ";
    if ($fiber->isRunning()) echo "Running ";
    if ($fiber->isTerminated()) echo "Terminated";
    echo PHP_EOL;
}
```

```
$fiber = new \Fiber(status(...));
status($fiber);           // Status:
$fiber->start($fiber);  // Status: Started Running
status($fiber);          // Status: Started Terminated
```

Show status

```
function status(\Fiber $fiber): void
{
    echo "Status: ";
    if ($fiber->isStarted()) echo "Started ";
    if ($fiber->isRunning()) echo "Running ";
    if ($fiber->isTerminated()) echo "Terminated";
    echo PHP_EOL;
}
```

```
$fiber = new \Fiber(status(...));
status($fiber);           // Status:
$fiber->start($fiber);  // Status: Started Running
status($fiber);          // Status: Started Terminated
```

Show status

```
function status(\Fiber $fiber): void
{
    echo "Status: ";
    if ($fiber->isStarted()) echo "Started ";
    if ($fiber->isRunning()) echo "Running ";
    if ($fiber->isTerminated()) echo "Terminated";
    echo PHP_EOL;
}
```

New! 

```
$fiber = new \Fiber(status(...));
status($fiber);           // Status:
$fiber->start($fiber);  // Status: Started Running
status($fiber);          // Status: Started Terminated
```

Show status

```
function status(\Fiber $fiber): void
{
    echo "Status: ";
    if ($fiber->isStarted()) echo "Started ";
    if ($fiber->isRunning()) echo "Running ";
    if ($fiber->isTerminated()) echo "Terminated";
    echo PHP_EOL;
}

$fiber = new \Fiber(status(...));
status($fiber);          // Status:
$fiber->start($fiber);  // Status: Started Running
status($fiber);          // Status: Started Terminated
```

Show status

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function status(\Fiber $fiber): void
{
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    echo PHP_EOL;
}

$fiber = new \Fiber(status(...));
status($fiber);           // Status:
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Show status

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```

Show status

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function status(\Fiber $fiber): void
{
    echo "Status: ";
    if ($fiber->isStarted()) echo "Started ";
    if ($fiber->isRunning()) echo "Running ";
    if ($fiber->isTerminated()) echo "Terminated";
    echo PHP_EOL;
}

$fiber = new \Fiber(status(...));
status($fiber);          // Status:
$fiber->start($fiber);  // Status: Started Running
status($fiber);          // Status: Started Terminated
```

Interruptions

```
final class Fiber
{
    public static function suspend(mixed $value = null): mixed {}

    public function isSuspended(): bool {}

    public function resume(mixed $value = null): mixed {}

    //...
}
```

Updated status function

```
function status(\Fiber $fiber): void
{
    echo "Status: ";
    if ($fiber->isStarted()) echo "Started ";
    if ($fiber->isRunning()) echo "Running ";
    if ($fiber->isSuspended()) echo "Suspended ";
    if ($fiber->isTerminated()) echo "Terminated";
    echo PHP_EOL;
}
```

Updated status function

```
function status(\Fiber $fiber): void
{
    echo "Status: ";
    if ($fiber->isStarted()) echo "Started ";
    if ($fiber->isRunning()) echo "Running ";
    if ($fiber->isSuspended()) echo "Suspended ";
    if ($fiber->isTerminated()) echo "Terminated";
    echo PHP_EOL;
}
```

Interrupted

```
$fiber = new \Fiber(function (): void
{
    echo "before\n";
    echo \Fiber::suspend('hello');
    echo "after\n";
}) ;

status($fiber);                      // Status:
$value = $fiber->start();           // before
status($fiber);                      // Status: Started Suspended
$fiber->resume(
    "$value world\n"                // hello world
);                                     // after
status($fiber);                      // Status: Started Terminated
```

Interrupted

```
$fiber = new \Fiber(function (): void
{
    echo "before\n";
    echo \Fiber::suspend('hello');
    echo "after\n";
}) ;

status($fiber);                      // Status:
$value = $fiber->start();           // before
status($fiber);                      // Status: Started Suspended
$fiber->resume(
    "$value world\n"                // hello world
);                                     // after
status($fiber);                      // Status: Started Terminated
```

