Coroutine against Goroutine: comparison between ***Kotlin*** and ***GoLang*** concurrency

Activity Project in *Operating Systems M*

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Contents

Abstract

In this paper we are going to make a comparison between `Kotlin` and `Go` concurrency that is the main focus of the activity project in *Operating Systems M* course of the master degree in *Computer Science Engineering* at the *Alma Mater Studiorum* University of Bologna.

After a description of the concurrency management in these two languages, we will try to go into an experimental comparison using a previously made projects of the author in the courses of *Software System Engineering* and *Mobile Systems M*.

1 Introduction

`Kotlin` is a modern multiplatform programming language developed by Jetbrains that works on JVM such as `Scala`. `Kotlin` is completely interoperable with `Java`[1] and it is *object-oriented* with strong elements of functional programming that make it more powerful than his father `Java`. As specified in the main page of the official website, `Kotlin` has also the advantages to be *concise*, *safe in nullability*, *expressive*, *interoperable* and *multiplatform*.

In addition to this, from 2019, Google announced that `Kotlin` is the preferred language

[1] All classes written in `Kotlin` are callable from `Java` code and vice-versa.

for developing `Android` application. `Kotlin` supports also multiplatform allowing the developer to write `Kotlin` code that can be compiled for native platform (including `Android` and `iOS`), `JVM` and `JavaScript`.

`Go` is an open source programming language developed and supported by `Google`. It's an *imperative* and *object-oriented* language strongly designed for concurrency thanks to its very easy way to launch process and its efficiency. The idea of this language is to maintain the run-time efficiency of `C` but with more readability and usability. Differently from `C`, `Go` has *memory safety*, *garbage collection* and *structural typing* as said by Wikipedia.

In the last years, `Go` also supports mobile platform (`Android` and `iOS`) as described in the official wiki, by writing *all-Go native mobile applications* or *SDK applications* with bindings for `Java` or `Objective-C`. There is also a toolkit called Fyne that is free and open source that makes easy to build graphical application also for mobile using `Go` .

From the concurrency point of view, **both of this language supports coroutines** as concurrent units of execution. *Coroutines* are lightweight processes that can run over multiple OS threads, allowing to save on thread management costs.

Coroutines and threads are very similar, but the main difference is that the firsts are *non-preemptive* (or *cooperatives*) differently from the seconds that are typically *preemptive* and scheduled by the OS. Indeed, the execution of a coroutine can be suspended and resumed by the developer, calling some operations, and not by the OS.

We will go in the details for both of this language.

2 Overview of the concurrency in `Kotlin` and `Go`

As specified in the introduction, `Kotlin` and `Go` exposes concurrency thanks to **coroutines** and other tools that let the developer manage their synchronization.

As we already said, coroutines are lightweight processes for cooperation that executes on OS threads and that can suspend at a certain point and later resumed at the same point but with the possibility to execute on a different thread. The main advantage by using coroutines instead threads is that switching between then does not require any *system call* ensuring lower management costs. This introduces great advantages especially for *asynchronous* computation.

2.1 `Kotlin` concurrency overview

We said that `Kotlin` is based on the `JVM` (but can also compile `JavaScript` or native using LLVM) and is interoperable with `Java`. The main implementation of `Kotlin` is done in its compiler: for `Kotlin` on `JVM`, all classes are compiled as normal `Java` classes. This means that `Kotlin` **can access to all** `threading` packages exposed by `Java` (and this is also valid for `Android`). So, in `Kotlin` **it is possible to use the standard threads** that are provided by `Java`.

Even if there is the possibility to use the standard `Java` threads, as anticipated, `Kotlin` introduces the new `kotlinx.coroutines` library for realizing concurrency by adopting *coroutines*. Coroutines are *instances of suspendable computation* that let the developer to easily write **asynchronous and non-blocking code** that can run concurrently, without using *callback* or *promises*. The main mechanism in which `Kotlin` coroutines are based is the **suspending function**: special `Kotlin` method that can suspend the execution of the current coroutine without blocking the current thread.

