# Using Memo in Dune

#### What is Memo?

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- an incremental computation library
- an "in-memory build-system"

# Why Memo?

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To speed-up incremental builds in polling mode.

#### Memo delivers!

Jane Street code base:

- before: tens of seconds
- after: a few seconds

#### What is Memo about?

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Memoising pure functions.

- during a single build
- during rebuilds

# Implicit dependencies

- between function calls
- recorded rather than declared

#### But

• src/dune\_rules is not pure yet

#### The API

#### The Memo.Build monad

- can only call memoised function inside
- the main monad
- replaces fibers

#### Memo.create

#### cutoffs

# lazy

```
let x = Memo.lazy_ (fun () -> ...) in
...
Memo.Lazy.force x
```

#### Compared to plain lazy:

• caches the 'a rather than the 'a Build.t

# Working with Memo.Build

### case study: fold

```
let collect_libs () : Lib_set.t =
   Source_tree.fold ~init:Lib_set.empty ~f:(fun dir acc ->
        Lib_set.union acc libs-in-dir>)
```

# parallel-friendly

```
let collect_libs () : <lib-set> =
   Source_tree.map_reduce (module Monoid.Union(Lib_set))
   ~f:(fun dir -> <libs-in-dir>)
```

# Memo call stack and error messages

### Dependency path

```
$ dune build --debug-dependency-path
File "dune", line 1, characters 0-47:
1 | (rule
2 | (action (with-stdout-to x (run false))))
     false x (exit 1)
(cd _build/default && /bin/false) > _build/default/x
-> required by _build/default/x
-> required by _build/default/y
-> required by alias default in dune:6
```

#### human\_readable\_description

# Works for cycles as well

- not just between files
- alternative to enabled\_if restrictions

#### Memo.dump\_stack

equivalent of
 Printexc.get\_call\_stack ... |> <print> for the
 memo stack

contains inputs

#### What's next?

#### **Future**

- faster
- better debugging and profiling
- persistence?

# Questions?