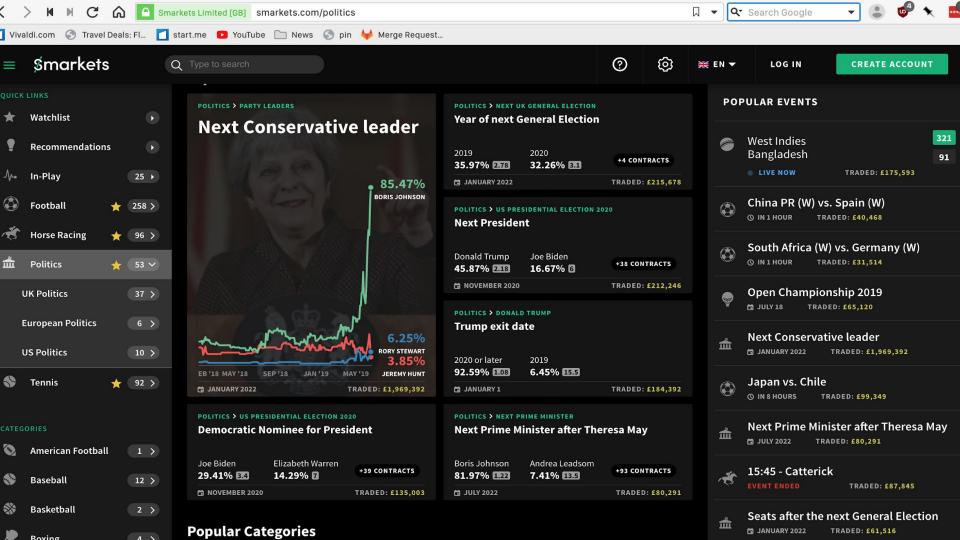
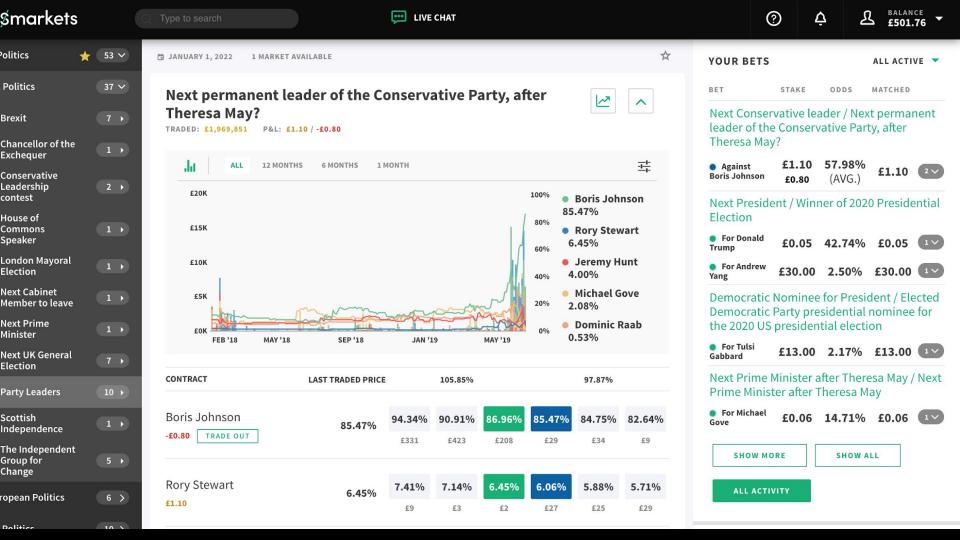
Smarkets Frustration free* C++17 with Nix

Alexander Schmolck C++ Meetup at Smarkets, June 2019







Our story

Smarkets is a betting exchange, with a rapidly growing tech team. We use a variety of DBs, languages (mostly Python on the server, JS for frontend, C++ and Erlang for core backend functionality: exchange, settlements and market state).

2016 DevEnv was terrible.

Exchange team C++

- moving from erlang and homebrew protocols to C++ and FIX (finance standard)
- only modern C++17
- event sourced architecture, using disruptor pattern
- dispatch on event std::variant
 - o poor man's Haskell-style pattern matching
- property based testing with rapid_check
- extensive use of type_safe to create safer numeric types for IDs, prices, money etc.
- aim for straightforward, direct code

C++ specific challenges

- dependency and build tooling not great
- large and complex eco-system; clang/llvm has best tooling, but large and complex beast
- a lot of implicit state and dynamic lookup (magic paths like /include, ld.conf, RPATH, ...)
- want to be close to bleeding edge





Andy Boot 12:24 PM

I honestly don't care about the details. But I envisage a world where a new joiner is given a computer with all things required to run hanson already installed. And we all use the same versions. People call me crazy.

