Transitioning a Large Codebase to BAZEL

Lessons learned after a year of implementation



Only Three Steps Required

01 Convince

Management Quality Engineering

©2 Execute

From Proof of Concept to production

O3 Support

Before

During

After

Convince

Management

- » Create comparison page
 - explain the differences between the current and the Bazel system
- » Less execution and NOT faster execution
- » Reproducibility and reduced workspace complexity
 - Correlate this with lead time for new engineers/projects
 - Multiply number of engineers times hours saved
 - extremely convincing when there are a lot of engineers

Quality

- With hermeticity
 - Being able to proof what went into a release
- With reproducibility
 - Being able to proof what was executed and re-do it at any point in time
- With local test execution
 - Enabling engineers to test complex things routinely locally

Engineering

- Developers
 - With reduced workspace complexity
 - With removal of differences between Cl and local setup
- Architects
 - With clear definition of dependencies
 - With the powerful query language
 - With the plotting features

Execute

- >> Start with a hermetic and air-gapped setup, force buildifier as quality gate and any additional linting from the first day
 - There'll never be a better day than day 0 for this
- Identify all designs that conflict with BAZEL conceptually (walking directories, config files defining paths to files globally, ...)
 - Create mechanism to mitigate this by writing a rule to update the config files or inject paths for BAZEL via ENV variables
 - Identify central pieces of the architecture and the relevant teams that may need to update something to work with BAZEL
- Don't let yourself be blocked by teams not being able to deliver BAZEL compatible solutions quickly.
 - Work around them with bazel rules, genrules, anything to achieve your overall goal to get everything into BAZEL
 - Clearly mark why something was done in the workaround way to eventually get rid of it
 - Better to have something in BAZEL in a genrule than not be able to use sandboxing and caching at all
- Move parts into production gradually, when possible, run in parallel where necessary, let teams take over slowly to build confidence
 - Always remember to be transparent about the progress to not become the scapegoat for other issues
- Perfect is the enemy of good
- Everything working at low efficiency is better than a few things working at 100% efficiency

Support

Before

- Document plan in clear "how does this affect whom" terms
- » Create a Q&A mechanism that's visible to everybody
- Document all tests and investigations performed
- Document alignment meetings with different parties
- Write instructions how to start from scratch as early as possible and keep them up to date with any changes
 - We checked our own instructions monthly by setting up a workspace from scratch ourselves

During

- » Keep status communicated transparently
- >> Keep the Q&A up to date
- Support any team/person that wants to try out Bazel as well enthusiastically – these are the best multipliers
- Document additional requests clearly and the appropriate solution strategy where possible
- Listen and address concerns while documenting them and all responses

After

- Be responsive to enquiries by teams
- Be proactive in supporting, don't just send links to documentation.
 - Improve documentation as needed
- Encourage teams to continue to ask questions, keep updating the Q&A as well

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Thank you for the attention



Some Code Examples

- » Enable tools that perform in-place modifications of input by copying the input to the output and then 'cd' into that folder
 - mkdir -p \$(RULEDIR)/output && cp -fRL \$(location //input:file)/* \$(RULEDIR)/output
- >> Zip output of tools that have unspecified numbers of files and pick folders from that afterwards
 - Given a folder "wildcard_output" that contains any number of files from a genrule execution
 - \$(location @bazel_tools//tools/zip:zipper) c \$(location wildcard_output.zip) \$\$(find wildcard_output -type f)
- » More examples can be found here: https://github.com/Ecklebe/bazel-playground/blob/main/BUILD.bazel