

# Package ‘promises’

June 9, 2020

**Type** Package

**Title** Abstractions for Promise-Based Asynchronous Programming

**Version** 1.1.1

**Description** Provides fundamental abstractions for doing asynchronous programming in R using promises. Asynchronous programming is useful for allowing a single R process to orchestrate multiple tasks in the background while also attending to something else. Semantics are similar to 'JavaScript' promises, but with a syntax that is idiomatic R.

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**Imports** R6, Rcpp, later, rlang, stats, magrittr

**Suggests** testthat, future, knitr, rmarkdown

**LinkingTo** later, Rcpp

**RoxygenNote** 7.1.0

**Encoding** UTF-8

**LazyData** true

**VignetteBuilder** knitr

**URL** <https://rstudio.github.io/promises>,  
<https://github.com/rstudio/promises>

**BugReports** <https://github.com/rstudio/promises/issues>

**NeedsCompilation** yes

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**Repository** CRAN

**Date/Publication** 2020-06-09 21:50:02 UTC

**R topics documented:**

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is.promise	<i>Coerce to a promise</i>
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**Description**

Use `is.promise` to determine whether an R object is a promise. Use `as.promise` (an S3 generic method) to attempt to coerce an R object to a promise. This package includes support for converting [future::Future](#) objects into promises.

**Usage**

```
is.promise(x)
is.promising(x)
as.promise(x)
```

**Arguments**

`x` An R object to test or coerce.

**Value**

`as.promise` returns a promise object, or throws an error if the object cannot be converted.

`is.promise` returns TRUE if the given value is a promise object, and FALSE otherwise.

`is.promising` returns TRUE if the given value is a promise object or if it can be converted to a promise object using `as.promise`, and FALSE otherwise.

**Description**

Promise-aware pipe operators, in the style of **magrittr**. Like **magrittr** pipes, these operators can be used to chain together pipelines of promise-transforming operations. Unlike **magrittr** pipes, these pipes wait for promise resolution and pass the unwrapped value (or error) to the rhs function call.

**Usage**

```
lhs %...>% rhs
```

```
lhs %...T>% rhs
```

```
lhs %...!% rhs
```

```
lhs %...T!% rhs
```

**Arguments**

lhs            A promise object.

rhs            A function call using the **magrittr** semantics. It can return either a promise or non-promise value, or throw an error.

**Details**

The > variants are for handling successful resolution, the ! variants are for handling errors. The T variants of each return the lhs instead of the rhs, which is useful for pipeline steps that are used for side effects (printing, plotting, saving).

1. `promise %...>% func()` is equivalent to `promise %>% then(func)`.
2. `promise %...!% func()` is equivalent to `promise %>% catch(func)`.
3. `promise %...T>% func()` is equivalent to `promise %T>% then(func)`.
4. `promise %...T!% func()` is equivalent to `promise %T>% catch(func)` or `promise %>% catch(func, tee = TRUE)`.

One situation where 3. and 4. above break down is when `func()` throws an error, or returns a promise that ultimately fails. In that case, the failure will be propagated by our pipe operators but not by the **magrittr**-plus-function "equivalents".

For simplicity of implementation, we do not support the **magrittr** feature of using a `.` at the head of a pipeline to turn the entire pipeline into a function instead of an expression.

**Value**

A new promise.

## See Also

<https://rstudio.github.io/promises/articles/overview.html#using-pipes>

## Examples

```
## Not run:
library(future)
plan(multisession)

future(cars) %...>%
  head(5) %...T>%
  print()

# If the read.csv fails, resolve to NULL instead
future(read.csv("http://example.com/data.csv")) %...!%
  { NULL }

## End(Not run)
```

---

promise

*Create a new promise object*

---

## Description

`promise()` creates a new promise. A promise is a placeholder object for the eventual result (or error) of an asynchronous operation. This function is not generally needed to carry out asynchronous programming tasks; instead, it is intended to be used mostly by package authors who want to write asynchronous functions that return promises.

## Usage

```
promise(action)
```

## Arguments

`action` A function with signature `function(resolve, reject)`, or a one-sided formula. See Details.

## Details

The `action` function should be a piece of code that returns quickly, but initiates a potentially long-running, asynchronous task. If/when the task successfully completes, call `resolve(value)` where `value` is the result of the computation (like the return value). If the task fails, call `reject(reason)`, where `reason` is either an error object, or a character string.

It's important that asynchronous tasks kicked off from `action` be coded very carefully—in particular, all errors must be caught and passed to `reject()`. Failure to do so will cause those errors to be lost,

at best; and the caller of the asynchronous task will never receive a response (the asynchronous equivalent of a function call that never returns, i.e. hangs).

