



Shake: A Better Make

Neil Mitchell, Standard Chartered
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Do you like your Make system?

- Make system builds multi-language stuff
 - Not `ghc --make`, `cabal install`, Visual Studio

An Example



```
import Development.Shake
main = shake $ do
  want ["Main.exe"]
  "Main.exe" *> \x -> do
    cs <- ls "*.c"
    let os = map (`replaceExtension` "obj") cs
    need os
    system $ ["gcc", "-o", x] ++ os
  "*.obj" *> \x -> do
    let c = replaceExtension x "c"
    need [c]
    need =<< cIncludes c
    system ["gcc", "-c", c, "-o", x]
```



- A Haskell library for writing build systems
 - Can use modules/functions for abstraction/separation
 - Can use Haskell libraries (i.e. filepath)
- It's got the useful bits from Make
 - Automatic parallelism
 - Minimal rebuilds
- But it's better!
 - More accurate dependencies (i.e. the results of ls are tracked)
 - Can produce profiling reports (what took most time to build)
 - Can deal with generated files properly
 - Properly cross-platform



```
shake :: Shake () -> IO ()
```

```
want :: [FilePath] -> Shake ()
```

```
(*>) :: String -> (FilePath -> Act ()) -> Shake ()
```

```
need :: [FilePath] -> Act ()
```

```
system :: [String] -> Act ()
```

```
ls :: String -> Act [FilePath]
```

Sugar Functions



```
readFileLines :: FilePath -> Act [String]
```

```
readFileLines x = do
```

```
  need [x]
```

```
  liftIO $ fmap lines $ readFile x
```

```
copy :: FilePath -> FilePath -> Act()
```

```
copy from to = do
```

```
  mkdir $ takeDirectory to
```

```
  need [from]
```

```
  system' ["cp",quote from,quote to]
```



- The Oracle is used for non-file dependencies
 - What is the version of GHC? 6.12.3
 - What extra flags do we want? --Wall
 - `!s` is a sugar function for the Oracle

```
type Question = (String,String)
```

```
type Answer = [String]
```

```
oracle :: (Question -> Answer) -> Shake a -> Shake a
```

```
query :: Question -> Act Answer
```

The Generated File Problem



- Make has a problem with generated files (i.e. .hsc files)

```
$ cat Foo.c
#include <MyGeneratedFile.h>
```

- What are the dependencies of Foo.c?
 - Use the Make system to generate MyGeneratedFile.h
 - Read the contents of MyGeneratedFile.h for #include's
- Faking it in Make
 - Run make twice (or more), first to generate files
 - Guess at the dependencies in advance



NO DEPENDENCY GRAPH!



- A history trace is a list of question/answer pairs
 - What is the timestamp of Foo.c? 10am
 - What is the result of ls "*.c"? ["Foo.c"]
- When building a file, record the history
- Save that history to disk
- File is dirty if any answer has changed
- Alternatively: history is an abstract interpretation of a rule

```
type History = [QA]
```

```
data QA = Oracle Question Answer
```

```
    | Need [(FilePath, ModTime)]
```

Implementation of need



```
type Database = Map FilePath Status
data Status = Dirty History
            | Clean History ModTime
```

- Every Act accumulates a history
- In need:
 - Make sure the file is Clean
 - Add file/time to Act's history
- If Dirty, rerun history, and if matching
 - Get file's ModTime and switch to Clean
- If absent, or Dirty and history differs
 - If there is a matching rule, run it
 - If no rule but a real file, get it's ModTime



- need/want both take lists of files, which run in parallel
- Try and build N rules in parallel
 - Done using a pool of N threads and a work queue
 - need/want put their jobs in the queue
- Add a `Building (MVar ())` in `DataBase`
- Shake uses a *random* queue
 - Jobs are serviced at random, *not* in any fair order
 - link = disk bound, compile = CPU bound
- Shake is highly parallel (in theory and practice)



- Can record every system command run, and produce:



Average was 3.42 (interquartiles were 4.00 and 4.00)

Hot Tools

7.7s  7 × gcc

Hot Commands

1.8s  gcc -c file3.c -o file3.obj

1.8s  gcc -c file2.c -o file2.obj



- Parallel building often shows up build rule errors
 - In practice using a random queue makes these show up fast
- I want shake --lint, run once, in serial, guarantee parallel consistency
 - Can check the access times on all files
 - Check no files not in the history were accessed
 - Check all files in the history were accessed



- Also files are annoying!
 - GHC builds .o files and .hi files in one command
 - Some things depend on the .o, some on the .hi
 - One rule modifies 2 database entries!

```
type Rule = FilePath  
          -> Maybe ([FilePath], Act ())
```

- Works, but impacts on lots of the core code
 - Not really a good model for also files
 - Potential for inconsistency



