

# Don't Let Ephemeral CI Kill Your Developer Productivity

Louis Jacomet - Gradle

Devoxx UK 2024



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 !?!"  
}
```



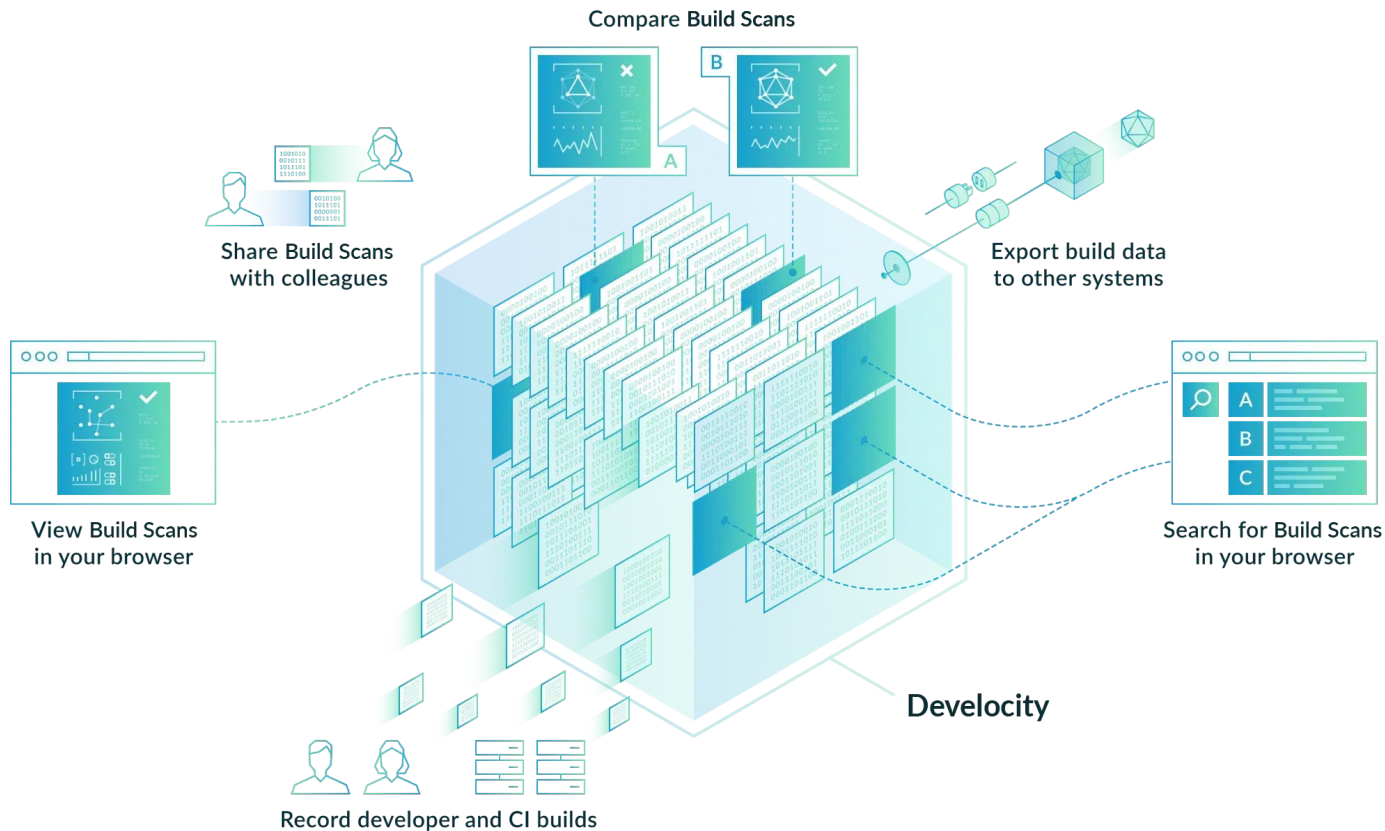


# Gradle Build Tool

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



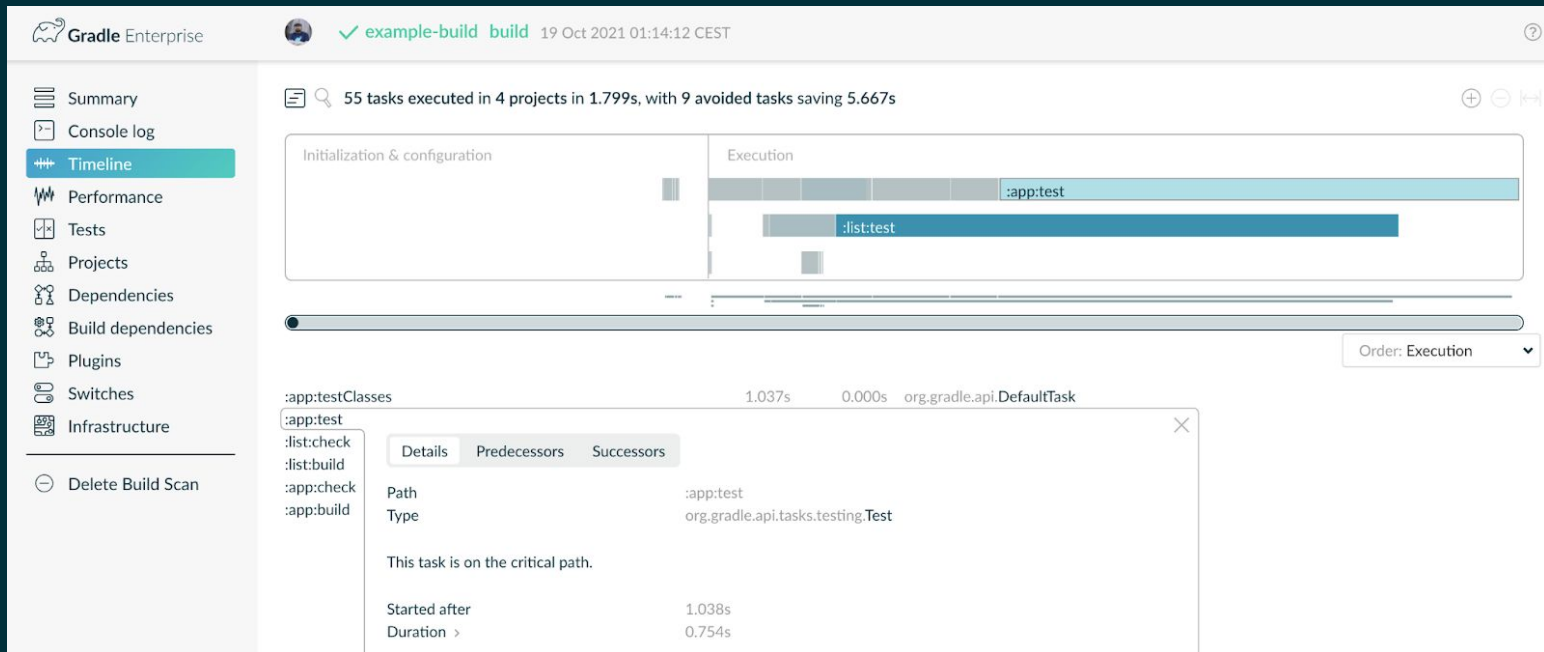
# DEV/VELOCITY



- Gradle
- Maven
- Bazel
- Sbt



# Build scans



Permanent record of a build execution



# Table of Contents

- 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
- A build that is “as fast as possible” is the goal at Gradle





A decorative vertical pattern on the left side of the slide, consisting of light blue lines forming a circuit-like structure with various geometric shapes like cubes and polygons.

