

Navigating unfamiliar code with the Go Guru

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guru

“An editor-integrated tool for code navigation and comprehension”

tool	golang.org/x/tools/cmd/guru
docs	golang.org/s/using-guru

(Until recently, known as oracle)



Priestess of Delphi (1891), John Collier

Outline

1. Names
2. Types
3. Aliases
4. Future work

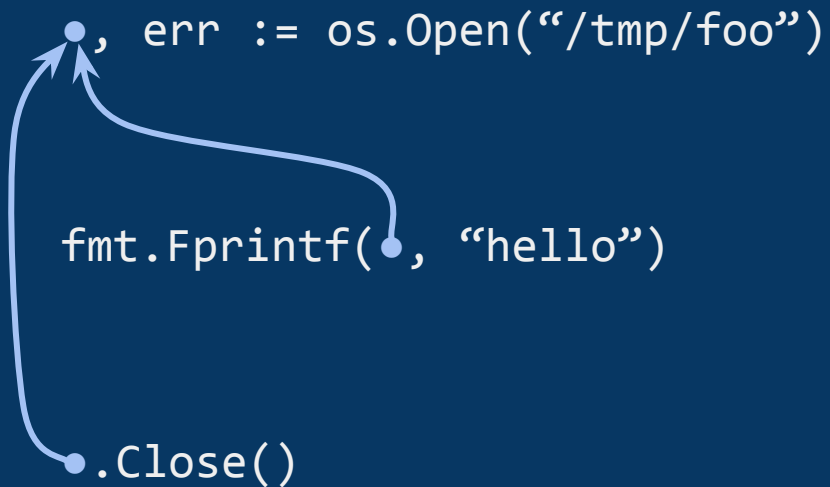
Names

```
f, err := os.Open("/tmp/foo")
```

```
fmt.Fprintf(f, "hello")
```

```
f.Close()
```

Names



Questions about names

Where is this name defined?

Who else refers to this name?

Demo: name queries

1. Identifier highlighting (what)
2. Jump to definition (definition)
3. Find all references (referrers)

Free names

```
func main() {
```

```
    x := 1
```

```
    if err := f(x); err != nil {
```

```
        log.Fatal(err)
```

```
    }
```

```
}
```

free names = {x}

```
func f(int) error { ... }
```


Behind the scenes

Usage: `guru <mode> <position>`

mode determines the query and **position** specifies the code of interest

```
$ guru referrers ~/go/src/fmt/print.go:#3669
~/go/src/fmt/print.go:132:6: references to func newPrinter() *pp
~/go/src/fmt/print.go:180.7-180.16:      p := newPrinter()
~/go/src/fmt/print.go:195.7-195.16:      p := newPrinter()
~/go/src/fmt/print.go:214.7-214.16:      p := newPrinter()
~/go/src/fmt/print.go:231.7-231.16:      p := newPrinter()
~/go/src/fmt/print.go:246.7-246.16:      p := newPrinter()
~/go/src/fmt/print.go:263.7-263.16:      p := newPrinter()
```

Query modes

definition	show declaration of selected identifier	Names
referrers	show all refs to entity denoted by selected identifier	
what	show basic information about the selected syntax node	
freevars	show free names of selection	
describe	describe selected syntax: definition, methods, etc	Types
implements	show <i>implements</i> relation for selected type or method	
callees	show possible targets of selected function call	Aliases
callers	show possible callers of selected function	
callstack	show path from callgraph root to selected function	
peers	show send/receive corresponding to selected channel op	
pointsto	show variables the selected pointer may point to	
whicherrs	show possible values of the selected error variable	

Supported editors

Acme	https://github.com/davidrjenni/A https://github.com/mjibson/aw
Atom.io	https://atom.io/packages/go-oracle
Eclipse	https://github.com/GoClipse/goclipse
Emacs	https://github.com/dominikh/go-mode.el
Sublime Text	https://alvarolm.github.io/GoGuru
Vim	https://github.com/fatih/vim-go
VSCoDe	https://github.com/Microsoft/vscode-go
Minimal support:	ability to run a compiler and display its diagnostics
Fancier:	modified buffer support, highlighting, jump to definition

