

Patterns and Hints for Concurrency in Go

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Concurrency is not Parallelism

Concurrency: composition of independently executing processes.

Parallelism: simultaneous execution of (possibly related) computations.

Concurrency is about dealing with lots of things at once.

Parallelism is about doing lots of things at once.

Prologue: Goroutines for State

`/"([^\\"|\\.])*"/`

```
state := 0
for {
    c := readChar()
    switch state {
    case 0:
        if c != '"' {
            return false
        }
        state = 1
    case 1:
        if c == '"' {
            return true
        }
        if c == '\\' {
            state = 2
        } else {
            state = 1
        }
    case 2:
        state = 1
    }
}
```

```

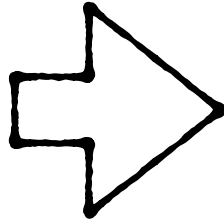
state := 0
for {
  c := readChar()
  switch state {
  case 0:

    if c != '"' {
      return false
    }
    state = 1
  case 1:

    if c == '"' {
      return true
    }
    if c == '\\' {
      state = 2
    } else {
      state = 1
    }
  case 2:

    state = 1
  }
}

```



```

state := 0
for {

  switch state {
  case 0:

    c := readChar()
    if c != '"' {
      return false
    }
    state = 1
  case 1:

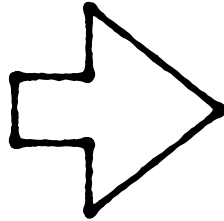
    c := readChar()
    if c == '"' {
      return true
    }
    if c == '\\' {
      state = 2
    } else {
      state = 1
    }
  case 2:

    readChar()
    state = 1
  }
}

```

```
state := 0
for {

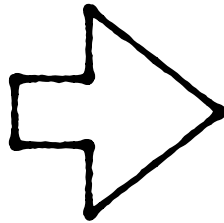
    switch state {
    case 0:
        c := readChar()
        if c != '"' {
            return false
        }
        state = 1
    case 1:
        c := readChar()
        if c == '"' {
            return true
        }
        if c == '\\' {
            state = 2
        } else {
            state = 1
        }
    case 2:
        readChar()
        state = 1
    }
}
```



```
state0:
    c := readChar()
    if c != '"' {
        return false
    }
    goto state1
state1:
    c := readChar()
    if c == '"' {
        return true
    }
    if c == '\\' {
        goto state2
    } else {
        goto state1
    }
state2:
    readChar()
    goto state1
```



```
state0:
  c := readChar()
  if c != '"' {
    return false
  }
  goto state1
state1:
  c := readChar()
  if c == '"' {
    return true
  }
  if c == '\\' {
    goto state2
  } else {
    goto state1
  }
state2:
  readChar()
  goto state1
```

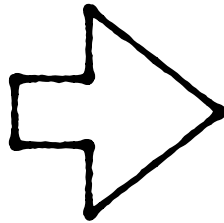


```
state0:
  c := readChar()
  if c != '"' {
    return false
  }
state1:
  c := readChar()
  if c == '"' {
    return true
  }
  if c == '\\' {
    goto state2
  } else {
    goto state1
  }
state2:
  readChar()
  goto state1
```

```
state0:
    c := readChar()
    if c != '"' {
        return false
    }
```

```
state1:
    c := readChar()
    if c == '"' {
        return true
    }
    if c == '\\' {
        goto state2
    } else {
        goto state1
    }
```

```
state2:
    readChar()
    goto state1
```

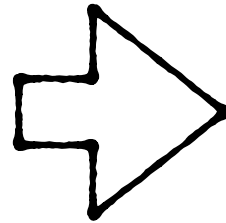


```
state0:
    c := readChar()
    if c != '"' {
        return false
    }
```

```
state1:
    c := readChar()
    if c == '"' {
        return true
    }
    if c == '\\' {
        readChar()
        goto state1
    } else {
        goto state1
    }
```

```
state0:
  c := readChar()
  if c != '"' {
    return false
  }
```

```
state1:
  c := readChar()
  if c == '"' {
    return true
  }
  if c == '\\ ' {
    readChar()
    goto state1
  } else {
    goto state1
  }
```



```
state0:
  c := readChar()
  if c != '"' {
    return false
  }
```

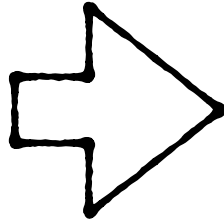
```
state1:
  c := readChar()
  if c == '"' {
    return true
  }
  if c == '\\ ' {
    readChar()
  }
  goto state1
```

state0:

```
c := readChar()
if c != '"' {
    return false
}
```

state1:

```
c := readChar()
if c == '"' {
    return true
}
if c == '\\ ' {
    readChar()
}
goto state1
```

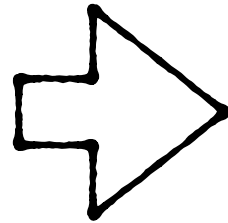


```
c := readChar()
if c != '"' {
    return false
}
```

```
for {
    c := readChar()
    if c == '"' {
        return true
    }
    if c == '\\ ' {
        readChar()
    }
}
```

```
c := readChar()
if c != '"' {
    return false
}
```

```
for {
    c := readChar()
    if c == '"' {
        return true
    }
    if c == '\\ ' {
        readChar()
    }
}
```



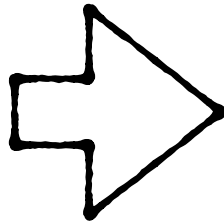
```
if readChar() != '"' {
    return false
}
```

```
var c rune
for c != '"' {
    c := readChar()
    if c == '\\ ' {
        readChar()
    }
}
return true
```

```

if readChar() != '"' {
    return false
}
inEscape := false
for {
    c := readChar()
    if inEscape {
        inEscape = false
        continue
    }
    if c == '"' {
        return true
    }
    if c == '\\' {
        inEscape = true
    }
}

```



```

if readChar() != '"' {
    return false
}

var c rune
for c != '"' {
    c := readChar()
    if c == '\\' {
        readChar()
    }
}
return true

```

```

func readString(readChar func() rune) bool {
state==0 → if readChar() != '"' {
              return false
            }

            var c rune
            for c != '"' {
state==1 →   c := readChar()      ← inEscape==false
              if c == '\\ ' {
state==2 →   readChar()          ← inEscape==true
              }
            }
            return true
        }

