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**aio sonic**

***Release 0.11.1***

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Really Fast Python asyncio HTTP 1.1 client, Support for http 2.0 is planned.

Current version is 0.11.1.

Repo is hosted at [Github](#).



## **FEATURES**

- Keepalive and Smart Pool of Connections
- Multipart File Uploads
- Chunked responses handling
- Chunked requests
- Fully type annotated.
- Connection Timeouts
- Automatic Decompression
- Follow Redirects
- 100% test coverage.





## REQUIREMENTS

- Python>=3.6
- PyPy >=3.6



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## CHAPTER THREE

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### INSTALL

```
$ pip install aiosonic
```



## GETTING STARTED

```
import asyncio
import aiohttp
import json

async def run():
    client = aiohttp.HTTPClient()

    # #####
    # Sample get request
    # #####
    response = await client.get('https://www.google.com/')
    assert response.status_code == 200
    assert 'Google' in (await response.text())

    # #####
    # Post data as multipart form
    # #####
    url = "https://postman-echo.com/post"
    posted_data = {'foo': 'bar'}
    response = await client.post(url, data=posted_data)

    assert response.status_code == 200
    data = json.loads(await response.content())
    assert data['form'] == posted_data

    # #####
    # Posted as json
    # #####
    response = await client.post(url, json=posted_data)

    assert response.status_code == 200
    data = json.loads(await response.content())
    assert data['json'] == posted_data

    # #####
    # Sample request + timeout
    # #####
    from aiohttp.timeout import Timeouts
    timeouts = Timeouts(
```

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```
        sock_read=10,
        sock_connect=3
    )
    response = await client.get('https://www.google.com/', timeouts=timeouts)
    assert response.status_code == 200
    assert 'Google' in (await response.text())
    await client.shutdown()

    print('success')

if __name__ == '__main__':
    loop = asyncio.get_event_loop()
    loop.run_until_complete(run())
```

## **BENCHMARKS**

Some benchmarking

```
» python tests/performance.py
doing tests...
{
  "aiosonic": "1000 requests in 110.03 ms",
  "aiosonic cyclic": "1000 requests in 332.10 ms",
  "aiohttp": "1000 requests in 427.31 ms",
  "requests": "1000 requests in 4915.04 ms",
  "httpx": "1000 requests in 638.04 ms"
}
aiosonic is 288.36% faster than aiohttp
aiosonic is 4367.04% faster than requests
aiosonic is 201.83% faster than aiosonic cyclic
aiosonic is 479.89% faster than httpx
```





## CONTRIBUTING

1. Fork
2. create a branch *feature/your\_feature*
3. commit - push - pull request

Thanks :)



## INDICES AND TABLES

- `genindex`
- `modindex`
- `search`

### 7.1 Examples

TODO: More examples

#### 7.1.1 Download file

```
import asyncio
import aiohttp
import json

async def run():
    url = 'https://images.dog.ceo/breeds/leonberg/n02111129_2301.jpg'
    async with aiohttp.ClientSession() as client:

        res = await client.get(url)
        assert res.status_code == 200

        if res.chunked:
            # write in chunks
            with open('dog_image.jpg', 'wb') as _file:
                async for chunk in res.read_chunks():
                    _file.write(chunk)
        else:
            # or write all bytes, for chunked this also works
            with open('dog_image.jpg', 'wb') as _file:
                _file.write(await res.content())

if __name__ == '__main__':
    loop = asyncio.get_event_loop()
    loop.run_until_complete(run())
```

### 7.1.2 Concurrent Requests

```
import aiosonic
import asyncio

async def main():
    urls = [
        'https://www.facebook.com/',
        'https://www.google.com/',
        'https://twitch.tv/',
        'https://linkedin.com/',
    ]
    async with aiosonic.HTTPClient() as client:
        # asyncio.gather is the key for concurrent requests.
        responses = await asyncio.gather(*[client.get(url) for url in urls])

        # stream/chunked responses doesn't release the connection acquired
        # from the pool until the response has been read, so better to read
        # it.
        for response in responses:
            if response.chunked:
                await response.text()

        assert all([res.status_code in [200, 301] for res in responses])

loop = asyncio.get_event_loop()
loop.run_until_complete(main())
```

### 7.1.3 Chunked Requests

Specifying an iterator as the request body, it will make the request transfer made by chunks

