

# Runtime and Package Management

An update from SPI

# Overview

- Package Management Wishlist
- Technology Overview / Current State
- Why We Are Here / Next Steps

# Package Management Wishlist

*“Life is really simple, but we insist on making it complicated.”*

— Confucius

# User Experience

**Don't** die cryptically when there are conflicts / issues

**Do** provide solver tracing for debugging

**Don't** introduce barriers for dev environments and one-off testing

**Do** provide “hackable” runtimes, allow developers to produce environments for small batch testing and fast iteration

**Don't** require long build or setup times to establish environments

**Do** implement fast, lightweight environments for build, and run

**Don't** require all variants to be built at release time

**Do** recognize source packages and build new variants on-demand

# Package Definitions

**Don't** have complex version ordering semantics

**Do** have number-based version ordering

**Don't** require all releases to go directly into production

**Do** support pre and post release workflows

**Don't** distill all packages to a version number

**Do** enable describing all compatibility vectors

**Don't** expect all software to be cleanly separated

**Do** support bundled/embedded software in one package (eg DCC)

# Runtime Environment

- Don't** require all processes to share a single runtime
  - Do** support per-process configuration of the software
- Don't** make identifying the current runtime software tedious
  - Do** provide a single, predictable filesystem tree
- Don't** over-isolate from the host system
  - Do** support simple access to common resources
- Don't** require environments to be rebuilt from scratch
  - Do** support natural platform definition, incremental updating

# Storage and Distribution

**Don't** require re-transfer, duplicate storage for incremental updates

**Do** deduplicate artifacts at the file level

**Don't** require mothership access in all cases

**Do** support localization and export/bake workflows

# Consumption and Stability

**Don't** recommend unsafe deletion of packages

**Do** have safe deprecation workflows for yanking

**Don't** allow previously successful solves to fail or ignore situations that a human can reason as successful

**Do** implement a backtracking solver (that is exhaustive)

**Don't** recommend dynamic environments in production or workflows that can cause unexpected changes to the production environment

**Do** support deterministic storing and identification of environments

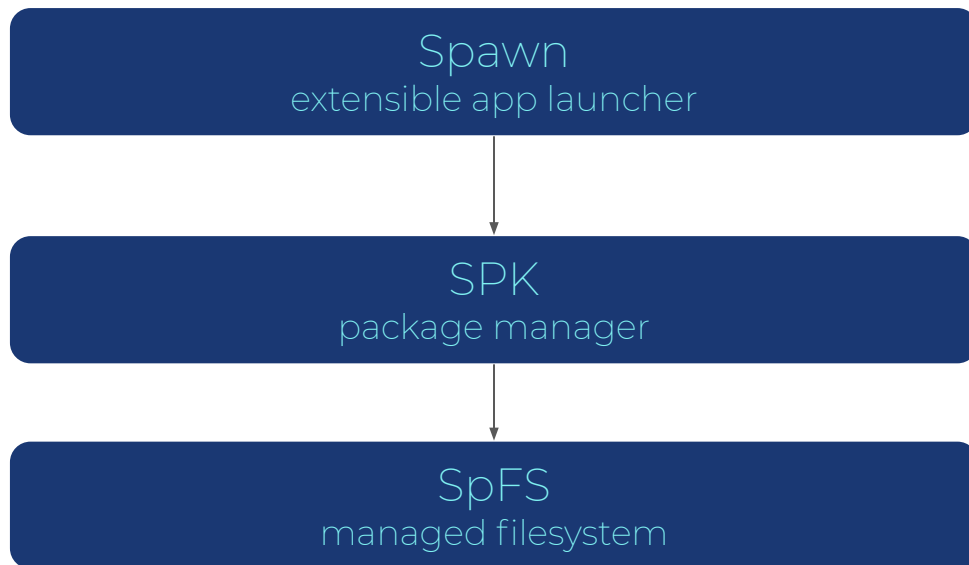


# Technology Overview / Current State

*"Go back?" he thought. "No good at all! Go sideways? Impossible! Go forward? Only thing to do! On we go!"*

