# 快手Android编译优化

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我们为什么要做编译优化???

全量编译20分钟

慢

增量编译5分钟

人生一半的时间都在编译!!!

#### 我们为什么要做编译优化???



	进程名称	内存~	VM被压缩	线程	端口	PID
	java	6.93 GB	6.92 GB	44	127	64777
<u> </u>	Android Studio	4.81 GB	3.23 GB	133	821	34377
	java	3.47 GB	1.10 GB	56	151	69597
	java	1.66 GB	1.65 GB	41	118	61992
	java	734.0 MB	730.8 MB	30	99	67318

进程名称	% CPU V	CPU时间	线程
java	403.2	47:15.28	164
java	72.0	6:45.54	36
Android Studio	50.9	3:08:13.95	165



为什么慢???

# 为什么慢???

千万行源码

快200个模块

3000+ task

## 不能拆分吗?

已经拆分子库 数百个子库 分几十个中台项目 十来个插件

release包里有9个dex 你想想我们的代码库有多么庞大!

# 我们能做什么

### 常规手段

你用Google能搜到什么呢?

# Parallel

# Compiler daemon

# ABI

#组件化

# Build Cache

# incremental build

# Compile avoidance

### 常规手段

我们把官方方案用到了极致



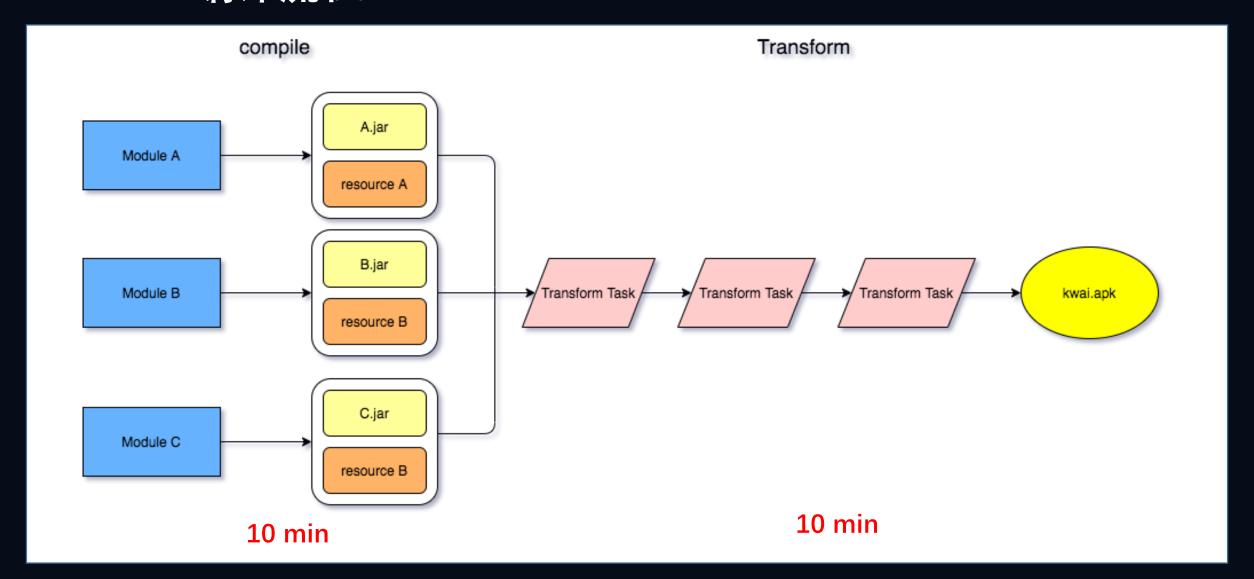
#### 全量编译



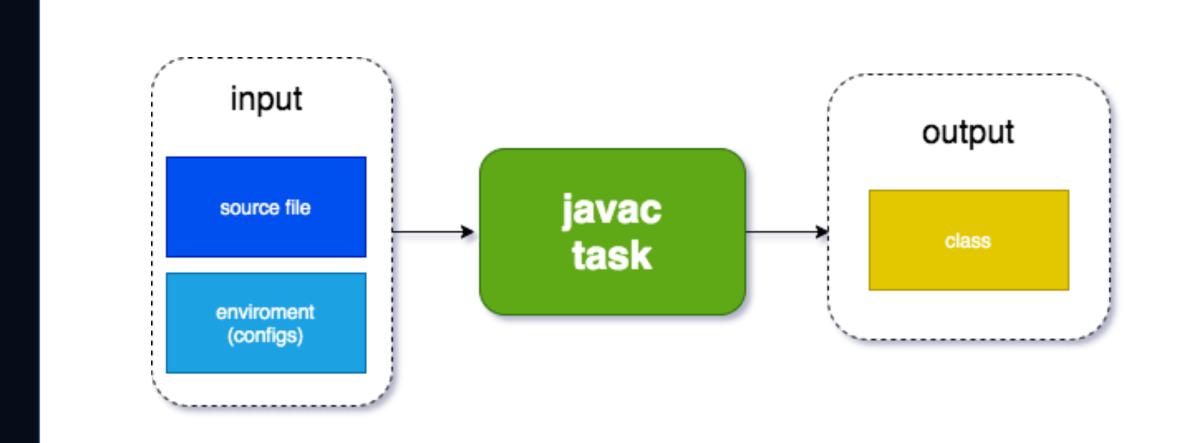