```

***Hint: Convert data state into code state
when it makes programs clearer.***

```
type quoteReader struct {
    state int
}

func (q *quoteReader) Init() {
    q.state = 0
}

func (q *quoteReader) ProcessChar(c rune) Status {
    switch q.state {
    case 0:
        if c != '"' {
            return BadInput
        }
        q.state = 1
    case 1:
        if c == '"' {
            return Success
        }
        if c == '\\' {
            q.state = 2
        } else {
            q.state = 1
        }
    case 2:
        q.state = 1
    }
    return NeedMoreInput
}
```



```
type quoteReader struct {
    char      chan rune
    status    chan Status
}

func (q *quoteReader) Init() {
    q.char = make(chan rune)
    q.status = make(chan Status)
    go readString(q.readChar)
    <-q.status // always NeedMoreInput
}

func (q *quoteReader) readChar() int {
    q.status <- NeedMoreInput
    return <-q.char
}

func (q *quoteReader) ProcessChar(c rune) Status {
    q.char <- c
    return <-q.status
}
```

***Hint: Use additional goroutines
to hold additional code state.***

```
package main

import (
    "net/http"
    _ "net/http/pprof"
)

var c = make(chan int)

func main() {
    for i := 0; i < 100; i++ {
        go f(0x10*i)
    }
    http.ListenAndServe("localhost:8080", nil)
}

func f(x int) {
    g(x+1)
}

func g(x int) {
    h(x+1)
}

func h(x int) {
    c <- 1
    f(x+1)
}
```

***Hint: Know why and when
each goroutine will exit.***

```
$ go run x.go
^\

SIGQUIT: quit
PC=0x105a17b m=0 sigcode=0
```

...

```
goroutine 18 [chan send]:
main.h(0x12)
    /tmp/x.go:26 +0x45
main.g(0x11)
    /tmp/x.go:22 +0x20
main.f(0x10)
    /tmp/x.go:18 +0x20
created by main.main
    /tmp/x.go:12 +0x42
```

```
goroutine 19 [chan send]:
main.h(0x22)
    /tmp/x.go:26 +0x45
main.g(0x21)
    /tmp/x.go:22 +0x20
main.f(0x20)
    /tmp/x.go:18 +0x20
created by main.main
    /tmp/x.go:12 +0x42
```

...

Hint: Type Ctrl-\\ to kill a program and dump all its goroutine stacks.

goroutine profile: total 106

100 @ 0x12d8715 0x12d86c0 0x12d8690 0x1058d61

0x12d8714 main.h+0x44 /tmp/x.go:26

0x12d86bf main.g+0x1f /tmp/x.go:22

0x12d868f main.f+0x1f /tmp/x.go:18

2 @ 0x11ddfcf 0x11dddcf 0x1248265 0x124f513 0x1253636 0x1058d61

0x11ddfce net/textproto.(*Reader).readLineSlice+0x5e go/src/net/textproto/reader.go:55

0x11dddce net/textproto.(*Reader).ReadLine+0x2e go/src/net/textproto/reader.go:36

0x1248264 net/http.readRequest+0xa4 go/src/net/http/request.go:926

0x124f512 net/http.(*conn).readRequest+0x1b2 go/src/net/http/server.go:934

0x1253635 net/http.(*conn).serve+0x495 go/src/net/http/server.go:1763

1 @ 0x115a102 0x116b1cd 0x124dc92 0x1058d61

0x115a101 net.(*netFD).Read+0x51 go/src/net/fd_unix.go:207

0x116b1cc net.(*conn).Read+0x6c go/src/net/net.go:182

0x124dc91 net/http.(*connReader).backgroundRead+0x61 go/src/net/http/server.go:656

1 @ 0x12cfe22 0x12cfc20 0x12cc6e5 0x12d8051 0x12d8365 0x1254b84 0x1255fa0 0x1257312 0x1253845 0x1058d61

0x12cfe21 runtime/pprof.writeRuntimeProfile+0xa1 go/src/runtime/pprof/pprof.go:634

0x12cfc1f runtime/pprof.writeGoroutine+0x9f go/src/runtime/pprof/pprof.go:596

0x12cc6e4 runtime/pprof.(*Profile).WriteTo+0x3b4 go/src/runtime/pprof/pprof.go:310

0x12d8050 net/http/pprof.handler.ServeHTTP+0x1d0 go/src/net/http/pprof/pprof.go:232

0x12d8364 net/http/pprof.Index+0x1e4 go/src/net/http/pprof/pprof.go:244

0x1254b83 net/http.HandlerFunc.ServeHTTP+0x43 go/src/net/http/server.go:1942

0x1255f9f net/http.(*ServeMux).S

0x1257311 net/http.serverHandler

0x1253844 net/http.(*conn).serve

***Hint: Use the HTTP server's
/debug/pprof/goroutine
to inspect live goroutine stacks.***

Pattern #1

Publish/subscribe server

```
type PubSub interface {  
    // Publish publishes the event e to  
    // all current subscriptions.  
    Publish(e Event)  
  
    // Subscribe registers c to receive future events.  
    // All subscribers receive events in the same order,  
    // and that order respects program order:  
    // if Publish(e1) happens before Publish(e2),  
    // subscribers receive e1 before e2.  
    Subscribe(c chan<- Event)  
  
    // Cancel cancels the prior subscription of channel c.  
    // After any pending already-published events  
    // have been sent on c, the server will signal that the  
    // subscription is cancelled by closing c.  
    Cancel(c chan<- Event)  
}
```

```
type PubSub interface {  
    // Publish publishes the event e to  
    // all current subscriptions.  
    Publish(e Event)  
  
    // Subscribe registers c to receive future events.  
    // All subscribers receive events in the same order,  
    // and that order respects program order:  
    // if Publish(e1) happens before Publish(e2),  
    // subscribers receive e1 before e2.  
    Subscribe(c chan<- Event)  
  
    // Cancel cancels the prior subscription of channel c.  
    // After any pending already-published events  
    // have been sent on c, the server will signal that the  
    // subscription is cancelled by closing c.  
    Cancel(c chan<- Event)  
}
```

