

KOHO

Go Concurrency

Part 1: Go-routines and channels

Concurrency Buzz words

- Concurrency vs parallelism
- Atomicity
- Dead locks
- Live locks
- Starvation
- Memory Access Synchronization
- CSP / Process Calculus

Go Philosophy and Primitives

Do not communicate by sharing memory but share memory by communicating

- Go-routines
 - Go-routines vs Threads vs Asynchronous calls
- Channels (from CSP)
 - Similar to a fifo queue
- Mutex (from Memory access patterns)
 - Traditional thread safe pattern implemented by most high level languages

Go-routines

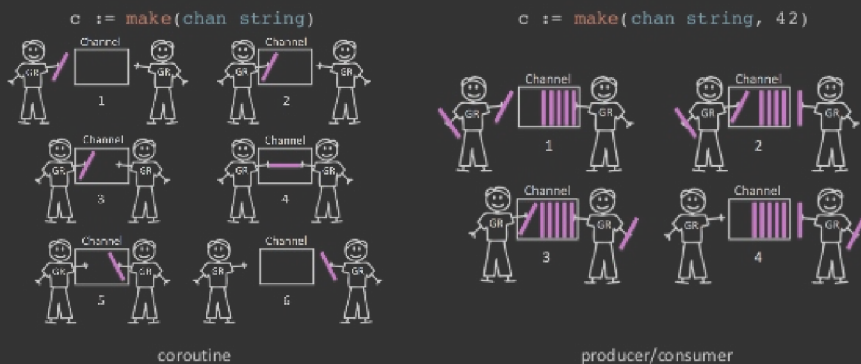
- Any func running “concurrently” to other code
- Syntax - `go <func>` Or `go func() {<code>}()`
- Go-routine and Go runtime (M:N scheduler)
- GOMAXPROCS = < No of CPU cores >
- No memory sharing

```
func main() {  
    greeting := "hello world"  
    go func() {  
        fmt.Println(greeting)  
    }()  
}
```

Go channels

- Similar to fifo only queue accessed by go-routines
- Writing when full / reading when empty are blocking
- Panics when closing a closed channel.
- Reading from a closed channel will give you a zero value

Buffered vs. Unbuffered Channels



Example 1

```
func worker(readChan ←chan string, writeChan chan← string) {  
    // for value, ok ← readChan; ok {  
    for value := range readChan {  
        // some work  
        writeChan ← "output"  
    }  
    sync.Once(func() {close(writeChan)}())  
}  
  
func master(inputs ...string) {  
    workers := 10  
    readChan, writeChan := make(chan string, workers), make(chan string, workers)  
    for i := 0; i ≤ workers; i++ {  
        go worker(readChan, writeChan)  
    }  
    for _, input := range inputs {  
        readChan ← input  
    }  
    close(readChan)  
    for output := range writeChan {  
        // some work  
    }  
}
```

Example 2 with context

```
func worker(readChan ←chan string, writeChan chan← string, done ←chan struct{}) {
    defer func() {
        sync.Once(func() {close(writeChan)}())
    }()

    for {
        select {
        case ← done:
            // cancel what ever its doing and return
            return
        case value, ok ← readChan:
            if !ok {
                // channel closed
                return
            }
            // some work
        }
    }
}

func master(inputs ...string) {
    // similar to example 1
    ctx, cancelFunc := context.WithCancel(context.Background())
    // similar to example 1
    go worker(readChan, writeChan, ctx.Done())
    // similar to example 1
}
```