The return value of action will be ignored.

### Value

A promise object (see [then](#)).

### Examples

```
# Create a promise that resolves to a random value after 2 secs
p1 <- promise(function(resolve, reject) {
  later::later(~resolve(runif(1)), delay = 2)
})

p1 %...>% print()

# Create a promise that errors immediately
p2 <- promise(~{
  reject("An error has occurred")
})
then(p2,
  onFulfilled = ~message("Success"),
  onRejected = ~message("Failure")
)
```

---

promise\_all

*Combine multiple promise objects*

---

### Description

Use `promise_all` to wait for multiple promise objects to all be successfully fulfilled. Use `promise_race` to wait for the first of multiple promise objects to be either fulfilled or rejected.

### Usage

```
promise_all(..., .list = NULL)
```

```
promise_race(..., .list = NULL)
```

### Arguments

`...` Promise objects. Either all arguments must be named, or all arguments must be unnamed. If `.list` is provided, then these arguments are ignored.

`.list` A list of promise objects—an alternative to `...`

**Value**

A promise.

For `promise_all`, if all of the promises were successful, the returned promise will resolve to a list of the promises' values; if any promise fails, the first error to be encountered will be used to reject the returned promise.

For `promise_race`, the first of the promises to either fulfill or reject will be passed through to the returned promise.

**Examples**

```
p1 <- promise(~later::later(~resolve(1), delay = 1))
p2 <- promise(~later::later(~resolve(2), delay = 2))

# Resolves after 1 second, to the value: 1
promise_race(p1, p2) %...>% {
  cat("promise_race:\n")
  str(.)
}

# Resolves after 2 seconds, to the value: list(1, 2)
promise_all(p1, p2) %...>% {
  cat("promise_all:\n")
  str(.)
}
```

---

promise\_map

*Promise-aware lapply/map*

---

**Description**

Similar to `base::lapply()` or `purrr::map`, but promise-aware: the `.f` function is permitted to return promises, and while `lapply` returns a list, `promise_map` returns a promise that resolves to a similar list (of resolved values only, no promises).

**Usage**

```
promise_map(.x, .f, ...)
```

**Arguments**

<code>.x</code>	A vector (atomic or list) or an expression object (but not a promise). Other objects (including classed objects) will be coerced by <code>base::as.list</code> .
<code>.f</code>	The function to be applied to each element of <code>.x</code> . The function is permitted, but not required, to return a promise.
<code>...</code>	Optional arguments to <code>.f</code> .

**Details**

promise\_map processes elements of `.x` serially; that is, if `.f(.x[[1]])` returns a promise, then `.f(.x[[2]])` will not be invoked until that promise is resolved. If any such promise rejects (errors), then the promise returned by `promise_map` immediately rejects with that err.

**Value**

A promise that resolves to a list (of values, not promises).

**Examples**

```
# Waits x seconds, then returns x*10
wait_this_long <- function(x) {
  promise(~later::later(~{
    resolve(x*10)
  }, delay = x))
}

promise_map(list(A=1, B=2, C=3), wait_this_long) %...>%
print()
```

---

promise\_reduce

*Promise-aware version of Reduce*

---

**Description**

Similar to `purrr::reduce` (left fold), but the function `.f` is permitted to return a promise. `promise_reduce` will wait for any returned promise to resolve before invoking `.f` with the next element; in other words, execution is serial. `.f` can return a promise as output but should never encounter a promise as input (unless `.x` itself is a list of promises to begin with, in which case the second parameter would be a promise).

**Usage**

```
promise_reduce(.x, .f, ..., .init)
```

**Arguments**

<code>.x</code>	A vector or list to reduce. (Not a promise.)
<code>.f</code>	A function that takes two parameters. The first parameter will be the "result" (initially <code>.init</code> , and then set to the result of the most recent call to <code>func</code> ), and the second parameter will be an element of <code>.x</code> .
<code>...</code>	Other arguments to pass to <code>.f</code>
<code>.init</code>	The initial result value of the fold, passed into <code>.f</code> when it is first executed.

**Value**

A promise that will resolve to the result of calling `.f` on the last element (or `.init` if `.x` had no elements). If any invocation of `.f` results in an error or a rejected promise, then the overall `promise_reduce` promise will immediately reject with that error.

