An Introduction to Go

Why and how to write good Go code

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- Developer Advocate at Google
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func HTMLEscape(dst *bytes.Buffer, src []byte) {
    // The characters can only appear in string literals,
    // so just scan the string one byte at a time.
    start := 0
    for i, c := range src {
        if c == '<' || c == '>' || c == '&' {
            if start < i {
                dst.WriteByte(hex[i>>4])
                dst.WriteByte(hex[i&0x0F])
                start = i + 1
            }
        }
        dst.WriteByte(c)
    }
    // Convert U+2028 and U+2029 (E2 80 A8 and A9) to \u2028 and \u2029
    if c == 0xEF && i+2 < len(src) && src[i+1] == 0x85 && src[i+2] == 0x03 && start < i {
        dst.WriteByte(hex[i+2])
        dst.WriteByte(hex[i+2&0x0F])
        dst.WriteByte(hex[i+2&0x0F])
        dst.WriteByte(hex[i+2&0x0F])
        dst.WriteByte(hex[i+2&0x0F])
        dst.WriteByte(hex[i+2&0x0F])
        dst.WriteByte(hex[i+2&0x0F])
        start = i + 3
    }
    if start < len(src) {
        dst.WriteByte(src[start])
    }
}

func (e *MarshalerError) Error() string {
    return "json: error calling MarshalJSON for type " + e.Type.String() + ": " + e.Error() + ""
}

var hex = "0123456789abcdef"
// An encodeState encodes JSON into a bytes.Buffer.
type encodeState struct {
    bytes.Buffer // Accumulated output
    scratch      // Scratch
    byte
}

The Go Programming Language
22,831 subscribers • 55 videos
Videos about working with the Go Programming Language.
Agenda

Day 1
- Go basics
- Type System

Day 2
- Concurrency

Day 3
- Performance Analysis
- Tooling
- Advanced Topics
- Q&A
Day 1
Agenda

- Go basics
- Go’s Type System
- Go’s Standard Library Overview
- Q&A
What is Go?

An open source (BSD licensed) project:

- Language specification,
- Small runtime (garbage collector, scheduler, etc),
- Two compilers (gc and gccgo),
- A standard library,
- Tools (build, fetch, test, document, profile, format),
- Documentation.

Language specs and std library are **backwards compatible** in Go 1.x.
Go 1.x

Released in March 2012

A specification of the language and libraries supported for years.

The guarantee: code written for Go 1.0 will build and run with Go 1.x.

**Best thing** we ever did.
What is Go about?

Go is about composition.

Composition of:

- Types:
  - The *type system* allows bottom-up design.

- Processes:
  - The *concurrency* principles of Go make process composition straight-forward.

- Large scale systems:
  - The packaging and access control system and *Go tooling* all help on this.
Hello, CERN!

package main

import "fmt"

func main() {
    fmt.Println("Hello, CERN")
}
package main
import "fmt"

func main() {
    fmt.Println("Hello, CERN")
}
Packages

All Go code lives in packages.

Packages contain **type, function, variable, and constant** declarations.

Packages can be very small (package errors has just one declaration) or very large (package net/http has >100 declarations).

Case determines visibility:

- Foo is exported, foo is not.
Hello, CERN!

```go
package main

import "fmt"

func main() {
    fmt.Println("Hello, CERN")
}
```
package main

import "fmt"

func main() {
    fmt.Println("Hello, CERN")
}

prog.go:4:5: cannot refer to unexported name fmt.println
prog.go:4:5: undefined: fmt.println
More packages

Some packages are part of the standard library:

- “fmt”: formatting and printing
- “encoding/json”: JSON encoding and decoding

[golang.org/pkg](golang.org/pkg) for the whole list

**Convention:** package names match the last element of the import path.

```go
import "fmt" → fmt.Println
import "math/rand" → rand.Intn
```
More packages

All packages are identified by their import path

- “github.com/golang/example/stringutil”
- “golang.org/x/net”

You can use godoc.org to find them and see their documentation.

$ go get github.com/golang/example/hello
$ ls $GOPATH/src/github.com/golang/example/hello
hello.go
$ $GOPATH/bin/hello
Hello, Go examples!
Understanding GOPATH

A Go workspace resides under a single directory: GOPATH.