#### 增量编译

全量编译 25min -> 23 min 增量编译 10min -> 5 min

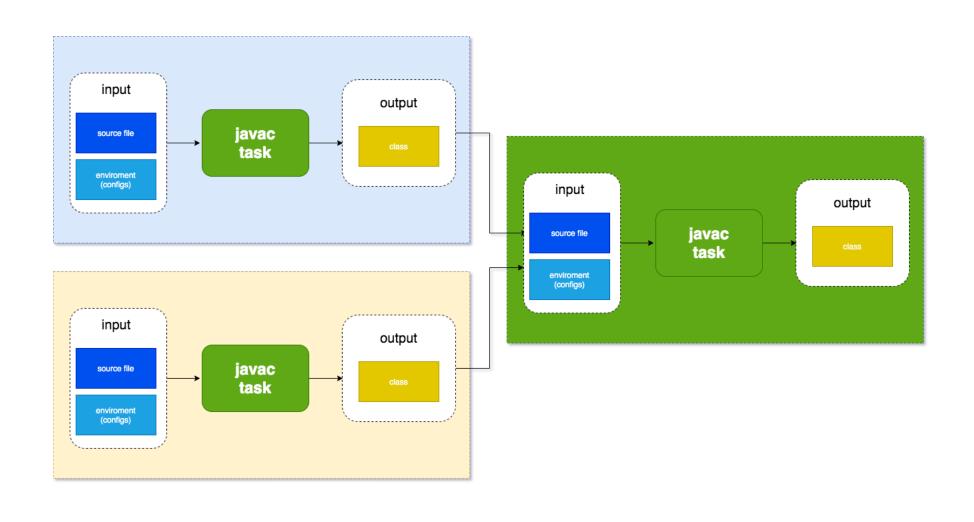
# Android编译流程



# Compile流程



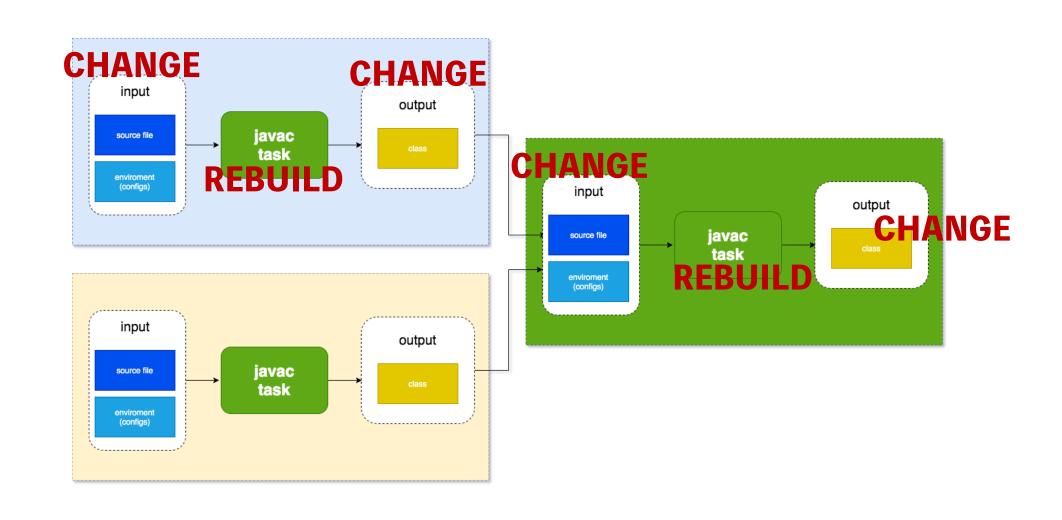
# Compile ABI





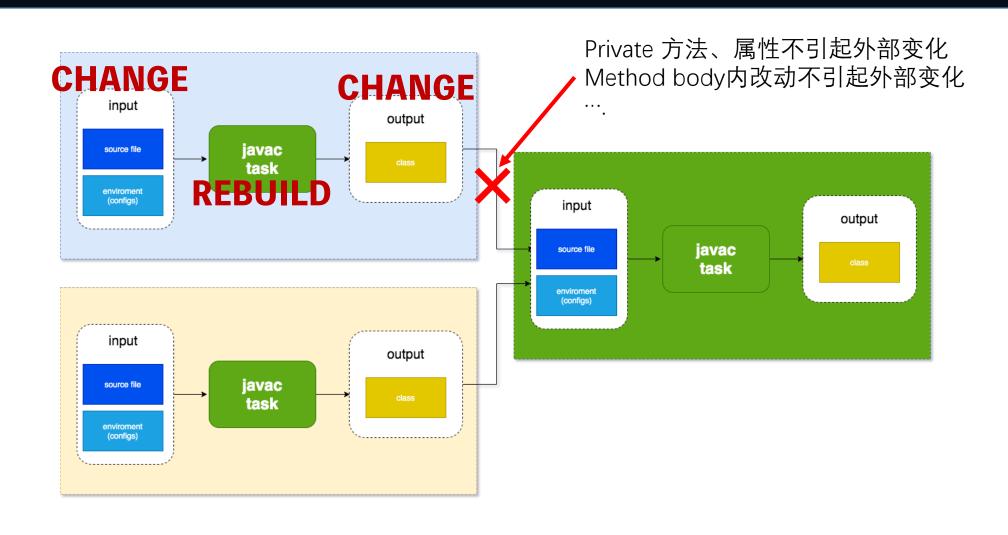


#### **Compile ABI**





#### **Compile ABI**



### Compile流程优化

#### 设计更为激进的ABI模式

#### 语法级别:

public method change public filed change public class added

#### 文件级别:

Code Source file change Resource Source file change

#### 环境级别:

Dependency change Gradle properties change Compile Task

Kapt Task

Generate resource Task

```
task.doFirst {
           if (task.state.upToDate) {
             return@doFirst
           val changed = runBlocking {
               diff change
           if (!changed & !task.state.upToDate) {
             throw StopExecutionException()
```