# 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



# Gradle Build Tool performance

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- Increase the heap size
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- Optimize dependency resolution
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# Key Gradle Build Tool performance elements

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

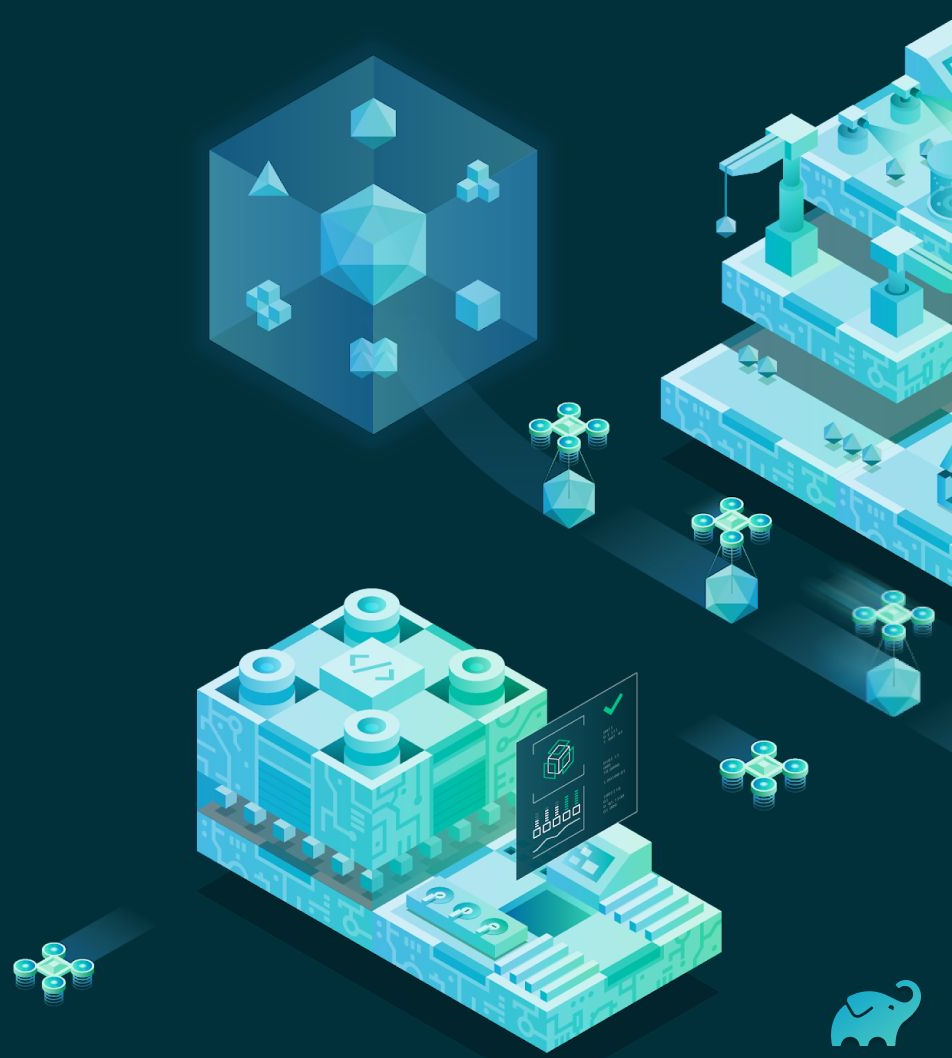


# Key Gradle Build Tool performance elements

- Caches
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  - ...