JSON output

```
$ guru -json what ~/go/src/fmt/print.go:#5174
```

```
{
  "enclosing": [...],
  "srcdir": "~/go/src",
  "importpath": "fmt",
  "object": "Fprintf",
  "sameids": [
    "~/go/src/fmt/print.go:179:6",
    "~/go/src/fmt/print.go:190:9"
  ]
}
```

```
// Fprintf formats according to a format
// It returns the number of bytes written
func Fprintf(w io.Writer, format string,
    p := newPrinter()
    p.doPrintf(format, a)
    n, err = w.Write(p.buf)
    p.free()
    return
}

// Printf formats according to a format s
// It returns the number of bytes written
func Printf(format string, a ...interface)
    return Fprintf(os.Stdout, format,
```

source locations
to highlight

Types

Questions about types

What is the value of this constant?

What is the type of this expression?

What are its operators, fields, and methods?

How much space does this variable occupy in memory?

Which interfaces does this type satisfy?

Adaptations to unavailable type information

```
class C {  
    char *m_pszfoo;  
}
```

“Hungarian” notation

```
Observer observer = new Observer();
```

“stutter”

Demo: type queries

1. Describe selected syntax (`describe`)
2. Show related concrete/interface types (`implements`)

Aliases

What is aliasing?

```
var x int
p := &x
print(x) // "0"
*p = 1
print(x) // "1"
```

An assignment to `*p` changes the value of `x`, and vice versa

`*p` and `x` are *aliases* for the same variable

Pointers are not the only reference type in Go:

```
*T    []T    map[K]V    chan T    func
```

Pointer analysis

golang.org/x/tools/go/pointer

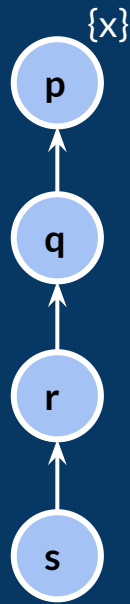
A whole-program static analysis that tells us:
which variables might this pointer point to?

```
var x int
```

```
p := &x
```

```
s := f(p)
```

```
func f(q *int) (r *int) { return q }
```



Questions about aliases

Which variable does this pointer point to?

Which kinds of error might this `err` variable contain?

Where might this dynamic call dispatch to?

Where is this function called from?

By what path might this function be called from `main`?

Where is the corresponding receive for this channel send?

Pointer analysis tells us channel peers too


```
M: ch := make(chan int, 1)
   ch1 := ch
```

```
S: ch1 <- 1
   ch2 := ch
```

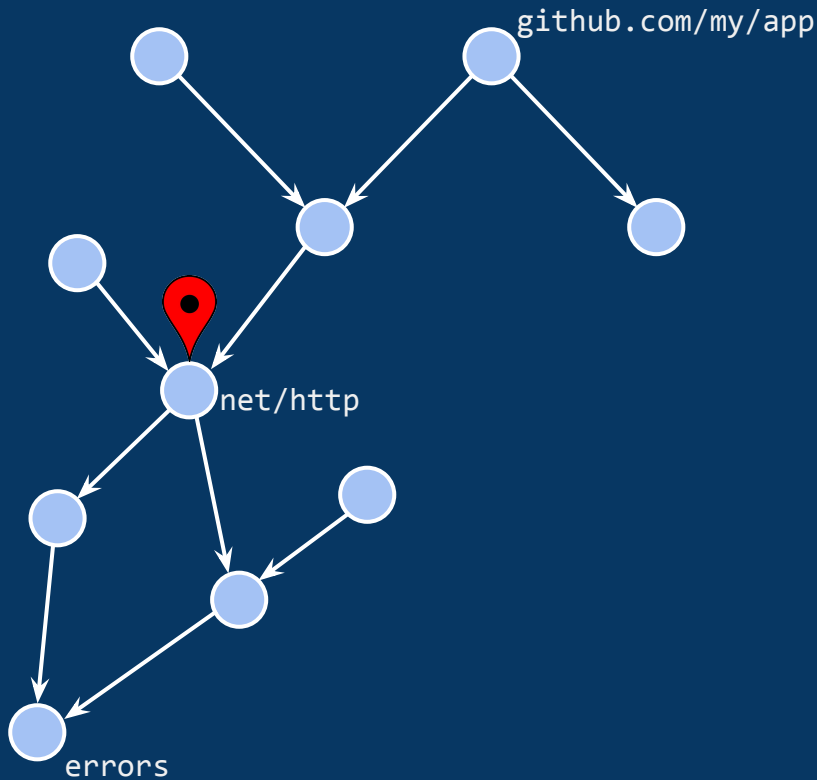
```
R: print(<-ch2)
```

```
pointsto(ch1) = {M}
pointsto(ch2) = {M}
```

