

C# - TPL

Slides Roadmap

- Introduction Parallel Programming
- Task programming
- Coordinating Tasks
- Parallel Loops
- Parallel Linq

Introduction

- .NET 1.0 : classic threading
 - Namespace: System.Threading
 - Main class: Thread
- .NET 4.0: Task Parallel Library (TPL)
 - Namespace: System.Threading
 - Main class: Task

Introduction

- TPL built on top of **Threads**
- Number of threads calculated dynamically by the environment
- TPL uses **ThreadPool** to distribute the work

Introduction

- Thread

```
var thread = new Thread(start =>
{
});
thread.Start();
```

- Task

```
Task.Factory.StartNew(() =>
{
});
```

Task programming

- Create a task with `System.Action` parameter
 - Explicit Action
 - Anonymous function
 - Lambda function
- Independent unit of work
- Maximize performance of the application (`ThreadPool`)
- You can identify a task with `Task.CurrentId`

Task programming

- Add a Task state with the System.Action<object> parameter

```
string[] messages = { "task1", "task2", "task3" };  
foreach (var msg in messages)  
{  
    Task.Factory.StartNew((obj) =>  
    {  
        Console.WriteLine("Message: " + obj.ToString());  
    }, msg);  
}  
  
Console.ReadLine();
```

Task programming

- Return a result from a Task

```
var task = Task.Factory.StartNew<string>(() =>  
    {  
        return "hello!";  
    });  
Console.WriteLine("Result {0}", task.Result);  
Console.ReadLine();
```


Demo

- Task factory
- Add task state
- Get result from task

Task programming

- Cancelling a Task
 - Create a `CancellationTokenSource`
 - Call `CancellationTokenSource.Token` property
 - Create task with `CancellationToken`
 - Start the task
 - Call `Cancel` method on the `CancellationTokenSource`

Task programming

```
var tokenSource = new CancellationTokenSource();  
var token = tokenSource.Token;  
var task = new Task(() =>  
    {  
        for (var i = 0; i < int.MaxValue; i++)  
        {  
            if (token.IsCancellationRequested)  
            {  
                Console.WriteLine("Task cancel detected");  
                throw new OperationCanceledException(token);  
            }  
            else  
            {  
                Console.WriteLine("value {0}", i);  
            }  
        }  
    }, token);  
task.Start();  
tokenSource.Cancel();
```

Task programming

- Task sleeping with Wait Handle
 - Sleep for a specific interval or until cancellation

```
bool cancelled = token.WaitHandle.WaitOne(1000);
```

- Task sleeping with Thread.Sleep
 - Cancelling the token doesn't cancel the task immediately

Task programming

- Waiting for tasks
 - `Wait()`: wait for a single task
 - `WaitForAll()`: wait for a set of tasks
 - `WaitAny()`: wait for the first of a set of tasks
 - `WhenAll:()` wait for a set of tasks and return a task
 - `WhenAny()`: wait for the first of a set of tasks and return a task

Task programming

- Tasks Exceptions:
 - `System.AggregateException` is a collection of exceptions triggered by `Task.Wait()`, `Task.WaitAll()`, `Task.WaitAny()`, `Task.Result`
- Some task properties
 - `IsCompleted`
 - `IsFaulted`
 - `IsCancelled`
 - `Exception`

Coordinating Tasks

- Task continuation
 - **ContinueWith()**
 - **ContinueWhenAll()**
 - **ContinueWhenAny()**

Coordinating Tasks

- Task continuation

```
Task<BankAccount> task = new Task<BankAccount>(() =>
{
    BankAccount account = new BankAccount();
    for (int i = 0; i < 1000; i++)
    {
        account.Balance++;
    }
    return account;
});

Task<int> continuationTask = task.ContinueWith<int>((Task<BankAccount> antecedent) =>
{
    Console.WriteLine("Interim Balance: {0}", antecedent.Result.Balance);
    return antecedent.Result.Balance * 2;
});

task.Start();

Console.WriteLine("Final balance: {0}", continuationTask.Result);
Console.WriteLine("Press enter to finish");
Console.ReadLine();
```



Parallel Loops

- Parallel loops available with **System.Threading.Tasks.Parallel** class
- Parallel loops and actions:
 - Invoke
 - For
 - ForEach
 - Break (complete all iterations on all threads before current iteration)
 - Stop (stop as soon as possible)

Parallel Loops

- Parallel.Invoke

```
Action[] actions = new Action[3];
actions[0] = new Action(() => Console.WriteLine("Action 1"));
actions[1] = new Action(() => Console.WriteLine("Action 2"));
actions[2] = new Action(() => Console.WriteLine("Action 3"));
Parallel.Invoke(actions);
```

```
Task parent = Task.Factory.StartNew(() =>
{
    foreach (Action action in actions)
    {
        Task.Factory.StartNew(action, TaskCreationOptions.AttachedToParent);
    }
});
parent.Wait();
```

Parallel Loops

- Parallel For loop
- **for (int i = 0; i < 10; i++)**

```
Parallel.For(0, 10, index =>  
{  
    Console.WriteLine("Task ID {0} processing index: {1}",  
        Task.CurrentId, index);  
});
```

Parallel Loops

- Parallel ForEach loop

```
Parallel.ForEach(messages, msg =>  
{  
    Console.WriteLine(msg);  
});
```

Parallel Loops

- ParallelOptions
 - CancellationToken
 - MaxDegreeOfParallelism (-1 = no limit)
 - TaskScheduler (null = default taskScheduler)
- ParallelLoopState

```
Parallel.For(0, 10, (int index, ParallelLoopState loopState) =>
{
    if (index == 2)
    {
        //loopState.Stop();
        //loopState.Break();
    }
});
```

Parallel Linq

- Some members of ParallelEnumerable class
 - AsParallel – convert a IEnumerable to ParallelQuery
 - AsSequential – convert ParallelQuery to IEnumerable
 - AsOrdered – modify a ParallelQuery to preserve ordering
 - AsUnordered – modify a ParallelQuery to discard ordering
 - WithCancellation – monitor a cancellation token
 - WithDegreeOfParallelism – limit of tasks



Async / Await

- asynchronous code: difficult to write, debug, and maintain
- With async / await keywords:
 - The compiler does the difficult work
 - Improve responsiveness
 - Easier to write
- The method runs on the current synchronization context
- Async method typically returns a Task or Task<Result>
- Only async method can use await keyword
- Async method can be awaited (if return a Task)

Async / Await

- Exemple

0 references

```
private async Task<string> GetData()
{
    WebClient client = new WebClient();
    var data = await client.DownloadStringTaskAsync("http://www.google.com");
    if (string.IsNullOrEmpty(data))
    {
        throw new NullReferenceException("data");
    }
    return data;
}
```