$ go env GOPATH

- defaults to $HOME/go
- will maybe disappear soon (Go modules)

Three subdirectories:

- src: Go source code, your project but also all its dependencies.
- bin: Binaries resulting from compilation.
- pkg: A cache for compiled packages
package main

import (  
    "fmt"
    
    "github.com/golang/example/stringutil"
)

func main() {
    msg := stringutil.Reverse("Hello, CERN")
    fmt.Println(msg)
}

Hello, CERN!
Further workspace topics

Dependency management:

- vendor directories
- dep / Go modules

Workspace management:

- internal directories
- The go list tool

More info: [github.com/campoy/go-tooling-workshop](https://github.com/campoy/go-tooling-workshop)
Type System
Go Type System

Go is statically typed:

```go
var s string = "hello"
s = 2.0

cannot use 2 (type float64) as type string in assignment
```

But it doesn’t feel like it:

```go
s := "hello"
```

More types with less typing.
Variable declaration

Declaration with name and type

    var number int

    var one, two int

Declaration with name, type, and value

    var number int = 1

    var one, two int = 1, 2
Variable declaration

**Short variable declaration** with name and value

number := 1

one, two := 1, 2

Default values:

<table>
<thead>
<tr>
<th>Literal Type</th>
<th>Value Example</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Integer literals</td>
<td>42</td>
<td>int</td>
</tr>
<tr>
<td>Float literals</td>
<td>3.14</td>
<td>float64</td>
</tr>
<tr>
<td>String literal</td>
<td>“hi”</td>
<td>string</td>
</tr>
<tr>
<td>Bool literal</td>
<td>true</td>
<td>bool</td>
</tr>
</tbody>
</table>
abstract types

concrete types
abstract types

concrete types
concrete types in Go

- they describe a memory layout

- behavior attached to data through methods
The predefined types

Numerical:

- int, int8, int16, int32 (rune), int64
- uint, uint8 (byte), uint16, uint32, uint64
- complex64, complex128
- uintptr

Others

- bool, string, error
Creating new types

Arrays:

type arrayOfThreeInts [3]int

Slices:

type sliceOfInts []int

Maps:

type mapOfStringsToInts map[string]int
Creating new types

Functions:

```go
type funcIntToInt func(int) int

type funcStringToIntAndError func(string) (int, error)
```

Channels:

```go
type channelOfInts chan int

type readOnlyChanOfInts chan <-int

type writeOnlyChanOfInts chan int<-
```
Creating new types

Structs:

type Person struct {
    Name string
    AgeYears int
}

Pointers:

type pointerToPerson *Person
Slices and arrays

Slices are of dynamic size, arrays are not.

You probably want to use slices.

```
var s []int
fmt.Println(len(s)) // 0
s = append(s, 1)    // [1]
fmt.Println(s)      // {0,0}
```

```
s := make([]int, 2)
fmt.Println(len(s)) // 2
fmt.Println(s)      // {0,0}
```
You can obtain a section of a slice with the `[:]` operator.

```go
s := []int{0, 1, 2, 3, 4, 5}  // [0, 1, 2, 3, 4, 5]
t := s[1:3]                   // [1, 2]
t := u[:3]                    // [0, 1, 2]
t := s[1:]                    // [1, 2, 3, 4, 5]
t[0] = 42
fmt.Println(s)                // [0, 42, 2, 3, 4, 5]
```

Sub-slicing
Maps

Their default value is not usable other than for reading

```go
m := make(map[int]string)
m[1] = "one"
delete(m, 1)
fmt.Println(len(m)) // 1
```

```go
m := map[int]string{1: "one"}
fmt.Println(len(m)) // 1
fmt.Println(m[1]) // "one"
```
Functions

They can return multiple values.

```go
func double(x int) int { return 2 * x }
func div(x, y int) (int, error) { ... }
func splitHostIP(s string) (host, ip string) { ... }
var even func(x int) bool
even := func(x int) bool { return x%2 == 0 }
```
More functions

Functions can be used as any other value.

```go
func fib() func() int {
    a, b := 0, 1
    return func() int {
        a, b = b, a+b
        return a
    }
}

f := fib()
for i := 0; i < 10; i++ {
    fmt.Print(f())
}
```
Closures

