



# Parallel Processing in Go

## Flyfishing and a Monte Carlo Experiment

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# What is Go?

Go is an open source, general purpose programming language which began development in 2007. It is ...

- Compiled
- Garbage collected
- Type/memory safe
- Concurrent
- Namespaced
- OOP friendly
- Unicode based

# Who made Go?

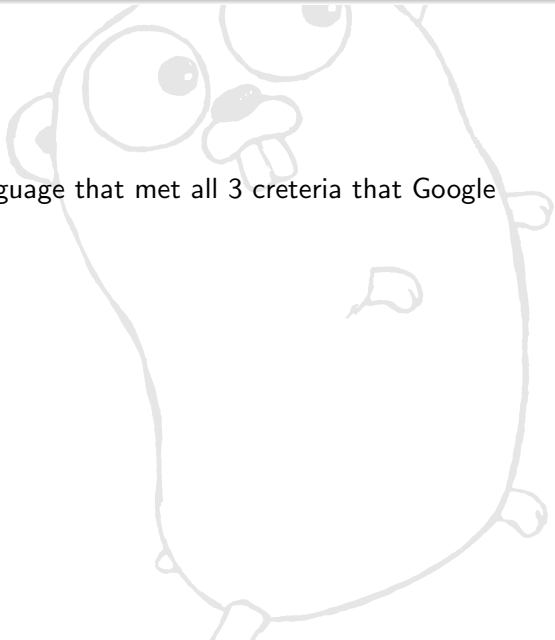
Google hired a few old time pioneers to design and develop Go.

- Ken Thompson (C and Unix)
- Rob Pike (Unix and UTF-8)
- Robert Griesemer (not as famous)

# Why did they make Go?

There was no existing language that met all 3 criteria that Google wanted.

- Efficient compilation
- Efficient execution
- Ease of programming



# Can we see some Go?

And what about flyfishing?

Open <https://github.com/mgbelisle/flyfishing>

or ...

```
$ go get github.com/mgbelisle/flyfishing
$ cd $GOPATH/src/github.com/mgbelisle/flyfishing
$ go run flyfishing/main.go > ~/Desktop/fish.svg
```

# Should your project be written in Go?



Go is not a good language to choose if ...

- Your app needs a UI toolkit
- The devs need mountains of example code



# Should your project be written in Go?

Go is a good language to choose if ...

- Your app needs to do lots of things at the same time
- Your app needs to be fast
- Your infrastructure needs to be distributed/scalable

