

# Asynchronous and Parallel Programming in C#

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Level: Intermediate

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# Asynchronous and Parallel Programming in C#

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# Schedule

- Class Hours 8:30 a.m. – 5:00 p.m.
- Coffee Break 10:30 a.m. – 10:45 a.m.
- Lunch 12:30 p.m. – 1:30 p.m.
- Snack Break 3:15 p.m. – 3:30 p.m.

Additional breaks and Q&A throughout the day

All Times are Pacific Daylight Time

# Materials

[https://github.com/jeremybytes/  
vslive2024-microsofthq](https://github.com/jeremybytes/vslive2024-microsofthq)

# Agenda 1

- Calling async methods with Task
- "await"ing async methods
- Getting Results
- Continuing after async is complete
- Dealing with Exceptions
- Cancellation



# Agenda 2

- Writing async methods
  - Task.Run()
  - "await" inside async methods
  - Return values
  - Cancellation
- Running code in Parallel
  - Tasks
  - Channels
  - Parallel.ForEachAsync

# Topics (in no particular order)

- `ConfigureAwait()`
- `Action`
- Lambda expressions
- `TaskContinuationOptions`
- `async/await`
- `CancellationToken.None`
- `ThrowIfCancellationRequested`
- `async void`
- `Task.Run()`
- `Task.Result`
- `GetAwaiter().GetResult()`
- `IsFaulted`, `IsCanceled`, `IsCompleted`
- `AggregateException`
- `OperationCanceledException`
- `CancellationTokenSource`
- `async MVC Controllers`
- `Task` vs. `ValueTask`



# Running Asynchronous Code

# Asynchronous Patterns

- Asynchronous Programming Model (APM)
- Event Asynchronous Pattern (EAP)
- Task Asynchronous Pattern (TAP)

# Asynchronous Programming Model (APM)

- Method-Based
- Methods
  - `AsyncResult BeginGetData()`
  - `EndGetData(AsyncResult ...)`
- `AsyncResult`

# Event Asynchronous Pattern (EAP)

- Method/Event-Based
- Method
  - GetDataAsync()
- Event
  - GetDataCompleted
  - Results in EventArgs



# Task Asynchronous Pattern (TAP)

- Task-Based
- Method Returns a Task
  - `Task<T> GetDataAsync()`
  - “T” = result type for the Task
- Task
  - Represents a concurrent operation
  - May or may not operate on a separate thread
  - Can be chained and combined

# Desktop App Sample: Using Task

```
Task<List<Person>> peopleTask = reader.GetPeopleAsync();  
peopleTask.ContinueWith(  
    task =>  
    {  
        List<Person> people = task.Result;  
        foreach (var person in people)  
            PersonListBox.Items.Add(person);  
    },  
    TaskScheduler.FromCurrentSynchronizationContext());
```

# Web App Sample: Using Task

```
Task<List<Person>> peopleTask = reader.GetPeopleAsync();  
Task<ViewResult> result = peopleTask.ContinueWith(  
    task =>  
    {  
        List<Person> people = task.Result;  
        return View("Index", people);  
    });  
return result;
```

# async & await

- Syntactic Wrapper Around Task
  - “await” pauses the current method until Task is complete
  - Looks like a blocking operation
  - Does not block current thread
- “async” is just a Hint
  - Does not make a method run asynchronously
  - Tells the compiler to treat “await” as noted above



# Desktop App Sample: Using await

```
List<Person> people = await reader.GetPeopleAsync();  
foreach (var person in people)  
{  
    PersonListBox.Items.Add(person);  
}
```

# Web App Sample: Using await

```
List<Person> people = await reader.GetPeopleAsync();  
return View("Index", people);
```



# Return Value with await

Whenever you “await” a Task in a method, the return value is wrapped in a Task.