**Examples**

```
# Returns a promise for the sum of e1 + e2, with a 0.5 sec delay
slowly_add <- function(e1, e2) {
  promise(~later::later(~resolve(e1 + e2), delay = 0.5))
}

# Prints 55 after a little over 5 seconds
promise_reduce(1:10, slowly_add, .init = 0) %...>% print()
```

---

promise_resolve	<i>Create a resolved or rejected promise</i>
-----------------	--

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**Description**

Helper functions to conveniently create a promise that is resolved to the given value (or rejected with the given reason).

**Usage**

```
promise_resolve(value)

promise_reject(reason)
```

**Arguments**

value	A value, or promise, that the new promise should be resolved to. This expression will be lazily evaluated, and if evaluating the expression raises an error, then the new promise will be rejected with that error as the reason.
reason	An error message string, or error object.

**Examples**

```
promise_resolve(mtcars) %...>%
  head() %...>%
  print()

promise_reject("Something went wrong") %...T!%
{ message(conditionMessage(.)) }
```



---

then	<i>Access the results of a promise</i>
------	--

---

### Description

Use the `then` function to access the eventual result of a promise (or, if the operation fails, the reason for that failure). Regardless of the state of the promise, the call to `then` is non-blocking, that is, it returns immediately; so what it does *not* do is immediately return the result value of the promise. Instead, you pass logic you want to execute to `then`, in the form of function callbacks (or formulas, see [Details](#)). If you provide an `onFulfilled` callback, it will be called upon the promise's successful resolution, with a single argument `value`: the result value. If you provide an `onRejected` callback, it will be called if the operation fails, with a single argument `reason`: the error that caused the failure.

### Usage

```
then(promise, onFulfilled = NULL, onRejected = NULL)
```

```
catch(promise, onRejected, tee = FALSE)
```

```
finally(promise, onFinally)
```

### Arguments

<code>promise</code>	A promise object. The object can be in any state.
<code>onFulfilled</code>	A function (or a formula—see <a href="#">Details</a> ) that will be invoked if the promise value successfully resolves. When invoked, the function will be called with a single argument: the resolved value. Optionally, the function can take a second parameter <code>.visible</code> if you care whether the promise was resolved with a visible or invisible value. The function can return a value or a promise object, or can throw an error; these will affect the resolution of the promise object that is returned by <code>then()</code> .
<code>onRejected</code>	A function taking the argument <code>error</code> (or a formula—see <a href="#">Details</a> ). The function can return a value or a promise object, or can throw an error. If <code>onRejected</code> is provided and doesn't throw an error (or return a promise that fails) then this is the async equivalent of catching an error.
<code>tee</code>	If <code>TRUE</code> , ignore the return value of the callback, and use the original value instead. This is useful for performing operations with side-effects, particularly logging to the console or a file. If the callback itself throws an error, and <code>tee</code> is <code>TRUE</code> , that error will still be used to fulfill the returned promise (in other words, <code>tee</code> only has an effect if the callback does not throw).
<code>onFinally</code>	A function with no arguments, to be called when the async operation either succeeds or fails. Usually used for freeing resources that were used during async operations.

## Formulas

For convenience, the `then()`, `catch()`, and `finally()` functions use `rlang::as_function()` to convert `onFulfilled`, `onRejected`, and `onFinally` arguments to functions. This means that you can use formulas to create very compact anonymous functions, using `.` to access the value (in the case of `onFulfilled`) or `error` (in the case of `onRejected`).

## Chaining promises

The first parameter of `then` is a promise; given the stated purpose of the function, this should be no surprise. However, what may be surprising is that the return value of `then` is also a (newly created) promise. This new promise waits for the original promise to be fulfilled or rejected, and for `onFulfilled` or `onRejected` to be called. The result of (or error raised by) calling `onFulfilled/onRejected` will be used to fulfill (reject) the new promise.

```
promise_a <- get_data_frame_async()
promise_b <- then(promise_a, onFulfilled = head)
```

In this example, assuming `get_data_frame_async` returns a promise that eventually resolves to a data frame, `promise_b` will eventually resolve to the first 10 or fewer rows of that data frame.

Note that the new promise is considered fulfilled or rejected based on whether `onFulfilled/onRejected` returns a value or throws an error, not on whether the original promise was fulfilled or rejected. In other words, it's possible to turn failure to success and success to failure. Consider this example, where we expect `some_async_operation` to fail, and want to consider it an error if it doesn't:

```
promise_c <- some_async_operation()
promise_d <- then(promise_c,
  onFulfilled = function(value) {
    stop("That's strange, the operation didn't fail!")
  },
  onRejected = function(reason) {
    # Great, the operation failed as expected
    NULL
  }
)
```

Now, `promise_d` will be rejected if `promise_c` is fulfilled, and vice versa.