```
import aiosonic
import asyncio
import json

async def main():
    async def data():
        yield b'foo'
        yield b'bar'

    async with aiosonic.HTTPClient() as client:
        url = 'https://postman-echo.com/post'
        response = await client.post(url, data=data())
        print(json.dumps(await response.json(), indent=10))

loop = asyncio.get_event_loop()
loop.run_until_complete(main())
```

### 7.1.4 Cookies handling

Adding `handle_cookies=True` to the client, it will save response cookies and send it again for new requests. This is useful to have same cookies workflow as in browsers, also for web scraping.

```
import aiosonic
import asyncio

async def main():
    async with aiosonic.HTTPClient(handle_cookies=True) as client:
        cookies = {'foo1': 'bar1', 'foo2': 'bar2'}
        url = 'https://postman-echo.com/cookies/set'
        # server will respond those cookies
        response = await client.get(url, params=cookies, follow=True)
        # client keep cookies in "cookies_map"
        print(client.cookies_map['postman-echo.com'])
        print(await response.text())

loop = asyncio.get_event_loop()
loop.run_until_complete(main())
```

### 7.1.5 Use custom DNS

Install `aiodns` in your dependencies and use `AsyncResolver`

```
import aiosonic
import asyncio
from aiosonic.resolver import AsyncResolver

async def main():
    resolver = AsyncResolver(nameservers=["8.8.8.8", "8.8.4.4"])
    connector = aiosonic.TCPConnector(resolver=resolver)

    async with aiosonic.HTTPClient(connector=connector) as client:
        data = {'foo1': 'bar1', 'foo2': 'bar2'}
        url = 'https://postman-echo.com/post'
        # server will respond those cookies
        response = await client.post(url, json=data)
        # client keep cookies in "cookies_map"
        print(await response.text())

loop = asyncio.get_event_loop()
loop.run_until_complete(main())
```

## 7.1.6 Debug log

Configure aiosonic logger at debug level to see some logging

```
import asyncio
import aiosonic
import json
import logging

async def run():
    # setup debug level at log
    logger = logging.getLogger('aiosonic')
    logger.setLevel(logging.DEBUG)

    async with aiosonic.HTTPClient() as client:
        response = await client.get('https://www.google.com/')
        assert response.status_code == 200
        assert 'Google' in (await response.text())

loop = asyncio.get_event_loop()
loop.run_until_complete(run())
```

## 7.2 Reference

TODO: get better this page

### 7.2.1 Connector and Client Client

```
class aiosonic.connectors.TCPConnector(pool_size: int = 25, timeouts:
    Optional[aiosonic.timeout.Timeouts] = None,
    connection_cls=None, pool_cls=None, resolver=None,
    ttl_dns_cache=10000, use_dns_cache=True)
```

TCPConnector.

Holds the main logic for making connections to destination hosts.

**Params:**

- **pool\_size:** size for pool of connections
- **timeouts:** global timeouts to use for connections with this connector. default: `aiosonic.timeout.Timeouts` instance with default args.
- **connection\_cls:** connection class to be used. default: `aiosonic.connection.Connection`
- **pool\_cls:** pool class to be used. default: `aiosonic.pools.SmartPool`
- **resolver:** resolver to be used. default: `aiosonic.resolver.DefaultResolver`
- **ttl\_dns\_cache:** ttl in milliseconds for dns cache. default: `10000` 10 seconds
- **use\_dns\_cache:** Flag to indicate usage of dns cache. default: `True`

```
class aiosonic.HTTPClient(connector: Optional[aiosonic.connectors.TCPConnector] = None,  
                        handle_cookies=False, verify_ssl=True)  
aiosonic.HTTPClient class.
```

This class holds the client creation that will be used for requests.

**Params:**

- **connector:** TCPConnector to be used if provided
- **handle\_cookies:** Flag to indicate if keep response cookies in client and send them in next requests.
- **verify\_ssl:** Flag to indicate if verify ssl certificates.