***Hint: Close a channel to signal
that no more values will be sent.***

```
type Server struct {
    mu sync.Mutex
    sub map[chan<- Event]bool
}

func (s *Server) Init() {
    s.sub = make(map[chan<- Event]bool)
}

func (s *Server) Publish(e Event) {
    s.mu.Lock()
    defer s.mu.Unlock()

    for c := range s.sub {
        c <- e
    }
}

func (s *Server) Subscribe(c chan<- Event) {
    s.mu.Lock()
    defer s.mu.Unlock()

    if s.sub[c] {
        panic("pubsub: already subscribed")
    }
    s.sub[c] = true
}

func (s *Server) Cancel(c chan<- Event) {
    s.mu.Lock()
    defer s.mu.Unlock()

    if !s.sub[c] {
        panic("pubsub: not subscribed")
    }
    close(c)
    delete(s.sub, c)
}
```



```

type Server struct {
    mu sync.Mutex
    sub map[chan<- Event]bool
}

func (s *Server) Init() {
    s.sub = make(map[chan<- Event]bool)
}

func (s *Server) Publish(e Event) {
    s.mu.Lock()
    defer s.mu.Unlock()

    for c := range s.sub {
        c <- e
    }
}

func (s *Server) Subscribe(c chan<- Event) {
    s.mu.Lock()
    defer s.mu.Unlock()

    if s.sub[c] {
        panic("pubsub: already subscribed")
    }
    s.sub[c] = true
}

func (s *Server) Cancel(c chan<- Event) {
    s.mu.Lock()
    defer s.mu.Unlock()

    if !s.sub[c] {
        panic("pubsub: not subscribed")
    }
    close(c)
    delete(s.sub, c)
}

```

Hint: Prefer defer for unlocking mutexes.

```

type Server struct {
    mu sync.Mutex
    sub map[chan<- Event]bool
}

func (s *Server) Init() {
    s.sub = make(map[chan<- Event]bool)
}

func (s *Server) Publish(e Event) {
    s.mu.Lock()
    defer s.mu.Unlock()

    for c := range s.sub {
        c <- e
    }
}

func (s *Server) Subscribe(c chan<- Event) {
    s.mu.Lock()
    defer s.mu.Unlock()

    if s.sub[c] {
        panic("pubsub: already subscribed")
    }
    s.sub[c] = true
}

func (s *Server) Cancel(c chan<- Event) {
    s.mu.Lock()
    defer s.mu.Unlock()

    if !s.sub[c] {
        panic("pubsub: not subscribed")
    }
    close(c)
    delete(s.sub, c)
}

```

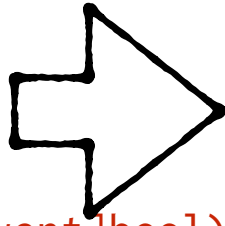
Hint: Consider the effect of slow goroutines.

Options for slow goroutines

- Slow down event generation.
- Drop events.
Examples: `os/signal`, `runtime/pprof`
- Queue an arbitrary number of events.

Hint: Think carefully before introducing unbounded queuing.

```
type Server struct {  
    mu sync.Mutex  
    sub map[chan<- Event]bool  
}  
  
func (s *Server) Init() {  
    s.sub = make(map[chan<- Event]bool)  
}
```



```
type Server struct {  
    publish chan Event  
    subscribe chan subReq  
    cancel chan subReq  
}  
  
type subReq struct {  
    c chan<- Event  
    ok chan bool  
}  
  
func (s *Server) Init() {  
    s.publish = make(chan Event)  
    s.subscribe = make(chan subReq)  
    s.cancel = make(chan subReq)  
    go s.loop()  
}
```

```
func (s *Server) Publish(e Event) {
    s.mu.Lock()
    defer s.mu.Unlock()

    for c := range s.sub {
        c <- e
    }
}
```

```
func (s *Server) Subscribe(c chan<- Event) {
    s.mu.Lock()
    defer s.mu.Unlock()

    if s.sub[c] {
        panic("pubsub: already subscribed")
    }
    s.sub[c] = true
}
```

```
func (s *Server) Cancel(c chan<- Event) {
    s.mu.Lock()
    defer s.mu.Unlock()

    if !s.sub[c] {
        panic("pubsub: not subscribed")
    }
    close(c)
    delete(s.sub, c)
}
```

```
func (s *Server) loop() {
    sub := make(map[chan<- Event]bool)
    for {
        select {
        case e := <-s.publish:
            for c := range sub {
                c <- e
            }

        case r := <-s.subscribe:
            if sub[r.c] {
                r.ok <- false
                break
            }
            sub[r.c] = true
            r.ok <- true

        case c := <-s.cancel:
            if !sub[r.c] {
                r.ok <- false
                break
            }
            close(r.c)
            delete(sub, r.c)
            r.ok <- true
        }
    }
}
```

```
func (s *Server) Publish(e Event) {
    s.mu.Lock()
    defer s.mu.Unlock()

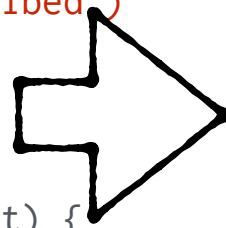
    for c := range s.sub {
        c <- e
    }
}
```

```
func (s *Server) Subscribe(c chan<- Event) {
    s.mu.Lock()
    defer s.mu.Unlock()

    if s.sub[c] {
        panic("pubsub: already subscribed")
    }
    s.sub[c] = true
}
```

```
func (s *Server) Cancel(c chan<- Event) {
    s.mu.Lock()
    defer s.mu.Unlock()

    if !s.sub[c] {
        panic("pubsub: not subscribed")
    }
    close(c)
    delete(s.sub, c)
}
```



```
func (s *Server) Publish(e Event) {
    s.publish <- e
}
```

```
func (s *Server) Subscribe(c chan<- Event) {
    r := subReq{c: c, ok: make(chan bool)}
    s.subscribe <- r
    if !<-r.ok {
        panic("pubsub: already subscribed")
    }
}
```

```
func (s *Server) Cancel(c chan<- Event) {
    r := subReq{c: c, ok: make(chan bool)}
    s.cancel <- r
    if !<-r.ok {
        panic("pubsub: not subscribed")
    }
}
```

```

type Server struct {
    publish chan Event
    subscribe chan subReq
    cancel chan subReq
}

type subReq struct {
    c chan<- Event
    ok chan bool
}

func (s *Server) Init() {
    s.publish = make(chan Event)
    s.subscribe = make(chan subReq)
    s.cancel = make(chan subReq)
    go s.loop()
}

func (s *Server) Publish(e Event) {
    s.publish <- e
}

func (s *Server) Subscribe(c chan<- Event) {
    r := subReq{c: c, ok: make(chan bool)}
    s.subscribe <- r
    if !<-r.ok {
        panic("pubsub: already subscribed")
    }
}

func (s *Server) Cancel(c chan<- Event) {
    r := subReq{c: c, ok: make(chan bool)}
    s.cancel <- r
    if !<-r.ok {
        panic("pubsub: not subscribed")
    }
}