2.1.1 Realization of coroutines in `Kotlin`

To go into the details of the coroutine in `Kotlin` , we have to introduce some basic concepts[2]:

- Job:
  The object that represents a *background job* of a coroutine. When a coroutine is launched, the `launch` method immediately returns the reference to the `Job` associated to the coroutine. **A job represents the lifecycle of a coroutine** and can be used to *cancel* its execution. Then, a job can have six possible states, each coded by a combination of the three property of the `Job` class: `isActive`, `isCompleted` and `isCancelled`. This table summarizes the possible states of a `Job` and the value of the three property for each state:

State	Type	isActive	isCompleted	isCancelled
New	initial	`false`	`false`	`false`
Active	initial	`true`	`false`	`false`
Completing	transient	`true`	`false`	`false`
Cancelling	transient	`false`	`false`	`true`
Cancelled	final	`false`	`true`	`true`
Completed	final	`false`	`true`	`false`

Table 1: States of a `Job`

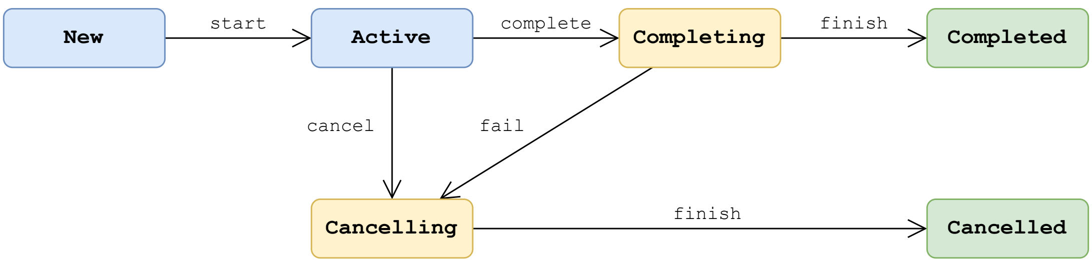

Figure 1: Lifecycle of `Kotlin` coroutine in `Job`

  The figure 1 represents the entire lifecycle of a `Job`, so it also represents the lifecycle of a `Kotlin` coroutine.

- CoroutineDispatcher:
  As we already said, in their lifecycle coroutine can run in different threads. For example, suppose to have a coroutine C_1 that is started on the thread T_1 that executes its code:

  1. C_1 starts its execution on thread T_1;
  2. during its execution, C_1 encounter an instruction I_1 that suspends it waiting for something;

[2]See medium.com for additional details.

3. C_1 is suspended by I_1 and another coroutine C_2 starts to execute on T_1;
4. C_2 is executing on T_1 while I_1 returns resuming C_1 from its suspension, but now T_1 is not available because it is executing the code of C_2;
5. C_1 may execute on another available thread T_2 while C_2 continue to run in parallel on T_1 (if the configuration allows it).

`CoroutineDispatcher` **is the object that *dispatch* the coroutine in the different available threads**. The `CoroutineDispatcher` is important because it determines in which thread a couroutine can run: for example, in `Android` using Dispatchers.Main means that the coroutine will be executed confined to the `Main` thread[3].

By default, when a coroutine is created, it is used the `Dispatchers.Default` that uses *worker* threads, a shared pool of threads on `JVM` in which coroutines can execute in parallel.

- CoroutineContext:
  Each coroutine in `Kotlin` has a *context* that is *immutable*. A context is simply a set of *elements* that realize the concept of *context* in which the coroutine executes. The main elements that are present in a context are:
  - the `Job` that represents the coroutine;
  - the `CoroutineDispatcher` that dispatches the execution of coroutine over the threads;
  - the `CoroutineName` that is the name associated to the coroutine (useful for debugging);
  - the `CoroutineExceptionHandler` that is an handler for all the exception thrown during the execution of the coroutine;
  - the `ContinuationInterceptor` that allows to define *how* the coroutine should continue after a resume (a sort of *callback* that is invoked on coroutine resume).

