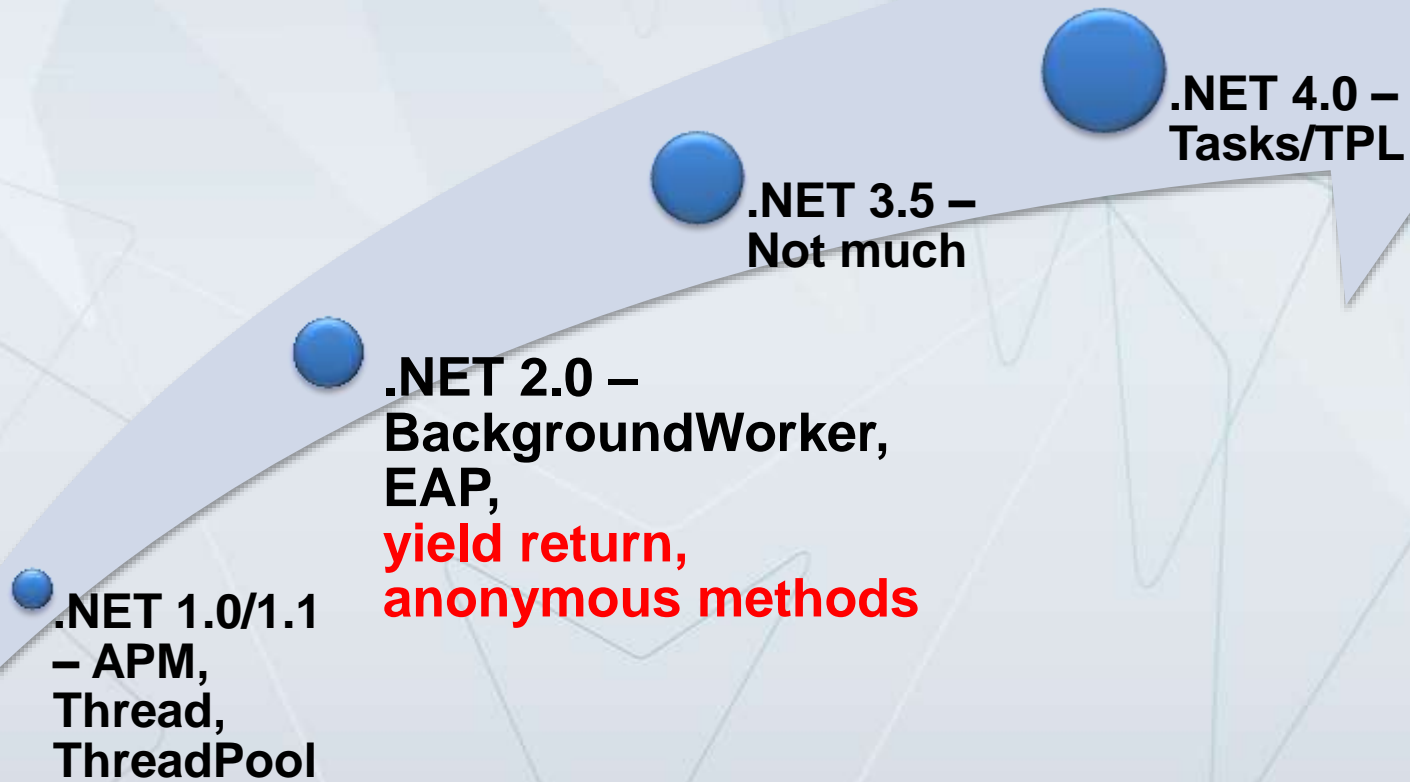


Asynchronous programming with C# 5.0 & .NET 4.5

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Evolution of Async Programming



Asynchronous Programming Model

- **BeginXXX/EndXXX, IAsyncResult**
- **Code is scattered**
- **Explicit synchronization**
- **Explicit Thread/Threadpool use**
- **Demo**

Event-based Async Programming

- **XXXAsync/XXXCompleted**
- **Code is scattered**
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Asynchronous Methods

- **Goal: Just like synchronous programming**
- **Compare the state of Remote Execution (Remoting/WS/WCF)**
- **Syntax hides complexity**
 - “async” modifier marks method or lambda as asynchronous
 - “await” operator yields control until awaited task completes

Task<T>

- **Represents “ongoing operation”**
 - Could be async I/O, background worker, anything...
 - Single object for status, result and exceptions
- **Composable callback model**
 - `var task2 = task1.ContinueWith(t => ... t.Result ...);`
 - The “await” operator rewrites to continuations
- **Combinators**
 - WhenAll, WhenAny, Delay, etc.

Composable Tasks

```
async Task ProcessFeedAsync(string url) {  
    var text = await DownloadFeedAsync(url);  
    var doc = ParseFeedIntoDoc(text);  
    await SaveDocAsync(doc);  
    ProcessLog.WriteEntry(url);  
}
```

```
Task ProcessFeedAsync(string url) {  
    var task = DownloadFeedAsync(url);  
    task.ContinueWith(t => ParseFeedIntoDoc(t.Result));  
    task.ContinueWith(t => SaveDocAsync(t.Result));  
    task.ContinueWith(t => ProcessLog.WriteEntry(url));  
    task.Start();  
    return task;  
}
```

Async Code Locality

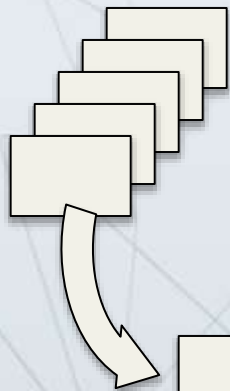
- **What yield return is to collections**

```
IEnumerable<string> GetLines() {  
    yield return "Line 1";  
    yield return "Line 2";  
    yield return "Line 3";  
}
```