```

```

func (s *Server) loop() {
    sub := make(map[chan<- Event]bool)
    for {
        select {
        case e := <-s.publish:
            for c := range sub {
                c <- e
            }

        case r := <-s.subscribe:
            if sub[r.c] {
                r.ok <- false
                break
            }
            sub[r.c] = true
            r.ok <- true

        case c := <-s.cancel:
            if !sub[r.c] {
                r.ok <- false
                break
            }
            close(r.c)
            delete(sub, r.c)
            r.ok <- true
        }
    }
}

```

***Hint: Convert mutexes
into goroutines
when it makes programs clearer***

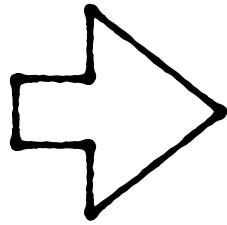
```
func helper(in <-chan Event,
            out chan<- Event) {
    var q []Event
    for {
        select {
        case e := <-in:
            q = append(q, e)
        case out <- q[0]:
            q = q[1:]
        }
    }
}
```



```

func helper(in <-chan Event,
            out chan<- Event) {
    var q []Event
    for {
        select {
        case e := <-in:
            q = append(q, e)
        case out <- q[0]:
            q = q[1:]
        }
    }
}

```



```

func helper(in <-chan Event,
            out chan<- Event) {
    var q []Event
    for {
        // Decide whether and what to send.
        var sendOut chan<- Event
        var next Event
        if len(q) > 0 {
            sendOut = out
            next = q[0]
        }

        select {
        case e := <-in:
            q = append(q, e)
        case sendOut <- next:
            q = q[1:]
        }
    }
}

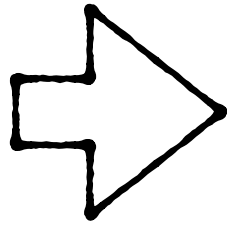
```

```

func helper(in <-chan Event,
            out chan<- Event) {
    var q []Event
    for {
        // Decide whether and what to send.
        var sendOut chan<- Event
        var next Event
        if len(q) > 0 {
            sendOut = out
            next = q[0]
        }

        select {
        case e := <-in:
            q = append(q, e)
        case sendOut <- next:
            q = q[1:]
        }
    }
}

```



```

func helper(in <-chan Event,
            out chan<- Event) {
    var q []Event
    for in != nil && len(q) > 0 {
        // Decide whether and what to send.
        var sendOut chan<- Event
        var next Event
        if len(q) > 0 {
            sendOut = out
            next = q[0]
        }

        select {
        case e, ok := <-in:
            if !ok {
                in = nil // stop receiving from in
                break
            }
            q = append(q, e)
        case sendOut <- next:
            q = q[1:]
        }
    }
    close(out)
}

```

```

func (s *Server) loop() {
    sub := make(map[chan<- Event]bool)
    for {
        select {
        case e := <-s.publish:
            for c := range sub {
                c <- e
            }

        case r := <-s.subscribe:
            if sub[r.c] {
                r.ok <- false
                break
            }
            sub[r.c] = true
            r.ok <- true

        case c := <-s.cancel:
            if !sub[r.c] {
                r.ok <- false
                break
            }
            close(r.c)
            delete(sub, r.c)
            r.ok <- true
        }
    }
}

```

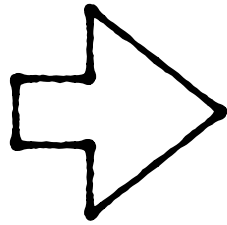
```

func (s *Server) loop() {
    sub := make(map[chan<- Event]bool)
    for {
        select {
        case e := <-s.publish:
            for c := range sub {
                c <- e
            }

        case r := <-s.subscribe:
            if sub[r.c] {
                r.ok <- false
                break
            }
            sub[r.c] = true
            r.ok <- true

        case c := <-s.cancel:
            if !sub[r.c] {
                r.ok <- false
                break
            }
            close(r.c)
            delete(sub, r.c)
            r.ok <- true
        }
    }
}

```



```

func (s *Server) loop() {
    sub := make(map[chan<- Event]chan<- Event)
    for {
        select {
        case e := <-s.publish:
            for _, h := range sub {
                h <- e
            }

        case r := <-s.subscribe:
            if sub[r.c] != nil {
                r.ok <- false
                break
            }
            h = make(chan Event)
            go helper(h, r.c)
            sub[r.c] = h
            r.ok <- true

        case c := <-s.cancel:
            if sub[r.c] == nil {
                r.ok <- false
                break
            }
            close(sub[r.c])
            delete(sub, r.c)
            r.ok <- true
        }
    }
}

```

***Hint: Use goroutines
to let independent concerns
run independently.***

Pattern #2

Work scheduler

```
func Schedule(servers []string, numTask int,  
              call func(srv string, task int))
```

```
func Schedule(servers []string, numTask int,
              call func(srv string, task int)) {

    idle := make(chan string, len(servers))
    for _, srv := range servers {
        idle <- srv
    }
}
```

***Hint: Use a buffered channel
as a concurrent blocking queue.***

```
func Schedule(servers []string, numTask int,
              call func(srv string, task int)) {

    idle := make(chan string, len(servers))
    for _, srv := range servers {
        idle <- srv
    }

    for task := 0; task < numTask; task++ {
        go func() {
            srv := <-idle
            call(srv, task)
            idle <- srv
        }()
    }
}
```