— J.R.R. Tolkien, *The Hobbit, or There and Back Again*

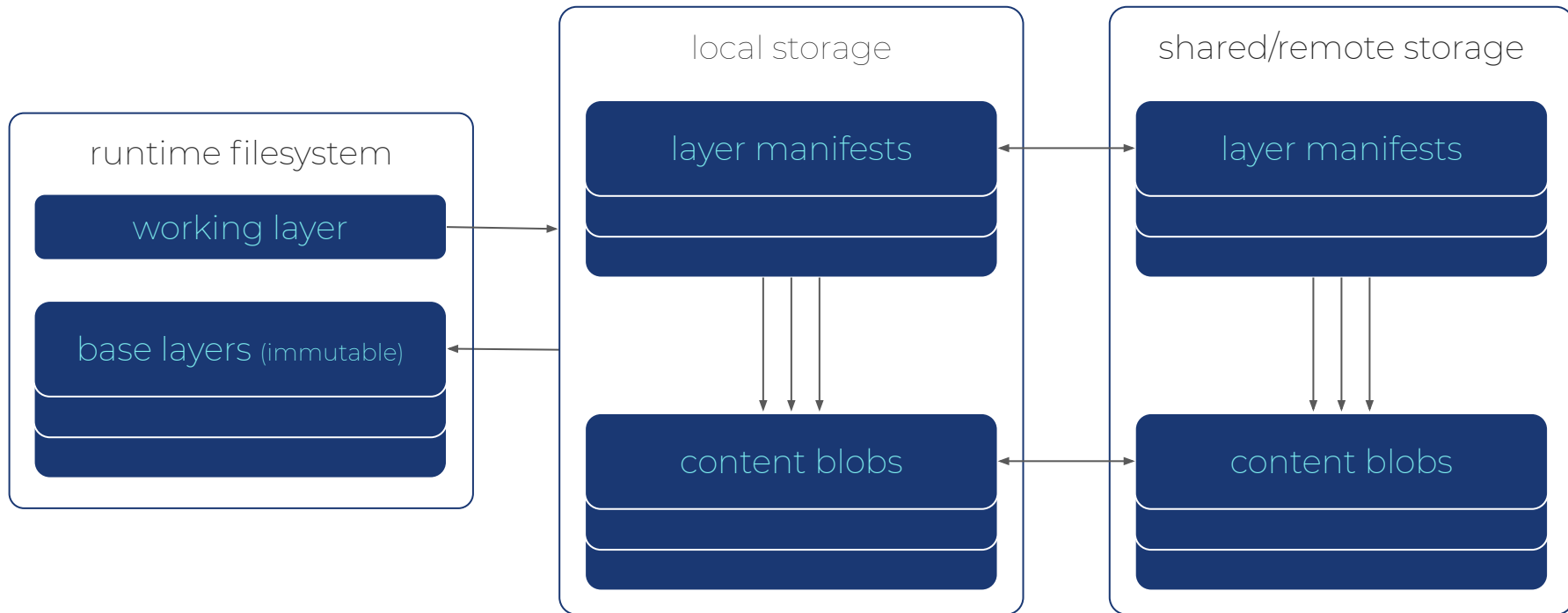
# Components



# SpFS - Managed Filesystem

- Manages the contents of **/spfs** per-process
- Uses **overlayfs** to isolate base content from edits
- Efficient digest-based storage
- Conceptually Docker + Git