No 'await'

```
public Person GetPerson(int id)
{
    List<Person> people = People.GetPeople();
    Person selectedPerson = people.Single(p => p.Id == id);
    return selectedPerson; // Person
}
```

Return types match



With 'await'

```
public async Task<Person> GetPersonAsync(int id)
{
    List<Person> people = await GetPeopleAsync();
    Person selectedPerson = people.Single(p => p.Id == id);
    return selectedPerson;
}
```

Return types do not match

## With Task

```
public Task<Person> GetPersonAsync(int id)
{
    Task<List<Person>> peopleTask = GetPeopleAsync();
    Task<Person> result = peopleTask.ContinueWith(task =>
    {
        List<Person> people = task.Result;
        Person selectedPerson = people.Single(p => p.Id == id);
        return selectedPerson; // Person
    });
    return result; // Task<Person>
}
```

Return types match

# Return Value with await

- Whenever you “await” a Task in a method, the return value is wrapped in a Task.
  - This makes more sense if we think of “await” as wrapping and hiding a Task.
  - We do not need to deal with the complexity of the continuation task directly, but the Tasks are still there.

# Task.Result 1

## .Result

- Should only be used inside a continuation.
- If ".Result" is used outside of a continuation, then the operation will block (and possibly deadlock).
- If ".Result" is accessed on a faulted task, it will raise an `AggregateException`.



## Task.Result 2

### `.GetAwaiter().GetResult()`

- Was designed for internal use.
- It is sometimes used because it returns an `Exception` (not an `AggregateException`).
- Blocking effects are the same as with `.Result`.



Task.Result 3

## Advice

Avoid using .Result or  
.GetAwaiter().GetResult()  
to break asynchrony.

# Where Continuations Run

# Default Task Behavior

- By default, a Task continuation does *\*not\** run on the current context (thread).
- This means if you need to access resources from the current context (thread), you cannot do it by default.

Note: "Context" and "thread" are not technically equivalent. There are some async operations that do not use thread resources. But for most situations, we can think of these as interchangeable.

# Default Task Behavior

**Runs in Main Context**

**Runs somewhere else**

```
Task<List<Person>> peopleTask = reader.GetPeopleAsync();
```

```
peopleTask.ContinueWith(
```

```
task =>
```

**Runs somewhere else**

```
{  
    List<Person> people = task.Result;  
    foreach (var person in people)  
        PersonListBox.Items.Add(person);  
},
```

```
);
```



# Task Scheduler

- `TaskScheduler.FromCurrentSynchronizationContext` will return to the prior context.
- For web applications, this means going back to the request thread.
- This may be needed for WebForms or applications that require Session or similar information.

# Task Continuation in Main Context

**Runs in Main Context**

**Runs somewhere else**

```
Task<List<Person>> peopleTask = reader.GetPeopleAsync();
```

```
peopleTask.ContinueWith(
```

task => **Runs in Main Context**

```
{  
    List<Person> people = task.Result;  
    foreach (var person in people)  
        PersonListBox.Items.Add(person);  
},
```

```
TaskScheduler.FromCurrentSynchronizationContext());
```

# Default await Behavior

- By default, code after "await" \*does\* run on the current context (thread).
- This means that you can safely access resources from that context (thread) – such as UI elements (desktop/mobile) or Session information (web).

# Default await Behavior

## Runs in Main Context

```
ClearListBox();
```

**Runs somewhere else**

```
List<Person> people = await reader.GetPeopleAsync();
```

```
foreach (var person in people)
{
    PersonListBox.Items.Add(person);
}
```

**Runs in Main Context**

# ConfigureAwait 1

Code running after "await" returns to the current context.

This is fine for most situations, but using `ConfigureAwait(false)` can optimize performance.

Note: ASP.NET Core does not have a synchronization context. So `ConfigureAwait` has no effect.



# ConfigureAwait 2

ConfigureAwait determines whether processing needs to go back to the current context (thread) after awaiting an operation.

## ConfigureAwait 3

- `ConfigureAwait(true)` returns to the current context.
  - This is the default
- `ConfigureAwait(false)` uses whatever context is readily available.