Vagrant

Vagrant

- Anyone here ever used Vagrant and didn't regret it?
- Literally often took a week to be able to build master again after a git pull
- So people did not pull!
- Super slow (virtualization, but ESP file system mounting both slow and flaky)

Docker?



Docker?

- easy to get started with
- hard to get working reliably (has gotten more robust in recent years)
- not declarative, not reproducible
- caching is heuristic and therefore often wrong; everyone runs into apt-get --upgrade problem eventually.
- Only support simple linear deps; not dependency trees (invalidates too much)
- network/process isolation is useful but half baked (cf bsd jails)
- mostly just used as a glorified static linker
- but fair amount of overhead (docker run bash vs bash; networking etc.)



Kubernetes?

Kubernetes?

- Moving dev env to k8s was a major step forward
- two years later we still only have a few services in prod
- works great if you can use GCP, not so much on AWS (yet)
- Complex to run reliably
- Still no declarative builds/provisioning
- Slow for dev, especially if using minikube

Nix?

- the ultimate build system/package manager
- declarative: built on pure functions, or at least semi pure-functions that take well defined inputs (not just global env)
- no "nix-build clean" (unlike [c]make etc. build is always correct)
- if you didn't declare it it's not there (even if it used to be there before)
- rollbacks, transactionality, isolation
- single language for everything (your DB setup and even migrations, python, haskell, C++, vim, ...)
- even single file to declare whole machine if you want to
- zero overhead
- small, completely reproducible docker images (without any docker tooling!)

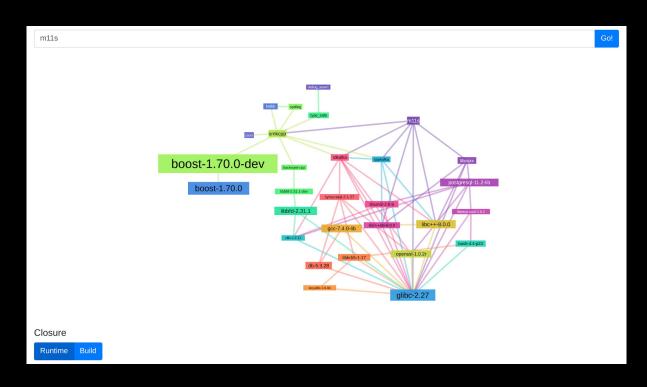


We can solve this problem with

Nix!

- trivially customize software versions and build params
- do DB migrations as build artifacts (thanks to perfect caching, clean DB setup <1s from several minutes)
- treat tooling as build artifact (nix-shell only, does not bloat production)
 - vim-based IDE functionality (refactor, complete, goto def, doc lookup, code-format on save)
 - o db shells, code-formatters, debug utilities for kafka protobuf topics etc.
 - grafanix for depency analysis!
- build docker images that don't suck
 - concisely and declaratively
 - o small docker image
 - o k8s for prod, but don't need it for dev

github.com/stolyaroleh/grafanix can visualise your package dependencies!

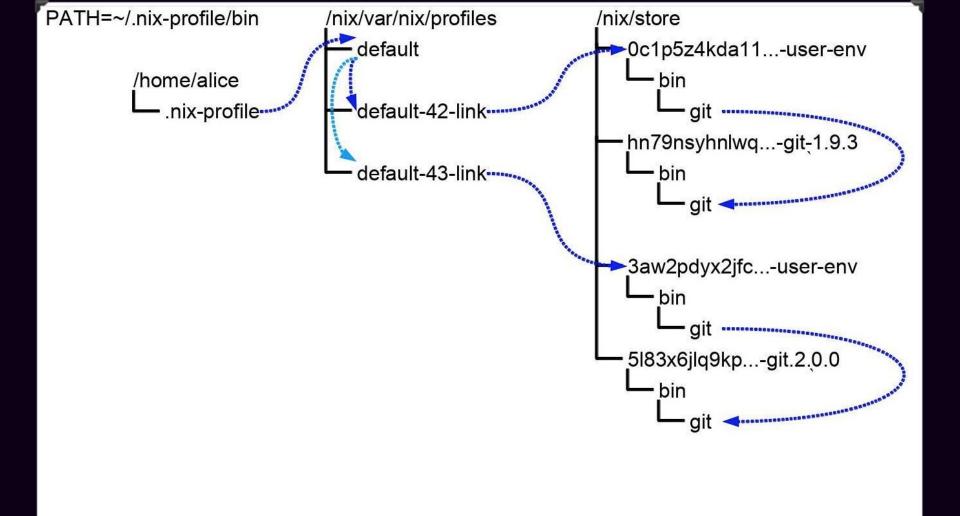


- works with all languages
- shows why things depend on each other
- draws messy graphs
- made with 🕰



