

Hedging strategy CHEAT SHEET



Basics

This reactive resilience strategy **allows you to execute more than one invocations** if the original is failed or considered too slow.

You can configure the behaviour of the strategy via the **HedgingStrategyOptions<T>** object.

The execution can be configured to run the invocations *sequentially* or *concurrently*.

Set the **Delay greater than 0 second** to run the invocations *sequentially* and issue a new one only if the previous is taking too long.

Set the **Delay less than 0 second** to run the invocations *sequentially* and issue a new one only if the previous failed.

Set the **Delay to 0 second** to run the invocations *concurrently* and wait only for the fastest to complete.

Specify sequential retries for slow execution

```
new ResiliencePipelineBuilder<int>()
    .AddHedging(new HedgingStrategyOptions<int>()
    {
        Delay = TimeSpan.FromSeconds(1),
        MaxHedgedAttempts = 2
    })
```

Specify sequential retries for failed execution + notification

```
new ResiliencePipelineBuilder<int>()
    .AddHedging(new HedgingStrategyOptions<int>()
    {
        Delay = TimeSpan.FromSeconds(-1),
        ShouldHandle = new PredicateBuilder<int>().HandleResult(int.IsNegative),
        OnHedging = async args => await NotifyAsync(args.AttemptNumber)
    })
```

Specify concurrent retries + wait until the fastest success response

```
new ResiliencePipelineBuilder<HttpResponseMessage>()
    .AddHedging(new HedgingStrategyOptions<HttpResponseMessage>()
    {
        Delay = TimeSpan.Zero,
        ShouldHandle = new PredicateBuilder<HttpResponseMessage>()
            .HandleResult(r => !r.IsSuccessStatusCode)
    })
```

Specify sequential retries + provide fallback value if attempts failed

```
new ResiliencePipelineBuilder<int>()
    .AddHedging(new HedgingStrategyOptions<int>()
    {
        Delay = TimeSpan.FromSeconds(-1),
        MaxHedgedAttempts = MaxRetries,
        ShouldHandle = new PredicateBuilder<int>().HandleResult(int.IsPositive),
        ActionGenerator = static args => args.AttemptNumber != MaxRetries
            ? () => args.Callback(args.ActionContext) //original action
            : () => Outcome.FromResultAsValueTask(-1) //fallback action
    })
```