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## More On Go

# **Blockchain and Mining**

## What is Mining and How is it implemented.

1. More on Go

Maps do not synchronize automatically. So... Synchronization Primitives:

```
package main
import (
        "fmt"
        "sync"
        "time"
)
// SafeCounter is safe to use concurrently.
type SafeCounter struct {
            map[string]int
        mux sync.Mutex
}
// Inc increments the counter for the given key.
func (c *SafeCounter) Inc(key string) {
        c.mux.Lock()
        // Lock so only one goroutine at a time can access the map c.v.
        c.v[key]++
        c.mux.Unlock()
}
// Value returns the current value of the counter for the given key.
func (c *SafeCounter) Value(key string) int {
        c.mux.Lock()
        // Lock so only one goroutine at a time can access the map c.v.
        defer c.mux.Unlock()
        return c.v[key]
}
func main() {
        c := SafeCounter{v: make(map[string]int)}
        for i := 0; i < 1000; i++ {
                go c.Inc("somekey")
```

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```
time.Sleep(time.Second)
fmt.Println(c.Value("somekey"))
}
```

### A Go Core/Panic

First the Code

```
package main

import "fmt"

var mm map[string]int

func main() {
        fmt.Println("vim-go")
        mm["bob"] = 3
}
```

Then the bad output.

```
panic: assignment to entry in nil map
goroutine 1 [running]:
panic(0x10a5540, 0x10d03a0)
        /usr/local/Cellar/go/1.10.3/libexec/src/runtime/panic.go:551 +0x3c1 fp=0xc42005
runtime.mapassign_faststr(0x10a4e80, 0x0, 0x10be68a, 0x3, 0x0)
        /usr/local/Cellar/go/1.10.3/libexec/src/runtime/hashmap_fast.go:696 +0x407 fp=0
main.main()
        /Users/corwin/go/src/github.com/Univ-Wyo-Education/Blockchain-4010-Fall-2018/Le
runtime.main()
        /usr/local/Cellar/go/1.10.3/libexec/src/runtime/proc.go:198 +0x212 fp=0xc42005f
runtime.goexit()
        /usr/local/Cellar/go/1.10.3/libexec/src/runtime/asm amd64.s:2361 +0x1 fp=0xc420
goroutine 2 [force gc (idle)]:
runtime.gopark(0x10c5580, 0x11397a0, 0x10bfafe, 0xf, 0x10c5414, 0x1)
        /usr/local/Cellar/go/1.10.3/libexec/src/runtime/proc.go:291 +0x11a fp=0xc42004a
runtime.goparkunlock(0x11397a0, 0x10bfafe, 0xf, 0x14, 0x1)
        /usr/local/Cellar/go/1.10.3/libexec/src/runtime/proc.go:297 +0x5e fp=0xc42004a7
runtime.forcegchelper()
        /usr/local/Cellar/go/1.10.3/libexec/src/runtime/proc.go:248 +0xcc fp=0xc42004a7
```

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```
runtime.goexit()
     /usr/local/Cellar/go/1.10.3/libexec/src/runtime/asm_amd64.s:2361 +0x1 fp=0xc420
created by runtime.init.4
    /usr/local/Cellar/go/1.10.3/libexec/src/runtime/proc.go:237 +0x35
```

#### Pseudo Code for Mining (Homework 02)

```
package mine
import "github.com/Univ-Wyo-Education/S19-4010/a/02/block"
// TODO Replace above import with import below (commented out)
/*
import (
        "encoding/hex"
        "fmt"
        "github.com/Univ-Wyo-Education/S19-4010/a/02/block"
        "github.com/Univ-Wyo-Education/S19-4010/a/02/hash"
)
*/
// MineBlock implements a proof of work mining system where the first 4 digits (2 bytes
// Difficulty can be increaesed by requiring more digits to be 0 or by requring some ot
// the resulting hash.
func MineBlock(bk *block.BlockType, difficulty string) {
        // Pseudo-Code
        //
        // 1. Use an infinite loop to:
             1. Serialize the data from the block for hashing, Call `block.SearilizeFor
             2. Calculate the hash of the data, Call `hash.HashOf` to do this. This is
        //
        //
                replaced the software with a hash calculator on a graphics card where y
                What would happen if we replaced the graphics card with an ASIC - so yo
        //
                the hash and you could run 4 billion hashes a second?
        //
             3. Convert the hash (it is []byte) to a hex string. Use the `hex.EncodeTo
        //
             4. `fmt.Printf("((Mining)) Hash for Block [%s] nonce [%8d]\r", theHashAsAS
        //
        //
                                `\r` will overwrite the same line instead of advancing
             5. See if the first 4 characters of the hash are 0's. - if so we have met
        //
        //
                In go this is `if theHashAsAString[0:4] == "0000" {`. This is create a
                character 0 with length of 4, then compare that to the string `"0000"`.
        //
              - Set the block's "Seal" to the hash
        //
        //
              - `fmt.Printf("((Mining)) Hash for Block [%s] nonce [%8d]\n", theHashAsAS
                                  `\n` will overwrite the same *and then advance* to the
        //
              - return
        //
             5. Increment the Nonce in the block, and...
        //
             6. Back to the top of the loop for another try at finding a seal for this
        //
        //
```

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```
// For the genesis block, when I do this it requires 54586 trips through the lc
// proof of work.
//
// TODO: Start coding here.
}
```