Example package

```
with import <nixpkgs> {};
stdenv.mkDerivation {
name = "fmt";
 src = fetchFromGitHub {
   owner = "fmtlib";
  repo = "fmt";
  rev = "9e554999ce02cf86fcdfe74fe740c4fe3f5a56d5";
   sha256 = "1hl9s69a5ql5nckc0ifh2fzlgsgv1wsn6yhqkpnrhasqkhj0hgv4";
 };
 # Use CMake to build this package
nativeBuildInputs = [ cmake ];
```



Demo Time!





Demo Time!

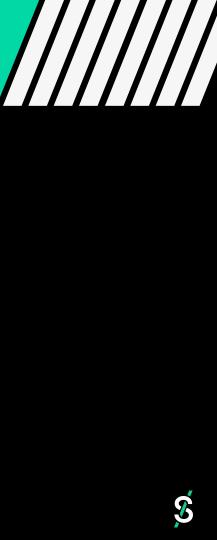




Fresh Env in AWS from scratch

```
./make_nodes.py --just-do-it --realm testing -p nix-test-box-1 -t exchange
-i m5.large -c 1 -s private
H=$(awsteam exchange |awk '/nix-test-box/ && $0=$2')
scp -rp ~/demo-aws-creds ~/demo-ssh-config "$H":
ssh -tA "$H" mv demo-ssh-config .ssh
ssh -tA "$H" mv demo-aws-config .aws
REPO=git@git.corp.smarkets.com:smarkets/smarkets.git
ssh -tA "$H" git clone --branch meetup --depth 1 "$REPO"
ssh -tA "$H" ./smarkets/backend/nix/install.sh
ssh -tA "$H" bash -lc '"cd smarkets/services/exchange/oms && nix-shell"'
```





C++ specific challenges and nix

- implicit state/hardcoded paths antithetical
- but C++ compiler without include path and stdlib not much use
- clang++ is wrapped in nix to "know about" standard libraries implicitly
- means cmake nevers sees these as flags and they're not in compile_commands.json
- this confuses cquery and other tooling
- we work around this by patching compile-commands.json to add the magic paths manually, but better solution would be to define toolchain explicitly (WIP)



Tooling



Build tool	Compiler	Linting, formatting and IntelliSense
CMake	Clang 8 with libc++ and Coroutines TS!	clang-tidy, clang-format and cquery

Can we avoid ABI issues?

```
let
  cppOverlay = import ./overlay.nix {};
in
  import ../nixpkgs {
   overlays = [
     cppOverlay
  ];
}
```

Can we avoid ABI issues?

```
self: pkgs: with pkgs; {
    # replace GCC and libstdc++ with Clang and libc++
    stdenv = libcxxStdenv;
}
```

It's a bit tricky...

```
self: pkgs: with pkgs; {
    # replace GCC and libstdc++ with Clang and libc++
    stdenv = libcxxStdenv;
}
libcxxStdenv = if stdenv.isDarwin then stdenv else lowPrio llvmPackages.libcxxStdenv;
llvmPackages.libcxxStdenv = overrideCC stdenv buildLlvmTools.libcxxClang;
```

It's a bit tricky... On Linux

```
self: pkgs: with pkgs; {
    # replace GCC and libstdc++ with Clang and libc++
    stdenv = libcxxStdenv;
}
libcxxStdenv = lowPrio llvmPackages.libcxxStdenv;
llvmPackages.libcxxStdenv = overrideCC stdenv buildLlvmTools.libcxxClang;
```

We can avoid ABI issues!

```
let
 cppOverlay = import ./overlay.nix {
   # libcxxStdenv is defined in terms of stdenv.
   # get it from a copy of nixpkgs to prevent infinite recursion.
   vanillaNixpkgs = import ../nixpkgs {};
in
  import ../nixpkgs {
   overlays = [
     cpp0verlay
```