Asynchronous Control Flow

```
async void DoWorkAsync() {  
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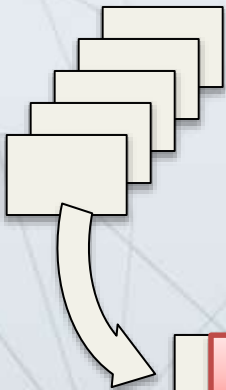
Message
Pump

UI Thread

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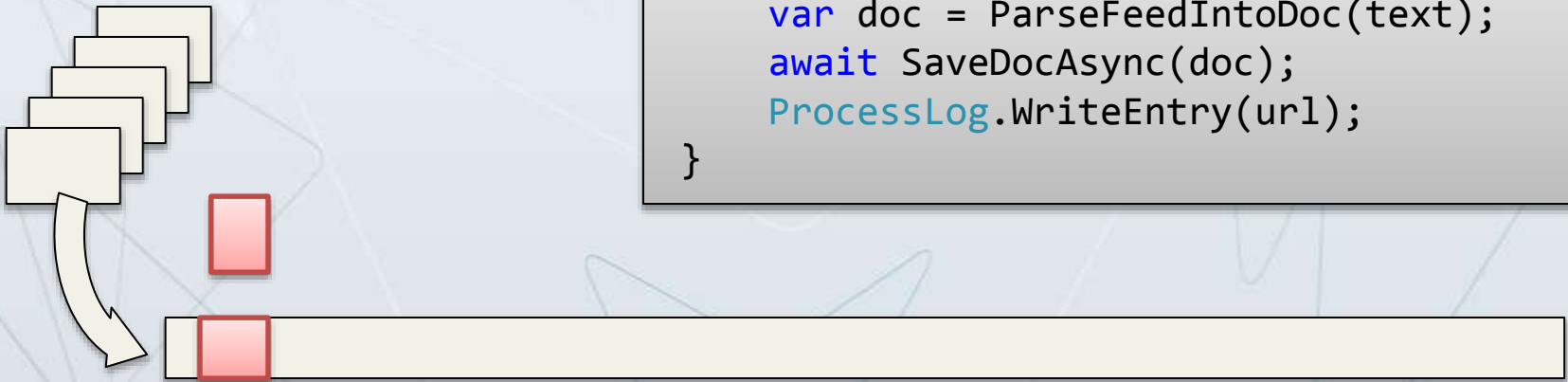