### 编译优化

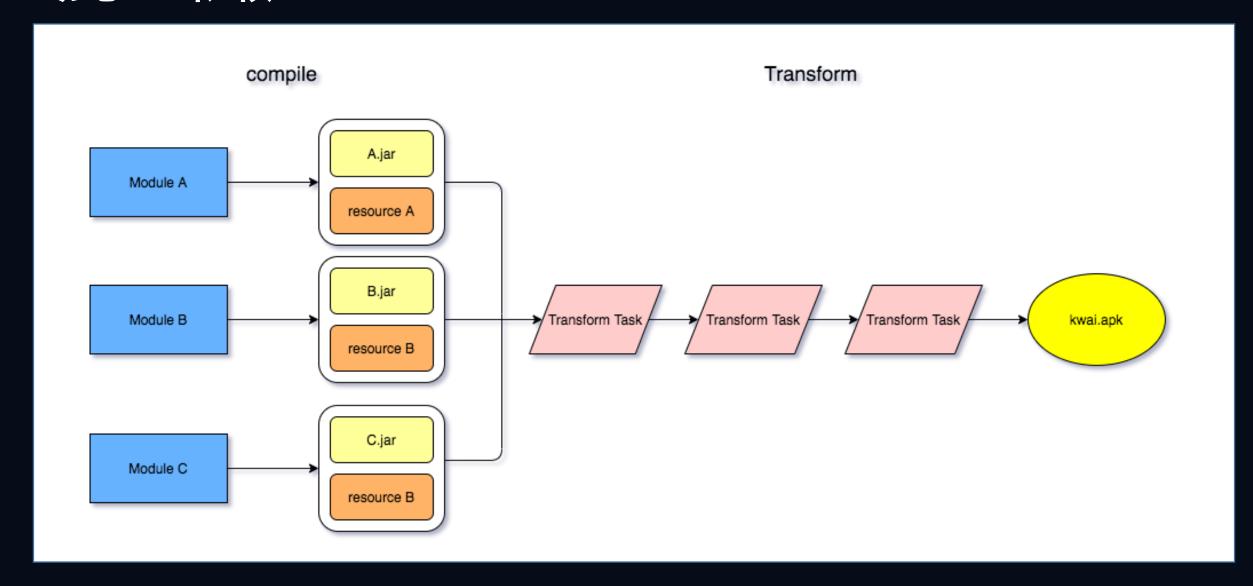
### compile

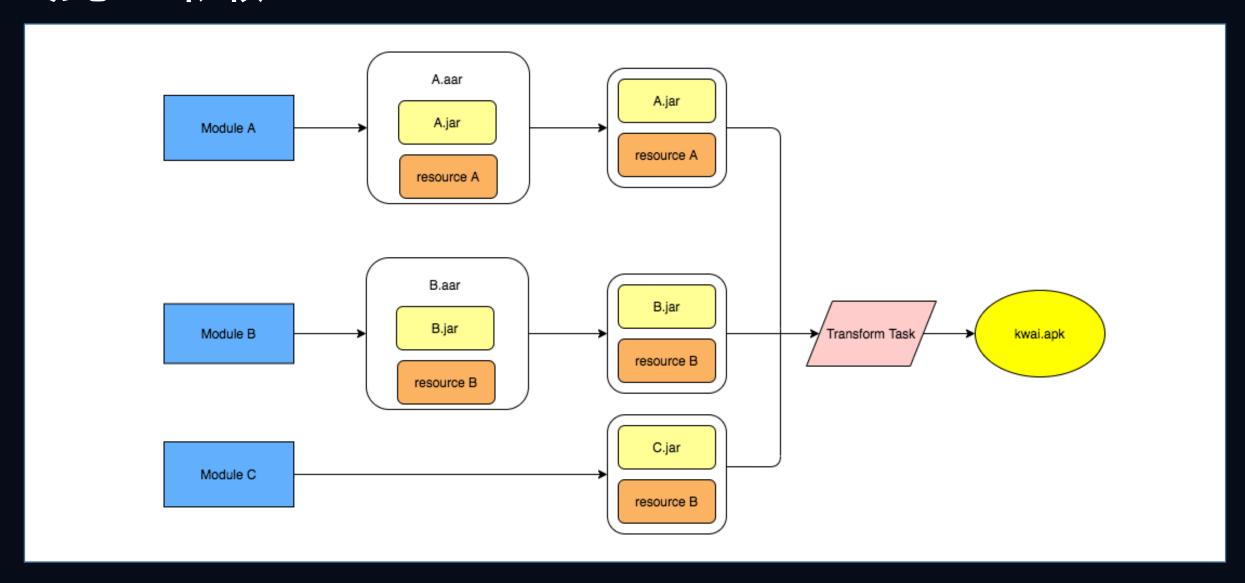
transform

使用更为积极的ABI模式减少重编

全量编译 23 min 增量编译 5 min -> 3 min

增量编译减少60%的模块重编





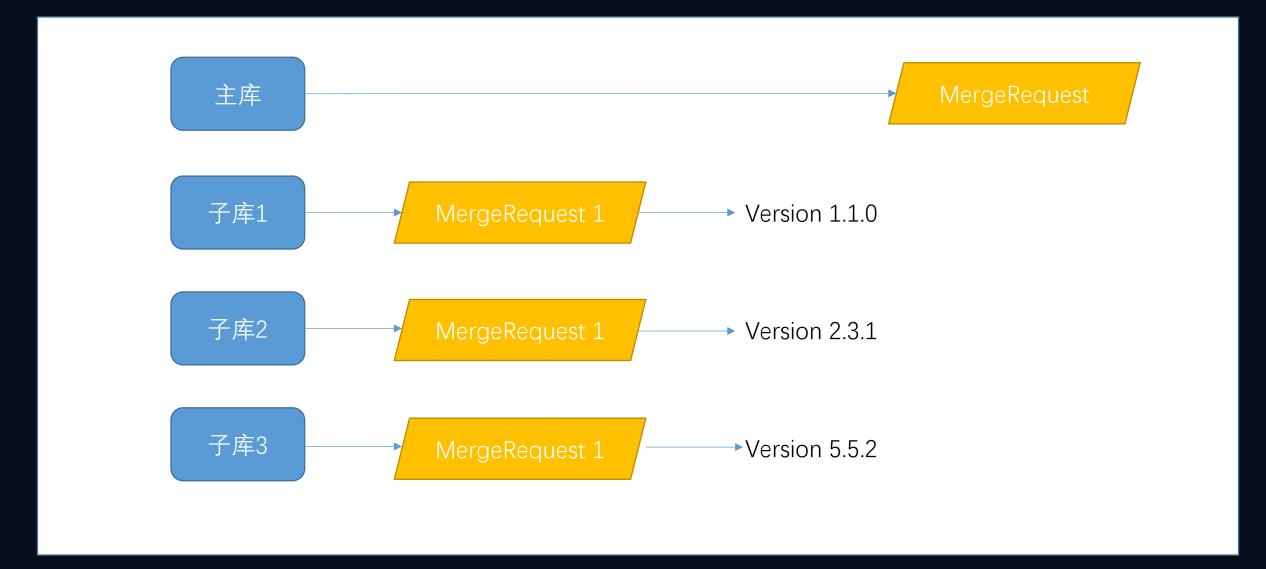
```
\downarrow \equiv \uparrow \equiv \bigcirc 170 projects (1 included build)
```

```
gifshow-android-0 +8 \
buildSrc build logic
configPlugin included build
ks-applications +1 >
ks-components +26 >
ks-features +6 >
ks-kernels +20 >
ks-libraries +5 >
spring_2020 +1 >
```

