# Mastering Bazel: The Ultimate Guide for Polyglot Build Systems

**Keywords**: Bazel, BUILD files, Starlark, Bazel macros, Bazel rules, monorepo, hermetic builds, remote caching, build optimization, CI/CD, Google build system

#### What Is Bazel?

**Bazel** is Google's open-source build and test tool that scales to massive codebases across multiple languages. It offers:

- **Hermetic builds** (fully deterministic)
- Dependency isolation
- Language-agnostic support (Java, Go, Python, C++, Rust, etc.)
- Remote caching
- Incremental builds
- Support for monorepos

Bazel uses a **declarative build language** called **Starlark**, a subset of Python.

# **Bazel Project Anatomy**

css
CopyEdit
my_project/
— WORKSPACE
src/
└──BUILD

#### 1. WORKSPACE File - The Root of Bazel

The WORKSPACE file tells Bazel:

- Where the root of the repo is
- What external dependencies to load (e.g., HTTP archives, Git repos)

```
python
CopyEdit
workspace(name = "my_project")

load("@bazel_tools//tools/build_defs/repo:http.bzl", "http_archive")

http_archive(
    name = "rules_python",
    url = "https://github.com/bazelbuild/rules_python/releases/download/0.17.2/rules_python-0.17.2.tar.gz",
    sha256 = "2b67384c3b2e7e4f957f6a...f62", # shortened
)

load("@rules_python//python:repositories.bzl", "py_repositories")
```

# 2. BUILD File – Declaring Your Targets

Bazel doesn't use Makefiles. Instead, you declare build rules.

```
Example: Python Binary Target
```

```
python
CopyEdit
py_binary(
  name = "hello",
  srcs = ["hello.py"],
  deps = ["@rules_python/python/runfiles"],
)
Example: C++ Library and Test
python
CopyEdit
cc_library(
  name = "math_utils",
  srcs = ["math_utils.cc"],
  hdrs = ["math_utils.h"],
  visibility = ["//visibility:public"],
)
cc_test(
  name = "math_utils_test",
  srcs = ["math_utils_test.cc"],
```

```
deps = [":math_utils"],
)
```

# 3. Starlark – Bazel's Custom Rule Language

You can write custom build logic using Starlark, a safe Python-like DSL.

#### Custom Rule: Code Generator for Protobuf-like DSL

```
python
CopyEdit
def _codegen_impl(ctx):
  output = ctx.actions.declare_file(ctx.label.name + "_gen.py")
  ctx.actions.run(
     outputs = [output],
     inputs = [ctx.file.src],
     executable = ctx.executable.tool,
     arguments = [ctx.file.src.path, output.path],
  )
  return DefaultInfo(files = depset([output]))
codegen_rule = rule(
  implementation = _codegen_impl,
  attrs = {
     "src": attr.label(allow_single_file = True),
     "tool": attr.label(cfg = "host", executable = True, allow_files = True),
  },
)
```

#### Then use in BUILD:

```
python
CopyEdit
load("//tools:codegen.bzl", "codegen_rule")

codegen_rule(
   name = "gen_api",
   src = "api.dsl",
   tool = "//tools:codegen_tool",
)
```

## 4. Remote Caching and Execution (Real-World Scale)

In large tech orgs (like Google or Twitter), Bazel is used with:

- Remote Build Execution (RBE) to parallelize builds on the cloud
- Remote Caching to avoid redundant compilation
- Build Event Protocol (BEP) to stream logs into dashboards

bash

CopyEdit

```
bazel build //:hello \
    --remote_cache=https://cache.mycorp.internal \
    --remote_header="Authorization=Bearer $TOKEN"
```

You can also plug into Buildkite, CircleCI, or GitHub Actions using bazelisk for CI/CD.

# 5. External Dependencies (npm, pip, Maven, Go)

## **Python Pip Example:**

```
python
CopyEdit
load("@rules_python//python:pip.bzl", "pip_install")

pip_install(
    requirements = "//:requirements.txt",
)

Go Modules:
python
CopyEdit
load("@io_bazel_rules_go//go:deps.bzl", "go_register_toolchains", "go_rules_dependencies")

go_rules_dependencies()
go_register_toolchains()
```

# 6. Testing with Bazel

Bazel supports:

- py\_test, cc\_test, java\_test
- Custom test runners
- Parallel test execution
- Sandboxed tests (isolated)

python

CopyEdit

```
py_test(
    name = "math_test",
    srcs = ["math_test.py"],
    deps = ["//src:math_utils"],
)
Run with:
bash
CopyEdit
bazel test //src:math_test --test_output=errors
```

# 7. Writing Bazel Macros

```
Macros make it easy to reuse build patterns.
```

```
python
CopyEdit

def py_binary_with_config(name, srcs):
    py_binary(
        name = name,
        srcs = srcs + ["config.py"],
        deps = [],
    )
Use in BUILD:
python
```

load("//tools:macros.bzl", "py\_binary\_with\_config")

CopyEdit

```
py_binary_with_config(
  name = "launch_app",
  srcs = ["main.py"],
)
```

# **8. Bazel for Monorepos**

Bazel was built for Google's monorepo. You can:

- Reuse libraries across teams
- Build only what changed
- Create clean dependency graphs

bazel query 'deps(//services/user:auth\_service)' --noimplicit\_deps

Gives a complete, minimal dependency graph.

## 9. Performance Optimization Tips

**Tip** Description

--experimental\_action\_listener For profiling

--experimental\_convenience\_symlinks=clean Avoids clutter

Remote execution + sandbox Isolates builds fully

Target wildcarding //... to build all targets

## 10. Bazel in CI/CD Pipelines

Use Bazel with **GitHub Actions**:

yaml

CopyEdit

- name: Install Bazelisk

run: npm install -g @bazel/bazelisk

- name: Build

run: bazel build //...

- name: Test

run: bazel test //...

You can export Bazel metrics to **Grafana** using BEP + custom log exporters.

# 11. Advanced: Bazel Rule for a DSL Transpiler

```
python
CopyEdit
def _dsl_compile_impl(ctx):
  output = ctx.actions.declare_file(ctx.label.name + ".gen.go")
  ctx.actions.run(
     outputs = [output],
     inputs = [ctx.file.src],
     arguments = ["--in", ctx.file.src.path, "--out", output.path],
     executable = ctx.executable.transpiler,
  )
  return DefaultInfo(files = depset([output]))
dsl_compile = rule(
  implementation = _dsl_compile_impl,
  attrs = {
     "src": attr.label(allow_single_file = True),
     "transpiler": attr.label(cfg = "host", executable = True, allow_files = True),
  },
)
Now use this to generate Go code from your DSL file:
python
CopyEdit
dsl_compile(
```

```
name = "api_gen",
src = "schema.dsl",
transpiler = "//tools:mydslc",
)
```