***Hint: Use goroutines
to let independent concerns
run independently.***


```
func Schedule(servers []string, numTask int,
              call func(srv string, task int)) {
```

```
    idle := make(chan string, len(servers))
    for _, srv := range servers {
        idle <- srv
    }
```

```
    for task := 0; task < numTask; task++ {
        go func() {
            srv := <-idle
            call(srv, task)
            idle <- srv
        }()
    }
```

```
}
```

```
$ go run -race /tmp/x.go
```

```
=====
```

```
WARNING: DATA RACE
```

```
Read at 0x00c420010128 by goroutine 5:
```

```
    main.Schedule.func1()
```

```
    /tmp/x.go:18 +0x89
```

```
Previous write at 0x00c420010128 by main.
```

```
    main.Schedule()
```

```
    /tmp/x.go:15 +0x17d
```

```
    main.main()
```

```
    /tmp/x.go:4 +0x9c
```

```
Goroutine 5 (running) created at:
```

```
    main.Schedule()
```

```
    /tmp/x.go:16 +0x153
```

```
    main.main()
```

```
    /tmp/x.go:4 +0x9c
```

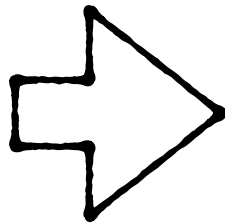
***Hint: Use the race detector,
for development and even production.***

```
func Schedule(servers []string, numTask int,  
             call func(srv string, task int)) {
```

```
    idle := make(chan string, len(servers))  
    for _, srv := range servers {  
        idle <- srv  
    }
```

```
    for task := 0; task < numTask; task++ {  
        go func() {  
            srv := <-idle  
            call(srv, task)  
            idle <- srv  
        }()  
    }
```

```
}
```



```
    for task := 0; task < numTask; task++ {  
        go func(task2 int) {  
            srv := <-idle  
            call(srv, task)  
            idle <- srv  
        }(task)
```

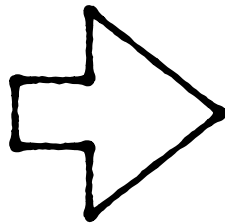
```
}
```

```
func Schedule(servers []string, numTask int,
              call func(srv string, task int)) {
```

```
    idle := make(chan string, len(servers))
    for _, srv := range servers {
        idle <- srv
    }
```

```
    for task := 0; task < numTask; task++ {
        go func() {
            srv := <-idle
            call(srv, task)
            idle <- srv
        }()
    }
```

```
}
```



```
    for task := 0; task < numTask; task++ {
        go func(task2 int) {
            srv := <-idle
            call(srv, task)
            idle <- srv
        }(task)
```

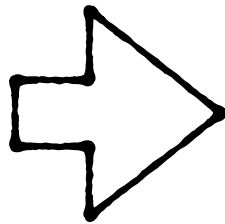
OOPS!

```
func Schedule(servers []string, numTask int,  
             call func(srv string, task int)) {
```

```
    idle := make(chan string, len(servers))  
    for _, srv := range servers {  
        idle <- srv  
    }
```

```
    for task := 0; task < numTask; task++ {  
        go func() {  
            srv := <-idle  
            call(srv, task)  
            idle <- srv  
        }()  
    }
```

```
}
```



```
    for task := 0; task < numTask; task++ {  
        go func(task int) {  
            srv := <-idle  
            call(srv, task)  
            idle <- srv  
        }(task)
```

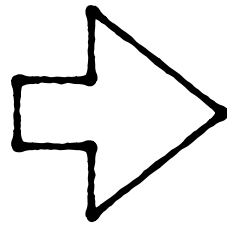
```
}
```

```
func Schedule(servers []string, numTask int,  
             call func(srv string, task int)) {
```

```
    idle := make(chan string, len(servers))  
    for _, srv := range servers {  
        idle <- srv  
    }
```

```
    for task := 0; task < numTask; task++ {  
        go func() {  
            srv := <-idle  
            call(srv, task)  
            idle <- srv  
        }()  
    }
```

```
}
```



```
    for task := 0; task < numTask; task++ {  
        task2 := task  
        go func() {  
            srv := <-idle  
            call(srv, task2)  
            idle <- srv  
        }()  
    }
```

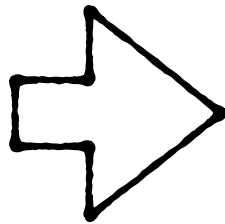
```
}
```

```
func Schedule(servers []string, numTask int,  
             call func(srv string, task int)) {
```

```
    idle := make(chan string, len(servers))  
    for _, srv := range servers {  
        idle <- srv  
    }
```

```
    for task := 0; task < numTask; task++ {  
        go func() {  
            srv := <-idle  
            call(srv, task)  
            idle <- srv  
        }()  
    }
```

```
}
```



```
    for task := 0; task < numTask; task++ {  
        task := task  
        go func() {  
            srv := <-idle  
            call(srv, task)  
            idle <- srv  
        }()  
    }
```

```
}
```

```
func Schedule(servers []string, numTask int,
              call func(srv string, task int)) {

    idle := make(chan string, len(servers))
    for _, srv := range servers {
        idle <- srv
    }

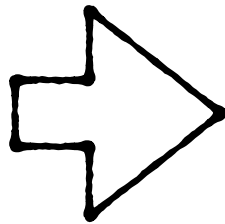
    for task := 0; task < numTask; task++ {
        task := task
        go func() {
            srv := <-idle
            call(srv, task)
            idle <- srv
        }()
    }
}
```

*Hint: Think carefully before
introducing unbounded queuing.*

```
func Schedule(servers []string, numTask int,  
             call func(srv string, task int)) {
```

```
    idle := make(chan string, len(servers))  
    for _, srv := range servers {  
        idle <- srv  
    }
```

```
    for task := 0; task < numTask; task++ {  
        task := task  
        go func() {  
            srv := <-idle  
            call(srv, task)  
            idle <- srv  
        }()  
    }  
}
```



```
    for task := 0; task < numTask; task++ {  
        task := task  
        srv := <-idle  
        go func() {  
            call(srv, task)  
            idle <- srv  
        }()  
    }
```



```
func Schedule(servers []string, numTask int,
              call func(srv string, task int)) {

    idle := make(chan string, len(servers))
    for _, srv := range servers {
        idle <- srv
    }

    for task := 0; task < numTask; task++ {
        task := task
        srv := <-idle
        go func() {
            call(srv, task)
            idle <- srv
        }()
    }

    for i := 0; i < len(servers); i++ {
        <-idle
    }
}
```

```

func Schedule(servers []string, numTask int,
              call func(srv string, task int)) {

    idle := make(chan string, len(servers))
    for _, srv := range servers {
        idle <- srv
    }

    for task := 0; task < numTask; task++ {
        task := task
        srv := <-idle
        go func() {
            call(srv, task)
            idle <- srv
        }()
    }

    for i := 0; i < len(servers); i++ {
        <-idle
    }
}

