

Welcome

Rearchitect your code  
towards `async/await`



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# Goals

target

Why async is **the future**

How to **gradually move** your  
code towards async / await

The toolbelt for an **async ninja**

# Premise



Intro

Phases

WrapUp



Intro

Phases

WrapUp

The die  
is

cast

# javascript

## ES2015

```
async function chainAnimationsPromise(elem, animations)
{
    let ret = null;
    try {
        for(const anim of animations) {
            ret = await anim(elem);
        }
    } catch(e) { /* ignore and keep going */ }
    return ret;
}
```

```
$ npm install babel-plugin-syntax-async-functions
```

```
$ npm install babel-plugin-transform-async-to-generator
```



# httpClient

```
using (var client = new HttpClient()) {  
    var response = await  
        client.GetAsync("api/products/1");  
    if (response.IsSuccessStatusCode)  
    {  
        var product = await  
            response.Content.ReadAsAsync<Product>();  
    }  
}
```

# Azure SDK

```
var queryable =  
client.CreateDocumentQuery<Entity>(...)  
    .AsDocumentQuery();
```

```
while (queryable.HasMoreResults)  
{  
    foreach (var e in await  
queryable.ExecuteNextAsync<Entity>())  
    {  
        // Iterate through entities  
    }  
}
```

async  
event-driven



# Task

uniform



# Task

## IO-bound



# Task

CPU-bound



# Recap

## best-practices

Use `async Task` instead of `async void`

`Async all the way`, don't mix blocking and asynchronous code

Async / await    ●  
is viral



but

It kicks your  
**servers**

**butt**

Task.Run  
Task.Factory.StartNew  
Parallel.For  
Parallel.ForEach

Worker  
Threadpool

IO  
Threadpool

await iobound  
iobound.FireForget()



