



Introduction to Go

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Summary

Go is a brand-spanking-new systems language that Google released in November, 2009. Every wonder how awesome C would be if it was garbage-collected, concurrent, and didn't take a few weeks to compile? Wake up; it's here! We'll take a look at this new language that steals some of the dynamic flexibility of Python and Ruby, the performance of C, and a compile time that you'll miss if you blink.

Hello, world

```
package main

import "fmt"

func main() {
    fmt.Printf("Hello, world\n")
}
```

code/hello_world.go

Why Go?

- It's a systems language
- It's fun, like dynamic languages

We Already Have a Systems Language!

Like C

```
void main(int m, int t, int c) {
    ((t / m) <= 1) ?
    primes(m, t+1, c) : !(t % m) ?
    primes(m, t+1, t % m) :
    ((t % m) == (t / m) && !c) ?
    (printf("%d\t", (t / m)),
    primes(m, t+1, c)) :
    ((t % m) > 1 && (t % m) < (t / m)) ? primes(m, t+1, c + !(t / m) % (t % m)) :
    (t < m * m) ? primes(m, t+1, c)
    : 0;
}
```

code/c.c

We Already Have Fun Languages!

```
module main

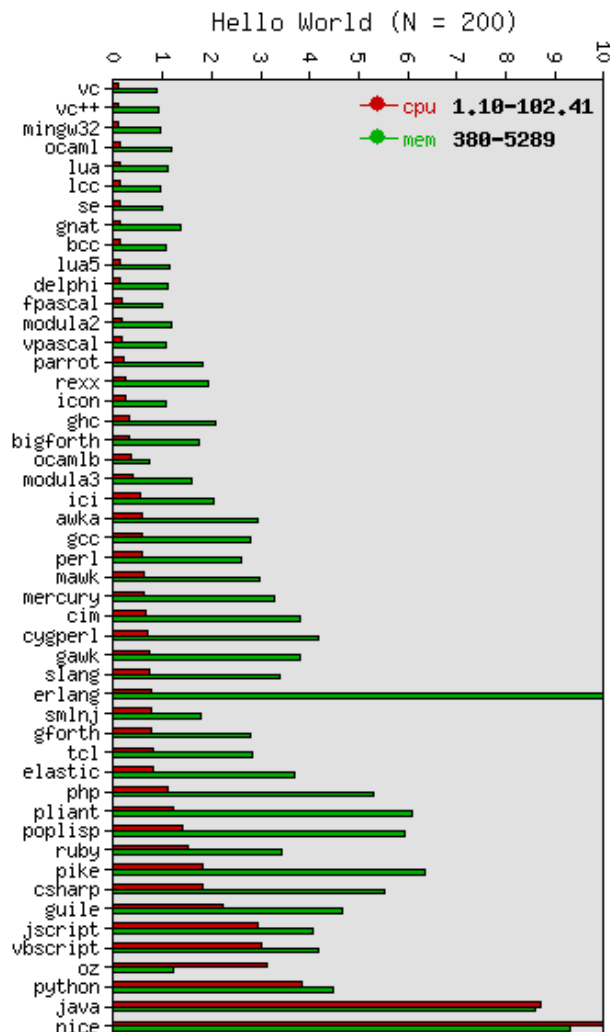
def main (args)
  args ? cmd :
  "#{cmd} #{args} (" " "}"
end

puts this is terrible code

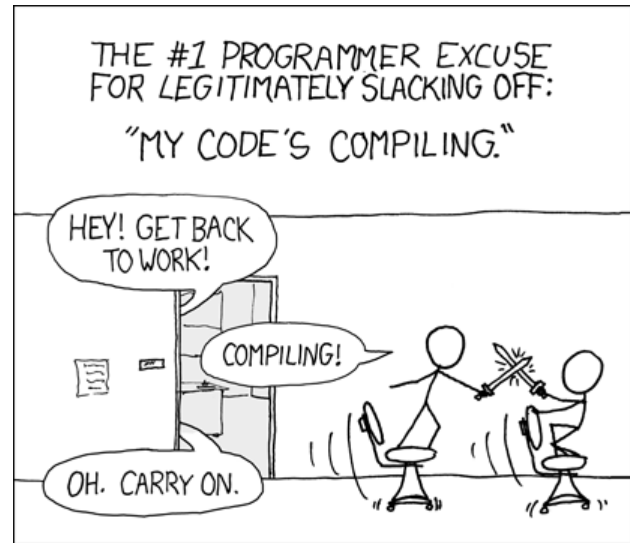
x = [1,2,3]
(x.('+'))
```