Lexical scope is great!

```go
func fib() func() int {
    a, b := 0, 1
    return func() int {
        a, b = b, a+b
        return a
    }
}

f := fib()
for i := 0; i < 10; i++ {
    fmt.Print(f())
}
```
Closures

Lexical scope is great!

```go
var a, b int = 0, 1

func fib() func() int {
    return func() int {
        a, b = b, a+b
        return a
    }
}
```
Structs

Structs are simply lists of fields with a name and a type.

```go
type Person struct {
    AgeYears int
    Name string
}

me := Person{35, "Francesc"}

fmt.Println(me.Name) // Francesc
```
Methods declaration

Given the previous Person struct type:

```go
func (p Person) Major() bool { return p.AgeYears >= 18 }
```

The `(p Person)` above is referred to as the `receiver`.

When a method needs to `modify its receiver`, it should receive a `pointer`.

```go
func (p *Person) Birthday() { p.AgeYears++ }
```
Go is “pass-by-value”

In Go, all parameters are passed by value:

- The function receives a copy of the original parameter.

But, some types are “reference types”:

- Pointers
- Maps
- Channels

Note: Slices are not reference types per-se, but share backing arrays.
Defining Methods
Methods can be declared on any named type

Methods can be also declared on non-struct types.

```go
type Number int
func (n Number) Positive() bool { return n >= 0 }
```

But also:

```go
type mathFunc func(float64) float64
func (f mathFunc) Map(xs []float64) []float64 { ... }
```

Methods can be defined only on named types defined in this package.
Go does not support inheritance
Go does not support inheritance

There’s good reasons for this.

Weak encapsulation due to inheritance is a great example of this.
A Runner class

class Runner {
    private String name;

    public Runner(String name) { this.name = name; }

    public String getName() { return this.name; }

    public void run(Task task) { task.run(); }

    public void runAll(Task[] tasks) {
        for (Task task : tasks) { run(task); }
    }
}

A RunCounter class

class RunCounter extends Runner {
    private int count;

    public RunCounter(String message) { super(message); this.count = 0; }

    @Override public void run(Task task) { count++; super.run(task); }

    @Override public void runAll(Task[] tasks) {
        count += tasks.length;
        super.runAll(tasks);
    }

    public int getCount() { return count; }
}
Let's run and count

What will this code print?

```java
RunCounter runner = new RunCounter("my runner");

Task[] tasks = { new Task("one"), new Task("two"), new Task("three")};

runner.runAll(tasks);

System.out.printf("%s ran %d tasks\n", 
    runner.getName(), runner.getCount());
```
Of course, this prints

running one
running two
running three
my runner ran 6 tasks

Wait ... what?

Inheritance causes:

- weak encapsulation,
- tight coupling,
- surprising bugs.
A correct RunCounter class

class RunCounter {
    private Runner runner;
    private int count;

    public RunCounter(String message) {
        this.runner = new Runner(message);
        this.count = 0;
    }

    public void run(Task task) { count++; runner.run(task); }

    public void runAll(Task[] tasks) {
        count += tasks.length;
        runner.runAll(tasks);
    }

    ...
A correct RunCounter class (cont.)

```java
... public int getCount() {
    return count;
}

public String getName() {
    return runner.getName();
}
```
Solution: use *composition*

**Pros:**

- The bug is gone!
- Runner is completely independent of RunCounter.
- The creation of the Runner can be delayed until (and if) needed.

**Cons:**

- We need to explicitly define the Runner methods on RunCounter:
  ```java
  public String getName() {
    return runner.getName();
  }
  ```
- This can cause lots of repetition, and eventually bugs.
The Go way: type Runner

type Runner struct{ name string }

func (r *Runner) Name() string { return r.name }

func (r *Runner) Run(t Task) {
    t.Run()
}

func (r *Runner) RunAll(ts []Task) {
    for _, t := range ts {
        r.Run(t)
    }
}
The Go way: type RunCounter

type RunCounter struct { runner Runner; count int}

func New(name string) *RunCounter { return &RunCounter{Runner{name}, 0} }

func (r *RunCounter) Run(t Task) { r.count++; r.runner.Run(t) }

func (r *RunCounter) RunAll(ts []Task) {
    r.count += len(ts);
    r.runner.RunAll(ts)
}

func (r *RunCounter) Count() int { return r.count }

func (r *RunCounter) Name() string { return r.runner.Name() }
Struct embedding

Expressed in Go as unnamed fields in a struct.