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NServiceBus

Azure Service Bus

26 times

Azure Storage Queues

6 times

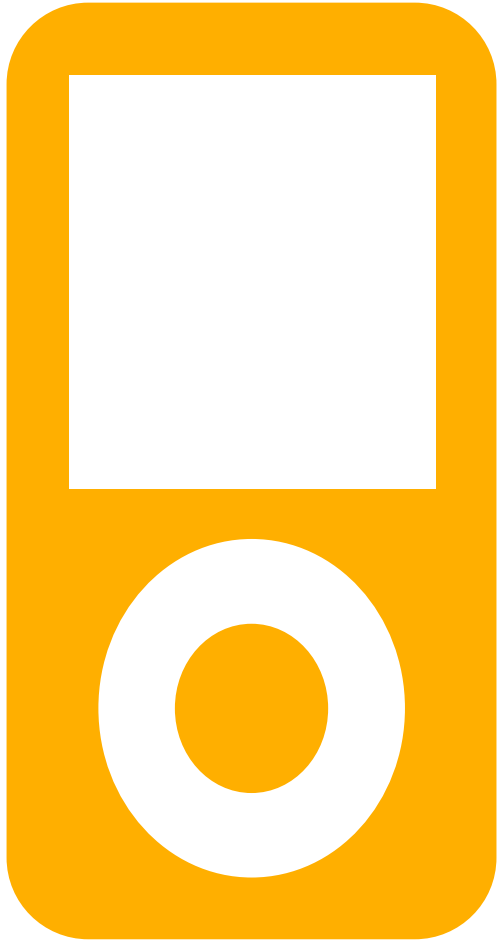
MSMQ

3 times

more message throughput

**ASYNC**





i dentify  
ExP lore  
O vercome  
b ring together

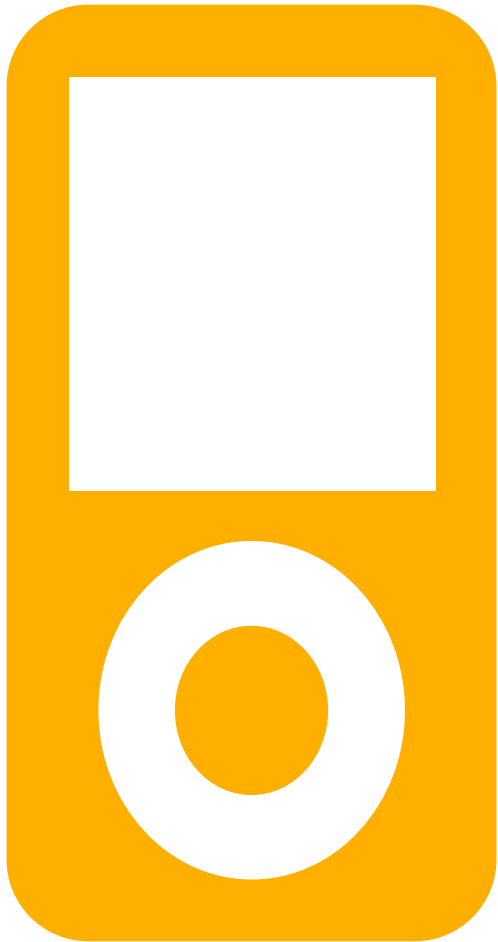


Intro

Phases

WrapUp

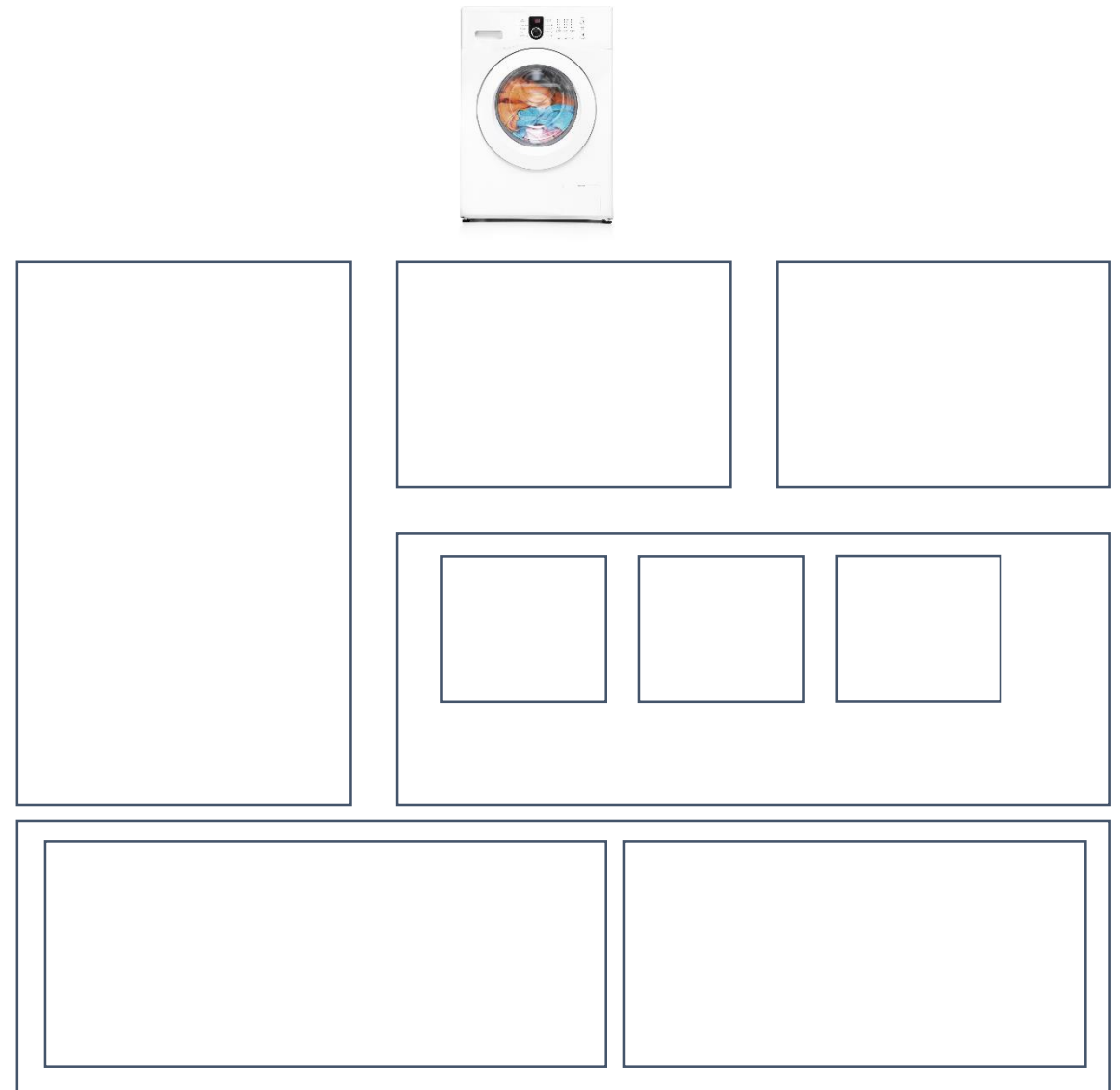




**i**dentify  
Ex**P**lore  
**O**vercome  
**b**ring together

# Identify

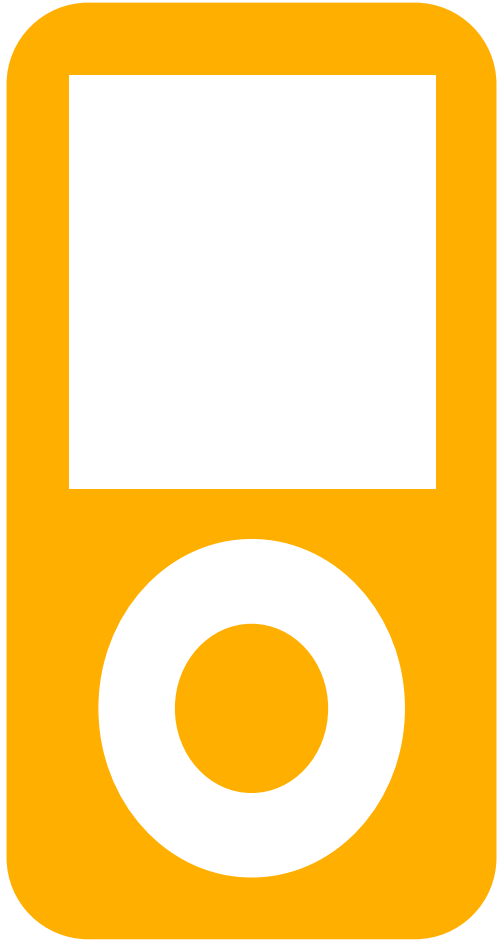
## IO-bound



# NServiceBus

## IO-bound



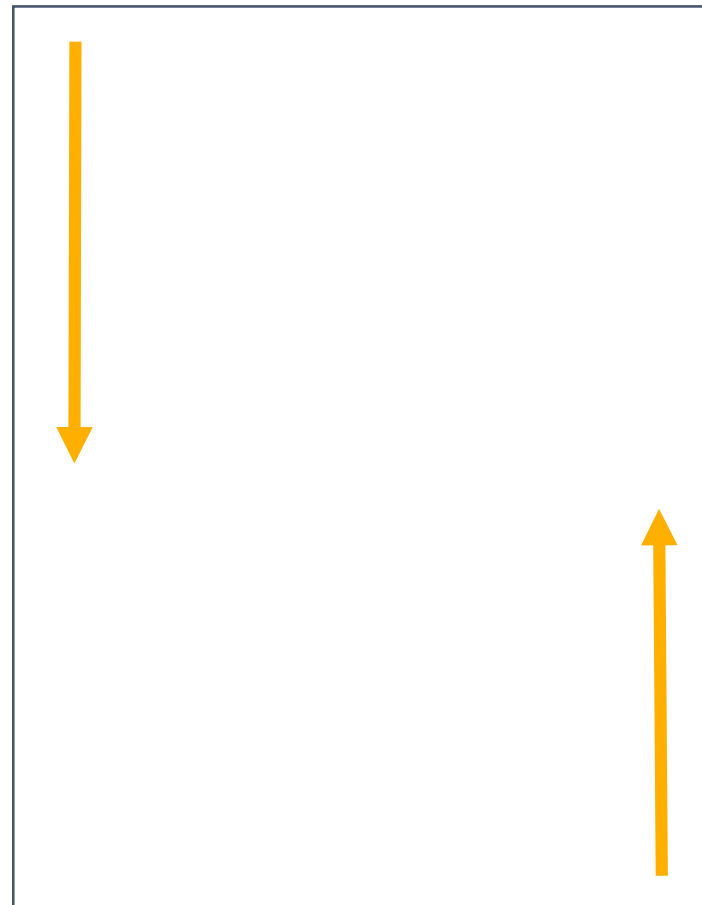


iIdentify  
ExPlore  
OOvercome  
bbring together

# Explore

## IO-bound

High-level Spike