`ConfigureAwait(false)` is preferred for optimization purposes.

# await with ConfigureAwait(false)

## Runs in Main Context

```
ClearListBox();
```

```
List<Person> people = await
```

**Runs somewhere else**

```
reader.GetPeopleAsync()
```

**Runs somewhere else**

```
.ConfigureAwait(false);
```

```
foreach (var person in people)
```

```
{
```

```
    PersonListBox.Items.Add(person);
```

```
}
```

**Runs somewhere else**

# Importance of Asynchronous Code

## Reminder:

Web servers have a limited number of threads to handle incoming requests.

Getting off of these threads (with async code) frees them up to take additional requests.

# ConfigureAwait 4

## General Guideline:

- `ConfigureAwait(false)` for library code
- `ConfigureAwait(true)` for UI code

## Exception:

- ASP.NET Core applications do *\*not\** have a current context, so this setting will be ignored.
- .NET Framework ASP.NET applications *\*do\** have a context. You may need to go back to the prior context if you need Session or similar information.

# ConfigureAwait 5

## More Options in .NET 8:

- `ConfigureAwait(ConfigureAwaitOptions)`
  - Lets you fine tune behavior
  - Generally for more complex situations

- Check Stephen Cleary's article for details:

<https://blog.stephencleary.com/2023/11/configureawait-in-net-8.html>





Lab

Lab 01 – Recommended Practices and Continuations

[https://github.com/jeremybytes/  
vslive2024-microsofthq](https://github.com/jeremybytes/vslive2024-microsofthq)



# Useful Properties and Methods

# .ContinueWith() Parameters 1

- Action<Task>
  - A delegate to run when the task is complete.
- TaskScheduler
  - TaskSchedule.FromCurrentSynchronizationContext will return to the prior context (e.g. to run the continuation on the UI thread).

# .ContinueWith() Parameters 2

- CancellationToken
  - A canceled token prevents the continuation running.
  - CancellationToken.None can be used as a placeholder.
- TaskContinuationOptions
  - OnlyOn... and NotOn... values set conditions on whether the continuation will run.

# Task Properties (.NET 6 / 8)

- Task Properties

- IsFaulted
- IsCanceled
- IsCompleted\*
- IsCompletedSuccessfully

## IsCompletedSuccessfully

- .NET 6 / 8
- .NET Standard 2.1
- NOT .NET Standard 2.0
- NOT .NET Framework

*\*Note: Means “no longer running”  
not “completed successfully”*

# Task Properties (.NET Framework)

- Task Properties

- IsFaulted
- IsCanceled
- IsCompleted\*
- **Status**

*\*Note: Means “no longer running” not “completed successfully”*

- TaskStatus

- **Canceled**
- Created
- **Faulted**
- **RanToCompletion**
- Running
- WaitingForActivation
- WaitingForChildrenToComplete
- WaitingToRun



# async void

- async void
- Only for true "fire and forget"
- Disadvantages
  - Cannot tell when (or if) the operation completes
  - Cannot tell whether the operation was successful
  - Cannot see exceptions that occur
- Reminder: Exceptions stay on their own thread unless we go looking for them. Using "await" with a Task is one way to show them.

# Exception Handling

- `AggregateException`
  - Tree structure of exceptions
- `Flatten()`
  - Flattens the tree structure to a single level of `InnerExceptions`

# Cancellation 1

- CancellationToken is ReadOnly when created directly
  - new CancellationToken(true)
  - new CancellationToken(false)
- CancellationTokenSource
  - IDisposable → "using" or call "Dispose"
  - cts.Token → CancellationToken
  - cts.Cancel() → Sets "IsCancellationRequested" to true

# Cancellation 2

- `ThrowIfCancellationRequested`
  - Sets Task Status property
  - Sets `IsCompleted`, `IsCanceled`, etc. properties
  - Throws `OperationCanceledException` (needed for "await")

# Cancellation and Continuations

- ContinueWith CancellationToken parameter
  - When "IsCancellationRequested" is true, the continuation **will not run**.
  - An option is to use "CancellationToken.None" as a dummy token.