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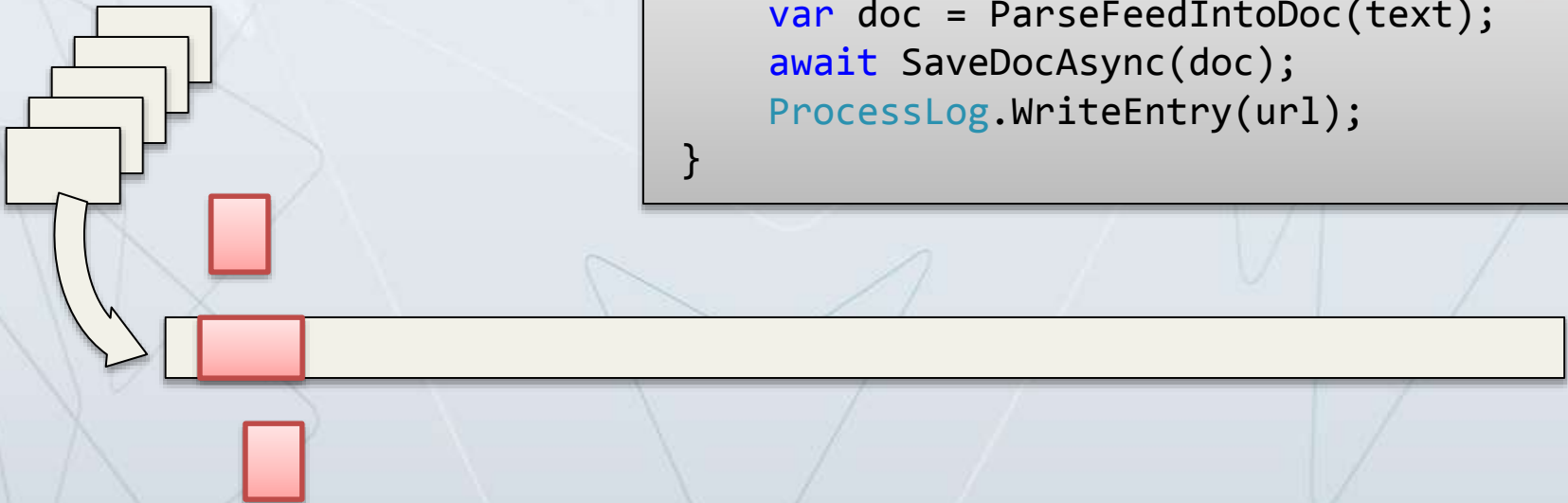
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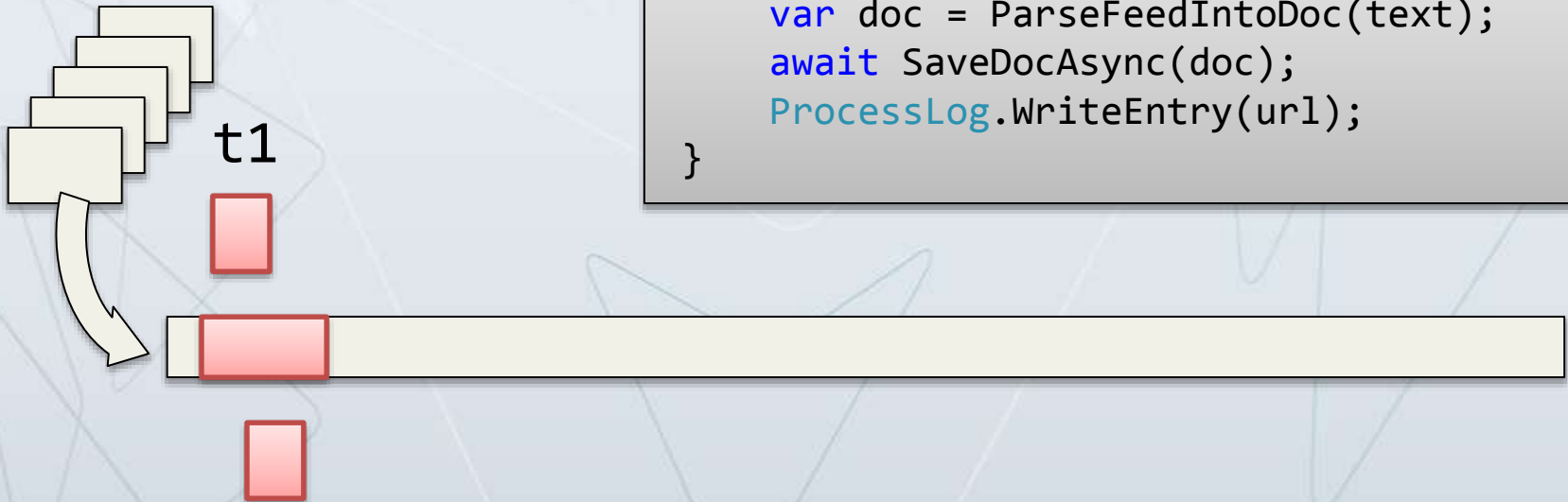
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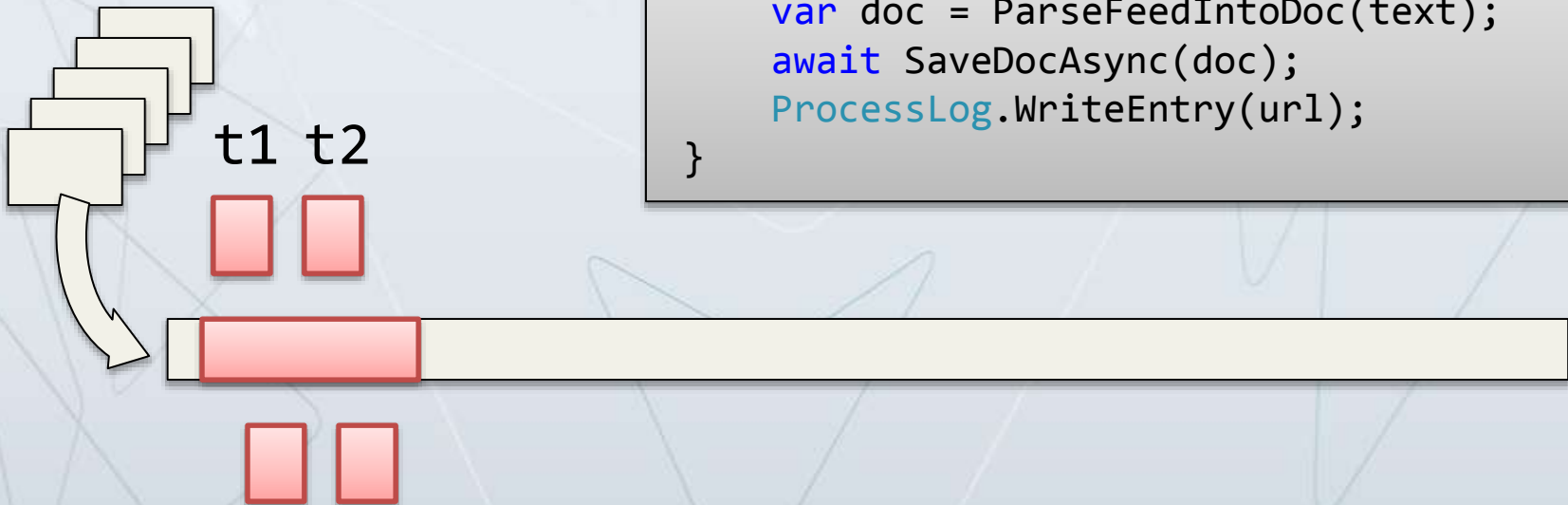