Interrupted

Interrupted

Interrupted

```
$fiber = new \Fiber(function (): void
{
    echo "before\n";
    echo \Fiber::suspend('hello'); // before
    echo "after\n";
}) ;

status($fiber); // Status: Started Suspended
$value = $fiber->start(); // before
status($fiber); // Status: Started Suspended
$fiber->resume(
    "$value world\n" // hello world
);
status($fiber); // Status: Started Terminated
```

Interrupted

```
$fiber = new \Fiber(function (): void
{
    echo "before\n";
    echo \Fiber::suspend('hello'); ←
    echo "after\n";
}) ;

status($fiber);           // Status:
$value = $fiber->start(); // before
status($fiber);           // Status: Started Suspended
$fiber->resume(
    "$value world\n"       // hello world
);                         // after
status($fiber);           // Status: Started Terminated
```

Interrupted

```
$fiber = new \Fiber(function (): void
{
    echo "before\n";
    echo \Fiber::suspend('hello'); ←
    echo "after\n";
}) ;

status($fiber);           // Status:
$value = $fiber->start(); // before
status($fiber);           // Status: Started Suspended
$fiber->resume(
    "$value world\n"       // hello world
);                         // after
status($fiber);           // Status: Started Terminated
```

Interrupted

```
$fiber = new \Fiber(function (): void
{
    echo "before\n";
    echo \Fiber::suspend('hello');
    echo "after\n";
}) ;

status($fiber);                      // Status:
$value = $fiber->start();           // before
status($fiber);                      // Status: Started Suspended
$fiber->resume(
    "$value world\n"                // hello world
);                                    // after
status($fiber);                      // Status: Started Terminated
```

Interrupted

Interrupted

```
$fiber = new \Fiber(function (): void
{
    echo "before\n";
    echo \Fiber::suspend('hello');
    echo "after\n";
}) ;

status($fiber);                      // Status:
$value = $fiber->start();           // before
status($fiber);                      // Status: Started Suspended
$fiber->resume(
    "$value world\n"                // hello world
);                                     // after
status($fiber);                      // Status: Started Terminated
```

Current Fiber

```
final class Fiber
{
    public static function getCurrent(): ?self {}

    //...
}
```

Here we are

```
function foo(): void
{
    if(\Fiber::getCurrent() != null) {
        echo "Fiber\n";
    } else {
        echo "Main\n";
    }
}

(new \Fiber(foo(...)))->start();      // Fiber
foo();                                  // Main
```

Here we are

```
function foo(): void
{
    if(\Fiber::getCurrent() !== null) {
        echo "Fiber\n";
    } else {
        echo "Main\n";
    }
}

(new \Fiber(foo...))->start();           // Fiber
foo();                                     // Main
```

Here we are

```
function foo(): void
{
    if(\Fiber::getCurrent() != null) {
        echo "Fiber\n";
    } else {
        echo "Main\n";
    }
}

(new \Fiber(foo(...)))->start();      // Fiber
foo();                                  // Main
```

Here we are

```
function foo(): void
{
    if(\Fiber::getCurrent() != null) {
        echo "Fiber\n";
    } else {
        echo "Main\n";
    }
}

(new \Fiber(foo(...)))->start();      // Fiber
foo();                                  // Main
```



Reflection, Errors, Throw

!!

Single threaded

!!

!!