```
async aiosonic.HTTPClient.request(self, url: str, method: str = 'GET', headers: Optional[Union[Dict[str,  
                                str], List[Tuple[str, str]], aiosonic.HttpHeaders]] = None, params:  
                                Optional[Union[Dict[str, str], Sequence[Tuple[str, str]]]] = None, data:  
                                Optional[Union[str, bytes, dict, tuple, AsyncIterator[bytes],  
                                Iterator[bytes]]] = None, multipart: bool = False, verify: bool = True,  
                                ssl: Optional[ssl.SSLContext] = None, timeouts:  
                                Optional[aiosonic.timeout.Timeouts] = None, follow: bool = False,  
                                http2: bool = False) → aiosonic.HttpResponse
```

Do http request.

**Params:**

- **url:** url of request
- **method:** Http method of request
- **headers:** headers to add in request
- **params:** query params to add in request if not manually added
- **data:** Data to be sent, this param is ignored for get requests.
- **multipart:** Tell aiosonic if request is multipart
- **verify:** parameter to indicate whether to verify ssl
- **ssl:** this parameter allows to specify a custom ssl context
- **timeouts:** parameter to indicate timeouts for request
- **follow:** parameter to indicate whether to follow redirects
- **http2:** flag to indicate whether to use http2 (experimental)

```
async aiosonic.HTTPClient.get(self, url: str, headers: Optional[Union[Dict[str, str], List[Tuple[str, str]],  
    aiosonic.HttpHeaders]] = None, params: Optional[Union[Dict[str, str],  
    Sequence[Tuple[str, str]]]] = None, verify: bool = True, ssl:  
    Optional[ssl.SSLContext] = None, timeouts:  
    Optional[aiosonic.timeout.Timeouts] = None, follow: bool = False, http2:  
    bool = False) → aiosonic.HttpResponse
```

Do get http request.

```
async aiosonic.HTTPClient.post(self, url: str, data: Optional[Union[str, bytes, dict, tuple,  
    AsyncIterator[bytes], Iterator[bytes]]] = None, headers:  
    Optional[Union[Dict[str, str], List[Tuple[str, str]], aiosonic.HttpHeaders]]  
    = None, json: Optional[dict] = None, params: Optional[Union[Dict[str,  
    str], Sequence[Tuple[str, str]]]] = None, json_serializer=<function  
    dumps>, multipart: bool = False, verify: bool = True, ssl:  
    Optional[ssl.SSLContext] = None, timeouts:  
    Optional[aiosonic.timeout.Timeouts] = None, follow: bool = False, http2:  
    bool = False) → aiosonic.HttpResponse
```

Do post http request.

```
async aiosonic.HTTPClient.put(self, url: str, data: Optional[Union[str, bytes, dict, tuple,  
    AsyncIterator[bytes], Iterator[bytes]]] = None, headers:  
    Optional[Union[Dict[str, str], List[Tuple[str, str]], aiosonic.HttpHeaders]] =  
    None, json: Optional[dict] = None, params: Optional[Union[Dict[str, str],  
    Sequence[Tuple[str, str]]]] = None, json_serializer=<function dumps>,  
    multipart: bool = False, verify: bool = True, ssl: Optional[ssl.SSLContext] =  
    None, timeouts: Optional[aiosonic.timeout.Timeouts] = None, follow: bool =  
    False, http2: bool = False) → aiosonic.HttpResponse
```

Do put http request.

