Don't Let Ephemeral CI Kill Your Developer Productivity

Louis Jacomet - Gradle





Louis Jacomet

```
speaker {
  company = "Gradle"
  joined = 2018
  position = "Support Team Lead and more ..."
  previously = "Dependency Management, JVM plugins"
  past = listOf(
    "Terracotta / Ehcache" in 2013,
    "Devoxx Belgium Committee" in 2012,
    "Contractor" in 2002,
    "Java 'Hello, World!" in 1997
  failures = generateSequence(code) { bugs }
  social = listOf("@ljacomet@foojay.social", "@ljacomet")
 github = "ljacomet"
  web = "https://jacomet.dev"
  extra = "Not fully figured out how to stay out of
management !?!"
```





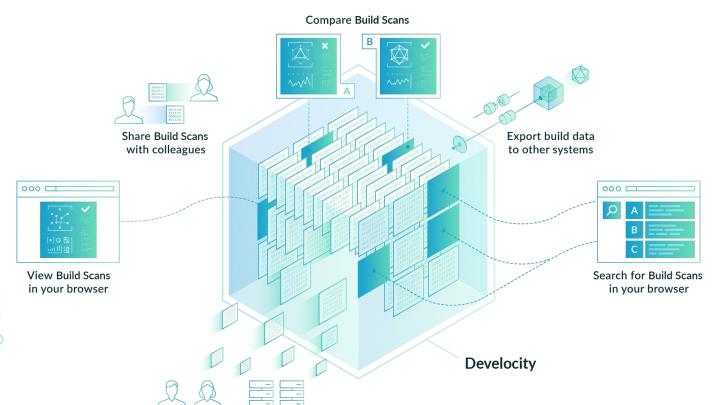
Gradle Build Tool

- Apache 2.0 licensed build tool
- JVM based
- Kotlin and Groovy configuration DSLs
- 30+ millions downloads / month
- Extensive plugin ecosystem



EWELOCITY

Record developer and CI builds





Gradle

Maven

Bazel

Sbt

Build scans

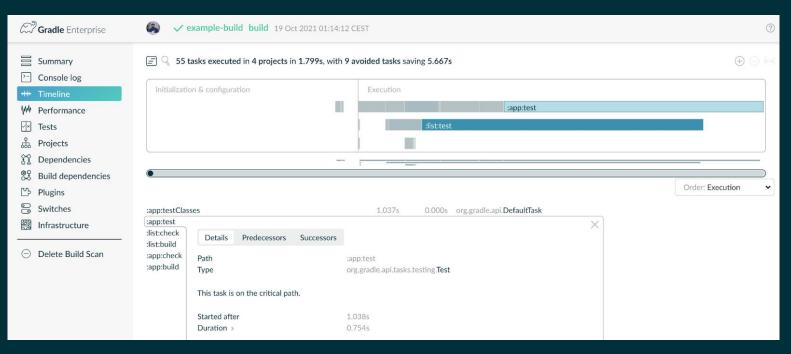




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Problem statement

- Gradle build profile
- Possible actions







Problem statement

Gradle Build Tool performance vs.

Ephemeral environments trend





Developer productivity and build performance?

• Only one aspect ...

But "Fast build" is not the goal

"As fast as possible build" is the goal at Gradle





Gradle Build Tool performance

- Enable parallel execution
- Enable the Gradle daemon
- Enable the configuration cache
- Enable incremental build for custom tasks
- Enable the build cache
- Create build for specific developer workflows
- Increase the heap size
- Optimize configuration
- Optimize dependency resolution
- Optimize [Java|Android] projects



Ephemeral environments

Industry trend

Isolation → no state problems

Short lived → no clean up jobs





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Key Gradle Build Tool performance elements

- Caches
 - Dependency cache
 - Task cache
 - 0 ...
- Incrementality
 - Execution history
- Parallelism
 - Tasks
 - Tests





