**Chapter 6: The Threading Patterns**

**Task-based Asynchronous Pattern (TAP)**

**Overview**

Task based Asynchronous Pattern (TAP) is recommended pattern to implement async programming in .NET. Task objects are one of the central components of TAP. This pattern is based on System.Threading.Tasks namespace using Task, Task<T> types or any type that exposes a GetAwaiter() method. In this pattern we create a single method that represent beginning and ending of asynchronous operation.

**Implementing pattern**

To implement this pattern we will start with prefixing function with async keyword and add await keyword to the method that can be performed asynchronously, typically a method retrieving data from database, reading file from disk or an API call (I/O Bound). This is illustrated in below example

**A button click event on a win form loading data from API synchronously**

private async void Search\_Click(object sender, EventArgs e)

{

BindingSource bindingSource1 = new BindingSource();

var ticker = new Stopwatch();

ticker.Start();

var request = WebRequest.Create("https://localhost:44394/api/StockSynchronous");

var response = request.GetResponse();

Stream dataStream = response.GetResponseStream();

StreamReader reader = new StreamReader(dataStream);

string responseFromServer = reader.ReadToEnd();

var data = JsonConvert.DeserializeObject<IEnumerable<Stock>>(responseFromServer);

bindingSource1.DataSource = data.Where(price => price.StockName == searchText.Text);

stockData.AutoResizeColumns(DataGridViewAutoSizeColumnsMode.AllCellsExceptHeader);

stockData.DataSource = bindingSource1;

progressMessage.Text = $"Loaded stocks for {searchText.Text} in {ticker.ElapsedMilliseconds}ms";

}

**A button click event on a win form loading data from API asynchronously**

private async void Search\_Click(object sender, EventArgs e)

{

BindingSource bindingSource1 = new BindingSource();

var ticker = new Stopwatch();

ticker.Start();

using (HttpClient client = new HttpClient())

{

var response = await client.GetAsync($"https://localhost:44394/api/StockS");

var content = await response.Content.ReadAsStringAsync();

var data = JsonConvert.DeserializeObject<IEnumerable<Stock>>(content);

bindingSource1.DataSource = data.Where(price => price.StockName == searchText.Text);

}

stockData.DataSource = bindingSource1;

progressMessage.Text = $"Loaded stocks for {searchText.Text} in {ticker.ElapsedMilliseconds}ms";

}

In the above Figure 6.2 await keyword helps is getting the result from asynchronous operation once data is available without blocking UI thread. So, await keyword stores result of the async operation in the left-hand side variable as in this case content variable is a string. The benefit of doing this is that UI thread is returned to the caller and unblocks the UI while data is retrieved from API.

Note – async void is allowed only for UI event handlers, other scenarios it should be avoided.

**CPU Bound vs I/O Bound**

When implementing asynchronous code specially on the server side it is important to identify whether method is doing I/0 bound task or CPU Bound task, a simple way to do is to ask whether my method completion is dependent on external source for example a database call, an API call or load data from a file on disk, async is best fit in such scenarios. However, if you are doing an expensive computational work like executing a business algorithm async is not a best fit as the code will still run synchronously. Let’s see that with an example

using System;

using System.Net.Http;

using System.Threading;

using System.Threading.Tasks;

namespace CPUBoundvsIOBound

{

class Program

{

static async Task Main()

{

Console.WriteLine("Before I/O bound task");

Console.WriteLine("===================================");

AvailableThreads();

await Task.Run(() => GetStocks());

Console.WriteLine("After I/O bound task");

Console.WriteLine("===================================");

AvailableThreads();

await Task.Run(() => DoExpensiveCalculation());

Console.WriteLine("After CPU bound task");

Console.WriteLine("===================================");

AvailableThreads();

Console.ReadLine();

}

/// <summary>

/// Method to log available threads

/// </summary>

static void AvailableThreads()

{

int worker, io;

ThreadPool.GetAvailableThreads(out worker, out io);

Console.WriteLine("Thread pool threads available at startup: ");

Console.WriteLine(" Worker threads: {0:N0}", worker);

Console.WriteLine(" Asynchronous I/O threads: {0:N0}", io);

}

/// <summary>

/// Async method to retrieve data from API

/// </summary>

static async Task GetStocks()

{

using (HttpClient client = new HttpClient())

{

try

{

var response = await client.GetAsync("https://localhost:44394/api/Stocks");

response.EnsureSuccessStatusCode();

var content = await response.Content.ReadAsStringAsync();

Console.WriteLine("Data retrieved from API");

}

catch (Exception ex)

{

Console.WriteLine($"exception occured in API - {ex.Message}");

}

}

}

/// <summary>

/// Method performing high CPU intense calculation

/// </summary>

static async Task<double> DoExpensiveCalculation()

{

Console.WriteLine("Start CPU Bound asynchronous task");

float calculation = 0;

var output = await Task.Run(() =>

{

for (int i = 0; i < 100; i++)

{

calculation = calculation \* 20;

}

return calculation;

});

Console.WriteLine("Finished CPU bound Task");

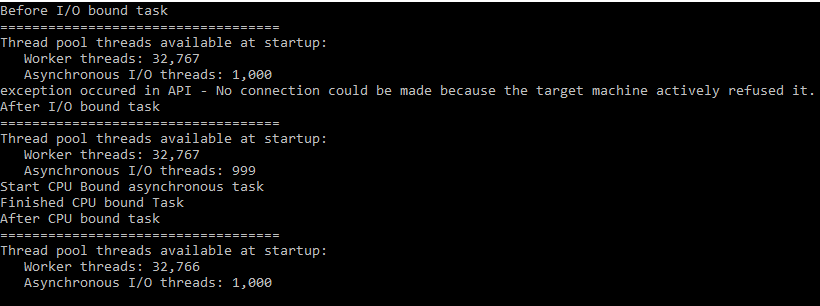
return output;

}

}

}

Running the code above will give following output, here you can see that although we are calling a background thread for CPU intense operation it has used a worker thread which is ok for client side application for things like unblocking UI, However for a ASP.Net application this is nothing different than running operation synchronously as there is no added benefit of assigning a dedicated thread for CPU bound operation.



Taking an analogy of buying tickets at movie counter (assuming this is the only way to book tickets)

* You can tell your friend to buy popcorn while you are waiting in queue.
* However, to buy tickets there is no alternative but to reach counter, even assuming multiple counter scenario (multiple core) where number of people ahead of you are same across counters, switching across counters is not going to save any additional time.

Note – In reality there Is no thread dedicated for I/O operations because we do not need dedicated CPU time, as time spent is primarily receiving data over network or reading data from disk.

**Exception Handling**

**Progress reporting**

**Cancellation**

**Task.Run/FromResult/WhenAll/WhenAny/ContinueWith**

**Throttling**

**Retry**

**GetAwaiter()**

[**https://devblogs.microsoft.com/pfxteam/asyncawait-faq/**](https://devblogs.microsoft.com/pfxteam/asyncawait-faq/)

[**https://devblogs.microsoft.com/pfxteam/await-anything/**](https://devblogs.microsoft.com/pfxteam/await-anything/)