```
async aiosonic.HTTPClient.patch(self, url: str, data: Optional[Union[str, bytes, dict, tuple,  
    AsyncIterator[bytes], Iterator[bytes]]] = None, headers:  
    Optional[Union[Dict[str, str], List[Tuple[str, str]], aiosonic.HttpHeaders]]  
    = None, json: Optional[dict] = None, params: Optional[Union[Dict[str,  
    str], Sequence[Tuple[str, str]]]] = None, json_serializer=<function  
    dumps>, multipart: bool = False, verify: bool = True, ssl:  
    Optional[ssl.SSLContext] = None, timeouts:  
    Optional[aiosonic.timeout.Timeouts] = None, follow: bool = False, http2:  
    bool = False) → aiosonic.HttpResponse
```

Do patch http request.



**async** `aiosonic.HTTPClient.delete`(*self*, *url*: str, *data*: Union[str, bytes, dict, tuple, AsyncIterator[bytes], Iterator[bytes]] = b'', *headers*: Optional[Union[Dict[str, str], List[Tuple[str, str], aiosonic.HttpHeaders]]] = None, *json*: Optional[dict] = None, *params*: Optional[Union[Dict[str, str], Sequence[Tuple[str, str]]]] = None, *json\_serializer*=<function dumps>, *multipart*: bool = False, *verify*: bool = True, *ssl*: Optional[ssl.SSLContext] = None, *timeouts*: Optional[aiosonic.timeout.Timeouts] = None, *follow*: bool = False, *http2*: bool = False) → *aiosonic.HttpResponse*

Do delete http request.

**async** `aiosonic.HTTPClient.wait_requests`(*self*, *timeout*: int = 30)

Wait until all pending requests are done.

If timeout, returns false.

This is useful when doing safe shutdown of a process.

## 7.2.2 Classes

**class** `aiosonic.HttpHeaders`(*data*=None, *\*\*kwargs*)

Http headers dict.

**class** `aiosonic.HttpResponse`

Custom HttpResponse class for handling responses.

### Properties:

- **status\_code** (int): response status code
- **headers** (*aiosonic.HttpHeaders*): headers in case insensitive dict
- **cookies** (`http.cookies.SimpleCookie`): instance of SimpleCookies if cookies present in response.
- **raw\_headers** (List[Tuple[bytes, bytes]]): headers as raw format

**async** `content`() → bytes

Read response body.

**async** `json`(*json\_decoder*=<function loads>) → dict

Read response body.

**read\_chunks**() → AsyncIterator[bytes]

Read chunks from chunked response.

**property status\_code:** int

Get status code.

**async** `text`() → str

Read response body.

### 7.2.3 Timeout Class

```
class aiosonic.timeout.Timeouts(sock_connect: Optional[float] = 5, sock_read: Optional[float] = 30,  
                                pool_acquire: Optional[float] = None, request_timeout: Optional[float] =  
                                60)
```

Timeouts class wrapper.

**Arguments:**

- `sock_connect(float)`: time for establish connection to server
- `sock_read(float)`: time until get first read
- `pool_acquire(float)`: time until get connection from connection's pool
- `request_timeout(float)`: time until complete request.

### 7.2.4 Pool Classes

```
class aiosonic.pools.SmartPool(connector, pool_size, connection_cls)  
    Pool which utilizes alive connections.
```

```
async acquire(urlparsed: Optional[urllib.parse.ParseResult] = None)  
    Acquire connection.
```

```
async cleanup() → None  
    Get all conn and close them, this method let this pool unusable.
```

```
is_all_free()  
    Indicates if all pool is free.
```

```
release(conn) → None  
    Release connection.
```

```
class aiosonic.pools.CyclicQueuePool(connector, pool_size, connection_cls)  
    Cyclic queue pool of connections.
```

```
async acquire(urlparsed: Optional[urllib.parse.ParseResult] = None)  
    Acquire connection.
```

```
async cleanup()  
    Get all conn and close them, this method let this pool unusable.
```

```
is_all_free()  
    Indicates if all pool is free.
```

```
async release(conn)  
    Release connection.
```

## 7.2.5 DNS Resolver

For custom dns servers, you should install *aiodns* package and use Async resolver as follow

```
from aiosonic.resolver import AsyncResolver

resolver = AsyncResolver(nameservers=["8.8.8.8", "8.8.4.4"])
conn = aiosonic.TCPConnector(resolver=resolver)
```

Then, pass connector to aiosonic HTTPClient instance.

```
class aiosonic.resolver.AsyncResolver(*args: Any, **kwargs: Any)
    Use the aiodns package to make asynchronous DNS lookups

    async close() → None
        Release resolver

    async resolve(host: str, port: int = 0, family: int = <AddressFamily.AF_INET: 2>) → List[Dict[str, Any]]
        Return IP address for given hostname
```

```
class aiosonic.resolver.ThreadedResolver
    Use Executor for synchronous getaddrinfo() calls, which defaults to concurrent.futures.ThreadPoolExecutor.

    async close() → None
        Release resolver

    async resolve(hostname: str, port: int = 0, family: int = <AddressFamily.AF_INET: 2>) → List[Dict[str,
        Any]]
        Return IP address for given hostname
```



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