**Warning:** Be very careful not to accidentally turn failure into success, if your error handling code is not the last item in a chain!

```
some_async_operation() %>%
  catch(function(reason) {
    warning("An error occurred: ", reason)
  }) %>%
  then(function() {
    message("I guess we succeeded...?") # No!
  })
```

In this example, the `catch` callback does not itself throw an error, so the subsequent `then` call will consider its promise fulfilled!

### Convenience functions

For readability and convenience, we provide `catch` and `finally` functions.

The `catch` function is equivalent to `then`, but without the `onFulfilled` argument. It is typically used at the end of a promise chain to perform error handling/logging.

The `finally` function is similar to `then`, but takes a single no-argument function (or formula) that will be executed upon completion of the promise, regardless of whether the result is success or failure. It is typically used at the end of a promise chain to perform cleanup tasks, like closing file handles or database connections. Unlike `then` and `catch`, the return value of `finally` is ignored; however, if an error is thrown in `finally`, that error will be propagated forward into the returned promise.

### Visibility

`onFulfilled` functions can optionally have a second parameter `visible`, which will be `FALSE` if the result value is `invisible`.

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`with_promise_domain`    *Promise domains*

---

### Description

Promise domains are used to temporarily set up custom environments that intercept and influence the registration of callbacks. Create new promise domain objects using `new_promise_domain`, and temporarily activate a promise domain object (for the duration of evaluating a given expression) using `with_promise_domain`.

### Usage

```
with_promise_domain(domain, expr, replace = FALSE)
```

```
new_promise_domain(
  wrapOnFulfilled = identity,
  wrapOnRejected = identity,
  wrapSync = force,
  onError = force,
  ...,
  wrapOnFinally = NULL
)
```

### Arguments

<code>domain</code>	A promise domain object to install while <code>expr</code> is evaluated.
<code>expr</code>	Any R expression, to be evaluated under the influence of <code>domain</code> .
<code>replace</code>	If <code>FALSE</code> , then the effect of the <code>domain</code> will be added to the effect of any currently active promise domain(s). If <code>TRUE</code> , then the current promise domain(s) will be ignored for the duration of the <code>with_promise_domain</code> call.

<code>wrapOnFulfilled</code>	A function that takes a single argument: a function that was passed as an <code>onFulfilled</code> argument to <code>then()</code> . The <code>wrapOnFulfilled</code> function should return a function that is suitable for <code>onFulfilled</code> duty.
<code>wrapOnRejected</code>	A function that takes a single argument: a function that was passed as an <code>onRejected</code> argument to <code>then()</code> . The <code>wrapOnRejected</code> function should return a function that is suitable for <code>onRejected</code> duty.
<code>wrapSync</code>	A function that takes a single argument: a (lazily evaluated) expression that the function should <code>force()</code> . This expression represents the <code>expr</code> argument passed to <code>with_promise_domain()</code> ; <code>wrapSync</code> allows the domain to manipulate the environment before/after <code>expr</code> is evaluated.
<code>onError</code>	A function that takes a single argument: an error. <code>onError</code> will be called whenever an exception occurs in a domain (that isn't caught by a <code>tryCatch</code> ). Providing an <code>onError</code> callback doesn't cause errors to be caught, necessarily; instead, <code>onError</code> callbacks behave like calling handlers.
<code>...</code>	Arbitrary named values that will become elements of the promise domain object, and can be accessed as items in an environment (i.e. using <code>[]</code> or <code>\$</code> ).
<code>wrapOnFinally</code>	A function that takes a single argument: a function that was passed as an <code>onFinally</code> argument to <code>then()</code> . The <code>wrapOnFinally</code> function should return a function that is suitable for <code>onFinally</code> duty. If <code>wrapOnFinally</code> is <code>NULL</code> (the default), then the domain will use both <code>wrapOnFulfilled</code> and <code>wrapOnRejected</code> to wrap the <code>onFinally</code> . If it's important to distinguish between normal fulfillment/rejection handlers and finally handlers, then be sure to provide <code>wrapOnFinally</code> , even if it's just <code>base::identity()</code> .

## Details

While `with_promise_domain` is on the call stack, any calls to `then()` (or higher level functions or operators, like `catch()` or the various `pipes`) will belong to the promise domain. In addition, when a `then` callback that belongs to a promise domain is invoked, then any new calls to `then` will also belong to that promise domain. In other words, a promise domain "infects" not only the immediate calls to `then`, but also to "nested" calls to `then`.

For more background, read the [original design doc](#).

For examples, see the source code of the Shiny package, which uses promise domains extensively to manage graphics devices and reactivity.

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