Code Along – Reimplement Task and ThreadPool

About your teacher

Name: Tore Nestenius

Teaches:

- Web application security,
- OpenID-Connect,
- .NET and C#,
- Software Architecture
- Azure cloud…

Help others on Stack Overflow

BLOG

https://nestenius.se/

- Default Azure Credentials Under the Hood
- Improving ASP.NET Core Security By Putting Your Cookies On A Diet
- Demystifying OpenID Connect's State and Nonce Parameters
- Exploring what is inside the ASP.NET Core cookies
- Debugging cookie problems in ASP.NET Core
- BearerToken: The new Authentication handler in .NET 8
- Debugging JwtBearer Claim Problems in ASP.NET Core
- Debugging OpenID Connect Claim Problems in ASP.NET Core
- Troubleshooting JwtBearer authentication problems in ASP.NET Core
- …

My training courses

Fundamentals
- Containers and **Kubernetes**
- Introduction to **Git** and **GitHub**

Architecture
- Modern Application **Architecture**
- Service Communication - **REST** vs. **GraphQL** vs. **gRPC**

OpenID Connect and OAuth
- Introduction to **OIDC** and **OAuth**
- Securing ASP.NET Using OIDC and **IdentityServer**
- **IdentityServer** in Production

Web
- **Web Security** Fundamentals

.NET
- Applied **D**omain-**D**riven **D**esign in .NET
- **CQRS** and **Event Sourcing** in .NET
- Building ASP.**NET Core** APIs
- **Asynchronous** Programming in C#
- **C# Expert**
- C# Fundamentals
- TDD.NET

Important Notes!

- **Interrupt me!**
- **Discuss!**
- **Ask questions**!

Threads

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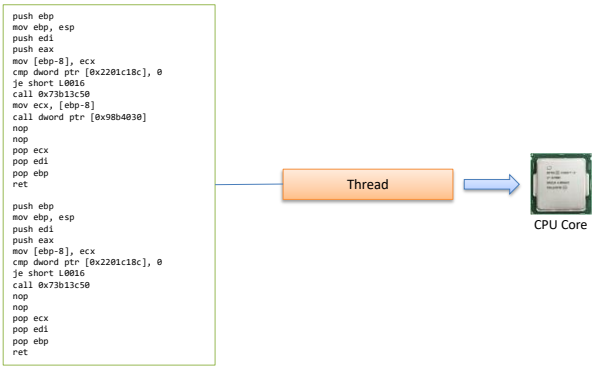
Threads

A thread represents **code** to execute on the CPU



A CPU core can only execute **one thread** at a time

How can I execute threads in parallel?

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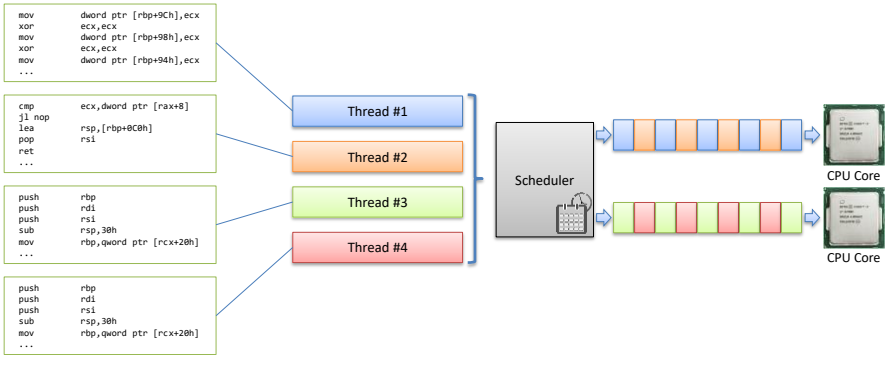
Threads

Multiple cores is needed to run threads in parallel



A **scheduler** managing this for us

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Creating our first thread

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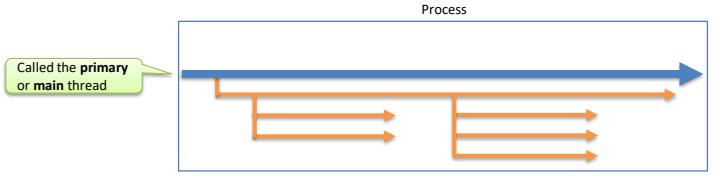
Threads

By default, every application starts with a **single thread**



The application can then create additional **worker threads**

How do we create our first thread?