170个模块需要拆分

1000万行源码的工作量

乐观估计超过一年的工期





#### 所有模块子库化

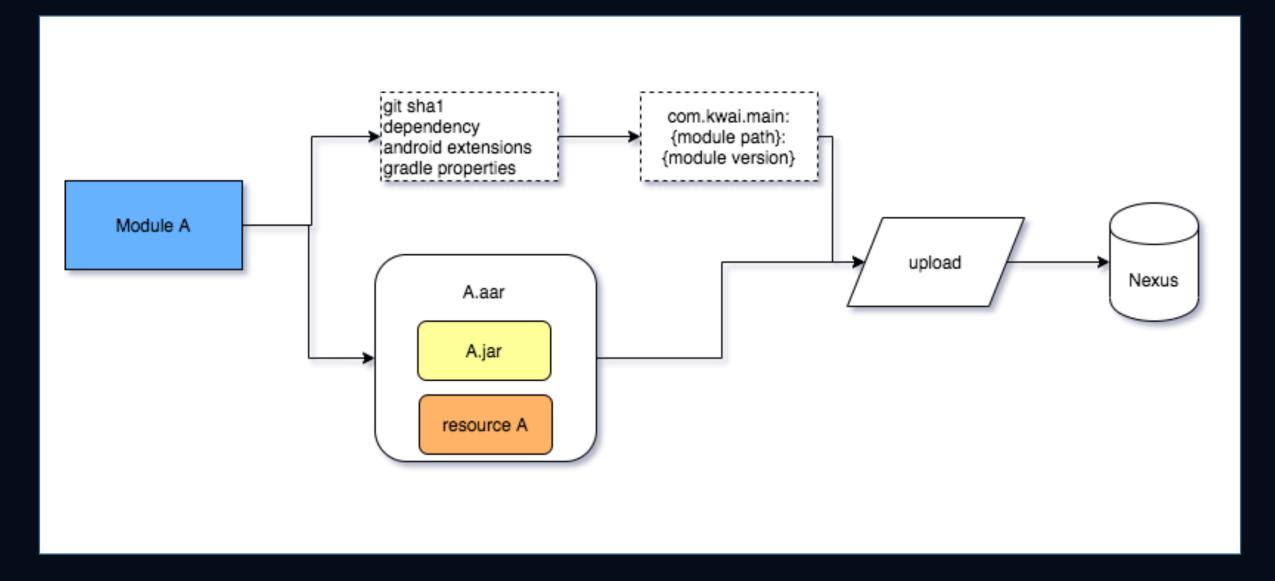
优点: 1. 源码模块被提前编译为aar, 降低编译时间

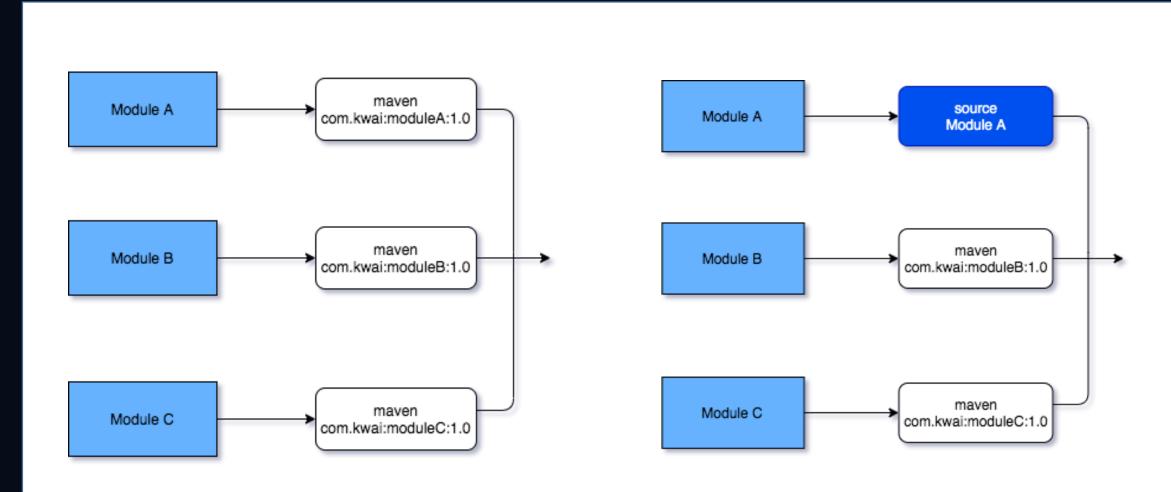
2. AndroidStudio无需解析并预编译源码模块,降低性能消耗

缺点: 1. 需要消耗大量人力解耦, 战线较长

2. 需要改变现有开发流程, N个子库需要提N+1个MR

3. 需要开发配套CI/CD工具链





### 编译优化

### compile

使用更为积极的ABI模式减少重编

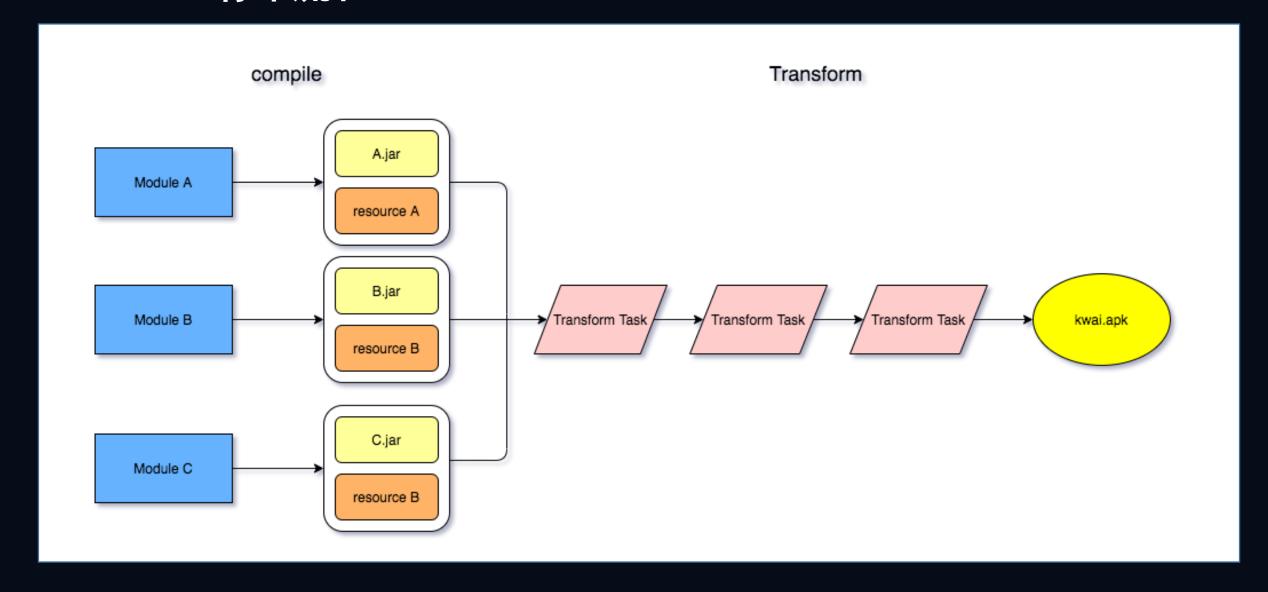
全量编译 23 min 增量编译 5 min -> 3 min

#### 动态aar依赖

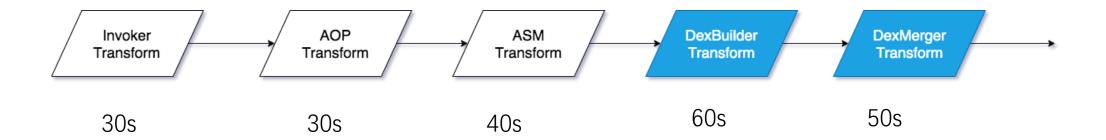