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# Gradle Build profile





**Gradle startup**

**Gradle configuration**

**Gradle execution**



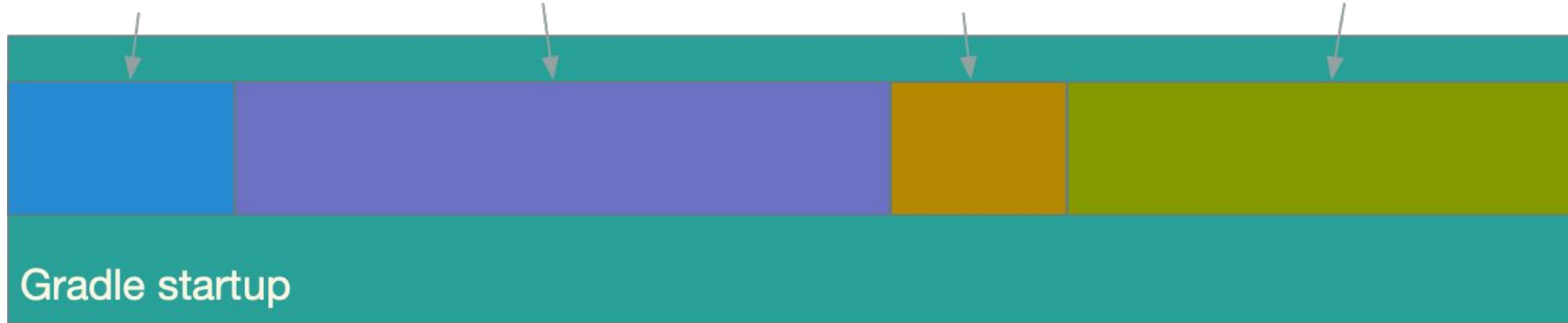
Bars not at scale







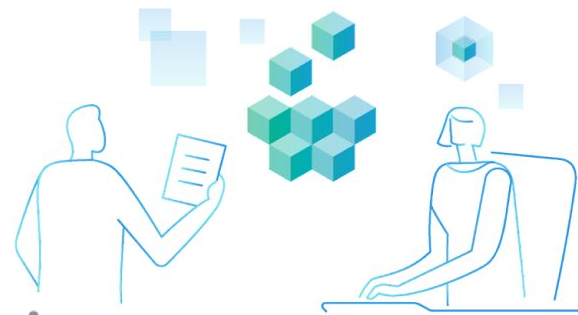
**JVM startup    Distribution download    Daemon startup    Distribution first use**



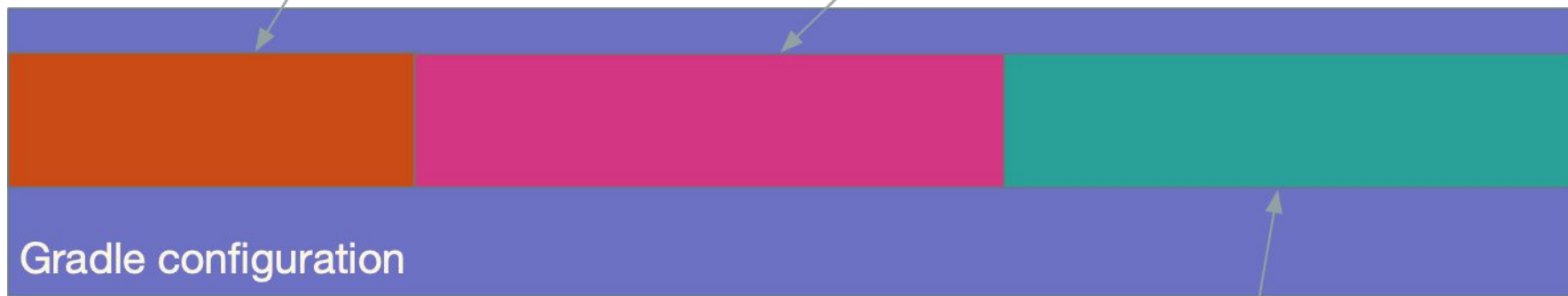
**Gradle startup**

Bars not at scale





**Plugin dependency resolution   Build logic compilation**



**Gradle configuration**

**Model and task graph building**

Bars not at scale

