Troubleshooting MSBuild

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Agenda

- Terminology
- Concepts
- Binlog Viewer
- ETW + PerfView
- Case 1 Targets ordering
- Case 2 overbuild/underbuild
- Case 3 slow build

Materials

dotutils.net/wug-talk

The team

- PM: Chet Husk
- Tech Lead: Rainer Sigwald

- Alina Mayorova
- Farhad Alizada
- Jan Krivanek
- Ladi Prosek
- Mariana Garces Dematte

- Michal Pavlik
- Roman Konecny
- Surayya Husseyn Zada
- Yuliia Kovalova

- Properties
- Items, Metadata
- Targets, Tasks
- Conditions
- Projects
- Property/Item Functions
- Imports, Sdks, .props, .targets

```
<Project Sdk="Microsoft.NET.Sdk">
  <PropertyGroup>
    <OutputType>Exe
    <TargetFramework>net8.0/TargetFramework>
  </PropertyGroup>
  <ItemGroup>
    <PackageReference Include="Verify.Xunit"</pre>
             Version="23.1.0" />
  </ItemGroup>
  <Target Name="ShowHash">
    <Message Text= "Exexuted $(Now)" />
  </Target>
</Project>
```

- Properties
- \$(Prop)
- Env vars
- /p[roperty]:<name>=<value>

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- Items, Metadata
- @(Item)
- @(Item->'%(metadata)')
- %(Item.metadata)
- Items transformations
- Batching

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- Targets, Tasks
- Unit of execution
- Dependencies
- U2D check
- Coma vs semicolon, quotes

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- Conditions
- ==, !=, Exists, !Exists

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- Projects
- Scheduling unit, import unit

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- Property/Item Functions
- \$([MSBuild]::StableStringHash(\$(TargetPath))
 .ToString('X8'))
- \$([System.DateTime]::Now)

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- Imports, Sdks, .props, .targets
- Sdk.props, Sdk.targets
- Directory.Build.props
- Directory.Build.targets
- Nuget.g.props, nuget.g.targets
- github.com/microsoft/MSBuildSdks

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- Evaluation
- Execution
- Restore
- Multitargeting

Evaluation

- 1. Environment, Global props, toolset props
- 2. Properties and imports via top down traversal
- 3. Item definitions (2nd top down traversal)
- 4. Items (3rd traversal)
- 5. UsingTask elements
- 6. Target elements

- Execution
- Expansion order within target
- Multiple processes
- Projects data boundaries
- Projects dependencies discovered just-in-time
- Logging events ('BuildEventArgs') transferred to main node and dispatched in serial mode

- Restore
- /t:Restore, --restore, --no-restore
- dotnet build vs msbuid.exe (vs devenv /build)

Binlog Viewer

- Collecting
- Contained data
- Embedded files
- Autoupdate (ClickOnce), Forward compatible mode

ETW, PerfView

```
    perfview collect
        /NoGui
        /Providers=*Microsoft-Build
        /threadTime
        /threadTime
        /BufferSize:8096
        /CircularMB:8096
        /NoNGenRundown
        /Merge:False
        /DataFile:<name>
    /Collect MSBuild ETW events
        // Collect thread times (with stacks)
        // MB, in-memory buffer (I/O catching-up)
        // Max result file size
        // Skip symbols for NGEN
        // Symbols, Bins. Needed for export
```

• perfview collect /NoGui /Providers=*Microsoft-Build /threadTime /BufferSize:8096 /CircularMB:8096 /NoNGenRundown /Merge:False /DataFile:example01