全量编译 23 min -> 15min 增量编译 3 min

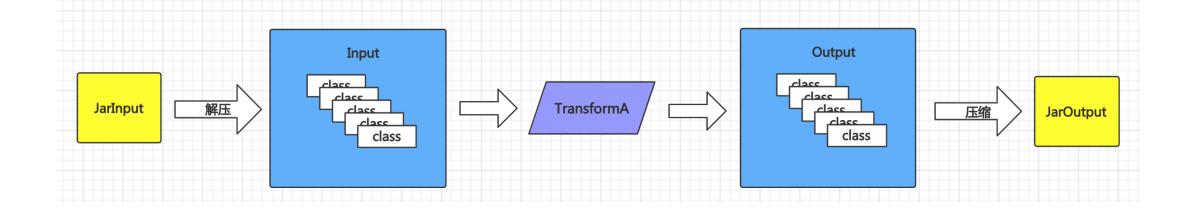
#### transform

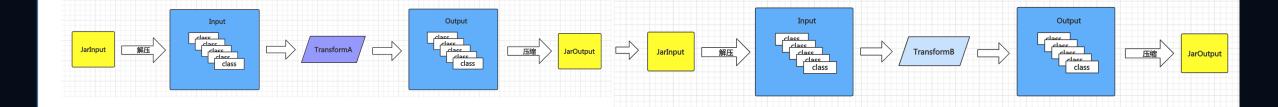
# Android编译流程

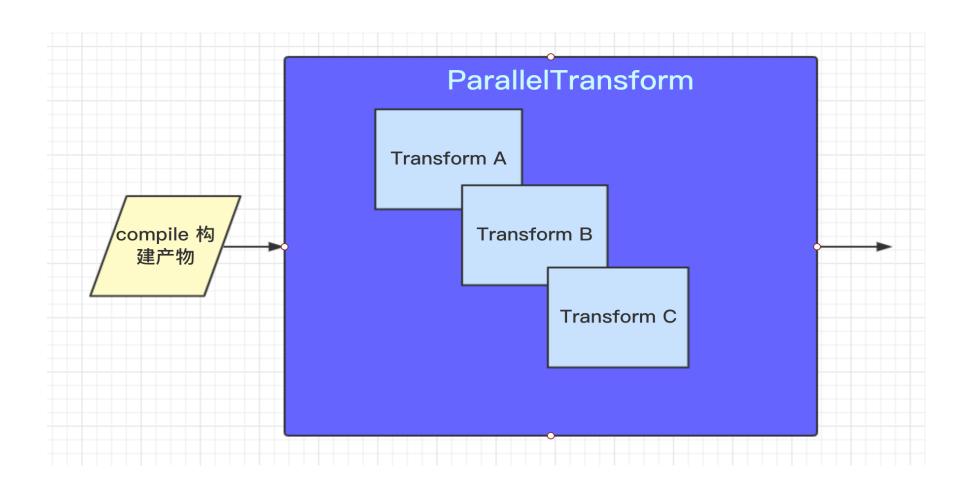


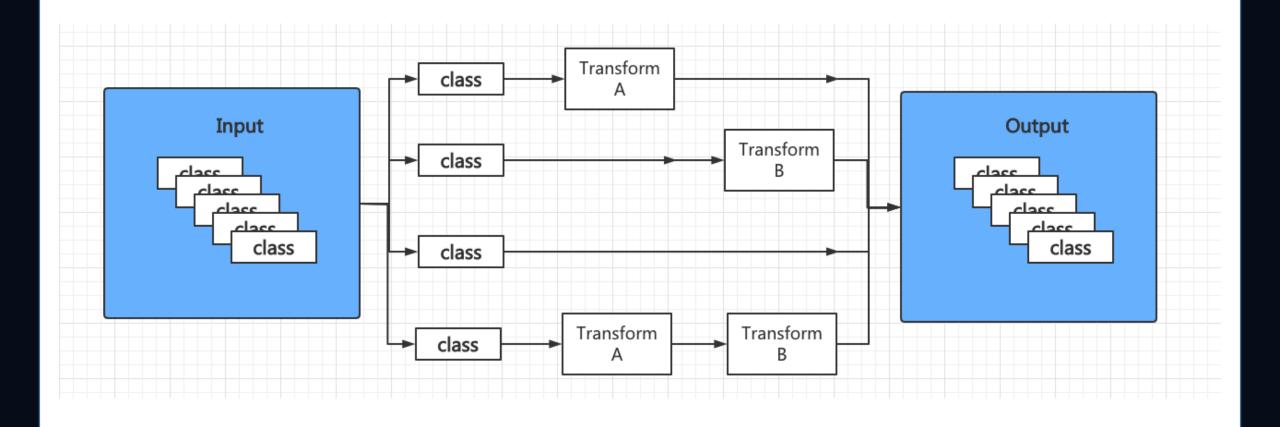
# Transform流程

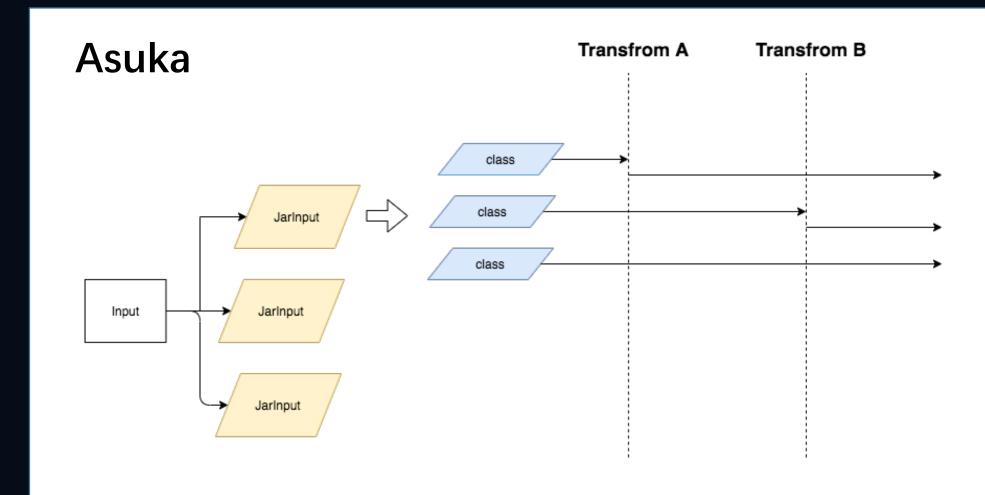




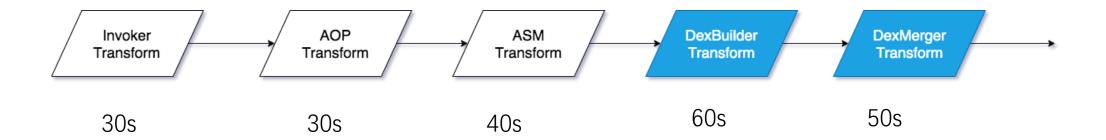




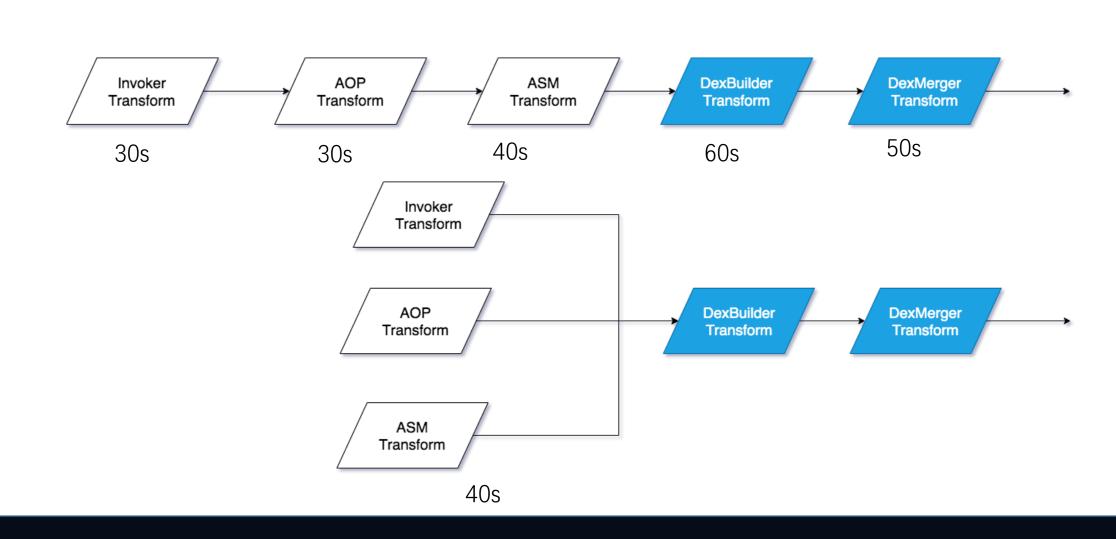




# Transform流程



### Transform流程



## 编译优化

#### compile

使用更为积极的ABI模式减少重编