code/ruby.rb

Fun Languages are Slow at Runtime



Fast Languages are Slow to Compile



Alternative: Go

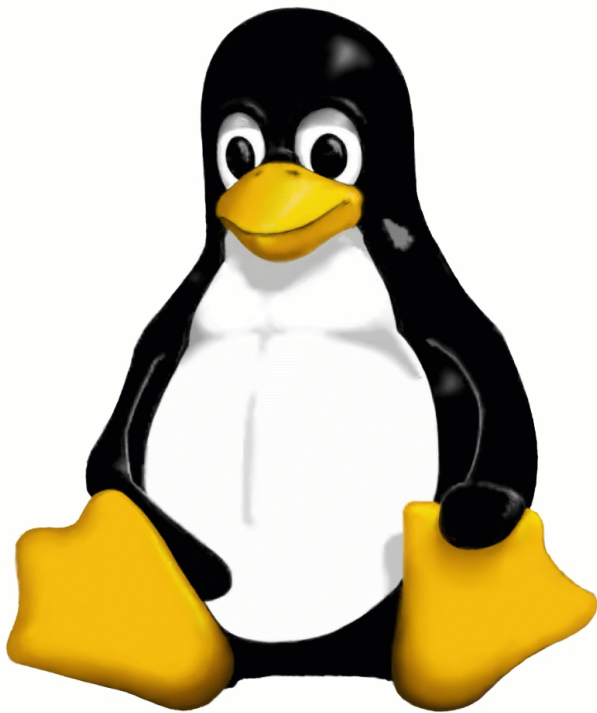
Go is slow at runtime AND at compile time!

- 1/2—1/3 LOC for C++ benchmarks
- 1—1/16 of the speed (libraries?)

Priorities:

- Compile time
- Performance
- Readability

It Runs on Linux



It Runs on OS X!



It Runs on Virtual Machines!



Specifications

- Compiled
- Imperative, structured
- Concurrent
- Strongly typed (explicit or inferred)

Variables & Types

- int, float
- int8, int32, float64
- uint, ufloat
- string
- struct

Variables: Pointers and Arrays

Pointers

- Use them for reference
- DON'T manipulate them!

Arrays

```
var arrayOfInt [10]int
```

code/variables.go

Variables: Slices and Maps

Slices

- "Pointers" for arrays
- Contains pointers to each object in a range of the array
- Used for passing array values by reference

Maps

```
var m map = map[string] int{}
m["price"] = 5
```

code/variables.go

Variable Declaration

```
// Declare a variable
var s string = ""

// Go infers the type
var s2 = ""

// Syntactic shorthand -
// initializing declaration
s3 := ""
```

code/variables.go

Variable Allocation

new()

- allocates heap space
- zero-initializes the space
- returns the address

make()

- allocates heap space
- creates the object (and underlying data structure)
- returns the value

Go \neq C

- Semicolons optional (implied)
- Curly braces MUST start on the same line
- No parentheses in `ifs` and `fors`
- Garbage collected
- Arrays aren't pointers

Functions

- CamelCase - public
- camelCase - package-level
- Pass by value
- Multiple return values

What? Multiple Return Values?!

```
func      () (int, string) {
    return 5, "thanks for asking!"
}
```

code/functions.go

How do we access them?

```
x, message := gimmeFive()
```

code/functions.go

Why Multiple Return Values?

```

    if text, err :=
readFile('foo.txt'); err == nil
{
    // Read the file
} else {
    // Handle the error
}

    for key, value := range
my_map {

    }

    // ...or
    for _, value := range my_map
{ // Discard the first returned
value

    }

```

code/functions.go

Named Results

```

func          () (value int, err
string) {
    // value and err are set to
nil
    value = 5
    return // implicitly returns
5, nil
}

```

code/functions.go

Methods

Write functions that operate on particular data

```

type Mongoose int

    func (          ) Pluck()
string {
    return "The mongoose was
plucked"
}

```

code/functions.go

Interfaces

- Similar to Java
- Definition of acceptable types
- Types don't "implement" anything

Interfaces

```

type Duck interface {
    Quack()
    Waddle()
    Swim()
}

func (i int)          () {}
func (i int)          () {}
func (i int)          () {}

func (d Duck)          () {} //
We can pass this an int

```

code/interfaces.go

Interface Embedding

```
type Spider interface {
    CreateWebs()
}

type Man interface {
    MissUncleBen()
}

type SpiderMan interface {
    Spider
    Man
}

func (m SpiderMan)
    () {} // Target
must CreateWebs() and
MissUncleBen()
```

code/interfaces.go

Struct Embedding

```
struct Spider interface {
    CreateWebs()
}

struct Man interface {
    MissUncleBen()
}

struct SpiderMan interface {
    Spider
    Man
}

func (m Man)
    () {} //
Can pass a Man or a SpiderMan
```

code/interfaces.go

Concurrency



Goroutines

- NOT threads
- Independent code
- Communication over shared memory

Threads

- Exist
- Span across multiple cores
- Go load-balances them
- Don't worry about it