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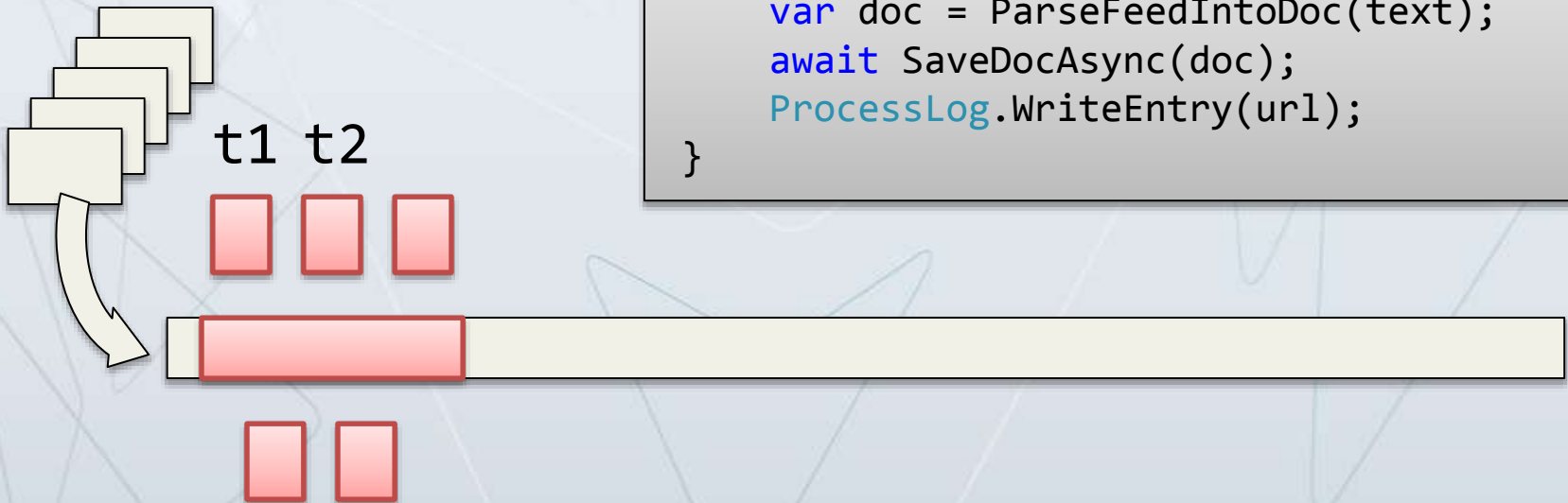
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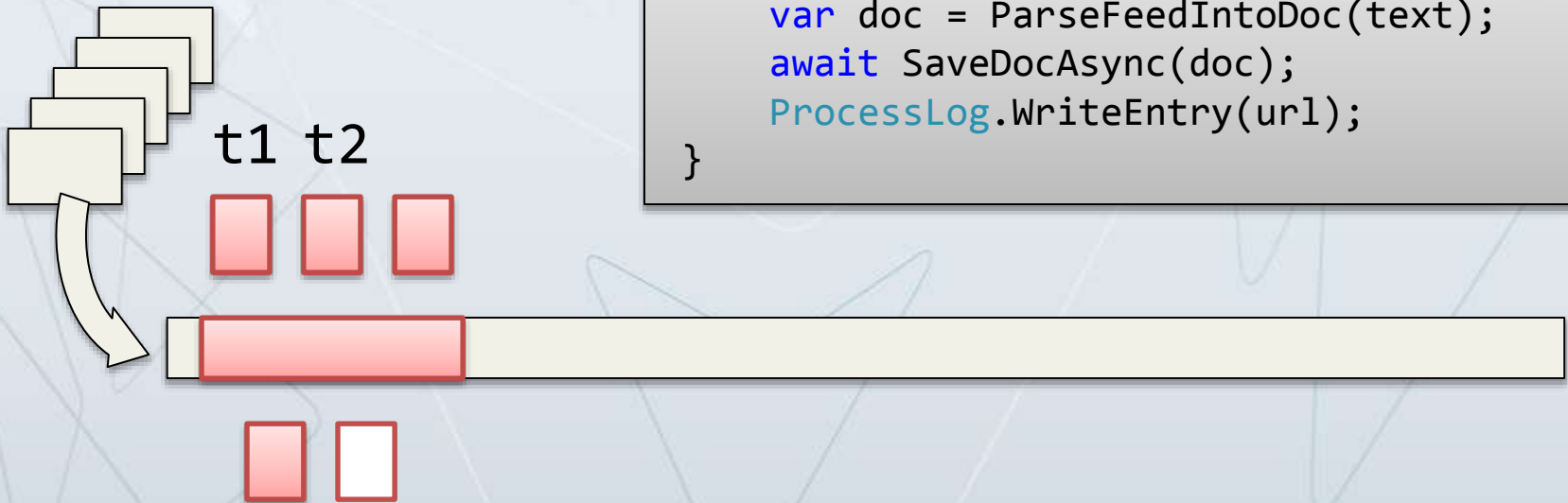
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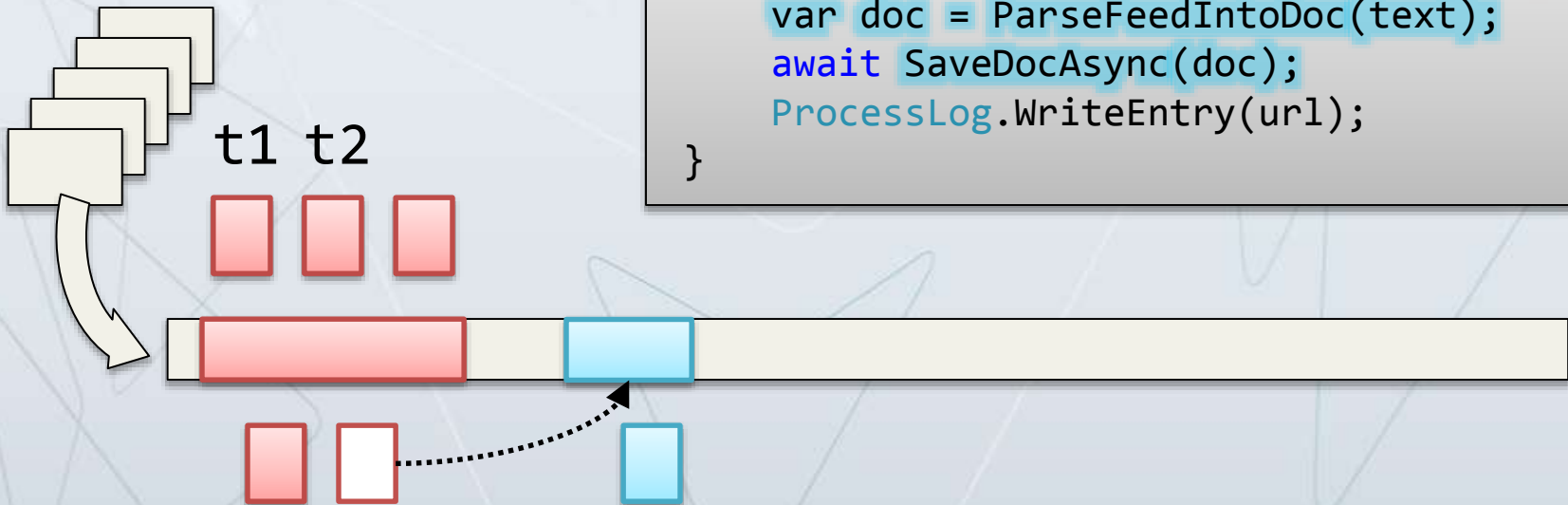