Single threaded

Self interrupted

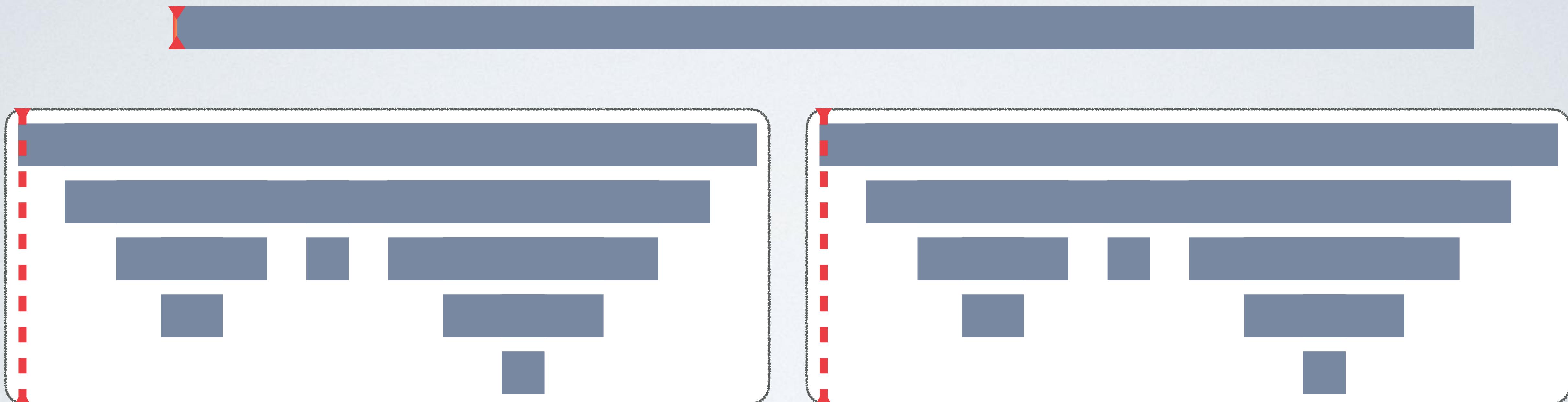
A photograph of a young man with dark curly hair, wearing a dark blue polo shirt with a small logo on the chest, sitting on a light-colored couch. He is resting his head on his hand, looking down with a weary expression. In front of him is a white laptop with a visible Apple logo. The background shows a wall with a decorative geometric pattern.

What for?