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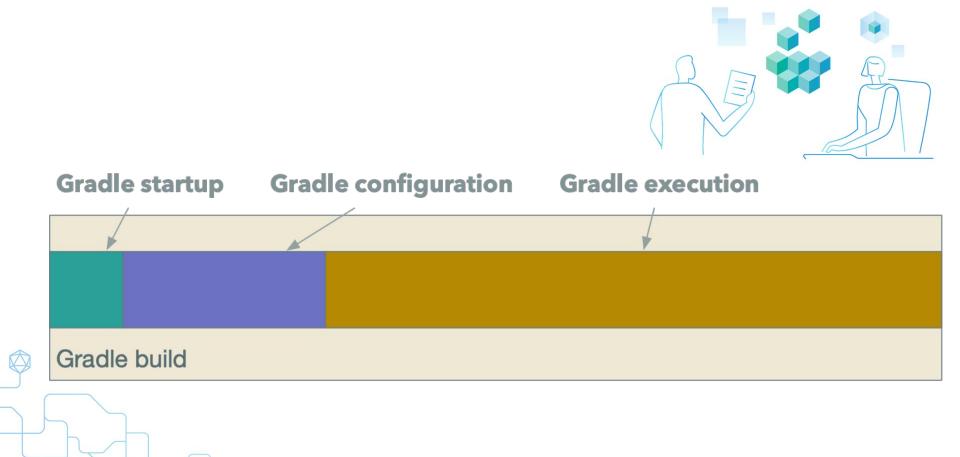






Gradle Build profile

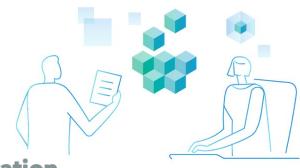










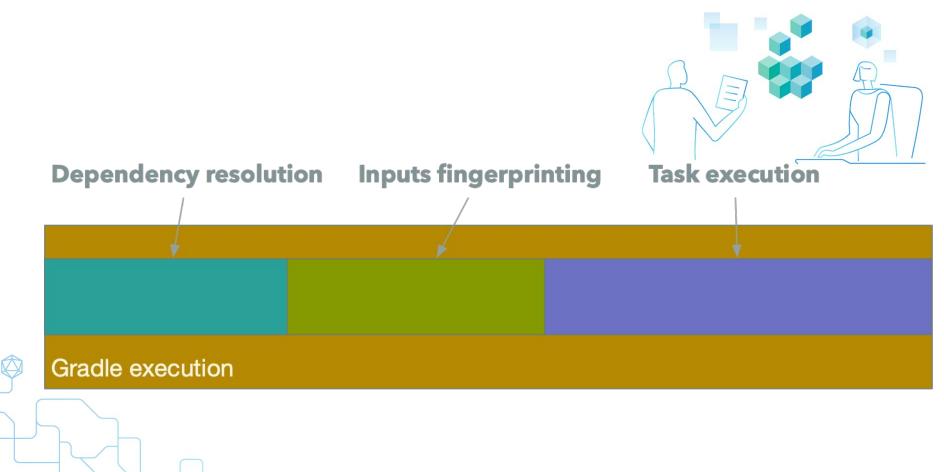


Plugin dependency resolution Build logic compilation

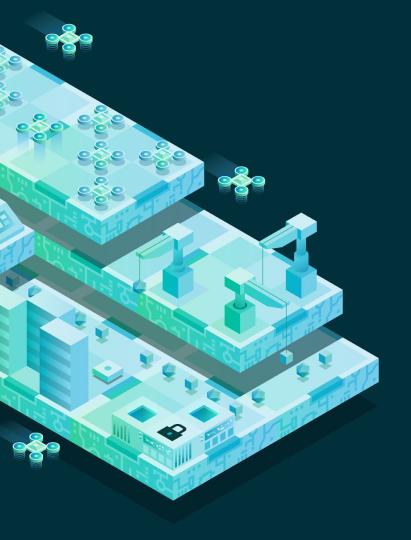
Gradle configuration

Model and task graph building









Possible actions



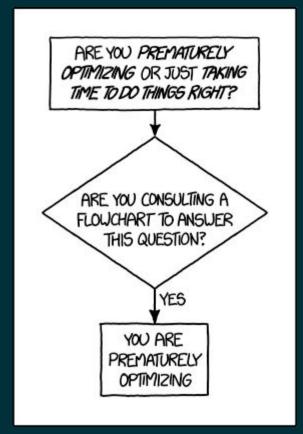
Dealing with performance

Measure

Change

Measure

Compare





Optimize Gradle startup

- Distribution availability
 - Always use the -bin one
 - Already in the image / docker file / ...
 - OR Downloaded from a closer location
 - OR Save and restore <GUH>/wrapper/dists
- Prime distribution
 - Run it once to have the first use elements
 - OR Save and restore <GUH>/caches/<version>/generated-gradle-jars