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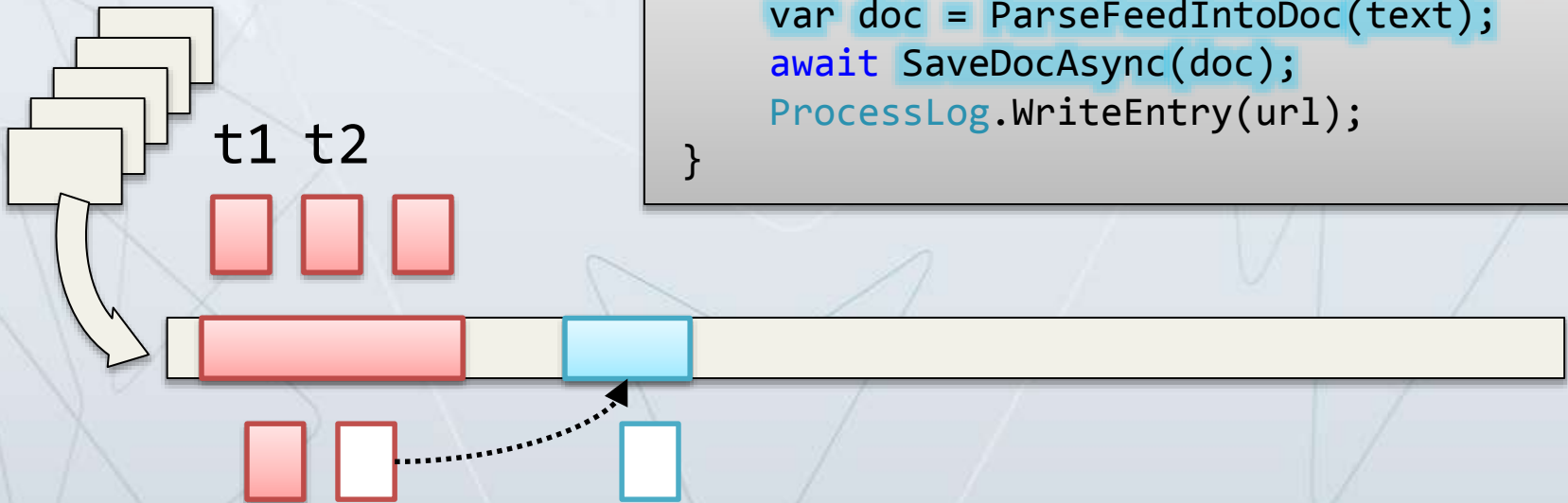
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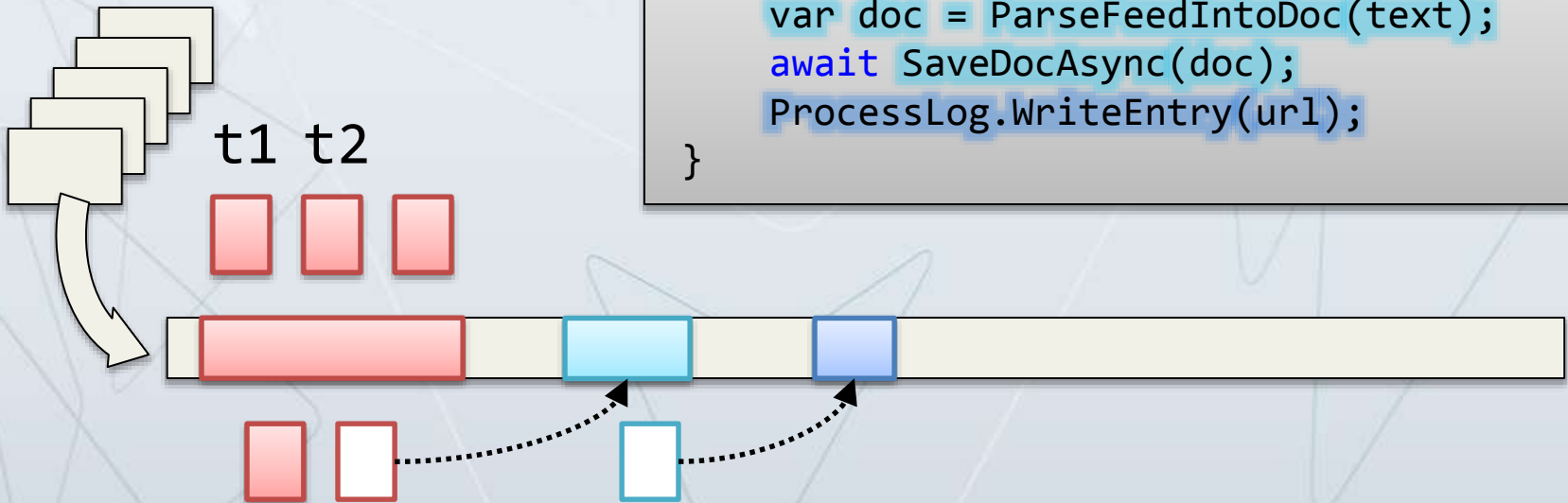
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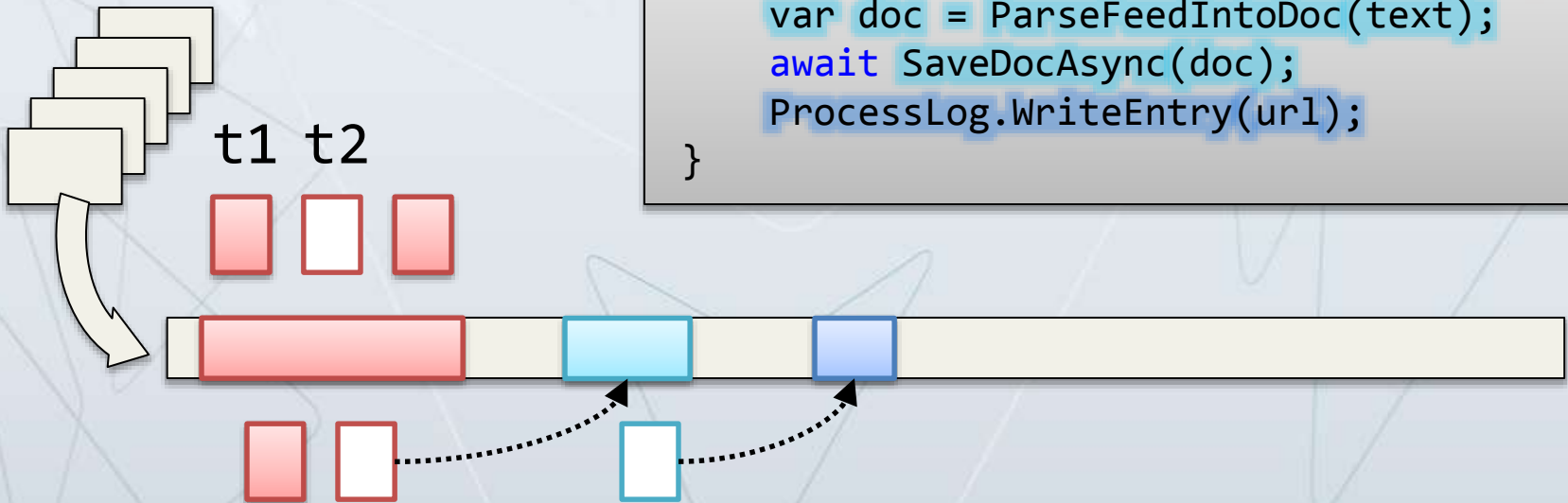