```

```
func Schedule(servers []string, numTask int,
              call func(srv string, task int)) {

    work := make(chan int)
    done := make(chan bool)

    runTasks := func(srv string) {
        for task := range work {
            call(srv, task)
        }
        done <- true
    }

    for _, srv := range servers {
        go runTasks(srv)
    }

    for task := 0; task < numTask; task++ {
        work <- task
    }
    close(work)

    for i := 0; i < len(servers); i++ {
        <-done
    }
}
```

*Hint: Think carefully before
introducing unbounded queuing.*

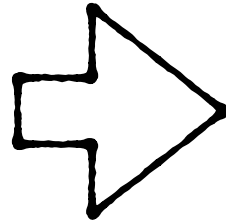
*Hint: Close a channel to signal
that no more values will be sent.*

```
func Schedule(servers []string, numTask int,  
             call func(srv string, task int)) {
```

```
    work := make(chan int)  
    done := make(chan bool)
```

```
    runTasks := func(srv string) {  
        for task := range work {  
            call(srv, task)  
        }  
        done <- true  
    }  
}
```

```
for _, srv := range servers {  
    go runTasks(srv)  
}
```



```
func Schedule(servers chan string, numTask int,  
             call func(srv string, task int)) {
```

```
    go func() {  
        for srv := range servers {  
            go runTasks(srv)  
        }  
    }()  
}
```

```
    for task := 0; task < numTask; task++ {  
        work <- task  
    }  
    close(work)
```

```
    for i := 0; i < len(servers); i++ {  
        <-done  
    }  
}
```

```
}
```

***Hint: Use goroutines
to let independent concerns
run independently.***

```
func Schedule(servers chan string, numTask int,  
             call func(srv string, task int)) {
```

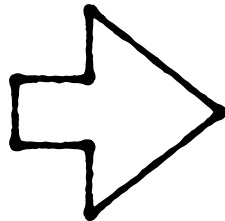
```
    work := make(chan int)  
    done := make(chan bool)
```

```
    runTasks := func(srv string) {  
        for task := range work {  
            call(srv, task)  
        }  
        done <- true  
    }  
}
```

```
go func() {  
    for _, srv := range servers {  
        go runTasks(srv)  
    }  
}()
```

```
for task := 0; task < numTask; task++ {  
    work <- task  
}  
close(work)
```

```
for i := 0; i < len(servers); i++ {  
    <-done  
}  
}
```



```
runTasks := func(srv string) {  
    for task := range work {  
        call(srv, task)  
        done <- true  
    }  
}
```

```
for i := 0; i < numTask; i++ {  
    <-done  
}
```

```
func Schedule(servers chan string, numTask int,
             call func(srv string, task int)) {
```

```
    work := make(chan int)
    done := make(chan bool)
```

```
    runTasks := func(srv string) {
        for task := range work {
            call(srv, task)
            done <- true
        }
    }
```

```
    go func() {
        for _, srv := range servers {
            go runTasks(srv)
        }
    }()
```

```
    for task := 0, task < numTask; task++ {
        work <- task
    }
    close(work)
```

```
    for i := 0; i < numTask; i++ {
        <-done
    }
```

```
}
```

\$ go run /tmp/x.go
fatal error: all goroutines are asleep - deadlock!

goroutine 1 [chan send]:
main.Schedule(0xc4200120c0, 0x3, 0x0)
/tmp/x.go:26 +0x150
main.main()
/tmp/x.go:4 +0x96

goroutine 5 [chan send]:
main.Schedule.func1(0x1066bc0, 0x1066bc0)
/tmp/x.go:15 +0xba
created by main.Schedule.func2
/tmp/x.go:21 +0x5f

***Hint: Know why and when
each communication will proceed.***

```
func Schedule(servers chan string, numTask int,
             call func(srv string, task int)) {
```

```
    work := make(chan int)
    done := make(chan bool)
```

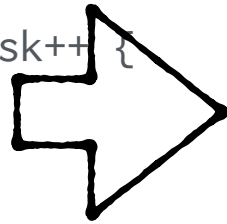
```
    runTasks := func(srv string) {
        for task := range work {
            call(srv, task)
            done <- true
        }
    }
}
```

```
go func() {
    for _, srv := range servers {
        go runTasks(srv)
    }
}()
```

```
for task := 0; task < numTask; task++ {
    work <- task
}
close(work)
```

```
for i := 0; i < numTask; i++ {
    <-done
}
```

```
}
```



```
    i := 0
```

```
WorkLoop:
```

```
    for task := 0; task < numTask; task++ {
```

```
        for {
```

```
            select {
```

```
            case work <- task:
```

```
                continue WorkLoop
```

```
            case <-done:
```

```
                i++
```

```
            }
```

```
        }
```

```
    }
```

```
    close(work)
```

```
    for ; i < numTask; i++ {
```

```
        <-done
```

```
    }
```

```
func Schedule(servers chan string, numTask int,  
             call func(srv string, task int)) {
```

```
    work := make(chan int)  
    done := make(chan bool)
```

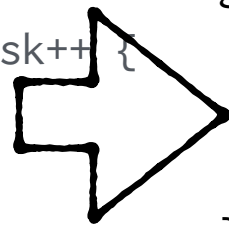
```
    runTasks := func(srv string) {  
        for task := range work {  
            call(srv, task)  
            done <- true  
        }  
    }
```

```
    go func() {  
        for _, srv := range servers {  
            go runTasks(srv)  
        }  
    }()
```

```
    for task := 0; task < numTask; task++ {  
        work <- task  
    }  
    close(work)
```

```
    for i := 0; i < numTask; i++ {  
        <-done  
    }
```

```
}
```

