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Using uv in GitLab CI/CD
Using the uv image
Astral provides [Docker images](/docker/#available-images) with uv
preinstalled. Select a variant that is suitable for your workflow.
gitlab-ci.yml
variables:
UV_VERSION: 0.5

```
PYTHON_VERSION: 3.12
   BASE_LAYER: bookworm-slim
   # GitLab CI creates a separate mountpoint for the build directory,
   # so we need to copy instead of using hard links.
   UV_LINK_MODE: copy
  uv:
   image: ghcr.io/astral-sh/uv:$UV_VERSION-python$PYTHON_VERSION-$BASE_LAYER
   script:
    # your `uv` commands
Note
If you are using a distroless image, you have to specify the entrypoint:
  uv:
   image:
    name: ghcr.io/astral-sh/uv:$UV_VERSION
    entrypoint: [""]
   # ...
```

Caching

Persisting the uv cache between workflow runs can improve performance.

```
uv-install:
variables:
UV_CACHE_DIR: .uv-cache
cache:
- key:
files:
- uv.lock
paths:
- $UV_CACHE_DIR
script:
# Your `uv` commands
- uv cache prune --ci
```

See the [GitLab caching documentation](https://docs.gitlab.com/ee/ci/caching/) for more details on configuring caching.

Using `uv cache prune --ci` at the end of the job is recommended to reduce cache size. See the [uv cache documentation](../../concepts/cache/#caching-in-continuous-integration) for more details.

```
## Using `uv pip`
```

If using the `uv pip` interface instead of the uv project interface, uv requires a virtual environment by default. To allow installing packages into the system environment, use the `--system` flag on all uv invocations or set the `UV SYSTEM PYTHON` variable.

The `UV_SYSTEM_PYTHON` variable can be defined in at different scopes. You can read more about how [variables and their precedence works in GitLab here](https://docs.gitlab.com/ee/ci/variables/)

Opt-in for the entire workflow by defining it at the top level:

gitlab-ci.yml

variables:

UV_SYSTEM_PYTHON: 1

#[...]

To opt-out again, the `--no-system` flag can be used in any uv invocation.

When persisting the cache, you may want to use `requirements.txt` or `pyproject.toml` as your cache key files instead of `uv.lock`.

January 29, 2025

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