# Writing Asynchronous Methods



# Writing Asynchronous Methods 1

- Directly return a Task
- Ex:

```
public Task<Person> GetPersonAsync(int id)
{
    Task<Person> personTask = Task.Run(() => GetPerson(id));
    return personTask;
}
```

# Writing Asynchronous Methods 2

- If you "await" something in your method, then the return value is automatically wrapped in a Task.
- Ex:

```
public async Task<Person> GetPersonAsync(int id)
{
    Person person = await Task.Run(() => GetPerson(id));
    return person;
}
```

# ConfigureAwait

## General Guideline:

- `ConfigureAwait(false)` for library code
- `ConfigureAwait(true)` for UI code

## Exception:

- ASP.NET Core applications do *\*not\** have a current context, so this setting will be ignored.
- .NET Framework ASP.NET applications *\*do\** have a context. You may need to go back to the prior context if you need Session or similar information.

# Task vs. ValueTask

# Task vs. ValueTask

## Advice

Use “Task” unless you have  
specific performance  
or memory issues.

# ValueTask 1

- ValueTask is a struct (no Task allocation unless it is required).
- Can be useful for methods that have both async and non-async paths (where the non-async path is used more frequently).

# ValueTask 2

```
public async ValueTask<Person> GetPersonAsync(int id)
{
    if (!cacheValid)
    {
        Async path
        cachedPerson = await GetPersonAsync(id);
        return cachedPerson;
    }
    else
    {
        Non-async path
        return cachedPerson;
    }
}
```



# ValueTask Restrictions 1

- DO NOT await multiple times.

```
ValueTask<Person> personTask = GetPersonAsync(3);  
Person selectedPerson = await personTask;  
Person personCopy = await personTask;
```

- The ValueTask may already be recycled on the second “await”.

# ValueTask Restrictions 2

- DO NOT await concurrently.

```
ValueTask<Person> personTask = GetPersonAsync(3);  
Task.Run(async() => await personTask);  
Task.Run(async() => await personTask);
```

- This has the effect of awaiting the ValueTask multiple times.

# ValueTask Restrictions 3

- DO NOT use `GetAwaiter().GetResult()`.

```
ValueTask<Person> personTask = GetPersonAsync(3);  
Person selectedPerson =  
    personTask.GetAwaiter().GetResult();
```

This should go without saying, but it is specifically called out by Stephen Toub  
<https://devblogs.microsoft.com/dotnet/understanding-the-whys-whats-and-whens-of-valuetask/>

# Task vs. ValueTask

## Advice

Use “Task” unless you have  
specific performance  
or memory issues.



Lab

## Lab 02 – Adding Async to an Existing Application

[https://github.com/jeremybytes/  
vslive2024-microsofthq](https://github.com/jeremybytes/vslive2024-microsofthq)

# Parallel Programming

# Sequential Programming

- Multiple "await"s run in sequence (one at a time)
- Ex: multiple service calls

```
await CallService1Async();  
await CallService2Async();  
await CallService3Async();
```

CallService2Async will not run until after CallService1 Async is complete.  
CallService3Async will not run until after CallService2Async is complete.



# Parallel with Task 1

- Multiple Tasks can run in parallel (at the same time)
- Ex: multiple service calls

