### **Beautiful IO**

A tour through standard library pkg/io and various implementations of its interfaces.

Golab 2019, 2019–10–21, Florence Martin Czygan

### **About me**

SWE @ubleipzig working mostly with Python and Go.

Taming data – open source – writing.

Explore IO workshop at Golab 2017.

# **Background**

• Go Proverbs (2015)

The bigger the interface, the weaker the abstraction.

Prominent examples are io.Reader and io.Writer.

## The IO package

- contains basic, widely used interfaces (within and outside standard library)
- utility functions

# Why beautiful?

- La bellezza è negli occhi di chi guarda
- small, versatile interfaces
- composable

### **Praise and love**

This article aims to convince you to use io.Reader in your own code wherever you can. -- @matryer

"Crossing Streams: a love letter to Go io.Reader" -- @jmoiron

Which brings me to io.Reader, easily my favourite Go interface. -- @davecheney

# What's in pkg/io?

- 25 types
- 21/25 are interfaces
- 12 functions, 3 constants, 6 errors

```
The concrete types are: LimitedReader, PipeReader, PipeWriter, SectionReader; functions: Copy, CopyN, CopyBuffer, Pipe, ReadAtLeast, ReadFull, WriteString, LimitReader, MultiReader, TeeReader, NewSectionReader, MultiWriter
```

### A few Interfaces

	R	W	С	s
io.Reader	х			
io.Writer		Х		
io.Closer			х	
io.Seeker				х
io.ReadWriter	х	Х		
io.ReadCloser	х		х	
io.ReadSeeker	х			х
io.WriteCloser		Х	х	
io.WriteSeeker		Х		х
io.ReadWriteCloser	х	Х	х	
io.ReadWriteSeeker	х	х		Х

# Missing interfaces

You might find some missing pieces elsewhere.

```
https://github.com/go4org/go4/blob/94abd6928b1da39b1d757b60c93fb2419c409

... 33  // A ReadSeekCloser can Read, Seek, and Close.

type ReadSeekCloser interface {
    io.Reader
    io.Seeker
    io.Closer
    38  }

40  type ReaderAtCloser interface {
    io.ReaderAt
    io.Closer
    41  io.Closer
    42  io.Closer
    43  }
```

### How many readers, writers are there?

\$ guru -json implements /usr/local/go/src/io/io.go:#3309

I counted over 280 implementations of io.Reader and X of io.Writer.

#### What is a Reader?

```
type Reader interface {
    Read(p []byte) (n int, err error)
}
```

The reader implementation will populate a given byte slice.

- at most len(p) bytes are read
- to signal the end of a stream, return io.EOF

There is some flexibility around the end of a stream.

Callers should always process the n > 0 bytes returned before considering the error err. Doing so correctly handles I/O errors that happen after reading some bytes and also both of the allowed EOF behaviors.

### **Notes**

```
type Reader interface {
    Read(p []byte) (n int, err error)
}
```

- The byte slice is under the control of the caller.
- Implementations must not retain p.

This hints at the streaming nature of this interface.

# **Implementations**

- files
- network connections
- HTTP response bodies
- standard input and output
- compression
- hashing
- encoding
- formatting
- ...

Many uses in testing as well.

# Structural typing

• conversions are not required, a file implements Read and hence is a io.Reader



#### **Streams**

As layed out in the *love letter*, the use of <code>ioutil.ReadAll</code> is debatable. It's in the standard library and useful, but not always necessary.

```
b, err := ioutil.ReadAll(r)
...
```

### **Streams**

- you may lose the advantage to use the Reader in other places
- you may consume more memory

Streams can trivially produce infinite output while using barely any memory at all - imagine an implementation behaving like /dev/zero or /dev/urandom.

Memory control is an important advantage.

### Follow the stream

Instead of writing:

```
b, _ := ioutil.ReadAll(resp.Body) // Pressure on memory.
fmt.Println(string(b))
```

You may want to connect streams:

```
_, _ = io.Copy(os.Stdout, resp.Body)
```

## **Stream advantages**

- memory efficient
- can work with data, that does not fit in memory
- allows to work on different protocol parts differently (e.g. HTTP header vs HTTP body)

## **Another example**

We often need to unmarshal JSON.

```
_ = json.Unmarshal(data, &v) // data might come from ioutil.ReadAll(resp.Body)
```

But we can decode it as well.

```
_ = json.NewDecoder(resp.Body).Decode(&v)
```

In this case, the JSON data must be fully read, so this is a weak example.

## Glipse at composition

But what is we want need to preprocess the data, e.g. decompress it. Streams compose well.

```
zr, _ = gzip.NewReader(resp.Body)
_ json.NewDecoder(zr).Decode(&)
```