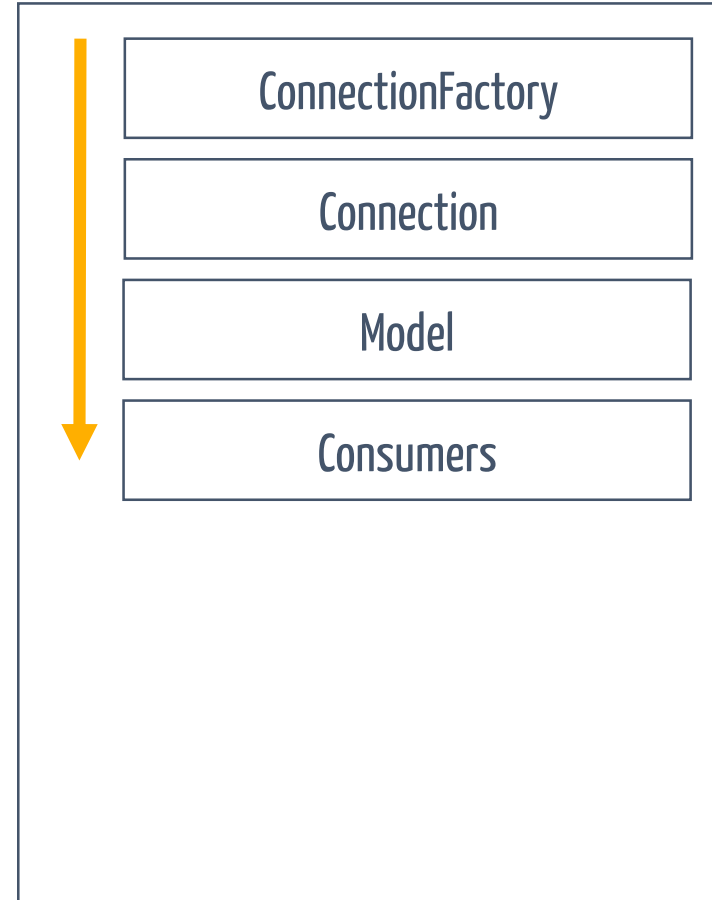


Low-level Spike

# RabbitMQ Client

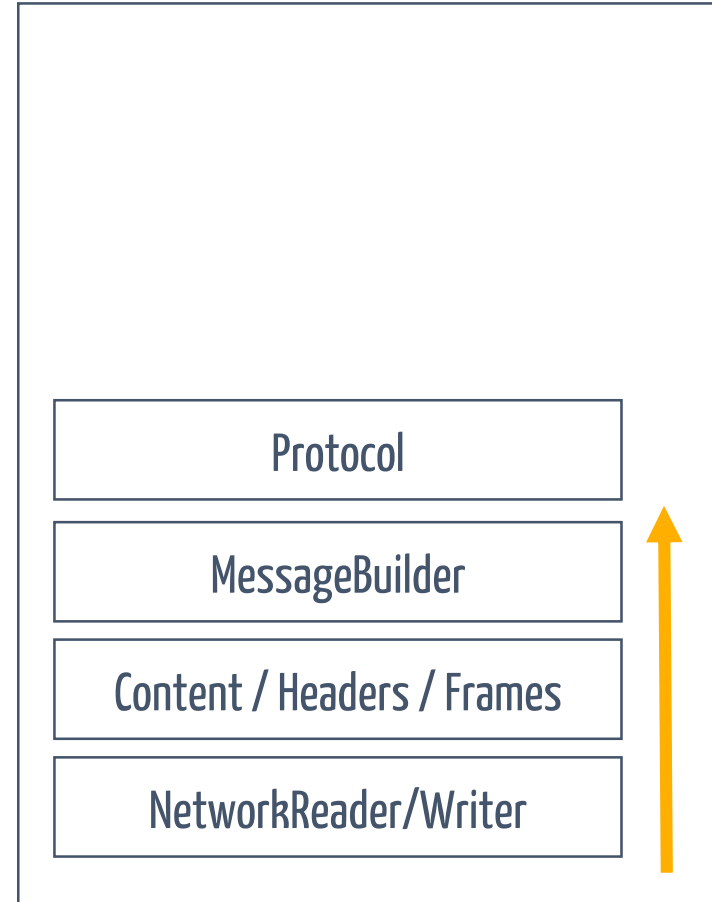
## IO-bound

## High-level Spike



# RabbitMQ Client

## IO-bound



Low-level Spike



Event handlers  
Locks  
Monitor  
Semaphore / Mutex  
Auto / ManualResetEvent  
Ref/Out parameters  
Thread  
Ambient state  
IO-bound calls in 3<sup>rd</sup> Party libs  
Remote Procedure Calls



# Event handler

# Event handlers

```
public delegate void EventHandler(object sender, EventArgs e);
```

```
public delegate void EventHandler<TEventArgs>(object sender, TEventArgs e);
```



```
async void MyEventHandler(object sender, EventArgs e)
{
    await Task.Yield();
    throw new InvalidOperationException();
}
```

# ManualResetEvent

# ManualResetEvent



```
var syncEvent = new ManualResetEvent(false);
```

```
var t1 = Task.Run(() => {  
    syncEvent.WaitOne();  
});
```

```
var t2 = Task.Run(() => {  
    Thread.Sleep(2000);  
    syncEvent.Set();  
});
```

```
await Task.WhenAll(t1, t2);
```



void stinks wait smells

# Remember

Async all the way means avoid blocking code

# Locks

# locks



```
var locker = new object();  
lock (locker)  
{  
    await Task.Yield();  
}
```

Error CS1996  
Cannot await in the body of a lock statement

<http://stackoverflow.com/questions/7612602/why-cant-i-use-the-await-operator-within-the-body-of-a-lock-statement>