全量编译 23 min 增量编译 5 min -> 3 min

动态依赖aar

全量编译 23 min -> 15min 增量编译 3 min

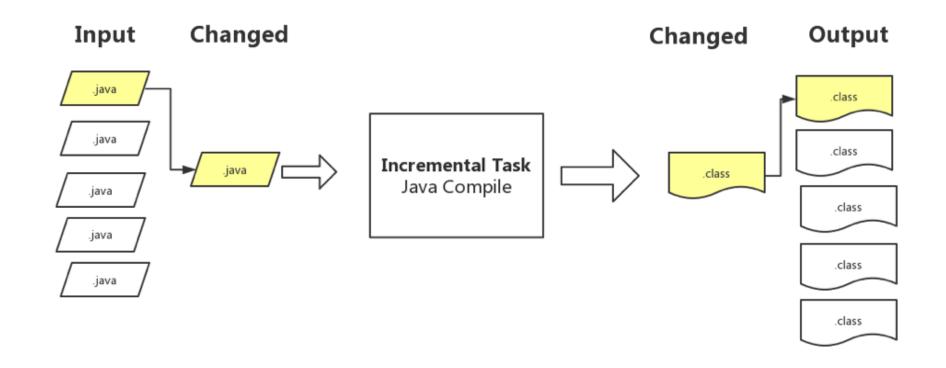
#### transform

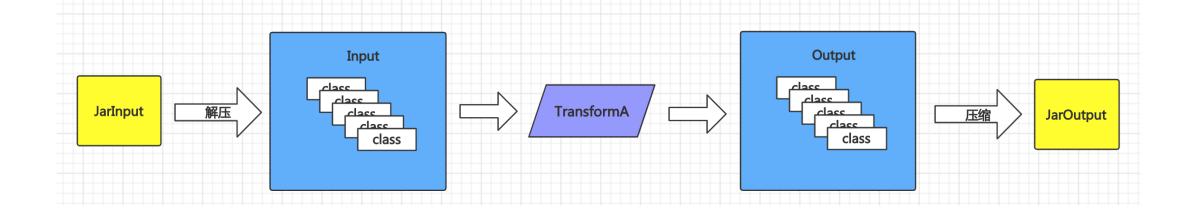
Transform并行

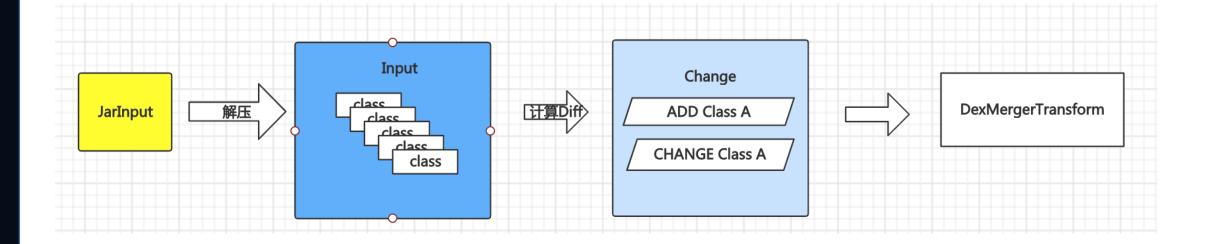
全量编译 15 min -> 10min 增量编译 3 min

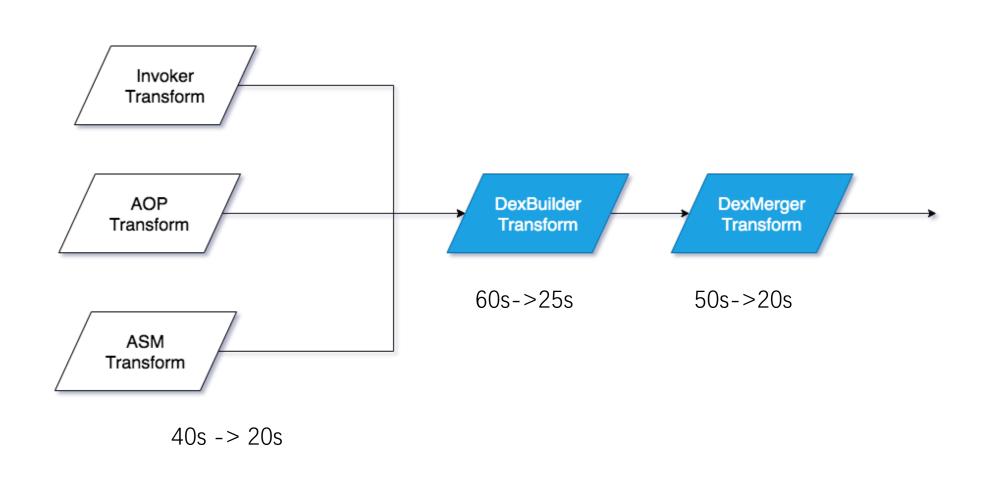


#### 增量编译









#### Transform IO优化

使用协程+NIO处理并行IO操作

降低内核态用户态切换带来的性能损失 IO操作让出CPU,增强CPU计算性能利用率 降低线程锁机制带来的性能损耗

```
. .
  private suspend fun unzip(file: File, toDir: File): Map<String, Long> {
    val zip = ZipFile(file)
    val list = LinkedList<Deferred<Pair<String, Long>>>()
    zip.entries().asSequence().forEach { zipEntry ->
      val r = GlobalScope.async(Dispatchers.IO) {
        extraZipEntry(zip, zipEntry, toDir)
      list.add(r)
    val map = list.map {
     it.await()
      it.getCompleted()
    }.toMap()
    try {
      zip.close()
    } catch (e: Exception) {
      e.printStackTrace()
    return map
```

