Lecture 19: Go
NEVER HAVE I FELT SO CLOSE TO ANOTHER SOUL.
 AND YET SO HELPLESSLY ALONE.
 AS WHEN I GOOGLE AN ERROR
 AND THERE'S ONE RESULT
 A THREAD BY SOMEONE
 WITH THE SAME PROBLEM
 AND NO ANSWER
 LAST POSTED TO IN 2003

WHO WERE YOU, DENVERCODER9?
WHAT DID YOU SEE?!
Go

- developed ~2007 at Google by Robert Griesemer, Rob Pike, Ken Thompson
- open sourced in 2009

- compiled, statically typed
  - very fast compilation
- C-like syntax
- garbage collection
- built-in concurrency

- no classes or type inheritance or overloading or generics
  - unusual interface mechanism instead of inheritance
Outline

• history

• basic constructs, simple programs

• arrays & slices

• maps

• methods, interfaces

• concurrency, goroutines
package main
import "fmt"
func main() {
    fmt.Println("Hello, 世界")
}

$ go run hello.go      # to compile and run
$ go build hello.go   # to create a binary

$ go help             # for more
Types, constants, variables

• basic types
  ```
  bool string int8 int16 int32 int64 uint8 ... int uint
  float32 float64 complex64 complex128
  quotes: ‘世’, “UTF-8 string”, `raw string`
  ```

• variables and declarations
  ```
  var c1, c2 rune
  var x, y, z = 0, 1.23, false // variable decls
  x := 0; y := 1.23; z := false // short variable decl
  ```
  Go infers the type from the type of the initializer

  assignment between items of different type requires an explicit conversion, e.g., int(float_expression)

• operators
  – mostly like C, but ++ and -- are postfix only and are not expressions
  – assignment is not an expression
  – no ?: operator
package main

import (    "fmt"    "os"
)

func main() {    var s, sep string    for i := 1; i < len(os.Args); i++ {        s += sep + os.Args[i]        sep = " "    }    fmt.Println(s)}
Echo command (version 2):

// Echo prints its command-line arguments.
package main

import （
        "fmt"
        "os"
    )

func main() {
    s, sep := "", ""
    for _, arg := range os.Args[1:] {
        s += sep + arg
        sep = " "
    }
    fmt.Println(s)
}
Statements, control flow: if-else

- statements
  - assignment, control flow, function call, ...
  - scope indicated by mandatory braces; no semicolon terminator needed

- control flow: if-else, for, switch, ...

```java
if opt-stmt; boolean {
    statements
} else if opt-stmt; boolean {
    statements
} else {
    statements
}
```

```java
if c := f.ReadByte(); c != EOF { // scope of c is if-else ...
} 
```
Control flow: switch

```c
switch opt-stmt; opt-expr {
    case exprlist: statements       // no fallthrough
    case exprlist: statements
    default: statements
}
```

```c
switch Suffix(file) {
    case ".gz":   return GzipList(file)
    case ".tar":  return TarList(file)
    case ".zip":  return ZipList(file)
}
```

```c
switch {
    case Suffix(file) == ".gz": ...
}
```

– can also switch on types
Control flow: `for`

for opt-stmt; boolean; opt-stmt {
    statements // break, continue (with optional labels)
}

for boolean {
    // while statement
}

for {
    // infinite loop
}

for index, value := range something {
    // ...
}
Arrays and slices

- an array is a fixed-length sequence of same-type items
  ```go
  months := [...]string {1:"Jan", 2:"Feb", /*...,*/ 12:"Dec"}
  ```
- a slice is a subsequence of an array
  ```go
  summer := months[6:9]; Q2 := months[4:7]
  ```
- elements accessed as slice[index]
  - indices from 0 to len(slice)-1 inclusive
  ```go
  summer[0:3] is elements months[6:9]
  summer[0] = "Jun"
  ```
- loop over a slice with for range
  ```go
  for i, v := range summer {
    fmt.Println(i, v)
  }
  ```
- slices are very efficient (represented as small structures)
- most library functions work on slices
Maps (== associative arrays)

- unordered collection of key-value pairs
  - keys are any type that supports `==` and `!=` operators
  - values are any type

```go
// Find duplicated lines in stdin.
func main() {
    counts := make(map[string]int)
in := bufio.NewScanner(os.Stdin)
for in.Scan() {
    counts[in.Text()]++
}
for line, n := range counts {
    if n > 1 {
        fmt.Printf("%d\t%s\n", n, line)
    }
}
}
```
Methods and pointers

- can define methods that work on any type, including your own:

```go
type Vertex struct {
    X, Y float64
}
func (v *Vertex) Scale(f float64) {
    v.X = v.X * f
    v.Y = v.Y * f
}
func (v Vertex) Abs() float64 {
}
func main() {
    v := &Vertex{3, 4}
    v.Scale(5)
    fmt.Println(v, v.Abs())
}
```
Interfaces

• an interface is satisfied by any type that implements all the methods of the interface
• completely abstract: can't instantiate one
• can have a variable with an interface type
• then assign to it a value of any type that has the methods the interface requires

• a type implements an interface merely by defining the required methods
  – it doesn't declare that it implements them

• Writer: the most common interface
  type Writer interface {
    Write(p []byte) (n int, err error)
  }
Example of Writer interface

type ByteCounter int

func (c *ByteCounter) Write(p []byte) (int, error) {
    *c += ByteCounter(len(p)) // convert int to ByteCounter
    return len(p), nil
}
func main() {
    var c ByteCounter
    c.Write([]byte("hello"))
    fmt.Println(c) // "5", = len("hello")

    c = 0 // reset the counter

    var name = "Bob"
    fmt.Fprintf(&c, "hello, %s", name)
    fmt.Println(c) // "10", = len("hello, Bob")
}
Sort interface