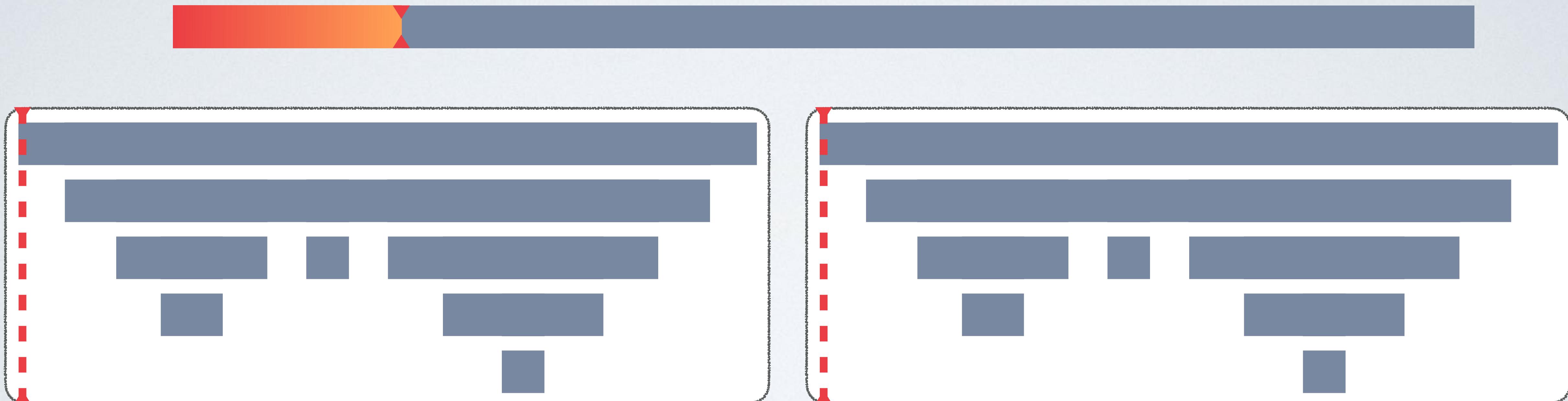
Asynchronous

The perfect match

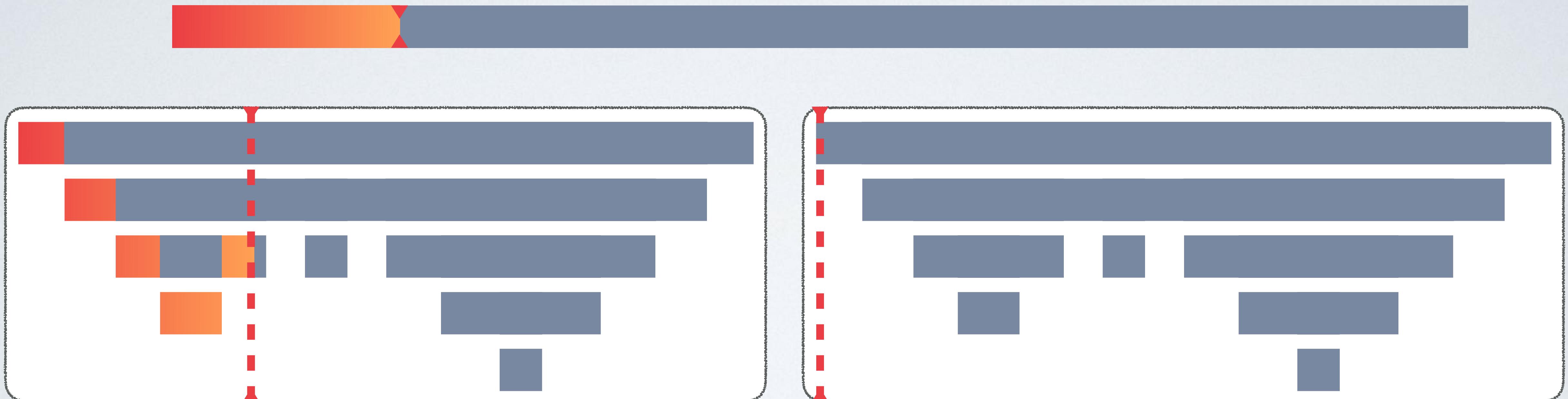
Interruptible call stack



Interruptible call stack



Interruptible call stack



Interruptible call stack



Interruptible call stack



Interruptible call stack



Interruptible call stack



Interruptible call stack



Interruptible call stack



Interruptible call stack



Interruptible call stack



Example

Nano framework for asynchronous sleep

Slip

Nano framework for asynchronous sleep

<https://github.com/b-viguier/Slip>

Slip Framework

```
namespace bvguier\Slip;

function sleep(int $seconds): void {}

class Slipper
{
    public function __construct(callable $callable, mixed ...$args)
    {}

    static public function run(Slipper ...$slips): array {}
}
```

Slip Framework

```
namespace bviguier\Slip;

function sleep(int $seconds): void {}

class Slipper
{
    public function __construct(callable $callable, mixed ...$args)
    {}

    static public function run(Slipper ...$slips): array {}
}
```

Slip\sleep

```
function sleep( int $seconds ) : void
{
    if ( \Fiber::getCurrent( ) !== null ) {
        \Fiber::suspend( $seconds );
    } else {
        \sleep( $seconds );
    }
}
```

Slip\sleep

```
function sleep( int $seconds ) : void
{
    if ( \Fiber::getCurrent( ) !== null ) {
        \Fiber::suspend( $seconds );
    } else {
        \sleep( $seconds );
    }
}
```

Slip\sleep

```
function sleep( int $seconds ) : void
{
    if ( \Fiber::getCurrent( ) !== null ) {
        \Fiber::suspend( $seconds );
    } else {
        \sleep( $seconds );
    }
}
```

Slip\Slipper

```
class Slipper
{
    private \Fiber $fiber;
    private int $timeout;

    public function __construct(callable $callable, mixed ...$args)
    {
        $this->fiber = new \Fiber($callable);
        $this->timeout = $this->fiber->start(...$args) ?? 0;
    }

    // ...
}
```

Slip\Slipper

```
class Slipper
{
    private \Fiber $fiber;
    private int $timeout;

    public function __construct(callable $callable, mixed ...$args)
    {
        $this->fiber = new \Fiber($callable);
        $this->timeout = $this->fiber->start(...$args) ?? 0;
    }

    // ...
}
```

Slip\Slipper

```
class Slipper
{
    private \Fiber $fiber;
    private int $timeout;

    public function __construct(callable $callable, mixed ...$args)
    {
        $this->fiber = new \Fiber($callable);
        $this->timeout = $this->fiber->start(...$args) ?? 0;
    }

    // ...
}
```

