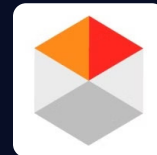


# What's new in Go 1.24?

Scheduled for release in February 2025.

# Meet your speaker



**George (Yehor) Sereda**

**Golang & Blockchain Developer**

- Worked at #1 Blockchain startup - Israel.
- Veteran SME 2023 & 2024 at Coursera.
- Head of Backend in the first blockchain- based social network - United Kingdom.
- Nowadays working at the Mediahuis.

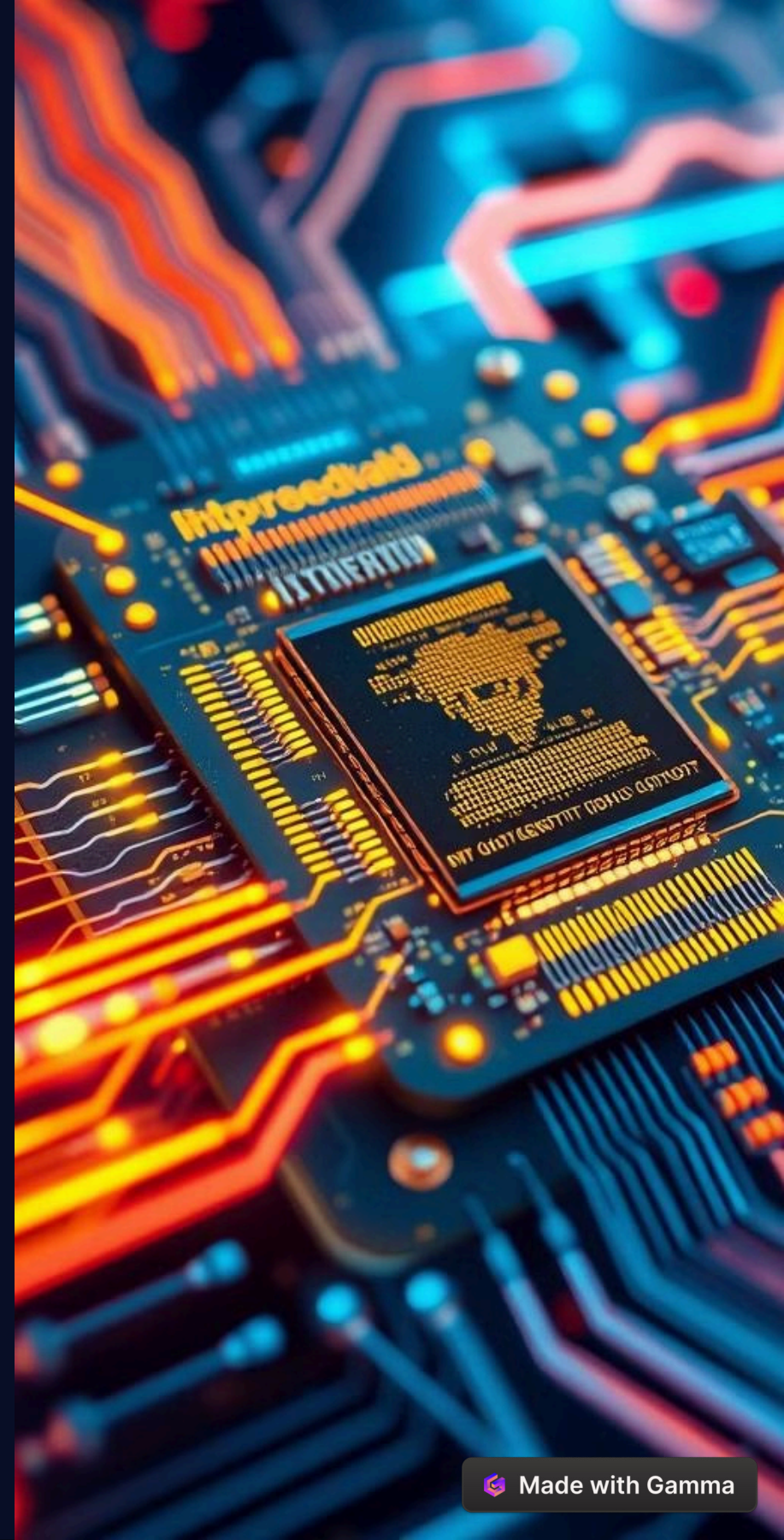
# Agenda

- 1 Performance Optimisation
- 2 Language features
- 3 Standard Library
- 4 Security
- 5 Go vet
- 6 Questions