*It is still composition.*

The fields and methods of the embedded type are exposed on the embedding type.

Similar to inheritance, but the embedded type doesn't know it's embedded, i.e. no *super.*
type RunCounter struct {
    Runner
    count int
}

func New(name string) *RunCounter2 { return &RunCounter{Runner{name}, 0} }

func (r *RunCounter) Run(t Task) { r.count++; r.Runner.Run(t) }

func (r *RunCounter) RunAll(ts []Task) {
    r.count += len(ts)
    r.Runner.RunAll(ts)
}

func (r *RunCounter) Count() int { return r.count }
Is struct embedding like inheritance?

No, it is better! It is composition.

- You can't reach into another type and change the way it works.
- Method dispatching is explicit.

It is more general.

- Struct embedding of interfaces.
The `error` type

This is the only predeclared type that is not a concrete.

```go
type error interface {
    Error() string
}
```

Error handling is done with error values, not exceptions.

```go
if err := doSomething(); err != nil {
    return fmt.Errorf("couldn't do the thing: %v", err)
}
```
abstract types

concrete types
abstract types in Go

- they describe behavior

- they define a set of methods, without specifying the receiver

```
type Positiver interface {
    Positive() bool
}
```
two interfaces

type Reader interface {
    Read(b []byte) (int, error)
}

type Writer interface {
    Write(b []byte) (int, error)
}
union of interfaces

type ReadWriter interface {
    Read(b []byte) (int, error)
    Write(b []byte) (int, error)
}
union of interfaces

type ReadWriter interface {
    Reader
    Writer
}
int
[]bool
*os.File
*gzip.Writer
*strings.Reader
io.Reader
io.ReadWriter
io.Writer
interface{}
“interface{} says nothing”

- Rob Pike in his Go Proverbs
why do we use interfaces?
why do we use **interfaces**?

- writing **generic** algorithms
- hiding implementation details
- providing interception points
so ... what’s new?
implicit interface satisfaction
no “implements”
The graph of $x^2$.
Two packages: parse and draw

package parse

func Parse(s string) *Func

type Func struct { ... }

func (f *Func) Eval(x float64) float64
package draw

import "../parse"

func Draw(f *parse.Func) image.Image {
    for x := minX; x < maxX; x += incX {
        paint(x, f.Eval(y))
    }
    ...
}
funcdraw

package draw

package parse
funcdraw

with explicit satisfaction

package draw
package common
package parse
package draw
funcdraw
with implicit satisfaction

package parse
package draw
Two packages: parse and draw

package draw

import ".../parse"

func Draw(f *parse.Func) image.Image {
    for x := minX; x < maxX; x += incX {
        paint(x, f.Eval(y))
    }
    ...
}
Two packages: parse and draw

package draw

type Evaler interface { Eval(float64) float64 }

func Draw(e Evaler) image.Image {
    for x := minX; x < maxX; x += incX {
        paint(x, e.Eval(y))
    }
    ...
}
interfaces can break dependencies
define interfaces where you use them
the super power of Go interfaces
type assertions
type assertions from interface to concrete type

```go
func do(v interface{}) {
    i := v.(int) // will panic if v is not int
    i, ok := v.(int) // will return false
}
```
func do(v interface{}) {
    switch v.(type) {
    case int:
        fmt.Println("got int %d", v)
    default:
    }
}
type assertions from interface to **concrete type**

```go
func do(v interface{}) {
    switch t := v.(type) {
    case int:    // t is of type int
        fmt.Println("got int %d", t)
    default:     // t is of type interface{}
        fmt.Println("not sure what type")
    }
}
```
func do(v interface{}) {
    s := v.(fmt.Stringer) // might panic
    s, ok := v.(fmt.Stringer) // might return false
}

type assertions from interface to interface
type assertions from interface to interface

```go
def do(v interface{}) {
    switch v.(type) {
    case fmt.Stringer:
        fmt.Println("got Stringer %v", v)
    default:
    }
}
```
func do(v interface{}) {
    select s := v.(type) {
        case fmt.Stringer: // s is of type fmt.Stringer
            fmt.Println(s.String())
        default:              // s is of type interface{}
            fmt.Println("not sure what type")
    }
}
type assertions as extension mechanism

Many packages check whether a type satisfies an interface:

- fmt.Stringer : implement String() string
- json.Marshaler : implement MarshalJSON() ([][]byte, error)
- json.Unmarshaler : implement UnmarshalJSON([]byte) error
- ...

and adapt their behavior accordingly.