Because these sets intersect,
that is, ch1 and ch2 may alias,
the operations S and R may communicate



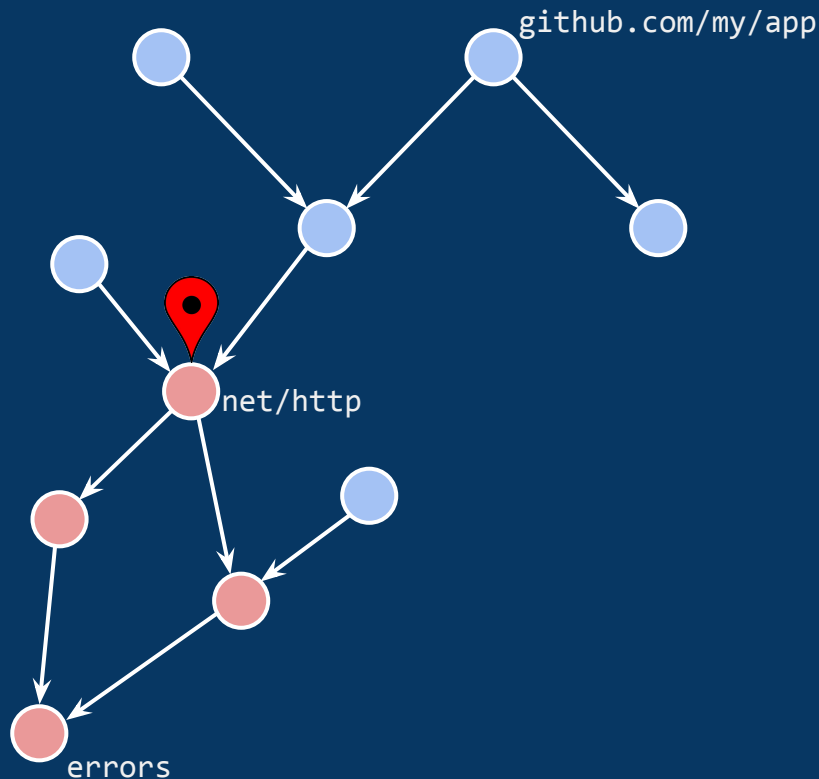
Pointer analysis scope



Consider a query about the net/http package

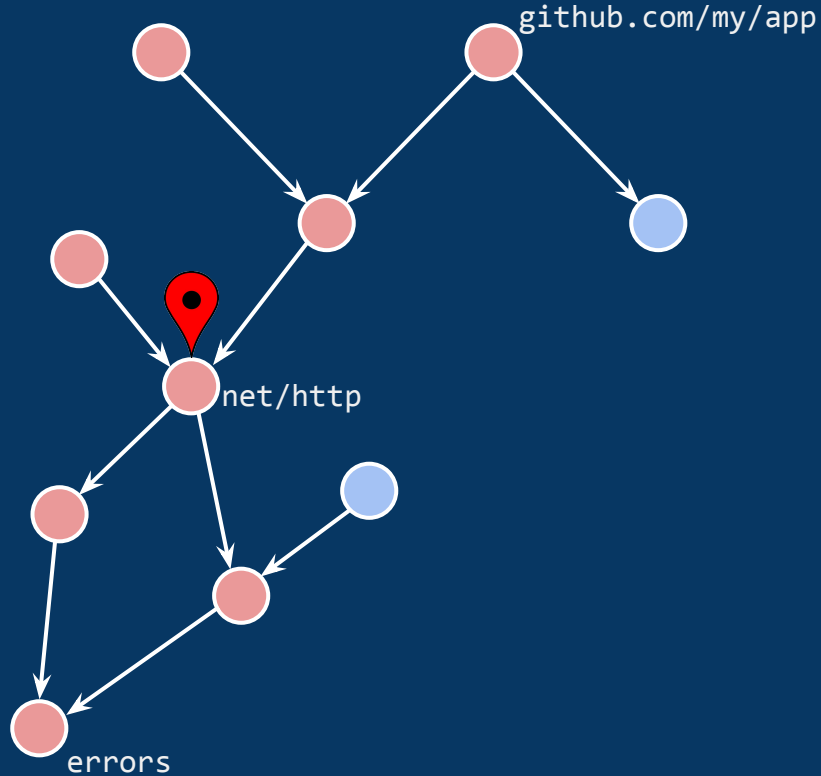
Forward analysis

A forward analysis works
forwards from the query package
Example: `describe, definition`



Backward analysis

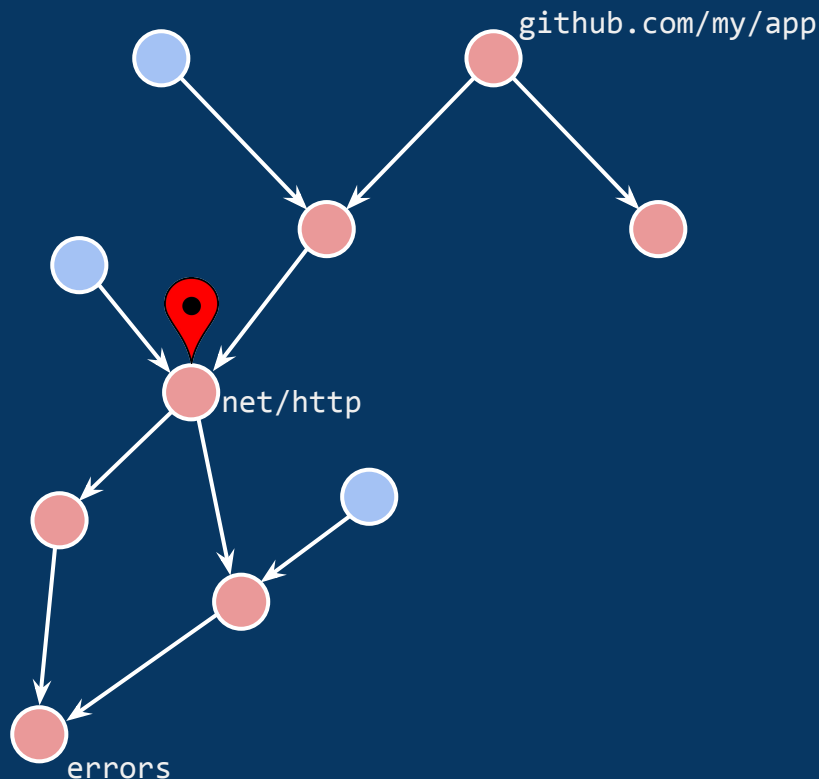
A backward analysis also works
backwards from the query package
Example: `referrers`, `implements`



Pointer analysis

with scope {github.com/my/app}

Pointer analysis works forwards from the *scope*, a set of main packages specified by the user



Demo: alias queries

1. Points-to analysis (`pointsto`, `whicherrs`)
2. Channel send/receive peers (`peers`)
3. Call graph queries (`callers`, `callees`, `callstack`)

Future work

Challenge: stateless design

Pro: Simple implementation
 Results always fresh

Con: Slower for larger code bases

Solution: Disk-based cache of saved type information
 (Go 1.7 export data format contains position information)
 In-memory cache of workspace import graph
 Fsnotify-based daemon responds to file system operations

Sacrifice some freshness for better performance

Proposed changes will not affect the command-line interface

Challenge: pointer analysis

- Pro: Impressively precise results
- Con: Requires extra configuration (“scope”)
Requires input that compiles
- Solution: Use simpler analysis if pointer analysis unavailable
(call graph queries only)
- Con: Can be slow
- Solution: Run pointer analysis asynchronously, with option to refresh
Optimize `set<int>` representation further

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golang.org/x/tools/cmd/guru