# Golang monorepo in the wild

Tu The Hien WeBuild day 2020-12-12



### About

- Former Blk71 Singapore resident
- Running Go microservices in production, at scale, since 2016
- Current, Builder @ Begroup



### Be

- Vietnamese startup. Ride hailing and more.
- Stay tuned for 2021



- Always have openings for excellent engineers
- Let's talk, we fit people to role, not the reverse

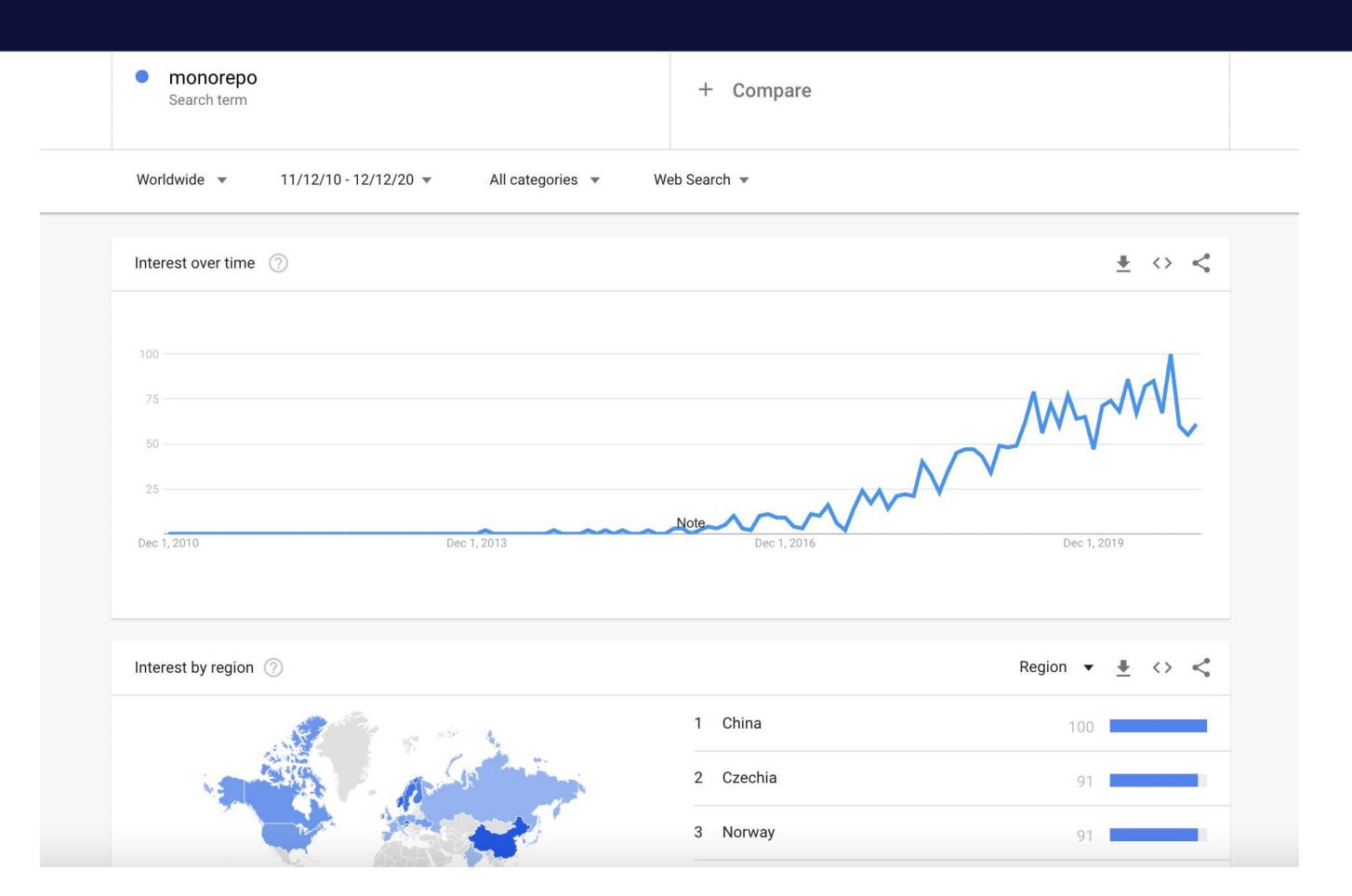


# Table of contents

- Background
- Setup
- Build
- Deploy
- Summary
- Q&A



### **Trend**





# What is monorepo

- Monorepo: single multi package repository,
- Polyrepo: multi single package repository



