

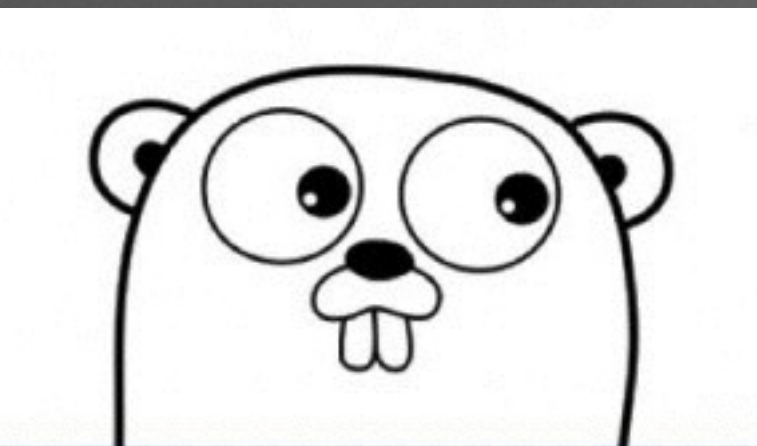
Prospects for using Go libraries in Haxe

A talk by [Elliott Stoneham](#) at WWX2015

overview

- Why bother?
- TARDIS Go transpiler
- Math example
- Unicode example
- Image example
- Issues, hopes & dreams





Go vs Haxe



- Active Github repositories Q4 2014:
- Go: 22,264
- Haxe: 1,134
- (data from github.info)

TARDIS Go 8 Concurrent Gophers

TARDIS Go example; see tardisgo.github.io

All animated gophers are running the Go code on the right. The logos show where the 2 above gophers each are in that code now. This Go code is running live, transpiled into: neko

```
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)
    }
}
```

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

tardisgo.github.io

For more explanation of how it works, watch my WWX2014 speech

```
1  package main
2
3  import (
4      _ "math"
5      _ "strconv"
6  )
7
8  const tardisgoLibList = "math,strconv"
9
10 func main() {}
11 |
```

simple “math” example

Go code above generates 266 Haxe files containing 71.4k lines of code


```
package ;

import tardis.*; // import the generated Go code

class Main {
    public static function main(){
        trace("Go 'math' and 'strconv' standard library trivial example");

        // for documentation see http://golang.org/pkg/math and http://golang.org/pkg strconv
        // math.Nextafter returns the next representable float64 value after x towards y.
        var na2to3=Go_math_NNextafter.hx(2.0,3.0);
        var na2to1=Go_math_NNextafter.hx(2.0,1.0);

        // The built-in Haxe float->string conversions for cpp & cs round the results to "2",
        // so Go formatting is used to give a consistent cross-platform result.
        trace("The next valid floating point value after 2.0 towards 3.0 is: "+
            Go_strconv_FFormatFFloat.hx(na2to3,"g".charCodeAt(0),-1,64)); // 2.000000000000000004
        trace("The next valid floating point value after 2.0 towards 1.0 is: "+
            Go_strconv_FFormatFFloat.hx(na2to1,"g".charCodeAt(0),-1,64)); // 1.99999999999999998
    }
}
```

```
1  package main
2
3  import _ "golang.org/x/text/unicode/norm"
4
5  const tardisgoLibList = "golang.org/x/text/unicode/norm"
6
7  func main() {}
8
```

unicode normalisation example

Go code above generates 1,446 Haxe files containing 408.5k lines of code


```

package ;
import tardis.*; // import the generated Go code
class Main {
    public static function main(){
        trace("Go unicode normalization library example");
        // for documentation see https://godoc.org/golang.org/x/text/unicode/norm
        compare("aaa","aaa"); // aaa == aaa ? true
        compare("aaa","aab"); // aaa == aab ? false
        compare("a\u0300a", "\u00E0a"); // a`a == àa ? true
        compare("a\u0300\u0320b", "a\u0320\u0300b"); // a`_b == a_`b ? true
        compare("\u1E0A\u0323", "\u00D7\u0323"); // ð. == D. ? true
        // A character that decomposes into multiple segments spans several iterations.
        compare("\u3304", "\u30A4\u30CB\u30F3\u30AF\u3099"); // 𐄄 == イニフゝ ? true
    }

    static function compare(a1:String,b1:String):Bool{
        // create the Go type
        var form:GoType_golang_dot_org_47_x_47_text_47_unicode_47_norm_dot_FForm;
        // set the type to translate strings to NFKD normal form
        form = Go.golang_dot_org_47_x_47_text_47_unicode_47_norm_NNFFKKDD;
        // translate
        var a2 = form._String(a1);
        var b2 = form._String(b1);
        // test if the same
        var ret = a2 == b2;
        // show that we've done it for debug purposes
        trace(a1,"==",b1,"?",ret);
        return ret;
    }
}

```



```
package main

import (
    _ "io/ioutil"
    _ "github.com/koyachi/go-nude"
)

const tardisgoLibList = "github.com/koyachi/go-nude,io/ioutil"

func main() {}
```

nudity detection example

Go code above generates 2,044 Haxe files containing 471.3k lines of code

```

static var fName:String;

public static function main(){
    trace("Starting...");
    tardis.Go_main_main.hx();
    trace("Go nude detection library ready");
    js.Browser.document.getElementById("inputFileToLoad").onchange = encodeImageFileAsURL;
}

public static function writeFile(b:haxe.io.Bytes,typ:String):Void{
    var sl=tardis.Slice.fromBytes(b); // make a Go byte slice
    trace(typ,sl.len());
    var p="temp."+typ; // the name of our file
    // write the file in the pseudo file system
    var err=tardis.Go_io_47_ioutil_WWriteFFile.hx(p,sl,438 /*0666*/);
    if(err!=null){
        trace(p," ioutil.WriteFile() had error: ",err);
    }
    trace("wrote file ",p);
    fName=p;
}

public static function isNude():Bool {
    var ret=tardis.Go_github_dot_com_47_koyachi_47_go_45_nude_IIsNNude.hx(fName);
    if(ret.r1!=null){
        trace("nude.IsNude() had error: ",ret.r1);
        return false;
    }
    return ret.r0;
}

```

Nudity Detection: A Go library called from Haxe

The `go-nude` nudity detection library takes a jpeg, gif or png image and determines if it contains nudity. Try it below by uploading a thumbnail image, which will be processed in your browser. For example save the `Rubens` nude on the right and choose it from your disk.



The library has been translated from Go into Haxe using `TARDIS Go`. The Haxe compiler then translated this `program` to call the library, and the generated library itself, into JS to enable it to run in this page. The translation process is currently very imature and produces slow code. As a result, please only test with small thumbnail-size images. Finally, be aware that the library does not always give the result you might expect!

No file chosen



go-nude verdict: no problem.

Live Demo

<http://tardisgo.github.io/go-nude/index.html>

Issues, hopes & dreams

- **Issues:** the immaturity of TARDIS Go => large code sizes, slow execution speed, and ugly Haxe call interface
- **Hopes:** that it can integrate into the Haxe ecosystem ... please tell me how?
- **Dreams:** that most Go libraries are also available in Haxe