Ref / Out parameters



# Ref/Out



```
static async Task Out(string content, out string parameter)
{
    var randomFileName = Path.GetTempFileName();
    using (var writer = new StreamWriter(randomFileName))
    {
        await writer.WriteLineAsync(content);
    }
    parameter = randomFileName;
}
```

Error CS1988

Async methods cannot have ref or out parameters

Ambient state

## Ambient state



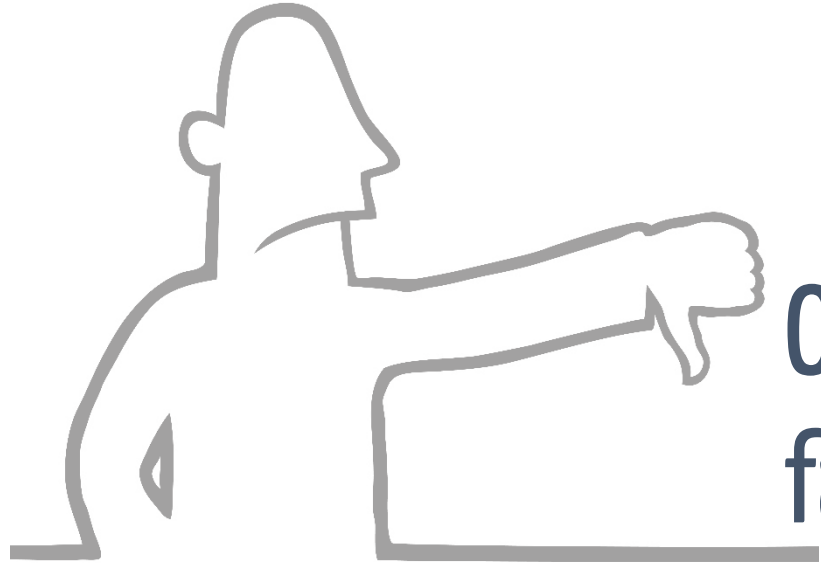
```
class ClassWithAmbientState
{
    static ThreadLocal<int> ambientState =
        new ThreadLocal<int>(() => 1);

    public void Do()
    {
        ambientState.Value++;
    }
}
```

# Ambient state



```
var instance = new ClassWithAmbientState();  
var tasks = new Task[3];  
for (int i = 0; i < 3; i++) {  
    tasks[i] = Task.Run(() => {  
        instance.Do();  
        Thread.Sleep(200);  
        instance.Do();  
    });  
}  
  
await Task.WhenAll(tasks);
```



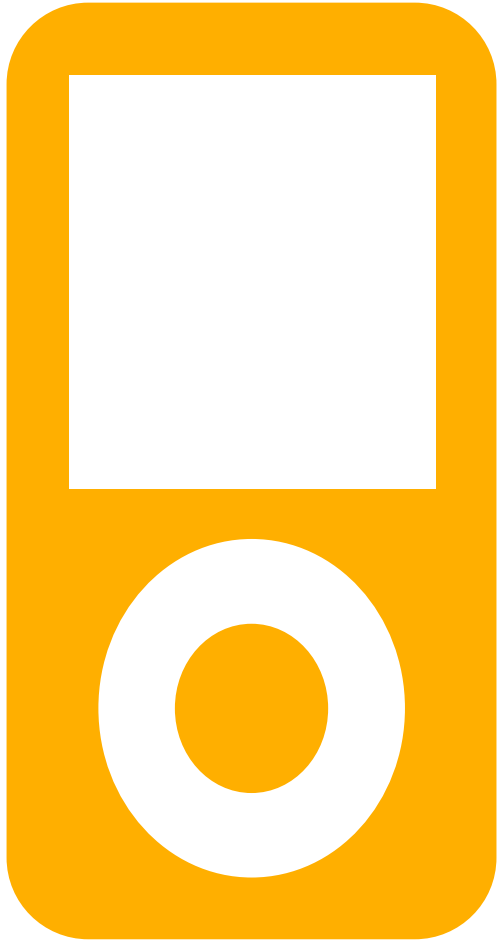
Older constructs **bound to threads**  
fall apart in the async/await world

**Remember**

Forget thread!

think

Task



iIdentify  
ExPlore  
OOvercome  
bBring together

# Event handler



```
public delegate void EventHandler(object sender, EventArgs e);
```

```
public delegate void EventHandler<TEventArgs>(object sender, TEventArgs e);
```

```
async void MyEventHandler(object sender, EventArgs e)
{
    await Task.Yield();
    throw new InvalidOperationException();
}
```

# Event handlers

```
public delegate Task AsyncEventHandler(object sender, EventArgs e);
```

```
async Task MyAsyncEventHandler(object sender, EventArgs e) { }
```



```
async Task MyEventHandler(object sender, EventArgs e)
{
    await Task.Yield();
    throw new InvalidOperationException();
}
```