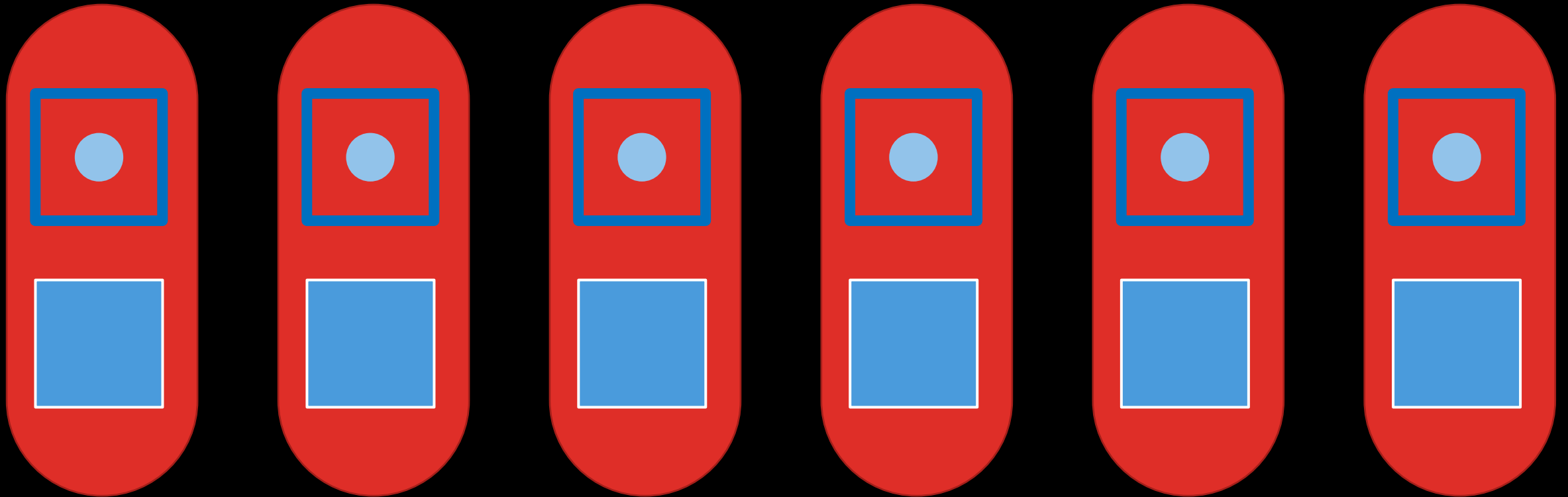
```
Task.Run( () => CallService1Async() ).ContinueWith(...);
```

```
Task.Run( () => CallService2Async() ).ContinueWith(...);
```

```
Task.Run( () => CallService3Async() ).ContinueWith(...);
```

CallService1, CallService2, and CallService3 all run at the same time.

Get Data / Use Data

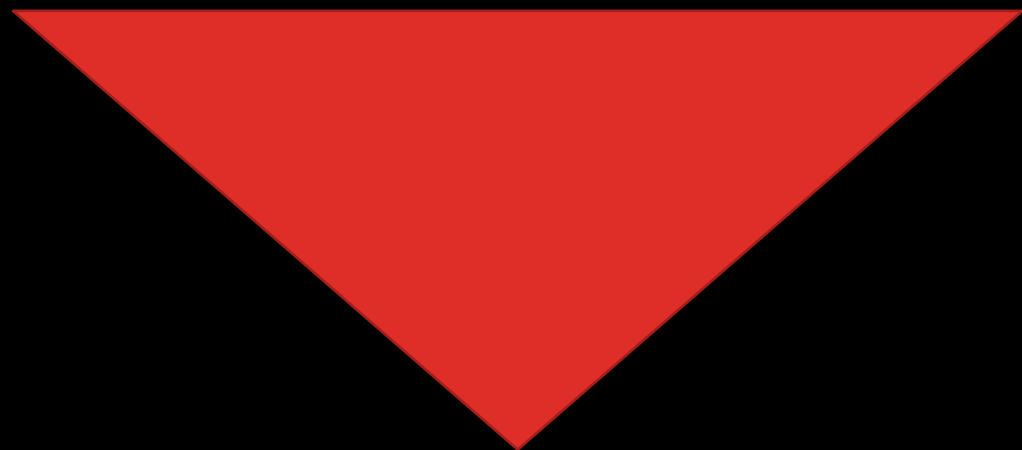
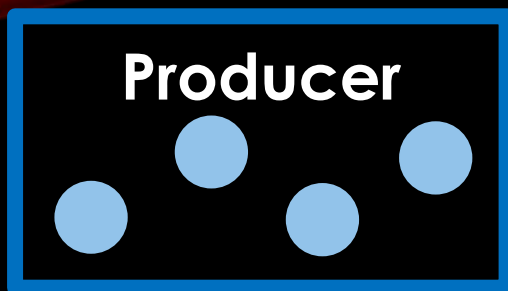
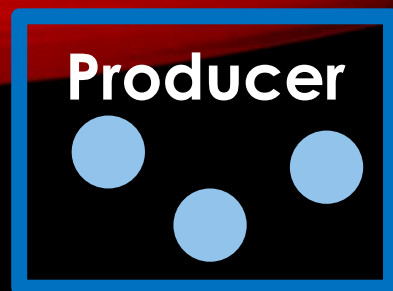