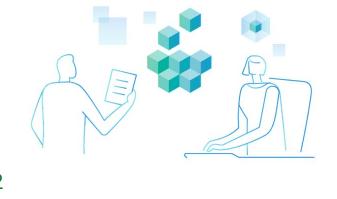






Optimize Gradle configuration

- Dependency cache
 - Read-only cache feature
 - OR save and restore <GUH>/caches/modules-2
- Script compilation cache
 - Remote build cache
 - OR save and restore <GUH>/caches/<version>/kotlin-dsl,
 <GUH>/caches/<version>/scripts and <GUH>/caches/jars-9





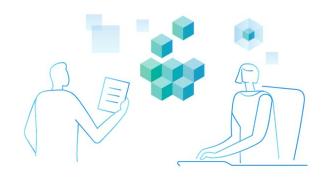
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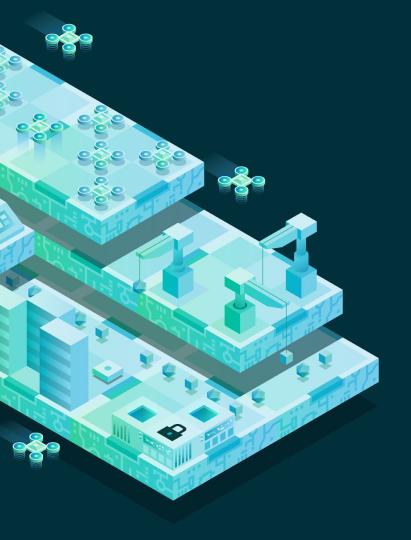
Gradle configuration

Optimize Gradle execution

- Dependency cache
- Task execution cache
 - Remote build cache
 - OR save and restore <GUH>/caches/build-cache-1
 - (Android mostly) save and restore <GUH>/caches/transforms-3
- Provisioned toolchains cache
 - Save and restore <GUH>/jdks

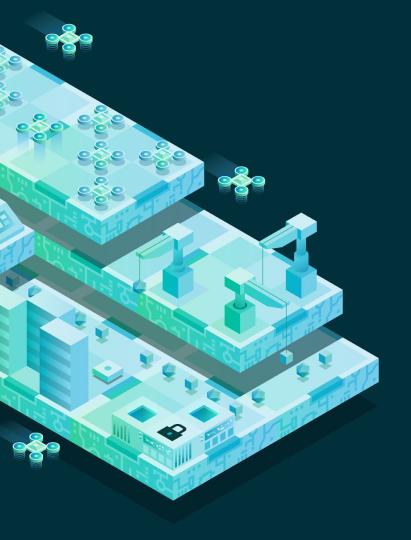






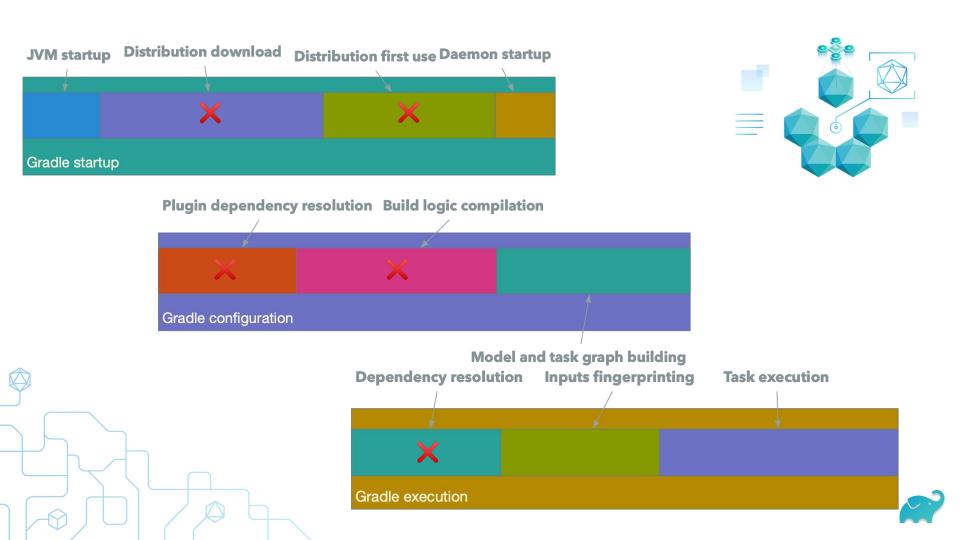
In practice





Conclusion







Thank you!