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Creating our first thread

Creating a **thread** in C#

```
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CộŋşộĽê ẅsîŧɏêĽîŋê  Ňǎîŋ ŢḥsêǎđÍD     ŇǎîŋÍD

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        îŋŧ ŢÍD   Ţḥsêǎđ CụssêŋŧŢḥsêǎđ ŇǎŋǎĝêđŢḥsêǎđÍđ
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ŧ Şŧǎsŧ
```

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The Thread Pool

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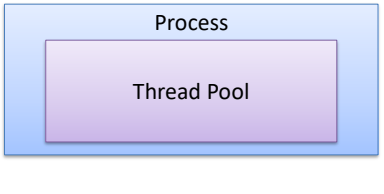
The Thread Pool

Each .NET process has a **Thread Pool**



How does it work?

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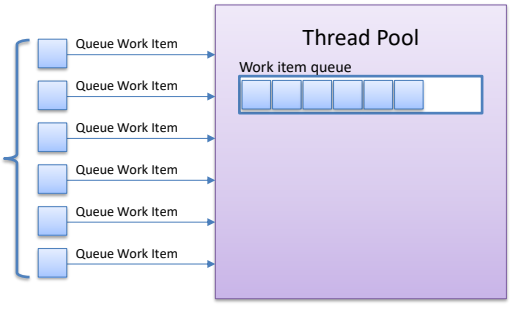
The Thread Pool

We can queue work items on the **Thread Pool**

```
ThreadPool.QueueUserWorkItem(
    Do something
);

ThreadPool.QueueUserWorkItem(
    Do another something
);

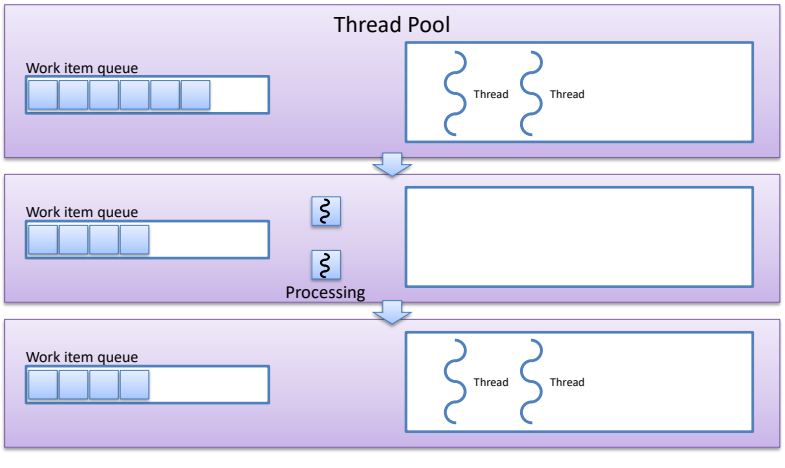
ThreadPool.QueueUserWorkItem(
    Do another something
);
```



What happens after that?

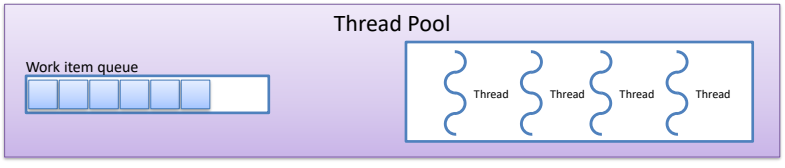
The Thread Pool

The threads in the pool will then process the queued items



Reimplementing the ThreadPool

Let's see how we can write our own ThreadPool

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        Ţḥsêǎđ ṢĽêêř _̣̇̇
        CộŋṣộĽê ẄsîʯêĽíŋê  Ţḥsêǎđ Dộŋê


CộŋṣộĽê ŖêǎđĽîŋê
```

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Tasks

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What is the problem with QueueUserWorkItem?

ŢḥsêǎđRộộľ ŘụêụêÛşêsŴộslÍţêņ şţǎţê

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QueueUserWorkItem

It is useful but still a relatively **low-level** mechanism

The **QueueUserWorkItem** method is **fire-and-forget**!

ŢḥsêǎđRộộľ ŘụêụêÛşêsŴộslÍţêņ şţǎţê

There's no easy way to:

- Get a result from the computation
- Find out if the computation failed
- Wait for the computation to complete

There is no built-in way of waiting for your callback!

Thankfully, **Task** can provide all of these things!

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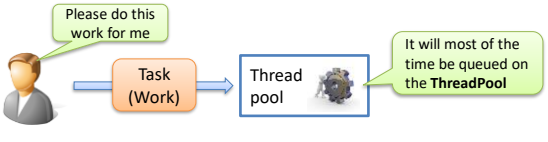
Tasks

Tasks

A **task** is a general representation of work



How do we create a task?

Creating a task

We have a few options to create a new Task:

```
Ţǻşļ ʻţǻşļ˛   ŋêx Ţǻşļ
    Cộŋşộľê ŴsîţêĽîŋê  Ţǻşļ  ˛
ţǻşļ˛ Şţǻsţ

Ţǻşļ ʼţǻşļ¸   Ţǻşļ Gǻçţộsỳ ŞţǻsţŅêx
    Cộŋşộľê ŴsîţêĽîŋê  Ţǻşļ  ¸

Ţǻşļ ʽţǻşļ˓   Ţǻşļ Ŗuŋ
    Cộŋşộľê ŴsîţêĽîŋê  Ţǻşşļ  ˓
```

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Tasks or Threads?

Creating tasks are faster than threads

```
Cộŋşộľê ŴsîţêĽîŋê  ˛˳˳˳˳ Ţḩsêǻđş
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    ŵǻs ţ   ŋêx Ţḩsêǻđ
    ţ Şţǻsţ
    ţ Kộîŋ

ş Şţộř
Cộŋşộľê ŴsîţêĽîŋê    ş ĖľǻřşêđŇîľľîşêçộŋđş  ŋş

Cộŋşộľê ŴsîţêĽîŋê  ˛˳˳˳˳ Ţǻşļş
ş   ŞţộřxǻţçḩŞţǻsţŅêx
ğộs  ŵǻs î   ˳  î   ˛˳˳˳˳  î

    Ţǻşļ Ŗuŋ            Ŵǻîţ

ş Şţộř
Cộŋşộľê ŴsîţêĽîŋê    ş ĖľǻřşêđŇîľľîşêçộŋđş  ŋş
```

```
10000 Threads
1621 ms
10000 Tasks
12 ms
```

Why is task faster than threads? 

Task.Run only queues the work!

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Reimplementing Task and Task.Run

Let's see how we can implement **Task** and **Task.Run**

```
řučľîç çľǻșș ŇỳȚǻșǩ

   ȚÔĐÔ
  řučľîç čôôľ ÍșÇôɱřľêțêđ

    ğêț

         ȚÔĐÔ


  řučľîç ŵôîđ ȘêțŖêșuľț

       ȚÔĐÔ


  řučľîç ŵôîđ ȘêțÉẋçêřțîôŋ Éẋçêřțîôŋ êẋçêřțîôŋ

       ȚÔĐÔ



Țǻșǩ ț,   Țǻșǩ Ŗuŋ

  Çôŋșôľê ŴșîțêĿîŋê   Țħřêǻđ  îđ  Șțǻřțêđ ôŋ ȚÎĐ     Éŋŵîřôŋɱêŋț ÇuřřêŋțŇǻɱǻğêđȚħřêǻđÎđ
  Țħřêǻđ Șľêêř _ₒₒₒ
  Çôŋșôľê ŴșîțêĿîŋê  Țħřêǻđ Đôŋê
```

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Reimplementing Task.Wait() and Task.Delay()

Let's see how we can implement these methods

```
řučľîç çľǻșș ŇỳȚǻșǩ


   řučľîç ŵôîđ Ŵǻîț

        ȚÔĐÔ


   řučľîç șțǻțîç ŇỳȚǻșǩ Đêľǻỳ îŋț đuřǻțîôŋ

        ȚÔĐÔ
```

1

```
Çôŋșôľê ŴșîțêĿîŋê   ș ŋŴǻîțîŋğ ğôș Țǻșǩ

ț, Ŵǻîț

Çôŋșôľê ŴșîțêĿîŋê  Ŵǻîțîŋğ ğôș Țǻșǩ Đôŋê
```

2

```
Çôŋșôľê ŴșîțêĿîŋê  Ŵǻîțîŋğ ğôș Țǻșǩ Đêľǻỳ

ŇỳȚǻșǩ țǻșǩ   ŇỳȚǻșǩ Đêľǻỳ _ₒₒₒ
țǻșǩ Ŵǻîț

Çôŋșôľê ŴșîțêĿîŋê  Ŵǻîțîŋğ ğôș Țǻșǩ Đêľǻỳ Đôŋê
```

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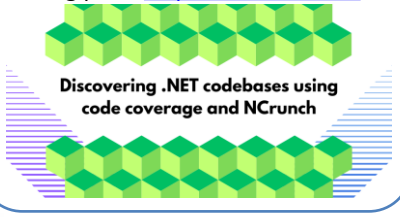
QUESTIONS?

Blog post: https://nestenius.se



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Email: tore@tn-data.se
Web: https://tn-data.se
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Thanks for listening!

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Questions?
tore@tn-data.se