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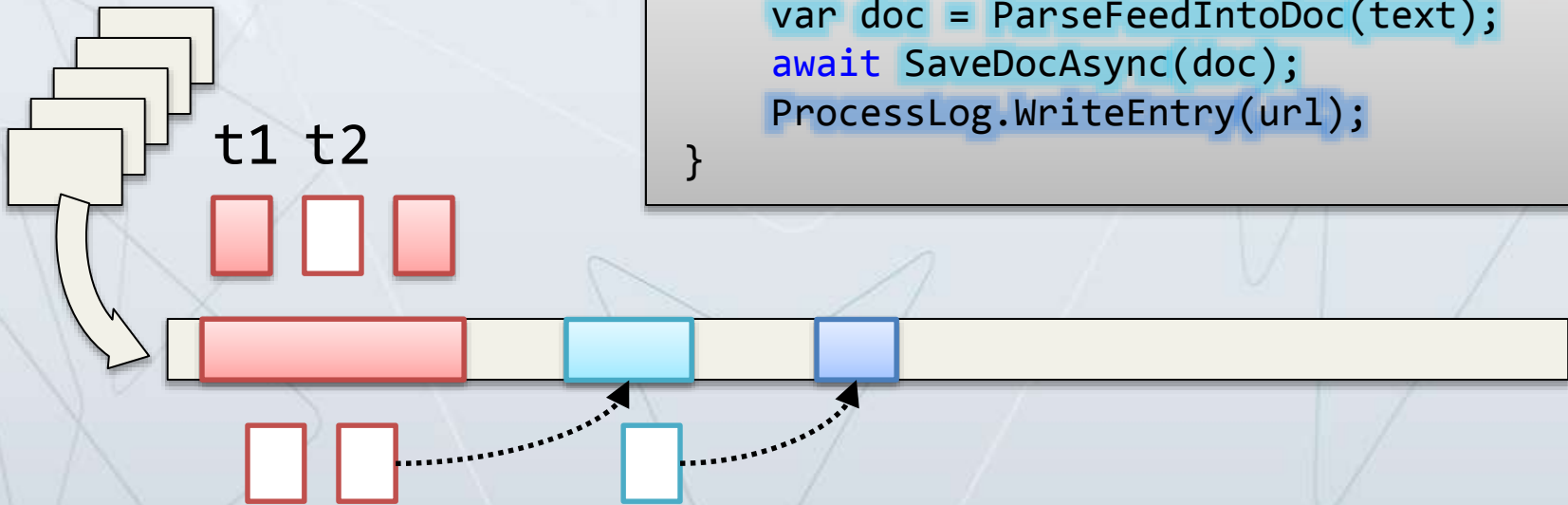
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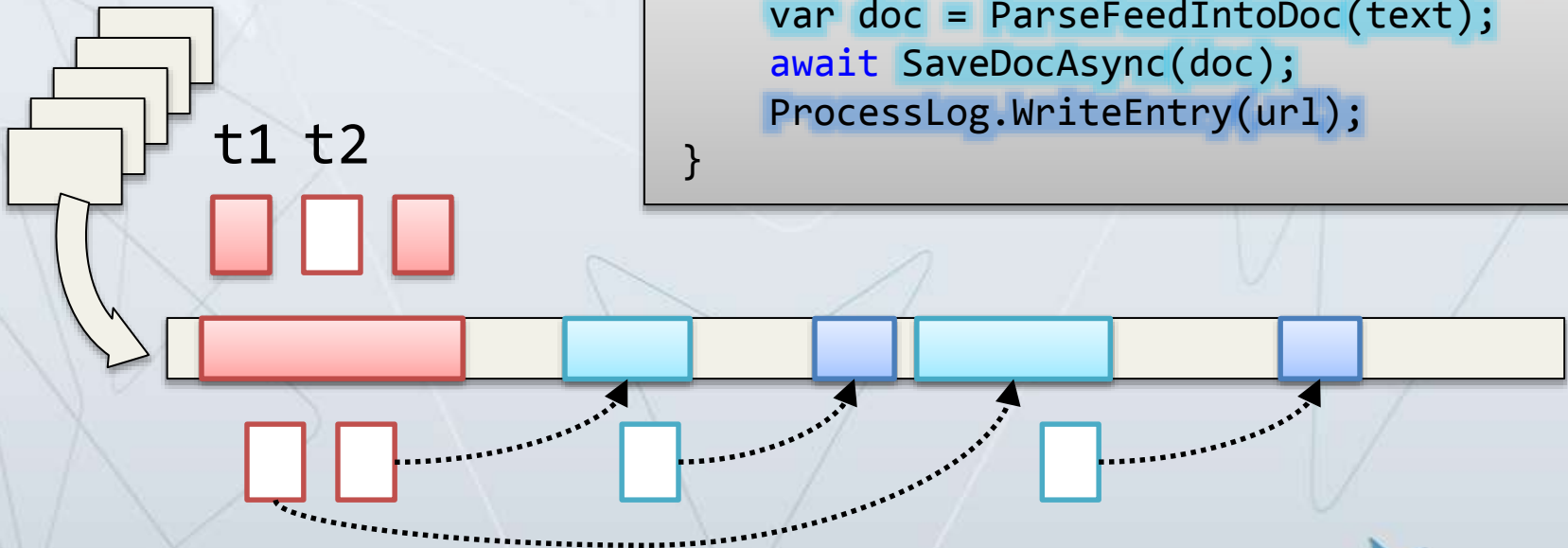
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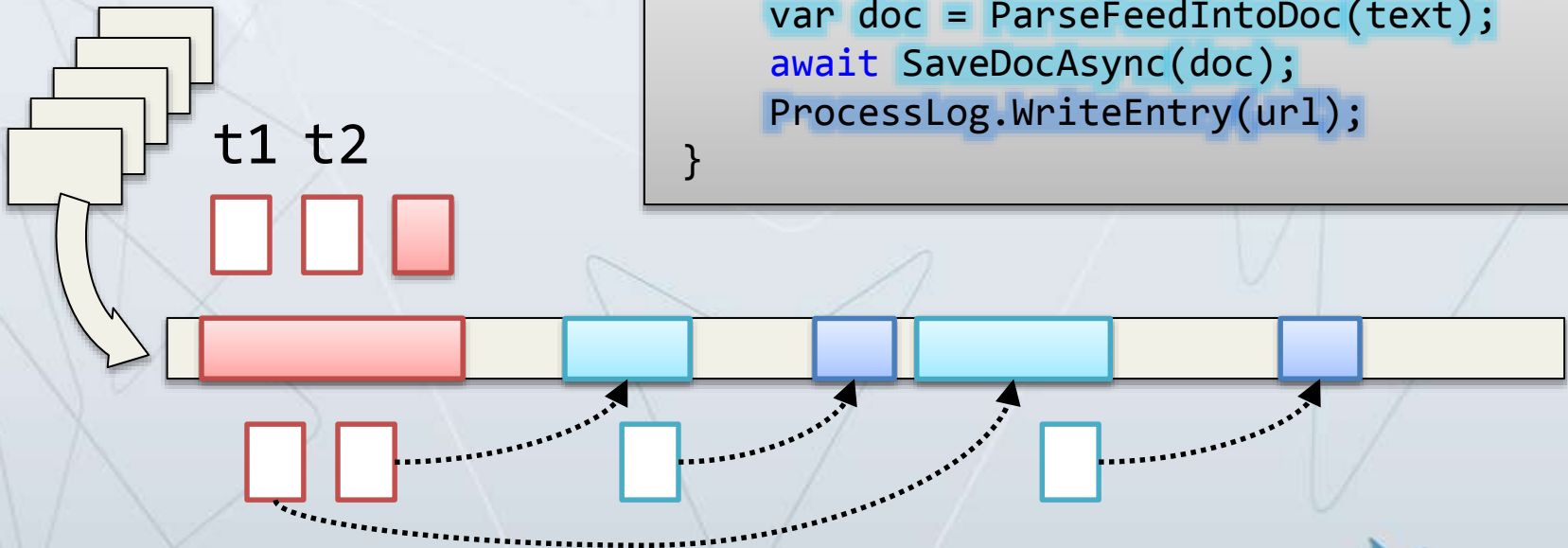
