

Structured Networking

Engineering

Bloomberg

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Objective

Provide a basis for networking:

Portable classes and functions for networking

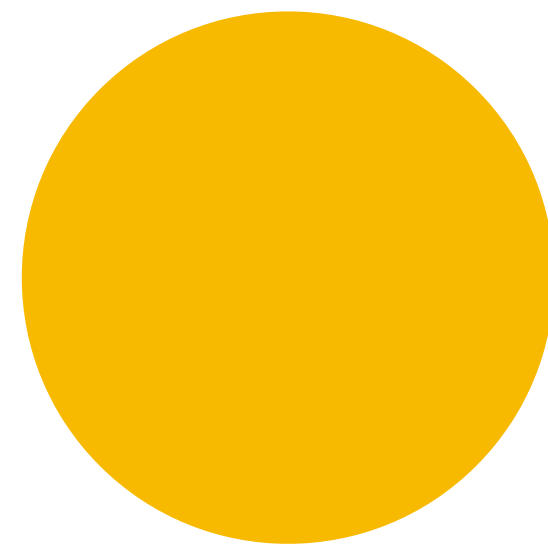
Integrate networking with the concurrency approach

Note: the approach described is so far experimental!

Structured Concurrency

1. decompose work into senders each representing work
2. combine the work representation with a receiver
3. start the resulting entity

Receiver: Destination for Results



get_env(receiver) -> env

set_value(receiver, results...)

get_stop_token(env)

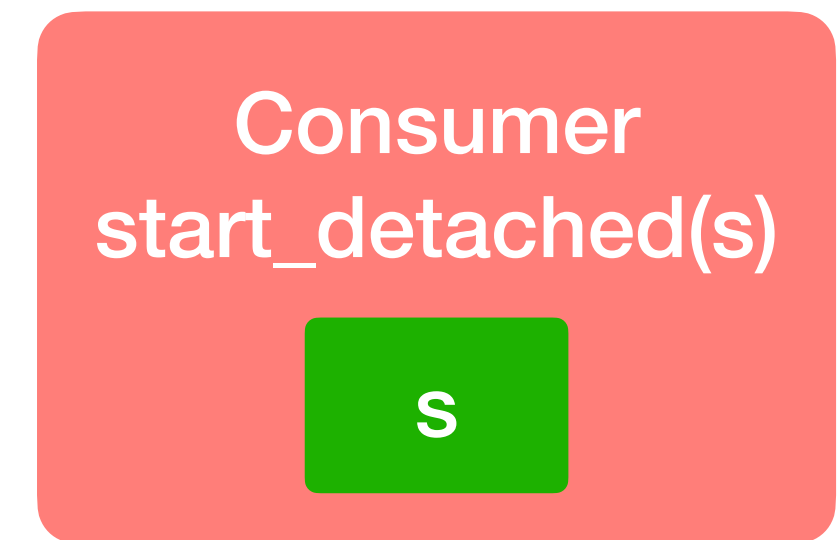
set_error(receiver, error)

get_allocator(env)

set_stopped(receiver)




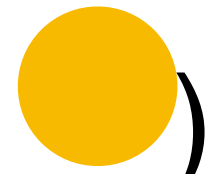
Sender: Description of Work



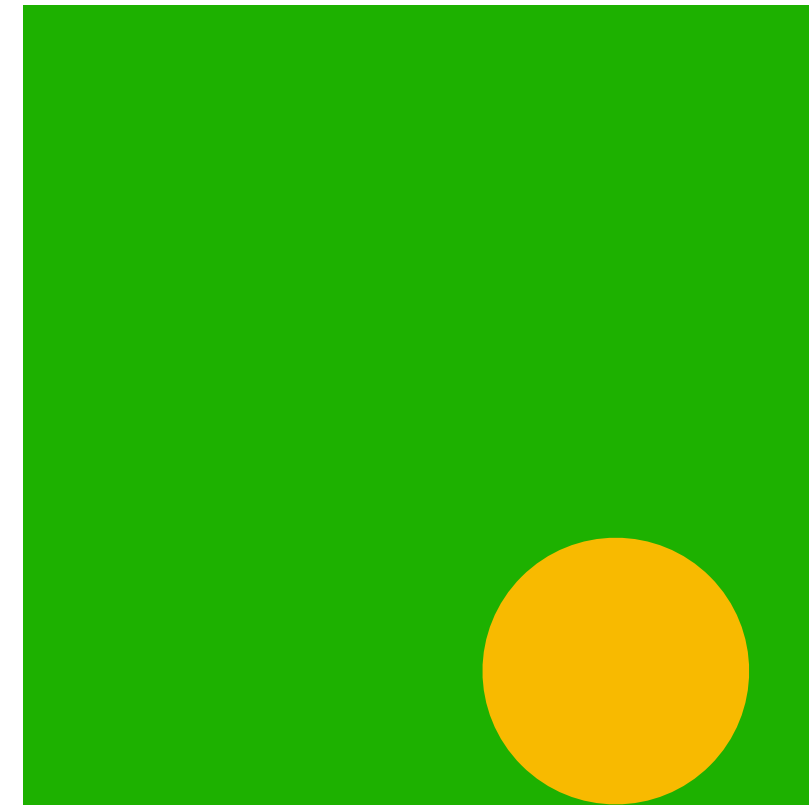
connect(sender, receiver) -> operation_state