# Performance Optimisation

- 1 CPU load**  
Reduced by 2-3%.
- 2 Memory Allocation**  
For small objects
- 3 CGO**  
Optimised interfacing with C libraries.
- 4 Mutex**
- 5 Swiss Tables in Map**



# Swiss Tables: How It Works?

	Previous Implementation	Swiss Tables
Storage	Keys & Value's in buckets	Keys & Value's and metadata in arrays
Collisions	Uses linked lists	Uses linear probing
Lookup	Through traversing linked lists	Through Metadata to find the key quickly

# Swiss Tables: Code Example

```
type swissMap struct {
    keys []string
    values []int
    metadata []byte // example: [0, 0, 1, 0]
    mask int
}

func (m *swissMap) put(key string, value int) {
    hash := hashKey(key)
    index := hash & m.mask // initial bucket

    for m.metadata[index] != 0 { // Check for empty
        index = (index + 1) & m.mask // Probing on collision
    }

    m.keys[index] = key
    m.values[index] = value
    m.metadata[index] = byte(hash) // Store fingerprint
}
```

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# Swiss Tables: Code Example

```
type swissMap struct {
    keys []string
    values []int
    metadata []byte
    mask int
}

func (m *swissMap) get(key string) (int, bool) {
    hash := hashKey(key) & m.mask
    originalIndex := hash

    for m.keys[hash] != "" {
        if m.keys[hash] == key {
            return m.values[hash], true
        }
        hash = (hash + 1) & m.mask
        if hash == originalIndex {
            break
        }
    }
    return 0, false
}
```