### Who do what

- Monorepo
  - Google (kubernetes, angular, ...)
  - Facebook
  - Uber
  - China internet company
  - Singapore based Green ride hailing company
- Polyrepo
  - Amazon
  - Netflix
  - Spotify
  - Rest of the world



### Microservices

- Promote by tech startup, global internet company: Netflix, Twitter.
- Solving organization problem
- Create more technical problems



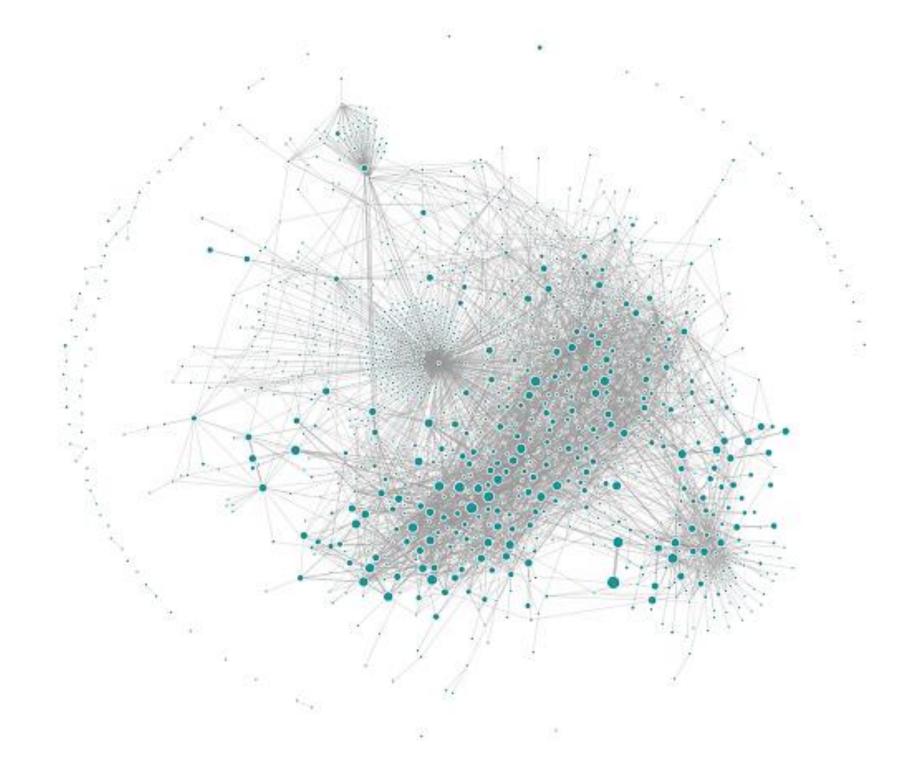
# Microservices Freedom

- Freedom
- Easy create new
- Hard to make changes globally
- Hard to manage dependencies



# Context

- Project tend to grow
- Split into more sub-projects
- Create separate repo





# Polyrepo

- Pros:
  - Flexible
  - Fine grained acl
- Cons
  - Maintainability
  - Hard to browse
  - Dependencies
    - **■** Support multiple versions
    - **■** Consumers upgrade at will



### Motivation

- Facilitate code sharing, knowledge discovery
- Standardize and speed up development
- Better manage dependencies
- Toward true CD



# Evaluate Monorepo as a solution

#### Pros:

- Encourage make changes
- Global view on microservices meshes
- Short feedback loop

#### Cons

- More dependency
- Larger code base
- Fine-grained access



# Community enabler

- Opensource and growing community
- Big adopters. Almost all google opensource projects.
- Kubernetes is a great learning example