Goroutine Example

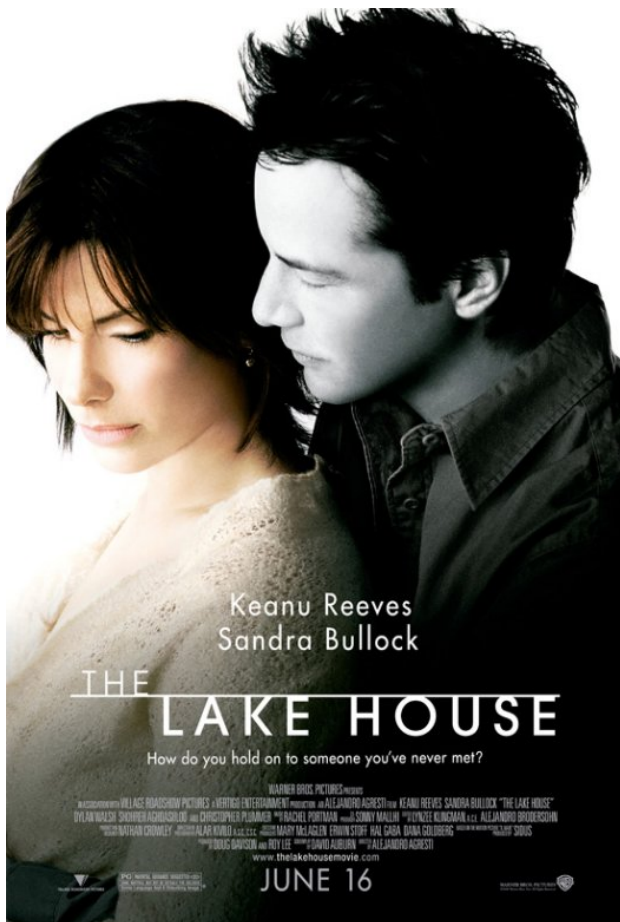
```
go gimmeFive()

go func() {
    time.Sleep(5)
    fmt.Println("Computer over.
Virus = very yes")
}()
```

code/concurrency.go

- No access to spawned goroutines
- No thread.join equivalent

Channels



- Like Unix pipes
- Communicate across goroutines
- Optionally blocking/non-blocking

Channel Example: Communication

```
func      () {
    output := make(chan string)
    go log(output)
    for true {
        output <- "Hey. Hey. Listen"
    }
}

func      (      ) {
    for true {
        data := <- input
        fmt.Println(data)
    }
}
```

code/concurrency.go

Channel Example: Asynchronous

```
func      () {
    output := make(chan string,
10)
    go log(output)
    output <- "Hey. Hey. Listen"
    // Chatter terminates almost
immediately
}
```

code/concurrency.go

Channel Example: Semaphore

```
func (s *Semaphore) Acquire() {
    for true {
        <- input
        // Do something
        input <- 1
    }
}
```

[code/concurrency.go](#)

Channel Example: Thread.join

```
func (t *Thread) Join() {
    gui_dead := make(chan int)
    go gui()

    // Do some stuff
    <- gui_dead
}
```

[code/concurrency.go](#)

Packages and Libraries

- os
- websocket
- math
- strings
- encoding
- json
- testing
- regexp

What Should You Use It For?

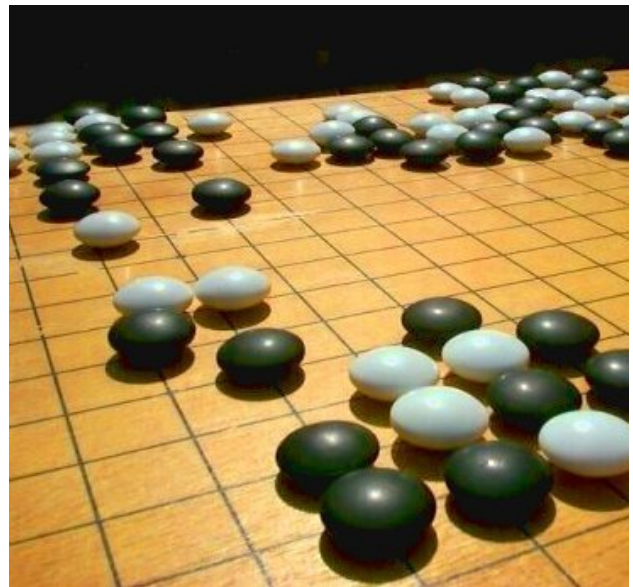
- Not yet ready for production use
- Systems work
- High performance
- Fun!

Help develop libraries you want to see!

Additional Information

- <http://golang.org>
- Go Wiki
- Google Tech Talk

Questions? Comments?



Thank you!

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