Slip\Slipper::run

```
static public function run(Slipper ...$slippers): array
{
    // Init
    while ($slippers) {
        // 1/
        // 2/
        // 3/
        // 4/
        // 5/
    }

    return $results;
}
```

Slip\Slipper::run

```
static public function run(Slipper ...$slippers): array
{
    // Init
    while ($slippers) {
        // 1/
        // 2/
        // 3/
        // 4/
        // 5/
    }

    return $results;
}
```

Slip\Slipper::run

```
static public function run(Slipper ...$slippers): array
{
    // Init
    while ($slippers) {
        // 1/ Sorts Sleepers according to their timeout.
        // 2/
        // 3/
        // 4/
        // 5/
    }

    return $results;
}
```

Slip\Slipper::run

```
static public function run(Slipper ...$slippers): array
{
    // Init
    while ($slippers) {
        // 1/ Sorts Sleepers according to their timeout.
        // 2/ Pops the first element.
        // 3/
        // 4/
        // 5/
    }

    return $results;
}
```

Slip\Slipper::run

```
static public function run(Slipper ...$slippers): array
{
    // Init
    while ($slippers) {
        // 1/ Sorts Sleepers according to their timeout.
        // 2/ Pops the first element.
        // 3/ Is Fiber terminated? ->getReturn() & continue
        // 4/
        // 5/
    }

    return $results;
}
```

Slip\Slipper::run

```
static public function run(Slipper ...$slippers): array
{
    // Init
    while ($slippers) {
        // 1/ Sorts Sleepers according to their timeout.
        // 2/ Pops the first element.
        // 3/ Is Fiber terminated? ->getReturn() & continue
        // 4/ Else, sleeps until next timeout.
        // 5/
    }

    return $results;
}
```

Slip\Slipper::run

```
static public function run(Slipper ...$slippers): array
{
    // Init
    while ($slippers) {
        // 1/ Sorts Sleepers according to their timeout.
        // 2/ Pops the first element.
        // 3/ Is Fiber terminated? ->getReturn() & continue
        // 4/ Else, sleeps until next timeout.
        // 5/ Resumes/Appends fiber, update Slipper's timeout.
    }

    return $results;
}
```

Ping-Pong



Ping

```
function ping(int $count): string
{
    while ($count--) {
        echo "Ping\n";
        Sleep\sleep(2);
    }
    return "Finished Ping\n";
}
```

Pong

```
function pong(int $count): string
{
    Slip\sleep(1);
    while ($count--) {
        echo "Pong\n";
        Slip\sleep(2);
    }
    return "Finished Pong\n";
}
```

Synchronous...

```
echo ping(2);  
// Ping  
// Ping  
// Finished Ping  
echo pong(2);  
// Pong  
// Pong  
// Finished Pong
```

Asynchronous!

```
echo join(  
    Slip\Slipper::run(  
        new Slip\Slipper(ping(...), 2),  
        new Slip\Slipper(pong(...), 2),  
    )  
) ;  
// Ping  
// Pong  
// Ping  
// Pong  
// Finished Ping  
// Finished Pong
```

Ping-Pong



with Symfony



Ping Command

```
protected function execute(InputInterface $input, OutputInterface $output): int
{
    $count = $input->getArgument('count');

    while ($count--) {
        $output->writeln("Ping");
        Slip\sleep(2);
    }
    $output->writeln("Finished Ping");

    return Command::SUCCESS;
}
```

Pong Command

```
protected function execute(InputInterface $input, OutputInterface $output): int
{
    $count = $input->getArgument('count');

    Slip\sleep(1);
    while ($count--) {
        $output->writeln("Pong");
        Slip\sleep(2);
    }
    $output->writeln("Finished Pong");

    return Command::SUCCESS;
}
```

Pong Command

```
## php console.php ping 2
```

Ping

Ping

Finished Ping

```
## php console.php pong 2
```

Pong

Pong

Finished Pong

PingPong Console

```
function runCommand(string $className): void
{
    $application = new Application();
    $application->add($command = new $className());
    $application->setDefaultCommand(
        $command->getName(),
        true
    );
    $application->setAutoExit(false);
    $application->run();
}
```