## Parallel with Task 2

- `await Task.WhenAll()` can be used to determine when all tasks are complete
- Ex:

```
var taskList = new List<Task>();  
taskList.Add(task1);  
taskList.Add(task2);  
taskList.Add(task3);  
await Task.WhenAll(taskList);
```

# Producer / Consumer



Consumer

# Parallel with Channels

- Overall Steps
  - Create a channel
  - Write to a channel
  - Read from a channel
  - Mark the channel “complete”

# Creating a Channel

- `CreateBounded<T>`
  - Creates a channel of a specific size
  - If the channel is full, writers are blocked until space is available

```
var channel = Channel.CreateBounded<Person>(10);
```

# Writing to a Channel

- `writer.WriteAsync()`
  - Writes an item to the channel

```
await writer.WriteAsync(person);
```



# Reading from a Channel

- `reader.ReadAllAsync()`
  - Returns an `IAsyncEnumerable<T>`

```
await foreach(var person in reader.ReadAllAsync())  
{  
    // use item here  
}
```

- If the channel is empty, the loop will pause until an item is available.
- If the channel is “complete”, the loop will exit.

# Marking a Channel “Complete”

- `writer.Complete()`
  - Indicates that no further items will be written
  - Writing to a “complete” channel throws an exception
  - Reading from a “complete” channel will continue normally until the channel is empty

# Parallel.ForEachAsync

- Loops over items and runs them in parallel
- “await” can be used safely inside the loop
  - Note: this is not true for “Parallel.ForEach”
- The entire loop can be “await”ed (this means all iterations will be complete)

# Parallel.ForEachAsync

**Waits for all iterations to finish**

```
await Parallel.ForEachAsync(
```

ids, **← The items to iterate over**

```
new ParallelOptions { MaxDegreeOfParallelism = 10 },
```

```
    async (id, _) =>
```

```
    {
```

```
        var person = await reader.GetPersonAsync(id);
```

```
        DisplayPerson(person);
```

```
    });
```

**The method to run in parallel**

# Comparing Loops

	Await	Task	Channel	ForEachAsync
Runs in Parallel	No	Yes	Yes	Yes
Continuation on Main Thread	Yes	Yes (optional)	Yes	No
Continuation in Parallel	No	Yes	No (optional)	Yes
Set Degrees of Parallelism	No	No	No	Yes

# Considerations

- For desktop / mobile, running continuations on the main thread is required to access UI elements.
- If continuations run in parallel, then they need to be thread-aware or surrounded by a “lock”
- Being able to specify degrees of parallelism gives control over resource usage
  - Limiting CPU resources to allow the UI to update
  - Limiting number of concurrent network connections



Lab

## Lab 03 – Parallel Practices

[https://github.com/jeremybytes/  
vslive2024-microsofthq](https://github.com/jeremybytes/vslive2024-microsofthq)



# Wrap Up

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Thank You!

Jeremy Clark

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