### Bazel

- Opensource from Google's internal Blaze
- Support multiple languages, multiple repo
- Extensible, via rules
- Fast
  - Automatically detect changes
  - Caching, incremental build
  - Multi-core, highly parallel execution



{Fast, Correct} - Choose two



### Bazel

- WORKSPACE
- BUILD
- src\_files
- go\_library/go\_library\_test
- go\_binary
- container\_image
- container\_push



{Fast, Correct} - Choose two



### Gazelle

- https://github.com/bazelbuild/bazel-gazelle
- Build file generator
- Go tool compatible



## Codeowners

- GitHub and Gitlab built-in solutions
- Opensource solution



### Github

 Kubernetes open source solution: <a href="https://github.com/kubernetes/community/blob/master/contributors/guide/owners.md">https://github.com/kubernetes/community/blob/master/contributors/guide/owners.md</a>



### Gitlab

- Fork k8s solution
- Chatops style
- Flow
  - Request a PR
  - Bot automatically assigned required reviewers/approver
  - Approver indicates his approval in discussion/approval button
  - o Bot indicates if all required approvers approved



# Build once, run everywhere

- Consistency of many environments
- Which backend version are we having on dev/staging/prod
- Major Atomic changes



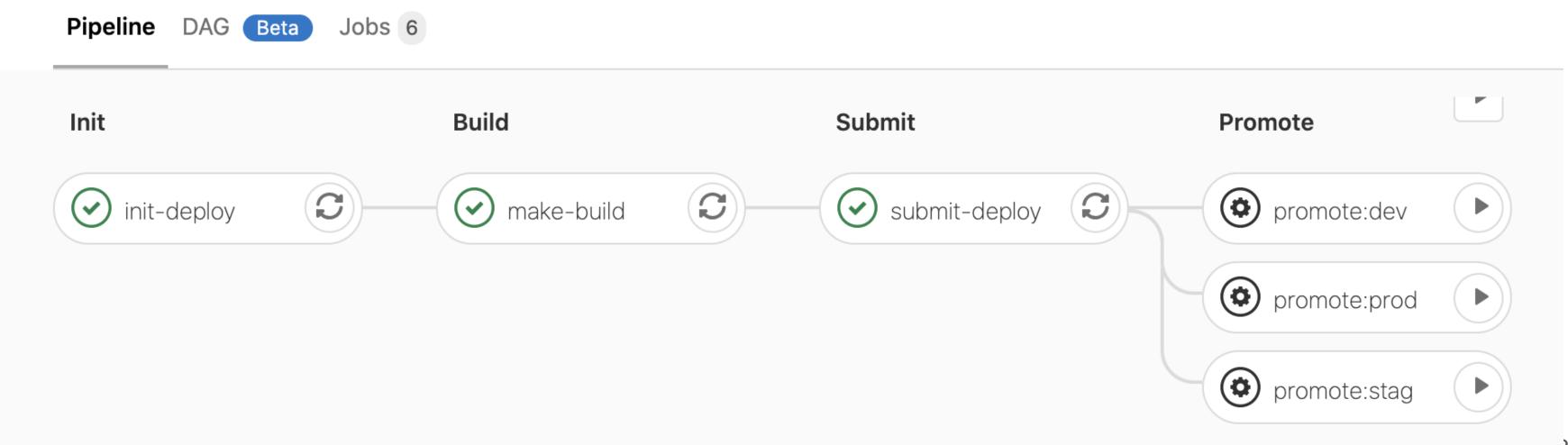
# Version/tagging

- All image version, is monotonicaly increasing, based on number of commits, count from trunk base (master branch)
- Image is immutable, and reproducible at the exact point on commit trunk
- Format: registry/{.domain}/{.service-name}:version
- If one PR or commit trigger multiple image changes, all resulted images will have the same tag



# Deployment migration

- Reuse the same deployment pipeline
- Each change on monorepo, will result in 1 single commit, with potential multiple changes, corresponding to binary changes.
- Use Promote concept: promote 1 single state, to many environments





### Must have

- Automation tests is a must
- Solid dedicated platform team
- Synchronous code review
- Feature flag



# Questions