  Notice that `CoroutineContext` **is immutable, but it is possible to add elements using the plus operator** that produces a new context instance.

- CoroutineScope:
  Each coroutine in `Kotlin` must have a *scope* which delimits the lifetime of the coroutine. The `CoroutineScope` consists in only one property: `coroutineContext`, an instance of `CoroutineContext`. In addition to this, the `CoroutineScope` has also some *extension functions* such as `launch` that is a builder for coroutines.

  Then, when `launch` is invoked using a `CoroutineScope`, the function launches a new coroutine and its context is *inherited* from those of the scope. In this way, all the elements of the parents and its cancellation are propagated to the child; then, if a scope is cancelled, all the coroutine launched starting from it will be cancelled.

In `Kotlin` **the concept of *coroutine* can be summarized by the formula**:

$$Coroutine = \texttt{CoroutineContext} + \texttt{Job}$$

[3] In this case, the coroutine can update the `UI`. There are also dispatchers for `JavaFX` or `Swing` for `Kotlin JVM` to force coroutines to be executed on the thread that can update the user interface.

In order to launch a coroutine, the developer has to:

1. create an instance of `CoroutineScope`, for example using the `runBlocking` scope builder;
2. call a coroutine builder starting from the created scope, such as `launch`, that returns the `Job` associated to the coroutine.

Here is the example of the creation of a simple coroutine taken from the official documentation on kotlinlang.org:

```
fun main() = runBlocking { // this: CoroutineScope
  launch { // launch a new coroutine and continue
    delay(1000L) // non-blocking delay for 1 second (default time unit is ms)
    println("World!") // print after delay
  }
  println("Hello") // main coroutine continues while a previous one is delayed
}
```

that produces this result on the console:

```
Hello
World!
```

To fully understand this snippet, the reader should know *higher-order functions* and *receivers* which are concepts that came from *functional programming* available in `Kotlin` .

2.1.2 Synchronization between coroutines in `Kotlin`

We highlight that **coroutines in `Kotlin` can use shared memory or *messages*** to synchronize themselves. In particular:

- The package `kotlinx.coroutines.sync` exposes classical tools for synchronization in a shared memory environment (*mutex* and *semaphore*).

  Notice that this type of synchronization is very basic if compared with the standard `Java` tools for concurrency such as `Lock` and `Condition`; at this moment, `Kotlin` does not define any mechanism similar to `Java` condition, but however it's simple to implement it (for example, we have an implementation made by the author called `CoroutineCondition` that uses the `Continuation` object of a coroutine).

- The package `kotlinx.coroutines.channels` exposes classical tools for synchronization by exchanging messages in no shared memory environment (*channels*). The main entity of this package is `Channel`, that is very similar to `BlockingQueue` but with suspending operations instead of the `Java` blocking methods.

  Two coroutines can use a channel in order to transfer a single value that came from the *producer* (the coroutine that invoke the `send` operation) and goes to the *consumer* (the coroutine that invoke the `receive` operation); in `Kotlin` channels are **bidirectional** and **symmetric** (one-to-one).

  The semantic of *send/receive* operations depends on the nature of the channel that is determined by its capacity, but the communication can be **syn-**

chronous or **asynchronous** with also some little variations of these (for example, **rendez-vous**).

- The package `kotlinx.coroutines.flow` exposes the tools for using *flows* that are defined by the documentation as *asynchronous cold stream of elements* that can safely be used to synchronize multiple coroutine at the same time.

  Flow can be more formally defined as **mono-directional, one-to-many and asynchronous** channels with the possibility to be **buffered** for replay strategies. In the latest versions of `Kotlin` , flows replaced `BroadcastChannel`.