



TWEAG

Building Haskell with Bazel

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Why Bazel

- Open Source build system by Google
 - Based on internal build system Blaze
 - Designed for large monorepo
- {Fast, Correct} - Choose two
 - Precise dependency graph
 - Cached build & test - local & remote
 - Parallel execution - local & remote
 - Incremental builds & tests
- Supports large, polyglot monorepos
 - Extensible with custom build rules
- Supports multiple platforms
 - Runs on Linux, MacOS, and Windows
 - Supports cross-compilation



Bazel

{Fast, Correct} - Choose two

Twеag and Bazel

- Early adopter since early 2018
- Recognized [Bazel community experts](#)
- Active contributor of
 - New Bazel features
 - New open source extensions
- Our extensions
 - [rules_haskell](#)
Build Haskell with Bazel
 - [rules_nixpkgs](#)
Integrate Nix with Bazel
 - [rules_sh](#)
Toolchain for standard Unix shell commands

This Workshop

- Port an existing Haskell project to Bazel
- Polyglot project: Haskell + Elm
[haskell-servant/example-servant-elm](#)
- Code to follow along:
[aherrmann/example-servant-elm](#)



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Any Questions?

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