# Sustainability and Security in the Go ecosystem

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#### Hello!

- open data engineer at Internet Archive, working on scholar.archive.org and rclone; software developer at Leipzig University Library on index metadata for libraries in Germany
- learned about Go in 11/2009 through Google Tech Talks, active user since 2013
- ► since 2019 co-host of Leipzig Gophers Meetup
- open source contributions, mostly "small tools"

# Leipzig Gophers

- ► est. 2019, golangleipzig.space
- ▶ blog, 30+ (hybrid) events, 500+ members
- ▶ gave away tech books, Jetbrains subs, Zimaboard, and more swag, . . .



Leipzig Gopher

We talk about language features, libraries, cloud tools, databases and in the past collaborated with interesting companies using Go, like edgeless systems, Gridfuse, deta, CodeNotary and others.

Reach out!

## Overview

sustainability, mostly as in maintenance

Sustainability refers to the capacity of a system to endure. – An Interview Study on Sustainability Concerns in Software Development Projects

- security, as in vulnerabilities
- sustainability as in resource efficiency

### Motivation

- ▶ Go is a language and experiment on how to improve the software development process itself
- ► Go has inspired other ecosystems in the past (cf. black, sqlfmt, ...)
- ▶ Maintenance is 90% of the software life cycle (...)

# Sustainability aspects

- stability
- dependencies

# Sustainability and Stability

► Go has a Go 1 compatibility guarantee

It is intended that programs written to the Go 1 specification will continue to compile and run correctly, unchanged, over the lifetime of that specification.

Compatibility is at the source level.



easier to maintain: mechanical changes to the source don't cause unrelated changes to the file's formatting; diffs show only the real changes.

# Surviving Software Dependencies

#### Surviving Software Dependencies, Cox, 2019, 10.1145/3329781.3344149

The Copay and Equifax (2017 data breach , Apache Struts, financials details leaked, 148M profiles) attacks are clear warnings of real problems in the way software dependencies are consumed today.

Various ways to cope with dependencies:

test, isolate, avoid, upgrade

# Dependency management with Go modules

- ► Go did not have an own dependency management from the start (defered to third party tooling)
- reuse via URL-like import path, like github.com/fatih/color

#### Towards Go modules.

- ► Go modules first appeared in Go 1.11 (2018-08-24) (proposal)
- a Go module has a name and contains one or more packages
- ▶ since the beginning, Go had a decentralized approach, using URL-like import path

# Version control systems package repository

Package names are locators. A decentralized infrastructure. There is no package *central*. There is an aggregation, however, pkg.go.dev.

```
package main
import "github.com/fatih/color"
func main() {
    color.Yellow("alert")
}
```

## Go modules are the defacto standard

Relevant files are go.mod and go.sum, checked into version control. Both are mostly edited by tools, e.g. go mod ...

```
$ ls -1
main.go # your program
go.mod # dependencies
go.sum # checksums
```

No lockfile. Run go mod tidy and you're good.

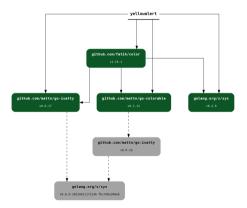
# Example go.mod

The latest tag is used as version, but any commit id or pseudo-version would work. Indirect deps are transitive dependencies (included since Go 1.17). module yellowalert

## Visually

Go loves tools. Generate a dependency graph from go.mod, e.g. via modgv (cf. imgur.com/A9DP9P9.png):

\$ go mod graph | modgv | dot -Tpng > gomod.png



## Example go.sum

Currently, SHA256 (h1) is used; hashes over files or trees. Not a lock file.

```
github.com/fatih/color v1.14.1 h1:qfhVLaG5s+nCROl1zJs...
github.com/fatih/color v1.14.1/go.mod h1:2oHN61fhTpgc...
```

Once a dependency has been fetched and its hash computed, it cannot be changed without notice.

```
▶ flip a bit (e.g. git would allow us to move a tag, ...)
```

```
$ go mod verify
github.com/fatih/color v1.14.1:
    dir has been modified (...)
```

## Any domain works

Not tied to any source code host, or any domain for that matter.