# Event handlers



```
protected virtual Task OnMyAsyncEvent() {  
    var invocations = handler.GetInvocationList();  
    var handlerTasks = new Task[invocationList.Length];  
  
    for (int i = 0; i < invocations.Length; i++) {  
        handlerTasks[i] = ((AsyncEventHandler)invocations[i])(...);  
    }  
    return Task.WhenAll(handlerTasks);  
}
```

# ManualResetEvent

```
var syncEvent = new ManualResetEvent(false);
```

```
var t1 = Task.Run(() => {  
    syncEvent.WaitOne();  
});
```

```
var t2 = Task.Run(() => {  
    Thread.Sleep(2000);  
    syncEvent.Set();  
});
```

```
await Task.WhenAll(t1, t2);
```

# ManualResetEvent



```
var tcs = new TaskCompletionSource<object>();
```

```
var t1 = ((Func<Task>)(async () => {  
    await tcs.Task;  
}));
```

```
var t2 = ((Func<Task>)(async () => {  
    await Task.Delay(2000);  
    tcs.TrySetResult(null);  
}));
```

```
await Task.WhenAll(t1, t2);
```

# ManualResetEvent



Works for **set once events** only.  
For reset events an approach is  
available on my github account

# Locks



locks



Can we change the code so that  
we don't have to await inside  
the lock?

```
var locker = new object();  
lock (locker)  
{  
    await Task.Yield();  
}
```

Error CS1996

Cannot await in the body of a lock statement

locks



```
int sharedRessource = 0;  
var semaphore = new SemaphoreSlim(1);
```

```
var tasks = new Task[3];  
for (int i = 0; i < 3; i++) {  
    tasks[i] = ((Func<Task>) (async () => {  
        await semaphore.WaitAsync();  
        sharedRessource++;  
        semaphore.Release();  
    })))();  
}  
await Task.WhenAll(tasks);
```

Ref / Out parameters

```
static async Task Out(string content, out string parameter)
{
    var randomFileName = Path.GetTempFileName();
    using (var writer = new StreamWriter(randomFileName))
    {
        await writer.WriteLineAsync(content);
    }
    parameter = randomFileName;
}
```

Error CS1988

Async methods cannot have ref or out parameters

Ref/Out



```
static async Task<string> Out(string content)
{
    var randomFileName = Path.GetTempFileName();
    using (var writer = new StreamWriter(randomFileName))
    {
        await writer.WriteLineAsync(content);
    }
    return randomFileName;
}
```

Ambient state

```
class ClassWithAmbientState
{
    static ThreadLocal<int> ambientState =
        new ThreadLocal<int>(() => 1);

    public void Do()
    {
        ambientState.Value++;
    }
}
```



## Ambient state



```
class ClassWithAmbientState {  
    static AsyncLocal<int> ambientState =  
        new AsyncLocal<int>();
```

```
    static ClassWithAmbientState() {  
        ambientState.Value = 1;  
    }
```

```
    public void Do() {  
        ambientState.Value++;  
    }  
}
```

# Ambient state



```
var instance = new ClassWithAmbientState();  
var tasks = new Task[3];  
for (int i = 0; i < 3; i++) {  
    tasks[i] = ((Func<Task>)(async () => {  
        instance.Do();  
        await Task.Delay(200).ConfigureAwait(false);  
        instance.Do();  
    }));  
}  
  
await Task.WhenAll(tasks);
```

# Ambient state



Even better:

Can we change the code so that  
we float state into methods  
that need it?

## Ambient state



```
var instance = new ClassWithFloatingState();
```

```
var tasks = new Task[3];
```

```
for (int i = 0; i < 3; i++) {
```

```
    tasks[i] = ((Func<Task>)(async () => {
```

```
        int current = 1;
```

```
        current = instance.Do(current);
```