Tip: Always look for exported interfaces in the standard library.
use type assertions to extend behaviors
Day 2
Concurrency FTW!
Agenda

- Live Coding
- ...
- Q&A
Live Coding Time!
Code

github.com/campoy/chat

- Includes Markov chain powered bot, which I skipped during live coding session.
- Feel free to send questions about it!
References:

Original talk by Andrew Gerrand: slides

Concurrency is not parallelism: blog

Go Concurrency Patterns: slides

Advanced Concurrency Patterns: blog

I came for the easy concurrency, I stayed for the easy composition: talk
Day 3
Agenda

- Debugging
- Testing and Benchmarks
- pprof & Flame Graphs
- Q&A
Debugging

- [link]: github.com/go-delve/delve
- Linux, macOS, Windows
- Written in Go, supports for goroutines
- Debugger backend and multiple frontends (CLI, VSCode, ...)

A Debugger for the Go Programming Language
Debugging Live Demo!
Testing

Code sample:

```go
import "testing"

func TestFoo(t *testing.T) { ... }
```

$ go test


Table Driven Testing - Subtests: t.Run
Testing Live Demo!
Benchmarks

Code sample:

```go
import "testing"

func BenchmarkFoo(b *testing.B) {
    for i := 0; i < b.N; i++ {
        // do some stuff
    }
}
```

$ go test -bench=. 
Benchmarking Live Demo!
pprof

- go get github.com/google/pprof

$ go test -bench=. -cpuprofile=cpu.pb.gz -memprofile=mem.pb.gz

$ pprof -http=:PORT profile.pb.gz

Checks what the program is up *very* regularly, then provides statistics.
Benchmarking Live Demo!
pprof for web servers

import _ net/http/pprof

Web servers ... and anything else!

$ pprof -seconds 5 http://localhost:8080/debug/pprof/profile

Notes:

- Requires traffic (github.com/tsliwowicz/go-wrk)
- No overhead when off, small overhead when profiling.
Benchmarking Live Demo!
References

Go Tooling in Action: video

Go Tooling Workshop: github.com/campoy/go-tooling-workshop

- Compilation, cgo, advanced build modes.
- Code coverage.
- Runtime Tracer.
- Much more!

justforfunc #22: Using the Go Execution Tracer: video
Questions and Answers
Go for scientific computation?

- gonum.org/v1/gonum
  - Similar to numpy
  - I love using it, really fast!

- knire-n/gota
  - Similar to Pandas
  - Never used it, but I heard good things
Go for scientific computation?

- go-hep.org/x/hep
  - High Energy Physics
  - By Sebastien Binet – Research engineer @CNRS/IN2P3

So ... Gophers @ CERN?
Go for Machine Learning?

- github.com/tensorflow/tensorflow/tensorflow/go
  - Rumour says, if you say it out loud Jeff Dean will appear.
  - Bindings for Go, only for serving – training not supported yet.

- gorgonia.org/gorgonia
  - Similar to Theano or Tensorflow, but in Go
  - I love the package, but the docs need some love.
Configuring Go programs?

- github.com/kelseyhightower/envconfig
  - Straight forward but pretty powerful.

- github.com/spf13/viper
  - Very complete and many people use it.

- github.com/spf13/cobra
  - Great to define CLIs, works with viper

- Reading json, csv, xml, ...
  - encoding/json, encoding/csv, encoding/xml
  - Find more on godoc.org
Go vs Python

Go for Pythonistas: talk

Pros:
- Speed
- Statically typed
- Less *magic*

Cons:
- Less *magic*
- Rigidity of type system (Tensorflow)
Now it’s your time!
Thanks!

Thanks, @francesc

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