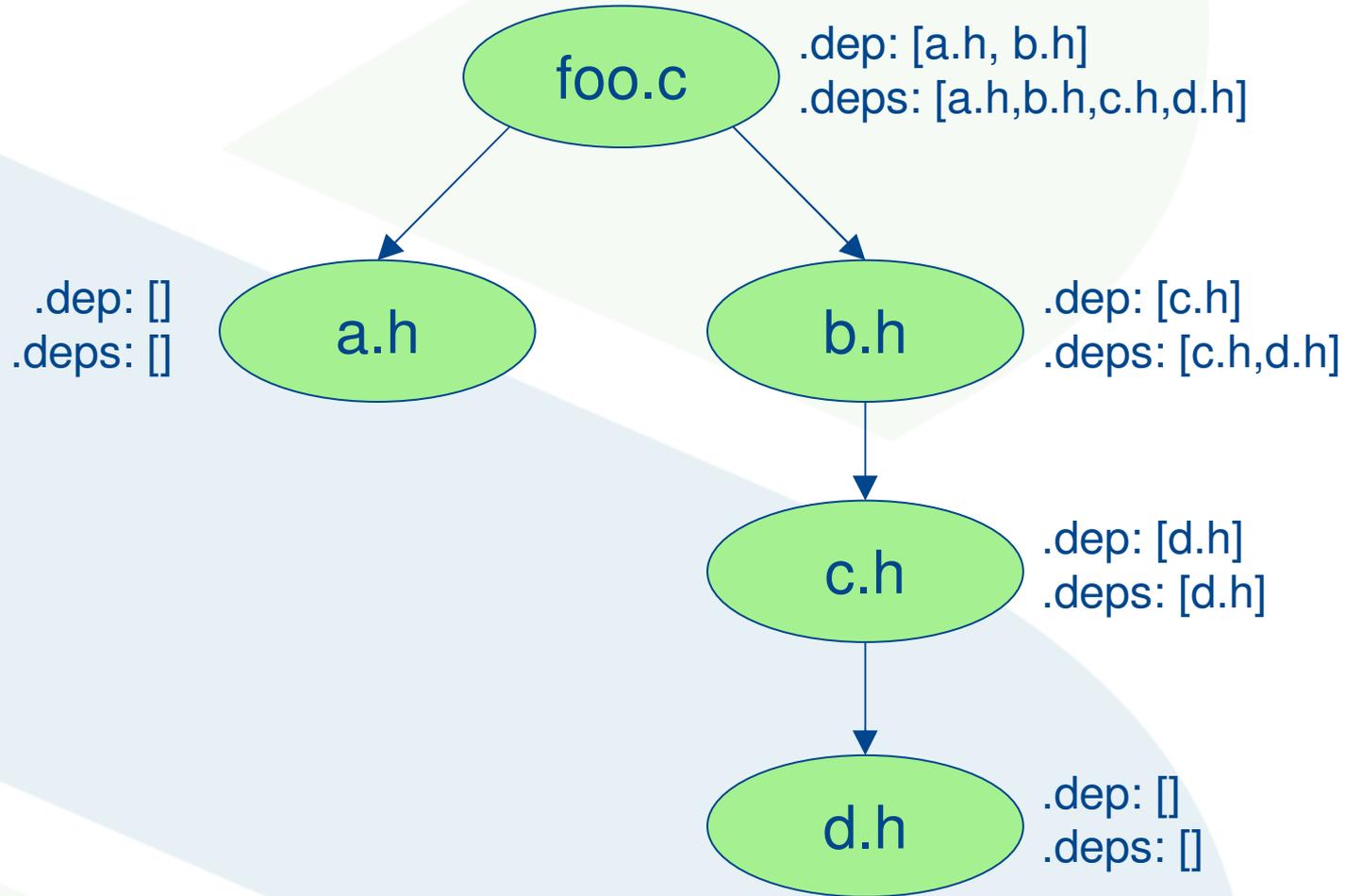
- Relied on by an international team of people every day
- Building more than a million lines of code in many languages
- Before Shake
 - Masses of really complex Makefiles, slow builds
 - Answer to any build error was “make clean”
- After Shake
 - Robust and fast builds (at least x2 faster)
 - Maintainable and extendable (at least x10 shorter)

Limitations/Disadvantages



- Creates a `_database` file to save the database
- Oracle is currently “untyped” (String’s only)
 - Although easy to add nicely typed wrappers over it
- Massive space leak (~ 12% productivity)
 - In practice doesn’t really matter, and should be easy to fix
- More dependency analysis tools would be nice
 - Changing which file will cause most rebuilding?
- What if the rules change?
 - Can depend on `Makefile.hs`, but too imprecise
- Not currently open source

Transitive Dependencies (theory)



Transitive Dependencies (Shake)



```
"*.c.dep" & "*.h.dep" *> \x -> do
  src <- readFileLines $ dropExtension x
  writeFileLines x
  [drop 8 s | s <- lines src, "#include"
  `isPrefixOf` s]

"*.deps" *> \x -> do
  incs <- readFileLines $ replaceExtension x
  "dep"
  let incs2 = map (<.> "deps") incs
  need incs2 -- parallel optimisation
  writeFileLines x =<< concatMapM readFileLines
  incs2
```

Conclusions



- Haskell is a great language for a DSL
- A Make system is a DSL
- Any Make system based on a static dependency graph will fail to work with generated files
- Accurate dependency tracking is essential (i.e. Oracle)
- Shake is a Make system people actually *like*!