# Building the Monorepo

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## About Monorepos

- JS codebases have grown, and are maintained by thousands of devs
- Modularity is needed: package as unit of modularity
- Related packages are updated at the same commit
- Monorepo require a Monorepo Management Stack

# Monorepo Management Stack

# 1. Workspace-enabled package manager

- Installs dependencies for all packages
- Links internal packages to satisfy the node resolution algorithm
- Handles dependency resolution for all packages
- Optional: hoisting, strictness enforcement (phantom deps)
- On the market: yarn, pnpm, rush, lerna + npm

#### 2. Task scheduler & runner

- Runs npm scripts for all packages
- Optimize task run speeds at the dev machine and CI
- Optionally in topological order or in parallel
- On the market: lerna , wsrun , rush , pnpm recursive , lage

## 3. Package publish tool

- Automated management of semver
  - Change description files or commit messages
- Validation of description of changes
- Synchronize versions between npm registry and git repository
- Automated changelog creation
- On the market: rush , lerna , semantic-release , beachball

# Our Focus: Task scheduler & runner

#### **Problem statement**

Create a task runner that optimizes package tasks in a monorepo for a single machine

#### **Current state**

- JS monorepos in the wild run with all kinds of workspaces
- The state-of-the-art monorepo task runners are not optimized
- CPU cores sit idle for topological scripts
- Large monorepos generally have clustered graph of related packages

## Philosphy

- Distribute work via smaller libraries with multiple owners
- Leverage OSS as much as possible
- Support package.json scripts as the script runner

## Requirements of a task runner

- Open sourced
  - easily shared, public development demands polish
  - o easily contributed to by many groups
- Works with all workspace implementations
- Easy setup
- Minimize idle CPU cores
- Sublinear increase in build time per package

### **Prior Art**

 This should sound familiar because Vincent made a version for Midgard

## Lage

- v. to make (Norwegian); pr. LAH-geh
  - Open sourced: https://github.com/microsoft/lage
  - Easy to integrate with existing codebase
  - Scales up with pipelining
  - Scales out with caching and scoping

### Collaboration

- OneDrive/SharePoint: rush showed us incremental builds
- Midgard: backfill cache, task-scheduler
- Flywheel: pipeline config, workspace-tools, lage tool
- FluidX: p-graph promise graph that supports priority queuing

## What does it look like?

## **Full Build**

\$ lage build test lint --grouped --verbose --reset-cache

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## **Cached Build**

\$ lage build test lint --grouped --verbose

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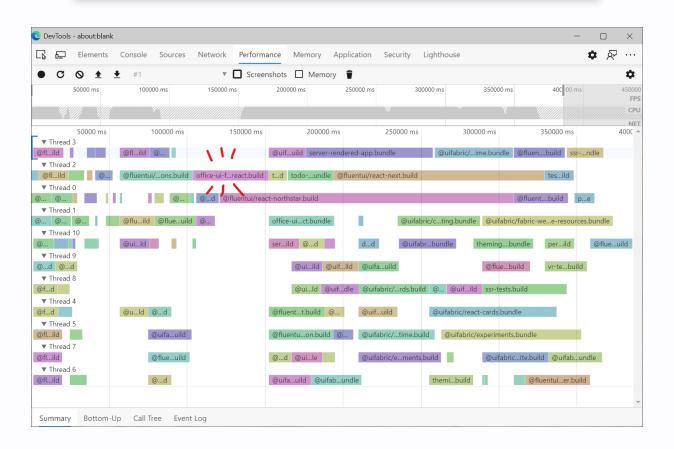
# **Scoped Build**

\$ lage build test lint --grouped --verbose --scope @fluentui/web-components

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# Profiling

\$ lage build test lint --profile



#### How does it work?

https://microsoft.github.io/lage/guide/levels.html

## How to try it at home?

https://microsoft.github.io/lage/guide/gettingstarted.html

- 1. npm scripts (build, test, lint) are at package level
- 2. npx lage init
  - creates a lage.config.js configure it
  - o adds lage as a dep
- 3. yarn lage build or npm run lage build

#### **Future**

- lage is a great solution for a **single machine**, not distributed builds
- For MSFT is buildxl
  - lage needs to spit out dscript or json config for buildxl
- Alternative: also investigate bazel
  - lage can potentially spit out WORKSPACE & BUILD

### More info

Github:

https://github.com/microsoft/lage

Documentation:

https://microsoft.github.io/lage/

Complex Configuration:

https://github.com/microsoft/fluentui/blob/master/lag e.config.js