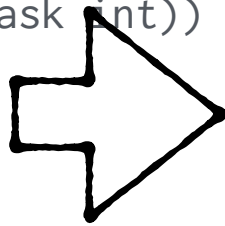


```
    go func() {  
        for task := 0; task < numTask; task++ {  
            work <- task  
        }  
        close(work)  
    }()
```

***Hint: Use goroutines
to let independent concerns
run independently.***


```
func Schedule(servers chan string, numTask int,  
             call func(srv string, task int)) {
```

```
    work := make(chan int)  
    done := make(chan bool)
```



```
    work := make(chan int, numTask)
```

```
    runTasks := func(srv string) {  
        for task := range work {  
            call(srv, task)  
            done <- true  
        }  
    }  
}
```

```
go func() {  
    for _, srv := range servers {  
        go runTasks(srv)  
    }  
}()
```

```
for task := 0; task < numTask; task++ {  
    work <- task  
}  
close(work)
```

```
for i := 0; i < numTask; i++ {  
    <-done  
}
```

```
}
```

***Hint: Think carefully before
introducing unbounded queuing.***

```

func Schedule(servers chan string, numTask int,
              call func(srv string, task int)) {

    work := make(chan int, numTask)
    done := make(chan bool)

    runTasks := func(srv string) {
        for task := range work {
            call(srv, task)
            done <- true
        }
    }

    go func() {
        for _, srv := range servers {
            go runTasks(srv)
        }
    }()

    for task := 0; task < numTask; task++ {
        work <- task
    }
    close(work)

    for i := 0; i < numTask; i++ {
        <-done
    }
}

```

```
func Schedule(servers chan string, numTask int,
             call func(srv string, task int) bool) {
```

```
    work := make(chan int, numTask)
    done := make(chan bool)
```

```
    runTasks := func(srv string) {
        for task := range work {
            call(srv, task)
            done <- true
        }
    }
```

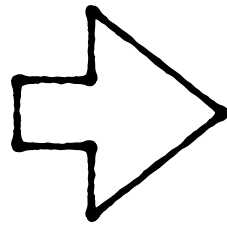
```
    go func() {
        for _, srv := range servers {
            go runTasks(srv)
        }
    }()
```

```
    for task := 0; task < numTask; task++ {
        work <- task
    }
```

```
    close(work)
```

```
    for i := 0; i < numTask; i++ {
        <-done
    }
```

```
}
```



```
    runTasks := func(srv string) {
        for task := range work {
            if call(srv, task) {
                done <- true
            } else {
                work <- task
            }
        }
    }
```

```
    ...
}
```

```
    for task := 0; task < numTask; task++ {
        work <- task
    }
```

```
    for i := 0; i < numTask; i++ {
        <-done
    }
    close(work)
```

*Hint: Know why and when
each communication will proceed.*

```
func Schedule(servers chan string, numTask int,
             call func(srv string, task int) bool) {
```

```
    work := make(chan int, numTask)
    done := make(chan bool)
```

```
    runTasks := func(srv string) {
        for task := range work {
            call(srv, task)
            done <- true
        }
    }
}
```

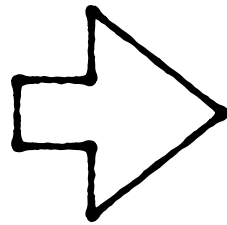
```
go func() {
    for _, srv := range servers {
        go runTasks(srv)
    }
}()
```

```
for task := 0; task < numTask; task++ {
    work <- task
}
```

```
close(work)
```

```
for i := 0; i < numTask; i++ {
    <-done
}
```

```
}
```



```
runTasks := func(srv string) {
    for task := range work {
        if call(srv, task) {
            done <- true
        } else {
            work <- task
        }
    }
}
```

```
...
}
```

```
for task := 0; task < numTask; task++ {
    work <- task
}
```

```
for i := 0; i < numTask; i++ {
    <-done
}
close(work)
```

Hint: Close a channel to signal that no more values will be sent.

```

func Schedule(servers chan string, numTask int,
              call func(srv string, task int) bool) {

    work := make(chan int, numTask)
    done := make(chan bool)

    runTasks := func(srv string) {
        for task := range work {
            if call(srv, task) {
                done <- true
            } else {
                work <- task
            }
        }
    }

    go func() {
        for _, srv := range servers {
            go runTasks(srv)
        }
    }()

    for task := 0; task < numTask; task++ {
        work <- task
    }

    for i := 0; i < numTask; i++ {
        <-done
    }
    close(work)
}

```

```
func Schedule(servers chan string, numTask int,
             call func(srv string, task int) bool) {
```

```
    work := make(chan string, numTask)
    done := make(chan bool, numTask)
```

```
    runTasks := func(srv string) {
        for task := range work {
            if call(srv, task) {
                done <- true
            } else {
                work <- task
            }
        }
    }

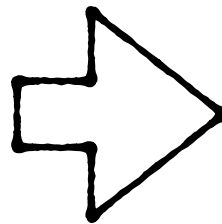
    go func() {
```

```
        for _, srv := range servers {
            go runTasks(srv)
        }

        for task := 0; task < numTask; task++ {
            work <- task
        }

        for i := 0; i < numTask; i++ {
            <-done
        }
        close(work)
    }
}
```

***Hint: Make sure you know
why and when each goroutine will exit.***



```
    go func() {
        for {
            select {
                case srv := <-servers:
                    go runTasks(srv)
                case <-exit:
                    return
            }
        }
    }

    ...

    for i := 0; i < numTask; i++ {
        <-done
    }
    close(work)
    exit <- true
}
```

Pattern #3

Replicated service client

```
type ReplicatedClient interface {  
    // Init initializes the client to use the given servers.  
    // To make a particular request later,  
    // the client can use callOne(srv, args), where srv  
    // is one of the servers from the list.  
    Init(servers []string, callOne func(string, Args) Reply)  
  
    // Call makes a request an available server.  
    // Multiple goroutines may call Call concurrently.  
    Call(args Args) Reply  
}
```



```
type Client struct {  
    servers []string  
    callOne func(string, Args) Reply  
  
    mu      sync.Mutex  
    prefer int  
}  
  
func (c *Client) Init(servers []string, callOne func(string, Args) Reply) {  
    c.servers = servers  
    c.callOne = callOne  
}
```