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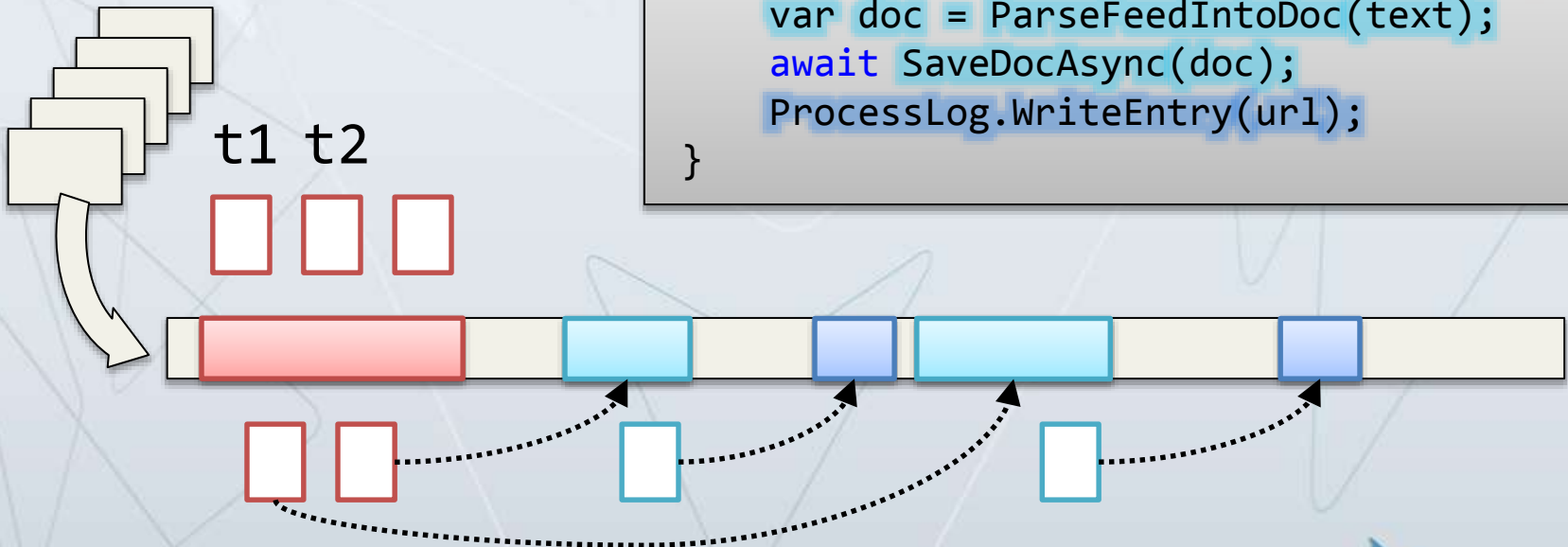
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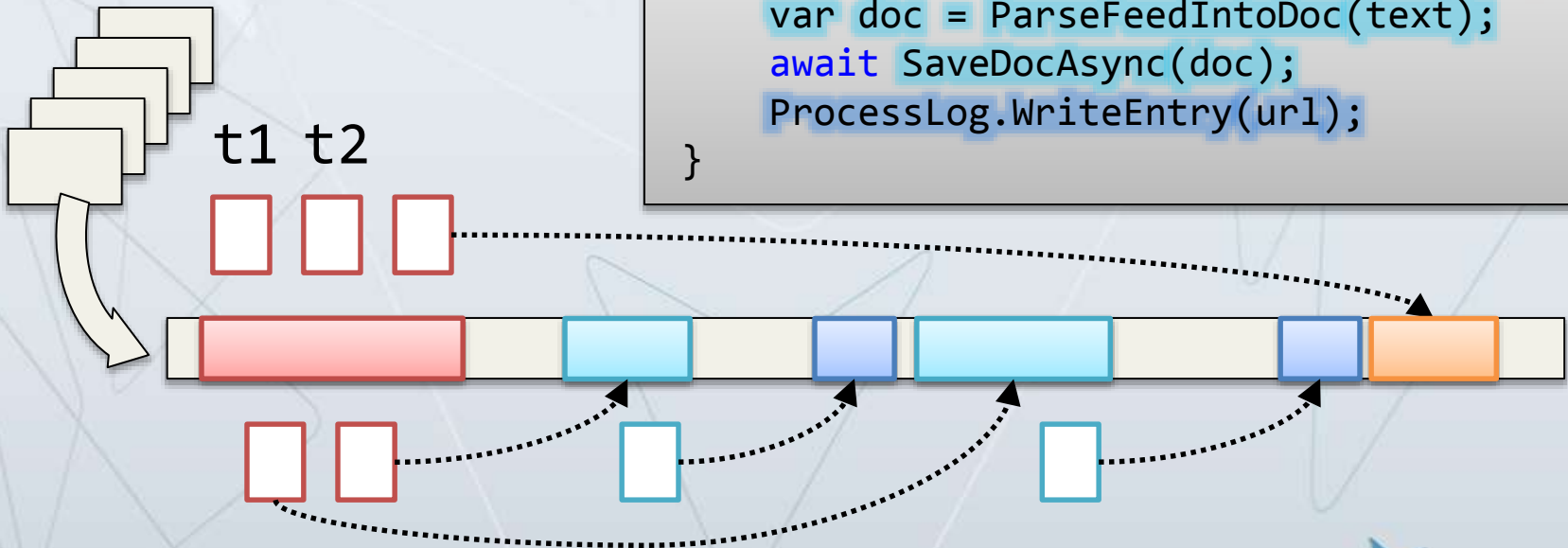
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}
```