- sort interface defines three methods
- any type that implements those three methods can sort
- algorithms are inside the sort package, invisible outside

```go
package sort

type Interface interface {
    Len() int
    Less(i, j int) bool
    Swap(i, j int)
}

// Len and Swap already defined for slices:
sort.Slice(sub, func(i, j int) bool {
    return sub[i].Subname < sub[j].Subname
})
```
Sort interface  (adapted from Go Tour)

type Person struct {
    Name string
    Age  int
}
func (p Person) String() string {
    return fmt.Sprintf("%s: %d", p.Name, p.Age)
}
type ByAge []Person

func (a ByAge) Len() int           { return len(a) }
func (a ByAge) Swap(i, j int)      { a[i], a[j] = a[j], a[i] }
func (a ByAge) Less(i, j int) bool { return a[i].Age < a[j].Age }

func main() {
    fmt.Println(people)
    sort.Sort(ByAge(people))
    fmt.Println(people)
}
Tiny web server

```go
func main() {
    http.HandleFunc("/", handler)
    http.ListenAndServe("localhost:8000", nil)
}

// handler echoes Path component of the request URL r.
func handler(w http.ResponseWriter, r *http.Request) {
    fmt.Fprintf(w, "URL.Path = %q\n", r.URL.Path)
}

http.ResponseWriter implements Writer interface
```
Tiny version of curl

```go
func main() {
    url := os.Args[1]
    resp, err := http.Get(url)
    if err != nil {
        fmt.Fprintf(os.Stderr, "curl: %v\n", err)
        os.Exit(1)
    }
    if err != nil {
        fmt.Fprintf(os.Stderr, "curl: copying %s: %v\n", url, err)
        os.Exit(1)
    }
}
```
Concurrency: goroutines & channels

• channel: a type-safe generalization of Unix pipes
  – inspired by Hoare's Communicating Sequential Processes (1978)

• goroutine: a function executing concurrently with other goroutines in the same address space
  – run multiple parallel computations simultaneously
  – loosely like threads but much lighter weight

• channels coordinate computations by explicit communication
  – locks, semaphores, mutexes, etc., are less often used
Example: web crawler

- want to crawl a bunch of web pages to do something
  - e.g., figure out how big they are

- problem: network communication takes relatively long time
  - program does nothing useful while waiting for a response

- solution: access pages in parallel
  - send requests asynchronously
  - display results as they arrive
  - needs some kind of threading or other parallel process mechanism

- takes less time than doing them sequentially
Version 1: no parallelism

```go
func main() {
    start := time.Now()
    for _, site := range os.Args[1:] {
        count("http://" + site)
    }
    fmt.Printf("%.2fs total\n", time.Since(start).Seconds())
}

func count(url string) {
    start := time.Now()
    r, err := http.Get(url)
    if err != nil {
        fmt.Printf("%s: %s
", url, err)
        return
    }
    n, _ := io.Copy(ioutil.Discard, r.Body)
    r.Body.Close()
    dt := time.Since(start).Seconds()
    fmt.Printf("%s %d [%s%.2fs]\n", url, n, dt)
}
```
func main() {
    start := time.Now()
    c := make(chan string)
    n := 0
    for _, site := range os.Args[1:] {
        n++
        go count("http://" + site, c)
    }
    for i := 0; i < n; i++ {
        fmt.Print(<-c)
    }
    fmt.Printf("%.2fs total\n", time.Since(start).Seconds())
}

func count(url string, c chan<- string) {
    start := time.Now()
    r, err := http.Get(url)
    if err != nil {
        c <- fmt.Sprintf("%s: %s\n", url, err)
        return
    }
    n, _ := io.Copy(ioutil.Discard, r.Body)
    r.Body.Close()
    dt := time.Since(start).Seconds()
    c <- fmt.Sprintf("%s %d [%.2fs]\n", url, n, dt)
}
import urllib2, time, sys

def main():
    start = time.time()
    for url in sys.argv[1:]:
        count("http://" + url)
    dt = time.time() - start
    print "\ntotal: %.2fs" % (dt)

def count(url):
    start = time.time()
    n = len(urllib2.urlopen(url).read())
    dt = time.time() - start
    print "%6d  %6.2fs   %s" % (n, dt, url)

main()
import urllib2, time, sys, threading

global_lock = threading.Lock()

class Counter(threading.Thread):
    def __init__(self, url):
        super(Counter, self).__init__()
        self.url = url

    def count(self, url):
        start = time.time()
        n = len(urllib2.urlopen(url).read())
        dt = time.time() - start
        with global_lock:
            print "%6d %6.2fs %s" % (n, dt, url)

    def run(self):
        self.count(self.url)

def main():
    threads = []
    start = time.time()
    for url in sys.argv[1:]:  # one thread each
        w = Counter("http://" + url)
        threads.append(w)
        w.start()

    for w in threads:
        w.join()
    dt = time.time() - start
    print "\ntotal: %.2fs % (dt)

main()
Where will Go go?

• comparatively small but rich language

• efficient; compilation is very fast

• concurrency model is convenient and efficient

• object model is unusual but seems powerful

• significant use at Google and elsewhere

• most often for web server applications

• "C for the 21st century" ?
Go source materials

• official web site:
  golang.org

• Go tutorial, playground

• Rob Pike on why it is the way it is:
  http://www.youtube.com/watch?v=rKnDgT73v8s

• Russ Cox on interfaces, reflection, concurrency
  http://research.swtch.com/gotour