

Mutant Go compilers

A short talk by [Elliott Stoneham](#) at GopherCon on 26th April 2014



Write your own Go compiler
blog.golang.org/fosdem14

**Go is addictive,
I want it everywhere...**

**...mutant compilers take Go to places
that the current compilers cannot reach
(having fun along the way)**

The 3 phases of a mutant Go compiler

original Go program to be compiled =>

(1) Use standard library packages to create an intermediate form that entirely describes the original Go program

=> Abstract Syntax Tree (AST) or Single Static Assignment form (SSA) =>

(2) Generate new code with the same behaviour

=> target bitcode or language (e.g. JavaScript) =>

(3) Use normal target compiler or interpreter (e.g. NodeJS)

open-source mutant Go compilers

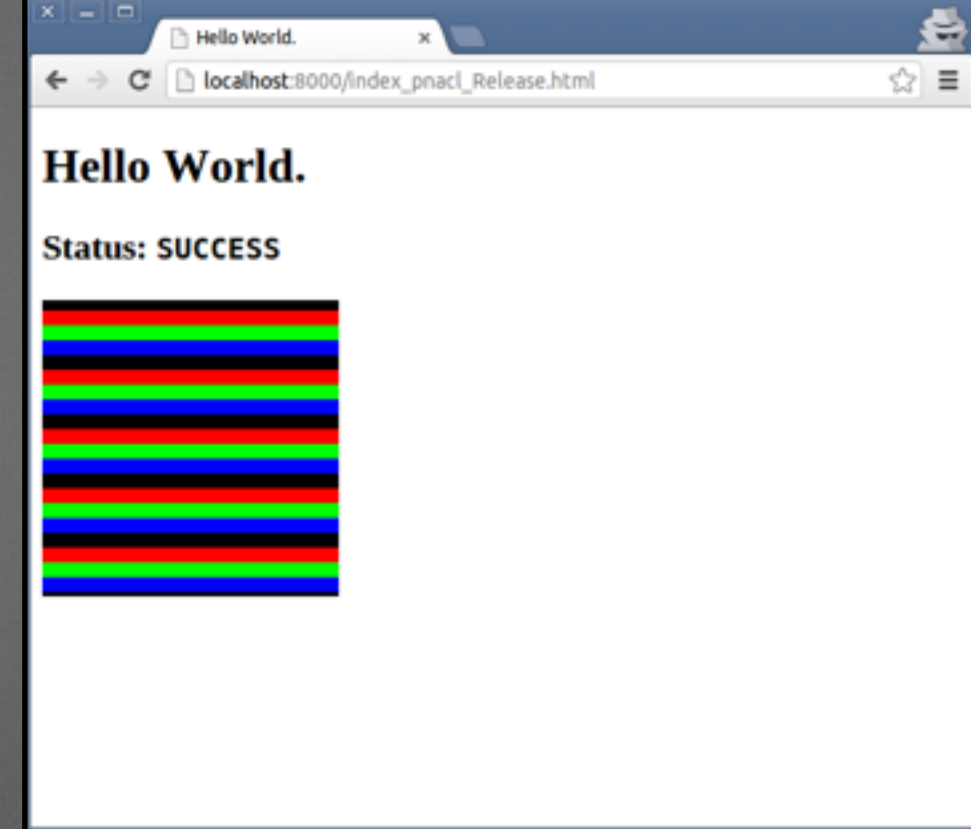
	AUTHORS	PROJECT FIRST PUBLISHED	GITHUB STARS	TARGET
LLGO	Andrew Wilkins + others	October 2011	450+	LLVM bitcode
GOPHERJS	Richard Musiol + others	November 2013	400+	JavaScript
TARDISGO	Elliott Stoneham	January 2014	100+	JS, Flash, Java, C++, C# & PHP via Haxe

compilation sequences

<u>TARDIS Go</u>	<u>llgo</u>	<u>GopherJS</u>
Go source => go/* libraries => AST		
AST => go.tools/go/types => types.Info		
AST+types.Info=>go.tools/go/ssa=>SSA		AST + types.Info => GopherJS => JavaScript
SSA+types.Info => tardisgo => Haxe (haxe.org)	SSA+types.Info => llgo => LLVM module	
Haxe => JavaScript, Flash, Java, C++, C#, PHP & Neko	LLVM modules => llgo-build => executable	