***Hint: Use a mutex if that is
the clearest way to write the code.***

```

type Client struct {
    servers []string
    callOne func(string, Args) Reply

    mu      sync.Mutex
    prefer int
}

func (c *Client) Init(servers []string, callOne func(string, Args) Reply) {
    c.servers = servers
    c.callOne = callOne
}

func (c *Client) Call(args Args) Reply {
    type result struct {
        serverID int
        reply Reply
    }

    done := make(chan result, 1)

    id := ...

    go func() {
        done <- result{id, c.callOne(c.servers[id], args)}
    }()
}

```

***Hint: Use goroutines
to let independent concerns
run independently.***

```

func (c *Client) Call(args Args) Reply {
    type result struct {
        serverID int
        reply Reply
    }

    const timeout = 1 * time.Second
    t := time.NewTimer(timeout)
    defer t.Stop()

    done := make(chan result, 1)

    id := ...

    go func() {
        done <- result{id, c.callOne(c.servers[id], args)}
    }()

    select {
    case r := <-done:
        return r.reply
    case <-t.C:
        // timeout
    }
}

```

Hint: Stop timers you don't need.

***Hint: Know why and when
each goroutine will exit.***

***Hint: Know why and when
each communication will proceed.***

```

func (c *Client) Call(args Args) Reply {
    type result struct {
        serverID int
        reply Reply
    }

    const timeout = 1 * time.Second
    t := time.NewTimer(timeout)
    defer t.Stop()

    done := make(chan result, len(c.servers))

    for id := 0; id < len(c.servers); id++ {
        id := id
        go func() {
            done <- result{id, c.callOne(c.servers[id], args)}
        }()

        select {
        case r := <-done:
            return r.reply
        case <-t.C:
            // timeout
            t.Reset(timeout)
        }
    }

    r := <-done
    return r.reply
}

```

```

c.mu.Lock()
prefer := c.prefer
c.mu.Unlock()

var r result
for off := 0; off < len(c.servers); off++ {
    id := (prefer + off) % len(c.servers)
    go func() {
        done <- result{id, c.callOne(c.servers[id], args)}
    }()

    select {
    case r = <-done:
        goto Done
    case <-t.C:
        // timeout
        t.Reset(timeout)
    }
}

r = <-done
Done:
c.mu.Lock()
c.prefer = r.serverID
c.mu.Unlock()
return r.reply

```

Hint: Use a goto if that is the clearest way to write the code.

Pattern #4

Protocol multiplexer

```
type ProtocolMux interface {
    // Init initializes the mux to manage messages to the given service.
    Init(Service)

    // Call makes a request with the given message and returns the reply.
    // Multiple goroutines may call Call concurrently.
    Call(Msg) Msg
}

type Service interface {
    // ReadTag returns the muxing identifier in the request or reply message.
    // Multiple goroutines may call ReadTag concurrently.
    ReadTag(Msg) int64

    // Send sends a request message to the remote service.
    // Send must not be called concurrently with itself.
    Send(Msg)

    // Recv waits for and returns a reply message from the remote service.
    // Recv must not be called concurrently with itself.
    Recv() Msg
}
```

```
type Mux struct {  
    srv  Service  
    send chan Msg  
  
    mu sync.Mutex  
    pending map[int64]chan<- Msg  
}  
  
func (m *Mux) Init(srv Service) {  
    m.srv = srv  
    m.pending = make(map[int64]chan Msg)  
    go m.sendLoop()  
    go m.recvLoop()  
}
```



```
type Mux struct {
    srv  Service
    send chan Msg

    mu sync.Mutex
    pending map[int64]chan<- Msg
}

func (m *Mux) Init(srv Service) {
    m.srv = srv
    m.pending = make(map[int64]chan Msg)
    go m.sendLoop()
    go m.recvLoop()
}

func (m *Mux) sendLoop() {
    for args := range m.send {
        m.srv.Send(args)
    }
}
```

```
func (m *Mux) sendLoop() {  
    for args := range m.send {  
        m.srv.Send(args)  
    }  
}
```

```
func (m *Mux) recvLoop() {  
    for {  
        reply := m.srv.Recv()  
        tag := m.srv.Tag(reply)  
  
        m.mu.Lock()  
        done := m.pending[tag]  
        delete(m.pending, tag)  
        m.mu.Unlock()  
  
        if done == nil {  
            panic("unexpected reply")  
        }  
        done <- reply  
    }  
}
```

```

func (m *Mux) sendLoop() {
    for args := range m.send {
        m.srv.Send(args)
    }
}

func (m *Mux) recvLoop() {
    for {
        reply := m.srv.Recv()
        tag := m.srv.Tag(reply)

        m.mu.Lock()
        done := m.pending[tag]
        delete(m.pending, tag)
        m.mu.Unlock()

        if done == nil {
            panic("unexpected reply")
        }
        done <- reply
    }
}

```

```

func (m *Mux) Call(args Msg) (reply Msg) {
    tag := m.srv.ReadTag(args)
    done := make(chan Msg, 1)

    m.mu.Lock()
    if m.pending[tag] != nil {
        m.mu.Unlock()
        panic("mux: duplicate call tag")
    }
    m.pending[tag] = done
    m.mu.Unlock()

    m.send <- args
    return <-done
}

```

Hint: Use goroutines, channels, and mutexes together if that is the clearest way to write the code.

Hints

Use the race detector, for development and even production.

Convert data state into code state when it makes programs clearer.

Convert mutexes into goroutines when it makes programs clearer.

Use additional goroutines to hold additional code state.

Use goroutines to let independent concerns run independently.

Consider the effect of slow goroutines.

Know why and when each communication will proceed.

Know why and when each goroutine will exit.

Type Ctrl-\ to kill a program and dump all its goroutine stacks.

Use the HTTP server's /debug/pprof/goroutine to inspect live goroutine stacks.

Use a buffered channel as a concurrent blocking queue.

Think carefully before introducing unbounded queuing.

Close a channel to signal that no more values will be sent.

Stop timers you don't need.

Prefer defer for unlocking mutexes.

swtch.com/mit-6824-2021.pdf

Use a mutex if that is the clearest way to write the code.

Use a goto if that is the clearest way to write the code.

Use goroutines, channels, and mutexes together

if that is the clearest way to write the code.

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