What about Threads?

- Why do we care?

```
async void Exec()  
{  
    Console.WriteLine("Synchronic");  
    await Task.Run(() => Console.WriteLine("Parallel action"));  
    Console.WriteLine("Continuation");  
}
```

Thread id = UI

Thread id = 2

Thread id = UI

- Either we marshal back... or not.

Await != Task.Run

```
async Task AsyncDelay() {  
    await Task.Delay(1000);  
    await Task.Delay(1000);  
    Console.WriteLine("Done!");  
}
```

```
async Task AsyncDelay() {  
    for (int i = 0; i < 10; i++)  
        await Task.Delay(1000);  
    Console.WriteLine("Done!");  
}
```

Await != Task.Run

```
async Task AsyncDelay() {  
    await Task.Delay(1000);  
    await Task.Delay(1000);  
    Console.WriteLine("Done!");  
}
```

```
Task AsyncDelay() {  
    return Task.StartNew(() => Thread.Sleep(1000))  
        .ContinueWith(() => Thread.Sleep(1000))  
        .ContinueWith(() => Console.WriteLine("Done!"));  
}
```

Await != Task.Run

```
async Task AsyncDelay() {  
    Task t1 = Task.Delay(1000);  
    Task t2 = Task.Delay(1000);  
    await Task.WhenAll(t1, t2);  
    // or Task.WhenAny  
    Console.WriteLine("Done!");  
}
```

What About Exceptions?

- Should be as simple as the synchronous case

```
var wc = new WebClient();
try {
    ValidateUrl(url);
    string txt = await wc.DownloadStringTaskAsync(url);
    string parsedText = DoRiskyParsing(txt);
    dataTextBox.Text = parsedText;
}
catch(ArgumentException ex) {
    // validation phase
}
catch(WebException ex) {
    // communication phase
}
catch(ParseException ex) {
    // continuation phase
}
```

What Happened to AggregateException?

- TPL allows us to handle multiple exceptions from child tasks.
- Async/await unwraps the first
- Workaround: rethrow manually:

```
await Task.WhenAll(t1, t2)
    .ContinueWith(t =>
        { if (t.Exception != null)
            throw t.Exception;
        });
```

Cancellation and Progress

- **Asynchronous methods may support cancellation**
 - With the **CancellationToken** type
- **Can also report progress**
 - An **IProgress<T>** interface is defined
 - And one stock implementation, **Progress<T>**
- **Can use both**

Cancellation & Progress

demo

await Limitations

- **Cannot use await inside a catch/finally block**
- **Cannot use await inside a lock block**
- **Async/await methods are *composed*, not *atomic***

Custom Awaiters

- The **await** keyword looks for a pattern
- Can await anything that
 - Has a **GetAwaiter** method returning an object that has
 - ❑ **IsCompleted** property
 - ❑ **OnCompleted** method
 - ❑ **GetResult** method
 - ❑ Must implement the **INotifyCompletion** interface

Custom Awaiter

demo

Points to Remember

- For any async block it is important to have **at least one await**.
- Coding convention: add **Async** to method name
- Can return **void** for root.
- Everything is managed by a **State Machine Workflow** by the compiler

Takeaways

- **Async/await are more than syntactic sugar**
 - Different paradigm
 - Methods are composed, not atomic
- **Let's not talk about threads**
- **Not about performance**
 - Though that doesn't hurt either

Questions?

- Asynchronous Programming with Async and Await:
<http://msdn.microsoft.com/en-us/library/vstudio/hh191443.aspx>
- Parallel Processing Team Blog:
<http://blogs.msdn.com/b/pfxteam>
- Await anything:
<http://blogs.msdn.com/b/pfxteam/archive/2011/01/13/10115642.aspx>
- Async/Await Benchmarks:
<http://blogs.msdn.com/b/pfxteam/archive/2011/11/10/10235962.aspx>