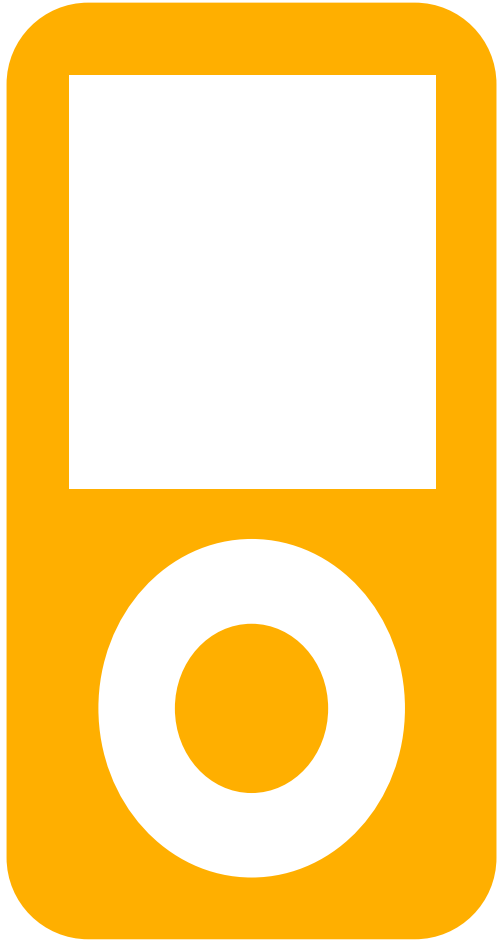
```
        await Task.Delay(200).ConfigureAwait(false);
```

```
        instance.Do(current);
```

```
    }));
```

```
}
```

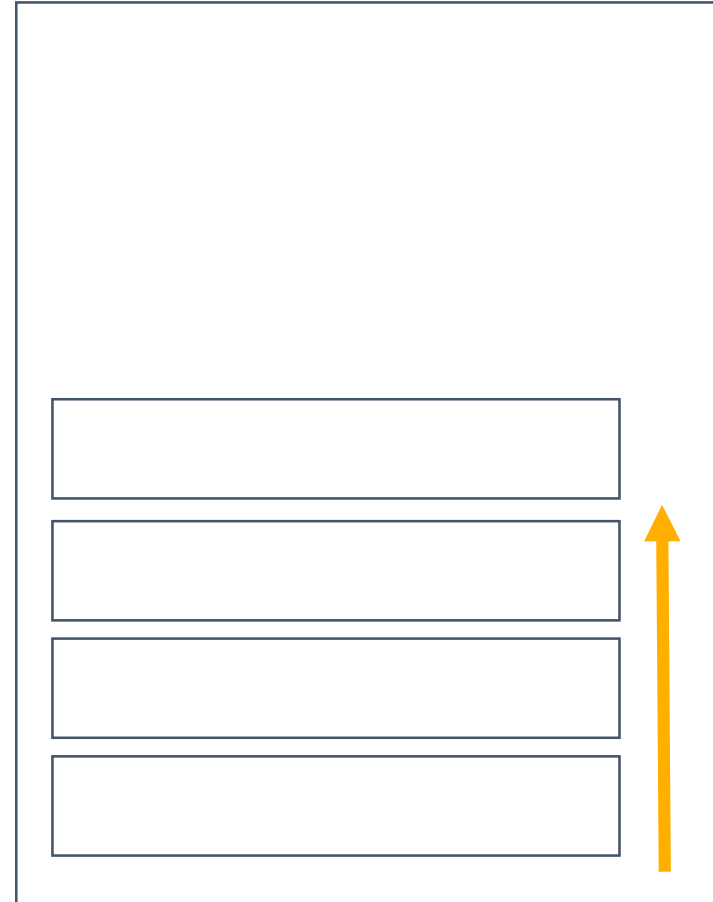
```
await Task.WhenAll(tasks);
```



Identify  
ExPlore  
Overcome  
bring together

Bring it  
together

High-level



Low-level

Bring it  
together

```
void HighLevel() {  
    try {  
        MidLevel();  
    } catch(InvalidOperationException) { }  
}
```

```
void MidLevel() {  
    ...  
    LowLevel();  
    ...  
}
```

```
void LowLevel() {  
}
```

# Bring it together

```
void HighLevel() {  
    try {  
        MidLevel();  
    } catch(InvalidOperationException) { }  
}
```

```
void MidLevel() {  
    ...  
    LowLevel().GetAwaiter().GetResult();  
    ...  
}
```

```
async Task LowLevel() {  
}
```



Commit. Push.

# Bring it together

```
void HighLevel() {  
    try {  
        MidLevel().GetAwaiter().GetResult();  
    } catch(InvalidOperationException) { }  
}
```

```
async Task MidLevel() {  
    ...  
    await LowLevel().ConfigureAwait(false);  
    ...  
}
```

```
async Task LowLevel() {  
}
```

Commit. Push.