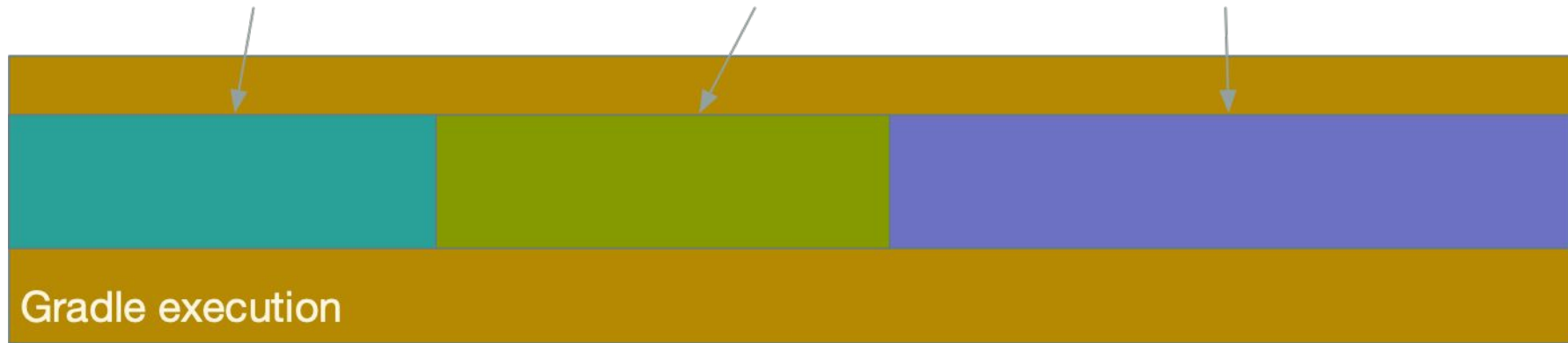




**Dependency resolution**

**Inputs fingerprinting**

**Task execution**



**Gradle execution**

Bars not at scale



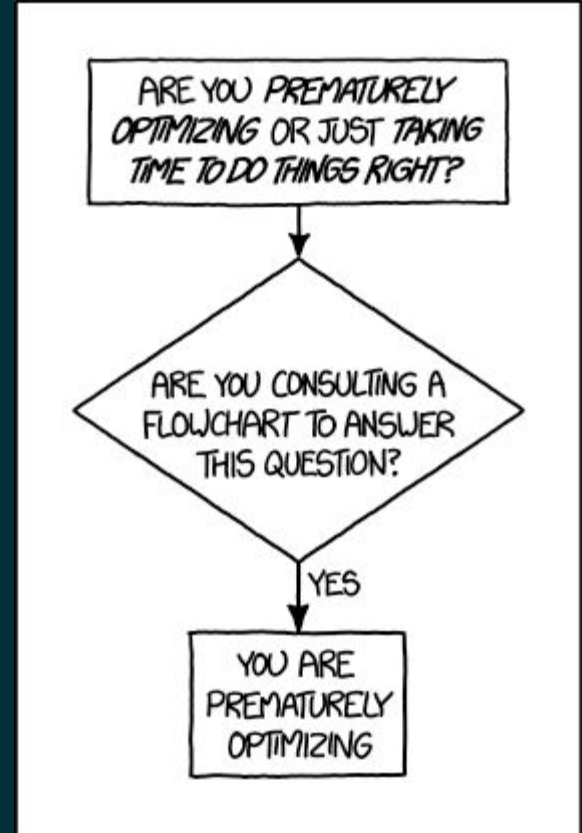


Possible actions



# Dealing with performance

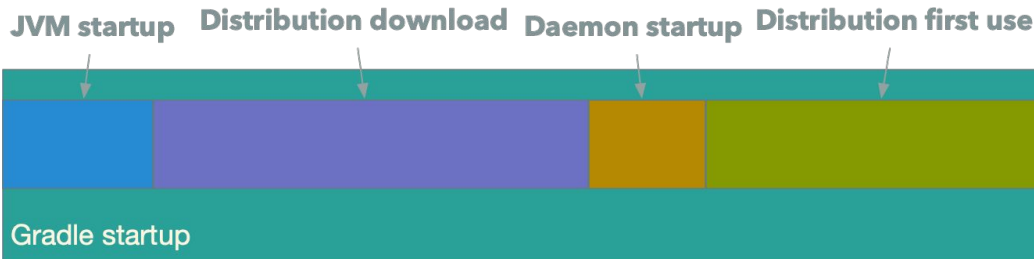
- Measure
- Change
- Measure
- Compare



# 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`



# Gradle distribution downloads over time





# 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`



Plugin dependency resolution   Build logic compilation

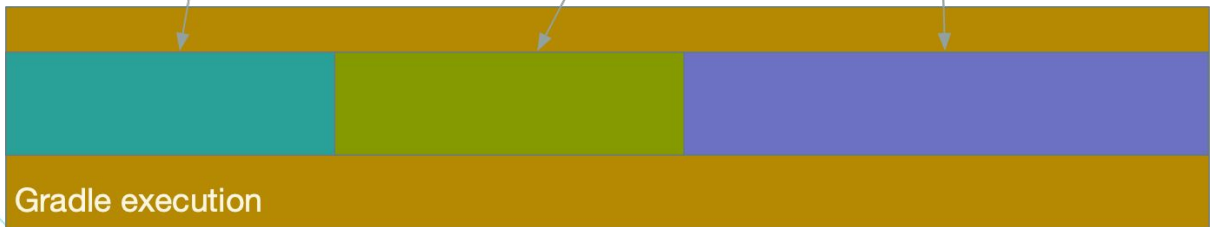