\$ go install golangleipzig.space/clt23@latest

Details: CLT23 - that site is run by a static-site-generator and redirects to the actual repository.

## Leftpad!

Any problem ... can be solved by another level of indirection.

► Go Module Proxy, launched 2019-08-29

The go tool will ask proxy.golang.org first, use GOPRIVATE="\*" to disable. Run your own proxy, if you run a company.

### Minimal Version Selection

An algorithm to resolve dependencies. Fast (not NP-complete), does not require lock files.

- choose minimal version required for any dependency
- depends on import compatibility rule

A human element required for any dependency management (e.g. we expect 1.2.3 be compatible with 1.2.4, and we expect a v2 to be backwards incompatible) - **import compatibility rule**: "If an old package and a new package have the same import path, the new package must be backwards compatible with the old package."

### MVS elsewhere

Other ecosystems are curious, e.g. cargo:

\$ cargo -Z help | grep minimal-versions

-Z minimal-versions -- Resolve minimal dependency versions instead of maximum

# Major Version Update

Go has a strict recommendation, when it comes to major version upgrades: you should use a different name - e.g. a different import path, typically .../v2, .../v3, ...

- github.com/my/module 1.0.0
- github.com/my/module/v2 2.0.0
- **.** . . .

# The story so far

- ▶ cannot change code, once required (and go.sum is checked in)
- very slim chance for leftpad (when using a proxy)
- very fast dependency resolution and high-fidelity builds
- with vendoring, we get reproducible builds

We can be aware of what goes into our binary.

## Security

- go tools: go vet and various linters
- ► third party tools, like gosec
- ► since 09/2022: govulncheck, blog

Separate tool, in testing phase.

The new govulncheck command is a low-noise, reliable way for Go users to learn about known vulnerabilities that may affect their projects.

## **OSV Format**

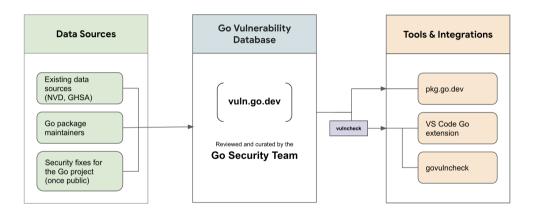
#### Open Source Vulnerability format, osv.dev

There are many problems to solve industry-wide concerning vulnerability detection, tracking, and response. One low-level problem is that there are many databases and no standard interchange format.

#### JSON schema, generic tools, like osv-scanner

OSV-Scanner parses lockfiles, SBOMs, and git directories to determine your project's open source dependencies. These dependencies are matched against the OSV database via the OSV.dev API and known vulnerabilities are returned to you in the output.

### Flow



From: blog/vuln

## Example

An application, using Go 1.20.1 (after Go 1.20.2 has been released).

```
$ git clone git@github.com/miku/esbulk && cd esbulk
```

\$ govulncheck ./...

. . .

Scanning your code and 148 packages across 6 dependent modules for known vulnerabilities...

Your code is affected by 1 vulnerability from the Go standard library.

. . .

# Final bit: energy efficiency

- ► Paper on energy efficiency of programming languages: Ranking Programming Languages by Energy Efficiency (2021)
- ► Go shines in category "lowest peak memory usage": https://github.com/miku/goenergy#where-go-shines
- balance between performance and ease of use

#### Some anecdata.

- ▶ anecdata: a rewrite (of an internal project, written in a popular language) in Go used only 20% of the resources
- single data point: data web service, about 100 req/s sustained on commodity HW, simple web service on a 3W ARM (Dual-Core Cortex-A7 ARM CPU) cubietruck (2013) with similar numbers

## Wrap up

- source code compatibility guarantee
- ► Go modules use *minimal version selection*, circumventing some potential issues stemming from the complexity of dependency management
- distributed package management, with central elements added for performance and reliability (proxy)
- balance between performance and ease of use

## **Thanks**

- ► Slides: github.com/miku/goeco
- ► Leipzig Gophers: golangleipzig.space