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# Swiss Tables

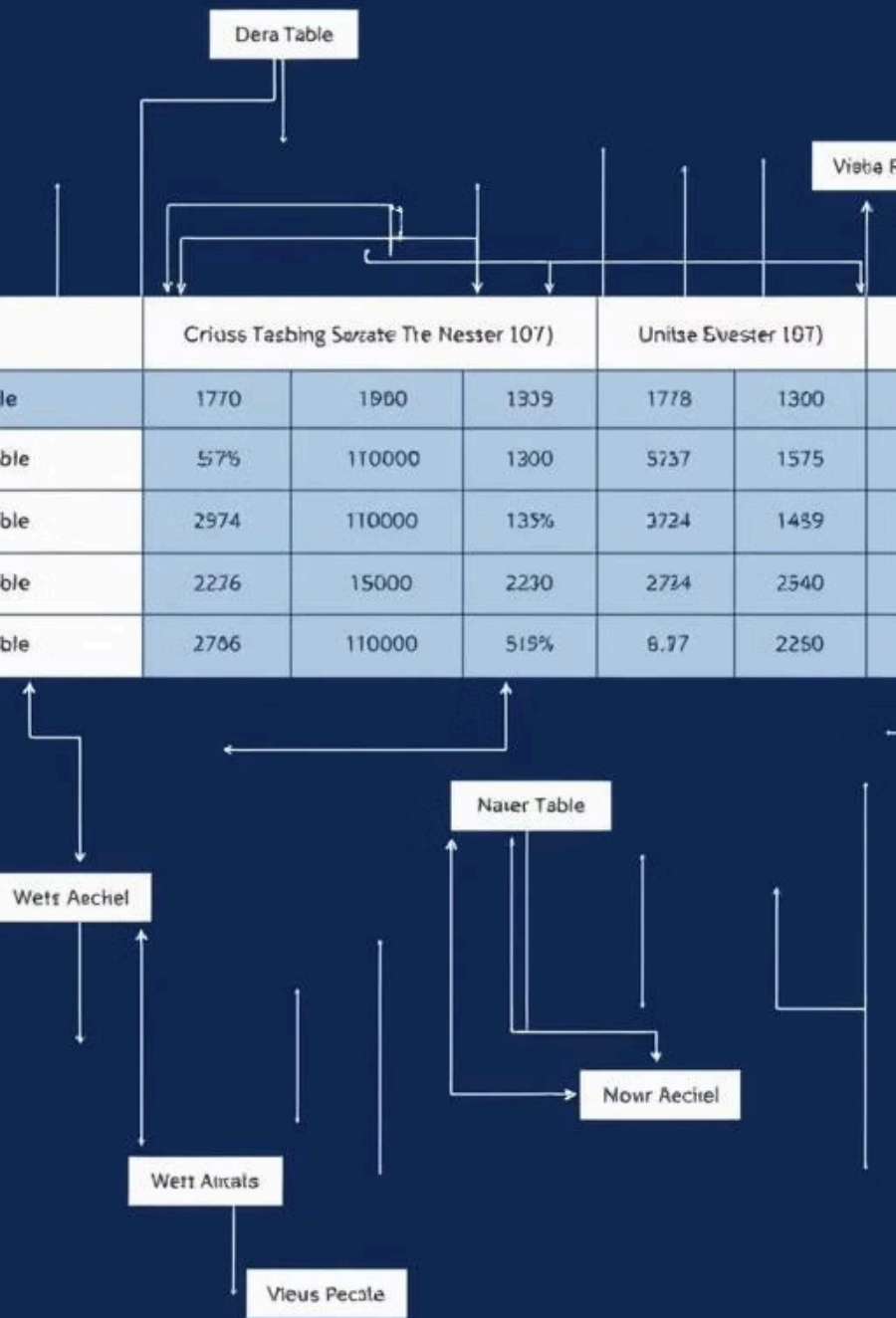
- 1

Faster Lookups
- 2

Collision Handling
- 3

Reduced RAM Usage
- 4

Cache Performance





# Language features

- 1 Weak Pointers
- 2 New Tool Directive
- 3 Generic Type Aliases



# Weak Pointers



## What?

Like pointer, but have no sense for the GC.



## Functions

```
func Make[T any](ptr *T) Pointer[T]  
func (p Pointer[T]) Value() *T
```

# New Tool Directive

## Before

```
// tools.go
// +build tools

package tools

import (
    _ "github.com/rs/zerolog"
    _ "github.com/stretchr/testify"
)
```

## After

```
// go.mod

module example.com/myproject

go 1.24

tool "github.com/rs/zerolog" v1.28.0
tool "github.com/stretchr/testify" v1.7.0
```

# Generic Type Aliases

## Before

```
package main

type Response[T any] struct {}

// Specific type aliases
type StringResponse = Response[string]
type UserResponse = Response[User]
```

## After

```
package main

type Response[T any] struct {}

// Generic alias for Response
type GenericResponse[T any] = Response[T]
```



# Standard Library

1

T.Context

Tests context

2

`omitzero` Tag

For JSON-marshalling

3

os.Root

4

Iterator Functions



# os.Root

os.Root.Open // - opens a file for reading.

os.Root.Create // - creates a file.

os.Root.OpenFile // - is the generalized open call.

os.Root.Mkdir // - creates a directory.

# Iterator Functions

```
func main() {  
    str := "Hello, Go 1.24!"  
  
    for _, r := range strings.NewReader(str) {  
        fmt.Printf("%c ", r)  
    }  
}
```



# Security



## **crypto/mlkem**

Introduces Multi-Linear Key Encapsulation Mechanisms (MLKEM) for quantum computing resistance.



## **rand.Text()**

Generates cryptographically secure random strings for tokens, IDs, and passwords.



# Go vet

- 1 Misaligned Struct Fields
- 2 Slice Out-of-Bounds Access
- 3 Misused Context Cancellation



# Go vet: Misaligned Struct Fields

## Before

```
type Example struct {  
    b bool // 1 byte  
    i int // 8 bytes  
    c byte // 1 byte, misaligned  
}
```

Size of struct: 24 bytes

## After

```
type Example struct {  
    i int // 8 bytes  
    b bool // 1 byte  
    c byte // 1 byte, aligned  
}
```

Size of struct: 16 bytes

# Go vet: Slice Out-of-Bounds Access

```
s := []int{1, 2, 3}  
fmt.Println(s[3]) // flagged as potential out-of-bounds access
```

# Go vet: Misused Context Cancellation

## Before

```
func main() {  
    ctx, cancel := context.WithTimeout(  
        context.Background(), time.Second)  
  
    select {  
        case <-time.After(2 * time.Second):  
  
        case <-ctx.Done():  
    }  
}
```

## After

```
func main() {  
    ctx, cancel := context.WithTimeout(  
        context.Background(), time.Second)  
    defer cancel() // Proper cancellation  
  
    select {  
        case <-time.After(2 * time.Second):  
  
        case <-ctx.Done():  
    }  
}
```



# Key Takeaways

## Performance Optimisation

Go 1.24 delivers significant performance improvements across various areas.

1

2

## Language features

New language features enhance code readability and flexibility.

3

## Standard Library

Updates to the standard library provide new functionalities and improvements.

4

## Security

Enhanced security measures protect against emerging threats.

5

## Go vet

Improved code analysis tools help identify potential issues and improve code quality.

# Questions