PingPong Console

```
function runCommand(string $className): void
{
    $application = new Application();
    $application->add($command = new $className());
    $application->setDefaultCommand(
        $command->getName(),
        true
    );
    $application->setAutoExit(false);
    $application->run();
}
```

PingPong Console

```
function runCommand(string $className): void
{
    $application = new Application();
    $application->add($command = new $className());
    $application->setDefaultCommand(
        $command->getName(),
        true
    );
    $application->setAutoExit(false);
    $application->run();
}
```

PingPong Console

```
Slip\Slipper::run(  
    new bviguier\Slip\Slipper(  
        runCommand(...),  
        PingCommand::class  
    ),  
    new bviguier\Slip\Slipper(  
        runCommand(...),  
        PongCommand::class  
    ),  
);
```

PingPong Console

```
Slip\Slipper::run(  
    new bviguier\Slip\Slipper(  
        runCommand(...),  
        PingCommand::class  
    ),  
    new bviguier\Slip\Slipper(  
        runCommand(...),  
        PongCommand::class  
    ),  
);
```

Pong Command

```
## /php ping-pong.php 2
```

Ping

Pong

Ping

Pong

Finished Ping

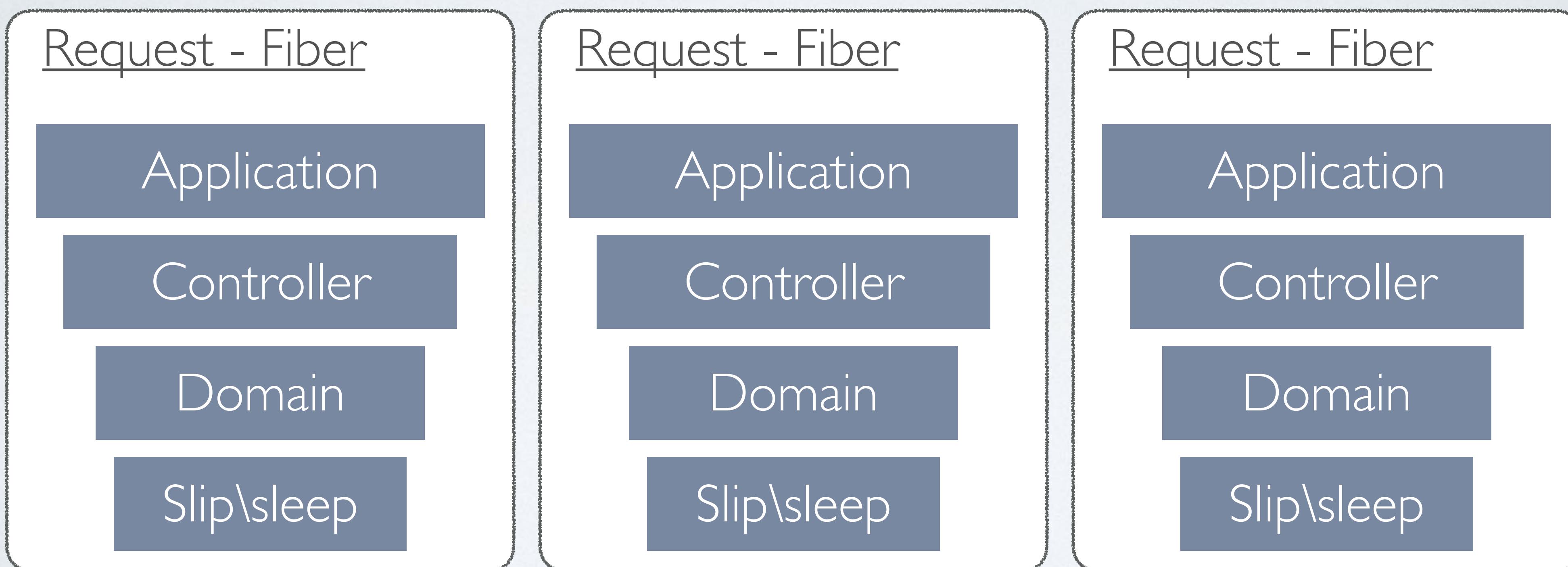
Finished Pong

Web Server

The other way

Shared memory: container, HTTP clients...