We can avoid ABI issues!

```
{ vanillaNixpkgs }:
self: pkgs: with pkgs; {
    # things we depend on, but don't want to (or can't) recompile using clang
    inherit (vanillaNixpkgs) cmake python27 ...;
    # use Clang 7
    stdenv = vanillaNixpkgs.llvmPackages_7.libcxxStdenv;
    # and define our own C++ packages
    smkcpp = callPackage ../../../packages/smkcpp/smkcpp.nix {};
}
```

```
stdenv.mkDerivation {
  name = "smkcpp";
  src = lib.cleanSource ./.;
  configurePhase = ''
    cmake -Bbuild -DCMAKE_INSTALL_PREFIX="$out" -H.
    cd build
    '';
}
```

```
stdenv.mkDerivation {
  name = "smkcpp";
  src = lib.cleanSource ./.;
  nativeBuildInputs = [ cmake ];
}
```

```
cmakeProject {
  name = "smkcpp";
  src = lib.cleanSource ./.;
}
```

```
{ cmakeProject, fetchJSON, debug_assert }:
cmakeProject {
  name = "type_safe";
  src = fetchJSON ./type_safe.src.json;
  cmakeBuildType = "Release";
  propagatedBuildInputs = [ debug_assert ];
  patches = [ ./type_safe.tests.patch ];
}
```

CMake: Managing multiple projects

C++

project("smkcpp")

```
add_library(smkcpp lib.cpp)
install(TARGETS smkcpp DESTINATION lib)

project("p12r")
add_executable(p12r main.cpp)
target_link_libraries(p12r ???)
```

CMake: Managing multiple projects

C++

```
project("smkcpp")
add_library(smkcpp lib.cpp)
install(TARGETS smkcpp DESTINATION lib EXPORT smkcpp-targets)
install(EXPORT smkcpp-targets
       FILE smkcpp-config.cmake
       DESTINATION "${CMAKE_INSTALL_PREFIX}")
project("p12r")
find_package(smkcpp REQUIRED CONFIG)
add_executable(p12r main.cpp)
target_link_libraries(p12r smkcpp)
```

Editor integration

C++

```
smkCmakeProject {
  name = "smkcpp";
  src = lib.cleanSource ./.;
}

# ^ like cmakeProject, but also includes
# a customized vim and C++ Language Server
nativeBuildInputs = nativeBuildInputs ++ [
  cquery smkCppVim
];
```

C



Andy Boot 12:18 PM

CI should not break when things don't change.

Nothing changed and CI broke.

Our CI is not robust. It needs to be.







Building docker images!

```
{ dockerTools, makeSymlink, smarkets-base-image }:
service:
dockerTools.buildImage {
  name = service.name;
  fromImage = smarkets-base-image;
  tag = "latest";
  contents = [
    service
    (makeSymlink "${service}/bin" "app")
  ];
 config = {
  };
```

2 functions replaced 13 Dockerfiles

C

```
m11s-image = cppImage m11s;
p12r-image = cppImage p12r;
emc2-image = cppImage emc2;
oms-image = cppImage oms;
mds-image = cppImage mds;
# ...
```

Binary caching using an S3 bucket

```
# nix.conf
substituters = s3://smarkets-artefact-cache?region=eu-west-1 https://cache.nixos.org
```



Binary caching using an S3 bucket

C

nix.conf

substituters = s3://smarkets-artefact-cache?region=eu-west-1 https://cache.nixos.org



Jarek Siembida 10:50 AM

Yeah the /nix/store looks like a mirror copy of the Internet.

...and 300 LoC of Python

```
usage: cache-upload [-h] [--everything] [--all-images] [--all-packages]
optional arguments:
  -h, --help
                    show this help message and exit
 --everything
                     Build everything: cache all packages and upload all
                     images to docker registry. It will try to avoid extra
                     work by checking what was uploaded last time. This is
                     what CI uses.
  --all-images
                     Build and upload all images to docker registry (release).
  --all-packages
                     Build and cache all packages (debug + release). It will
                     try to avoid extra work by checking what was uploaded
                     last time.
```



Running integration tests locally is as easy as



./ci.sh

Running integration tests locally is as easy as

C

```
#!/usr/bin/env nix-shell
#!nix-shell --expr "(import ../. {}).callPackage ./ci.nix {}" -i bash

# remove temp directory, kill processes/containers started there
cleanup ci-tmp

mkdir ci-tmp && cd ci-tmp && eval "$buildPhase" && python ci.py "$@"
```

Running integration tests locally is as easy as

C

```
#!/usr/bin/env nix-shell
#!nix-shell --expr "(import ../. {}).callPackage ./ci.nix {}" -i bash

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```

Conclusion

- Technologically Nix is decades ahead of docker, ansible, pip, [c]make, etc.
- Only way to dependably, declaratively and reproducible specify, compile and provision cross-lang artefacts
- Super fast and efficient compared to k8s/docker
- However, docker takes 30mins to be productive (regret only sets in days later at the first badly cached apt-get --upgrade)
- Nix has a steep learning curve
- Needs work on social acceptance (and training)