### 编译优化

#### compile

#### 使用更为积极的ABI模式减少重编

全量编译 23 min 增量编译 5 min -> 3 min

#### 动态依赖aar

全量编译 23 min -> 15min 增量编译 3 min

#### transform

#### Transform并行

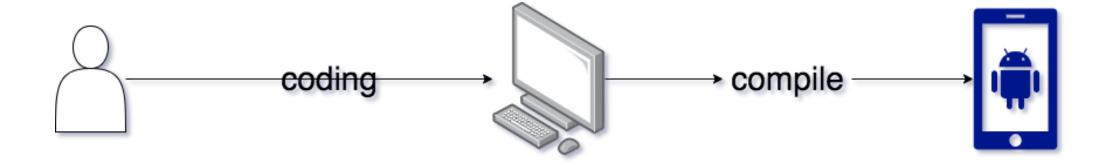
全量编译 15 min -> 10min 增量编译 3 min

#### JarInput增量优化

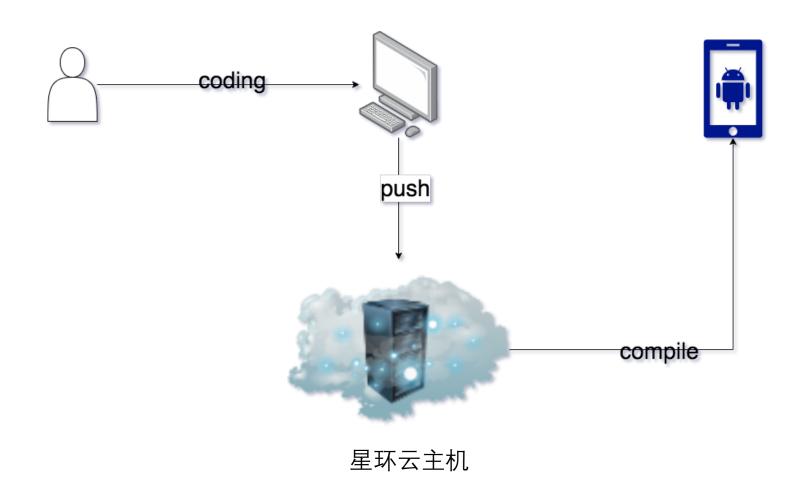
全量编译 10min 增量编译 3 min -> 2min 全量编译 还能再快些吗? 性能不够怎么办?

加机器

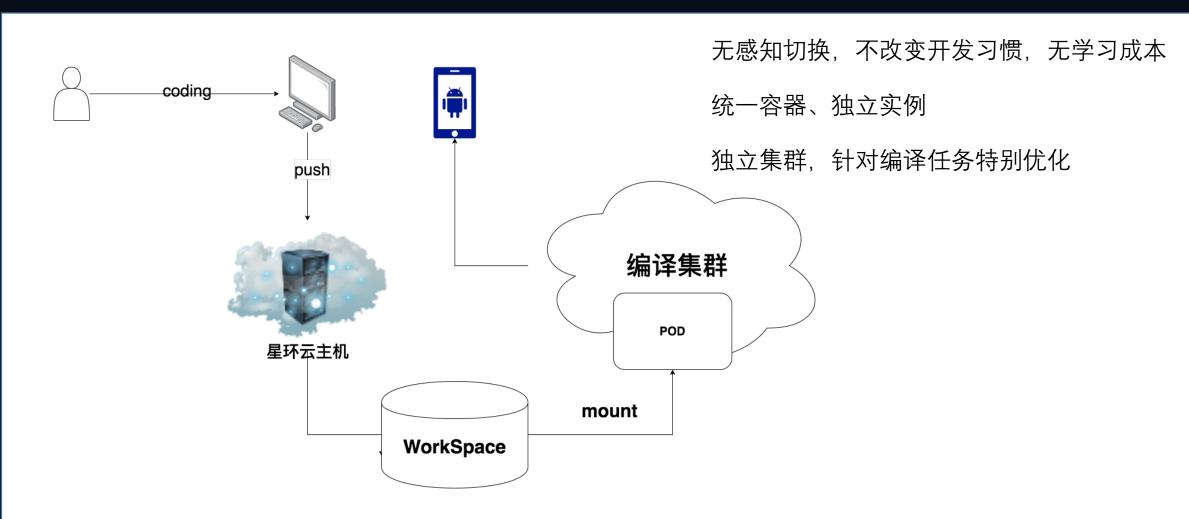
# 远程编译



# 远程编译



### 远程编译



### 编译优化

### compile

#### 使用更为积极的ABI模式减少重编

全量编译 23 min 增量编译 5 min -> 3 min

#### 动态依赖aar

全量编译 23 min -> 15min 增量编译 3 min

#### 远程编译

全量编译 23 min -> 7min 增量编译 5 min -> 1 min

#### transform

#### Transform并行

全量编译 15 min -> 10min 增量编译 3 min

#### JarInput增量优化

全量编译 10min 增量编译 3 min -> 2min

# 快手大前端

# THANKS