Asynchronous HTTP Web server (EventLoop)





What's next?

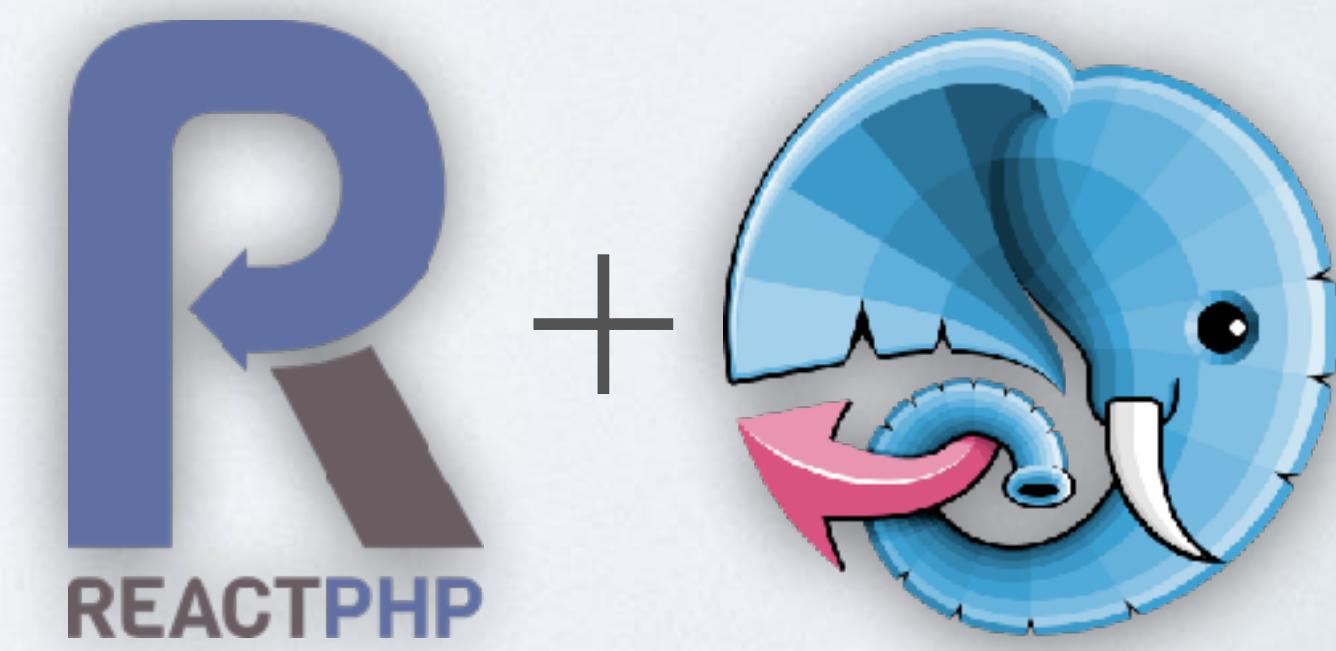
Standard

PSR ? 

RevoltPhp

*Shared event loop and
Fiber abstraction*

revolt.run



Fiber Ready Libraries

Compatibility



Adoption

It's up to you!



? Core feature ?

Non-blocking API





Asynchronous code

!=
==

Synchronous code

Leaky Abstraction concept

Fiber

The open door to asynchronous

Benoit Viguier
@b_viguier



Thank you!

The open door to asynchronous

Benoit Viguier
@b_viguier

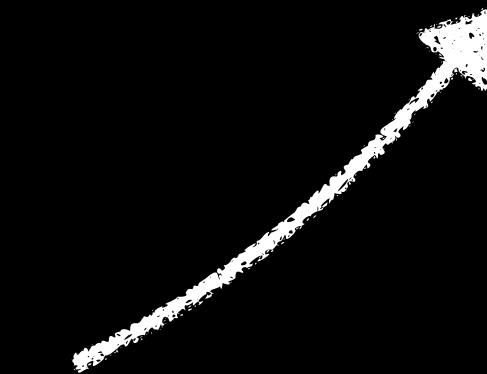


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