Operation State: Ready to Execute Task

connect(, )

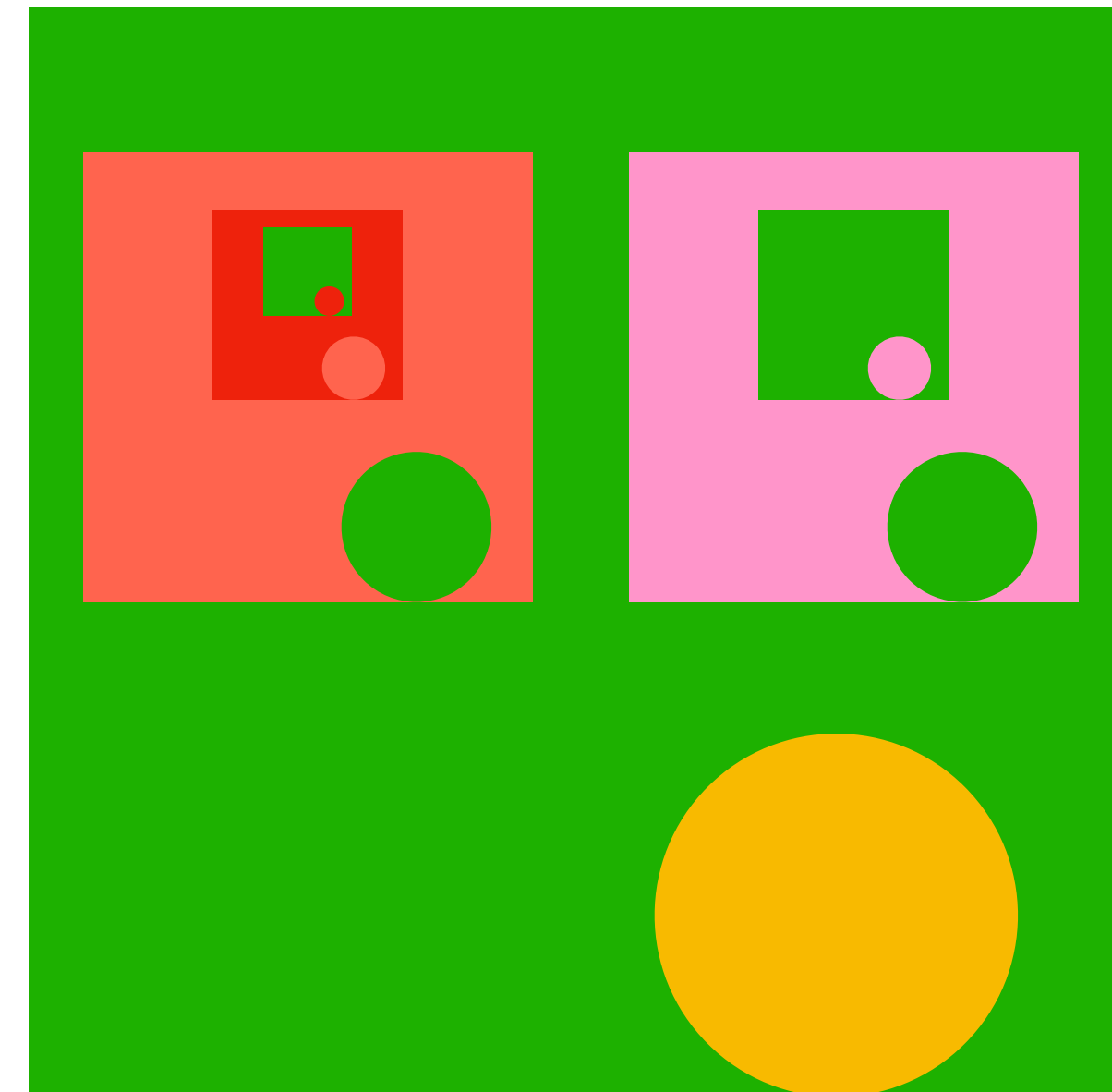
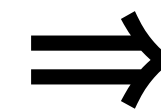
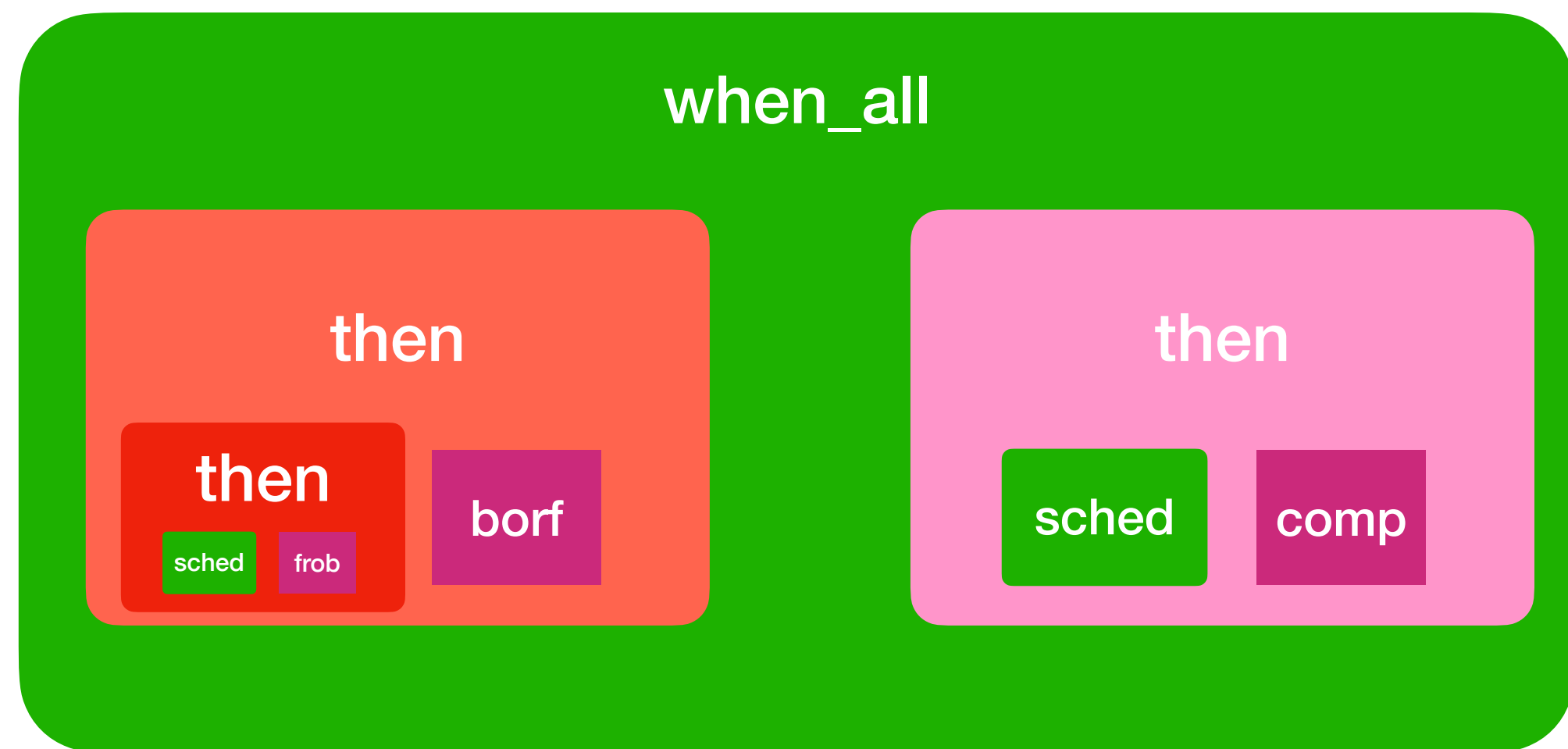
⇒



start(operation_state) ⇒ call one of the completions



connect(sender, receiver)





Coding Time!

Thank you!

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Resources

- <http://wg21.link/p2300>: sender/receiver proposal
- <http://wg21.link/n4734>: Networking TS
- <https://vorus.org/blog/notes-on-structured-concurrency-or-go-statement-considered-harmful/>: Structured Concurrency
- <https://github.com/dietmarkuehl/kuhllib>: sender/receiver + networking implementation (CppCon 2022 code in src/toy)