# Optimize Gradle execution

- *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>/jdk<s>`



Dependency resolution    Inputs fingerprinting    Task execution





In practice





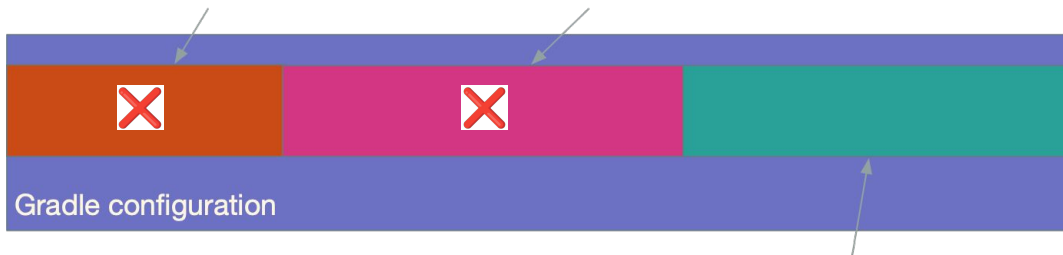
## Conclusion



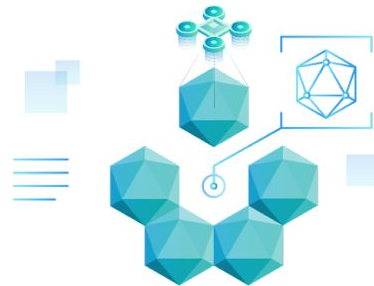
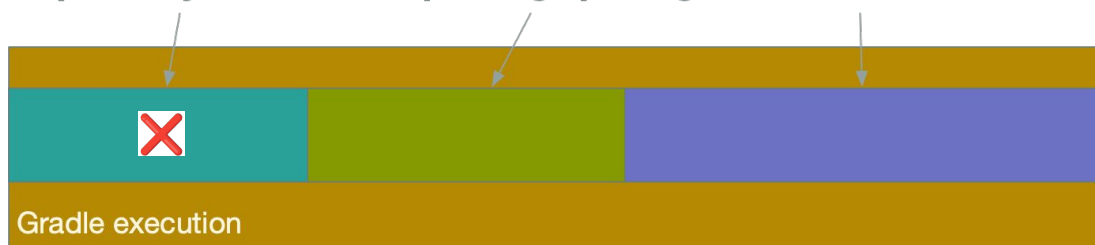
JVM startup   Distribution download   Daemon startup   Distribution first use



Plugin dependency resolution   Build logic compilation



Model and task graph building  
Dependency resolution   Inputs fingerprinting   Task execution





Thank you!