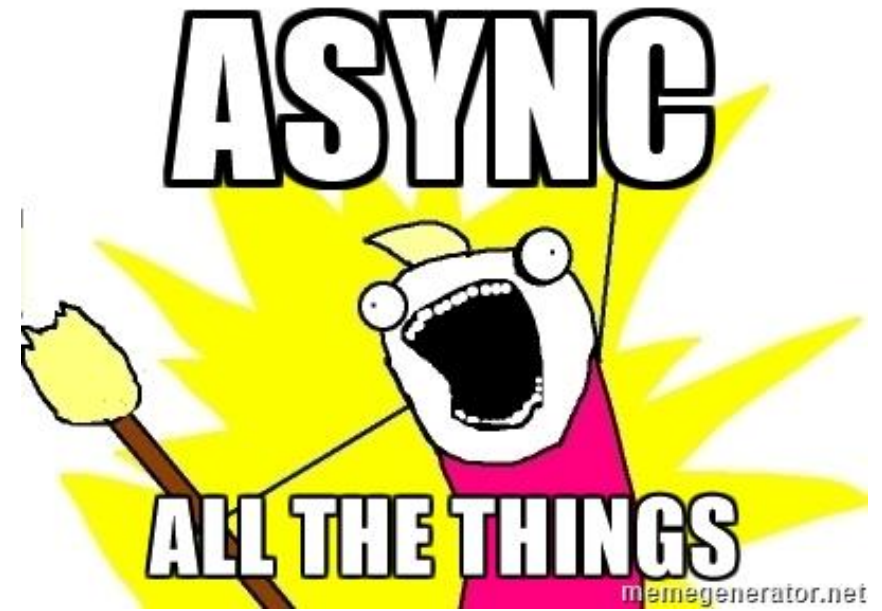
# Bring it together

```
async Task HighLevel() {  
    try {  
        await MidLevel ().ConfigureAwait(false);  
    } catch(InvalidOperationException) { }  
}
```

```
async Task MidLevel() {  
    ...  
    await LowLevel().ConfigureAwait(false);  
    ...  
}
```

```
async Task LowLevel() {  
}
```

Yehaa!



Async all the way



Intro

Phases

WrapUp

# Recap

## reminder

Use **iPob** to move your code  
step by step towards async / await

**IO-bound** paths benefit from async

**Uniform API of Task** allows to await  
CPU-bound as well as IO-bound tasks

# Slides, Links...

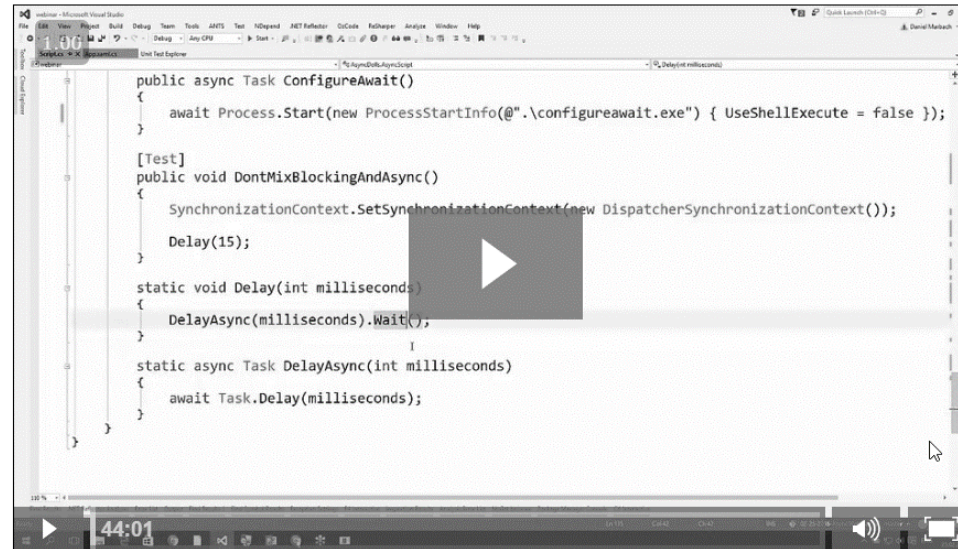
[github.com/danielmarbach/RearchitectTowardsAsyncAwait](https://github.com/danielmarbach/RearchitectTowardsAsyncAwait)



# Async/Await Webinar Series: Best Practices

See how to avoid common pitfalls in asynchronous code bases

[go.particular.net/ndc16.async](https://go.particular.net/ndc16.async)



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## Summary

Daniel Marbach shows how to avoid common pitfalls in asynchronous code bases.

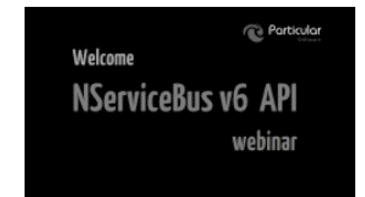
Learn how to:

- Differentiate between IO-bound vs CPU-bound work and how this relates to Threads and Tasks
- Avoid serious production bugs as a result of asynchronous methods returning void
- Opt-out from context capturing when necessary
- Deal with synchronous code in the context of asynchronous code

## OTHER VIDEOS IN THE SERIES



► TPL & Message Pumps



► NServiceBus v6 API Update

await Q & A

# Thanks