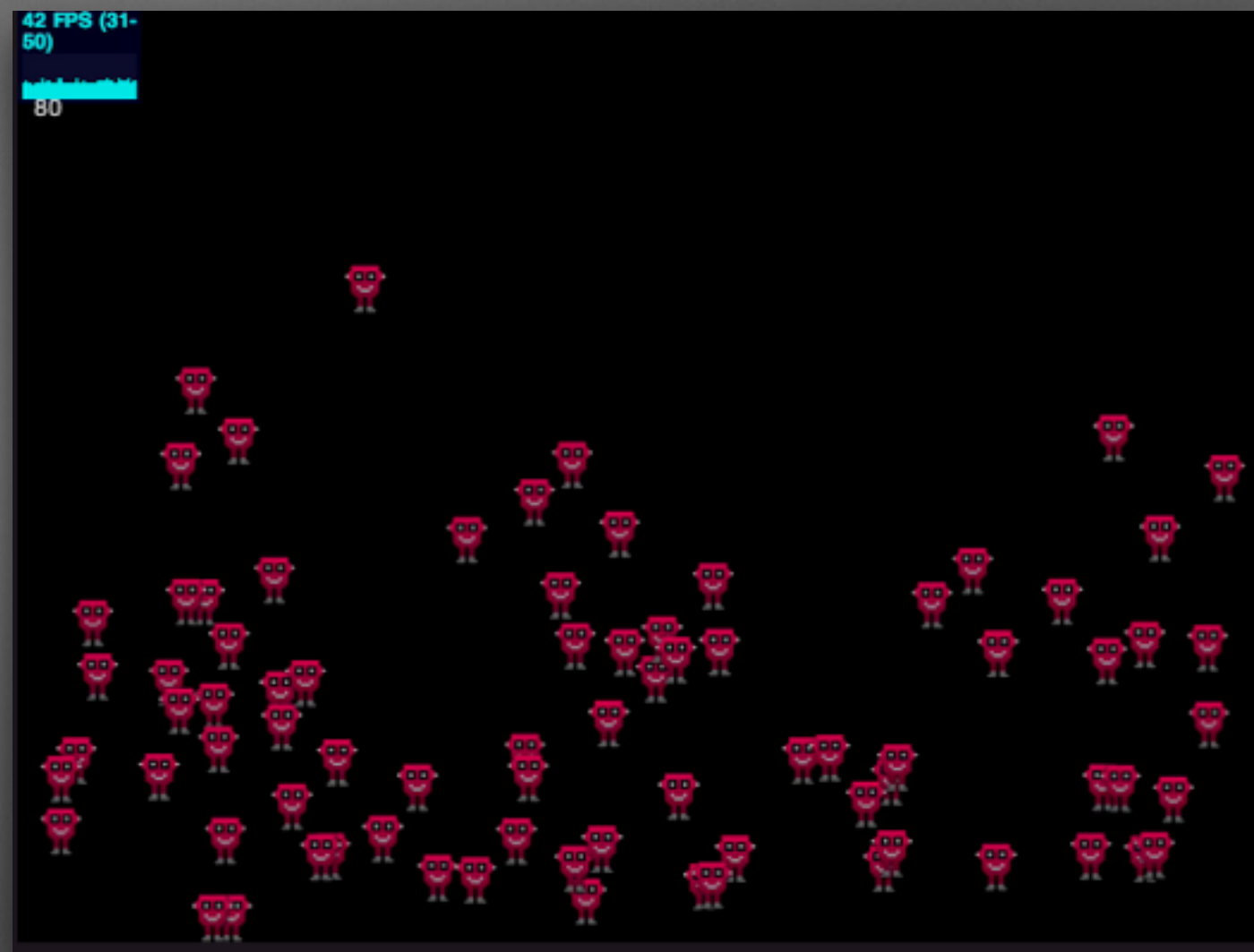
Ilgo

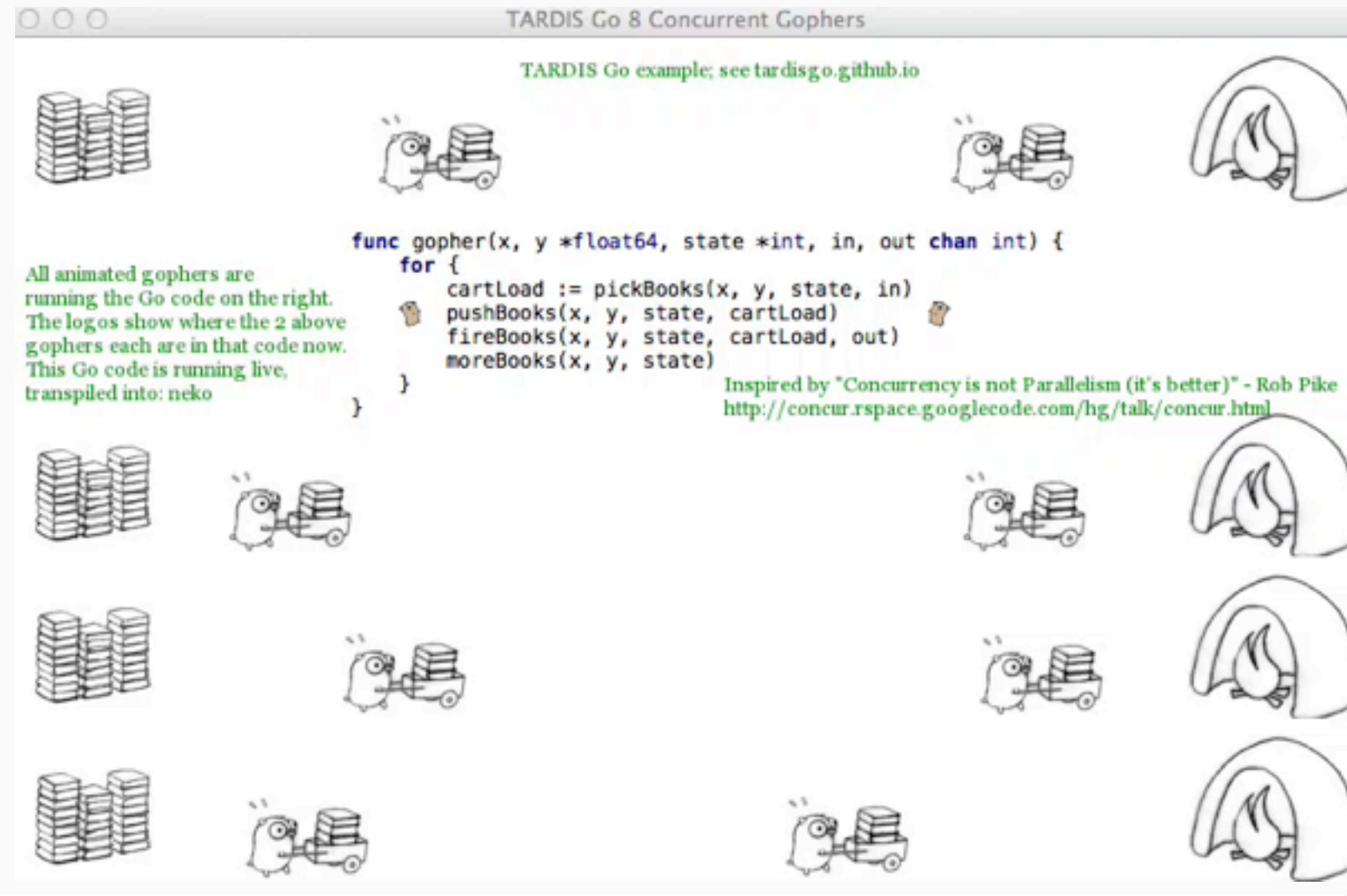


- On-track to become a mainstream Go implementation
- Fastest Go execution speed for some benchmarks
- Portable Native Client (PNaCl)? Emscripten=>asmJS?
- Now using libgo, thanks to Peter Collingbourne
- ...but still some stabilisation and bug fixes to do

GopherJS

- Most immediately useful
- Active user community
- See: ajhager.com/enj/
- jQuery and AngularJS bindings
- Now runs over 5x faster for fannkuch.go benchmark
- ...but no goroutines or channels yet





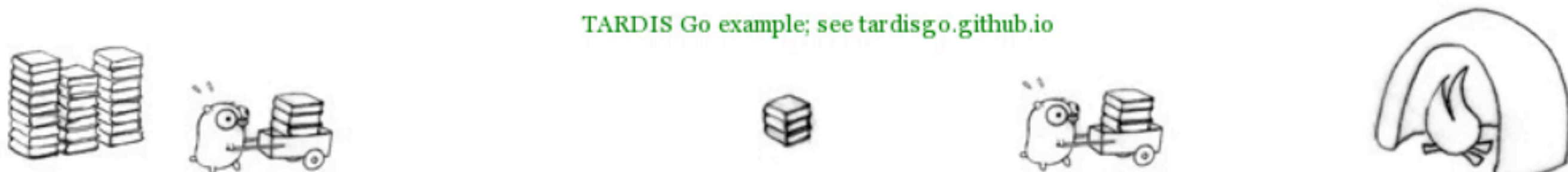
HTML5, Flash, Windows, Mac, Linux, iOS, Android, BlackBerry, Tizen, webOS, Xbox, PlayStation and Emscripten

[Gopher images by Renee French]

tardisgo.github.io

TARDIS Go Concurrent Gophers

TARDIS Go example; see tardisgo.github.io



```
func gopher(x, y *float64, state *int, in, out chan int) {  
    for {  
        cartLoad := pickBooks(x, y, state, in)  
        pushBooks(x, y, state, cartLoad)  
        fireBooks(x, y, state, cartLoad, out)  
        moreBooks(x, y, state)  
    }  
}
```

Both animated gophers are running the code on the right. The 2 logos show where they each are in that code now. This code is running live, targeting: neko

Inspired by "Concurrency is not Parallelism (it's better)" - Rob Pike
<http://concur.rspace.googlecode.com/hg/talk/concur.html>

- The most target environments, with cross-platform UI
- Go core spec, including goroutines and channels
- ...but slowest overall compile times, limited Go library support, single threaded, and no run-time optimisation

WWX 2014

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“TARDIS: Go for Haxe!”

<http://wwx.silexlabs.org/2014/>

Help a mutant Go compiler ...or write your own!

llgo		<u>github.com/go-llvm/llgo</u>
GopherJS		<u>github.com/gopherjs/gopherjs</u>
tardisgo		<u>github.com/tardisgo/tardisgo</u>
your project here		<u>blog.golang.org/fosdem14</u>