# SpFS - Managed Filesystem



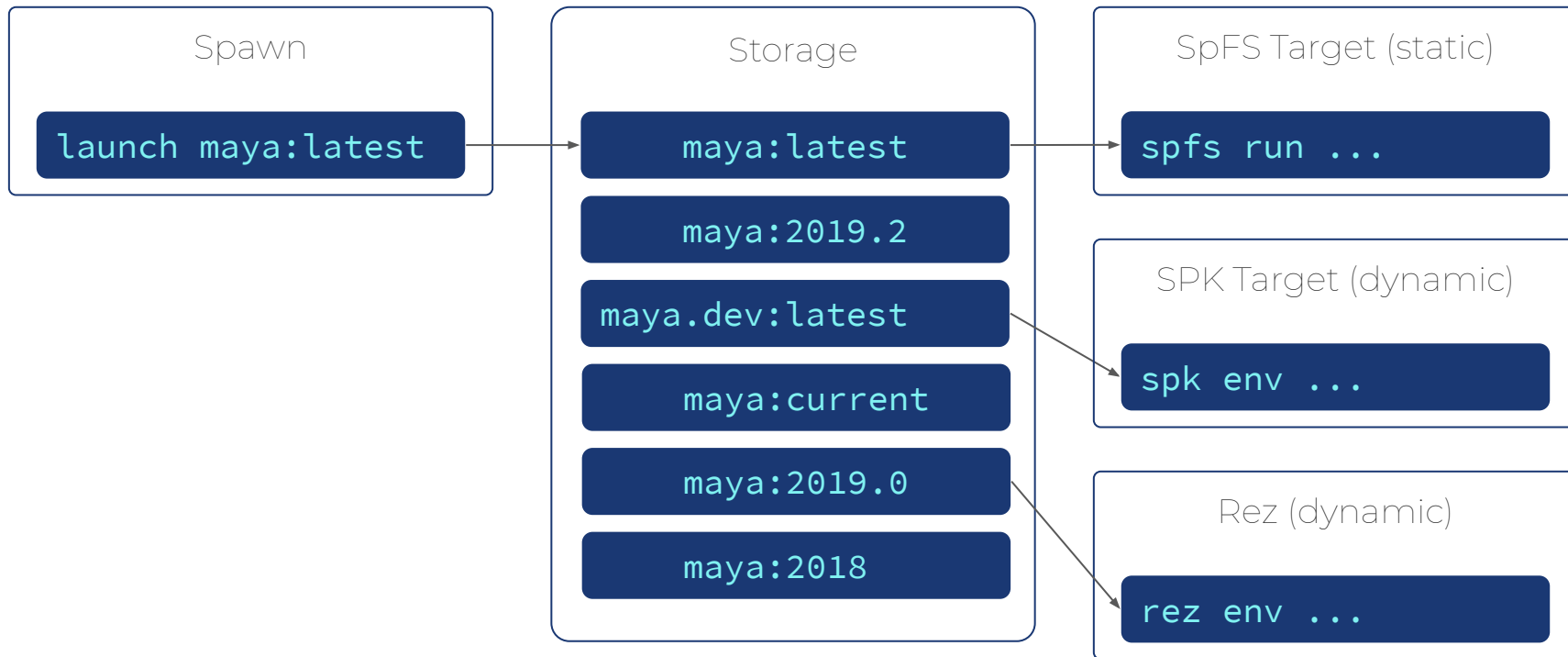
# SPK - Package Manager for SpFS

- Each package is stored as an SpFS layer
- Packages are described in yaml
- Backtracking, traceable solver
- Variant support, with source packages and on-demand building
- Compatibility beyond the version number
- Deprecation workflows
- etc...

# Spawn - Application Launcher

- Focused on storage/organization of launch targets
- As well as migration / testing of multiple runtime systems
- First-class representation of development environments
- Supports conversion between systems, is extendable

# Spawn - Application Launcher



# Recap



- Software platforms that are isolated just enough from the host
- Fully described compatibility semantics with debuggable solver
- Cloud-friendly software publish and distribution
- User-friendly launch and version management solution



Why We Are Here / Next Steps

# Stronger Together...

- Recognize that these are problems that we all face
- Often these tools take a backseat to production work, and don't get the resources that they need
- We've seen that other studios have at least thought about similar solutions

# The Pitch

- We are marching ahead with this software as we speak...
- And are willing to open source what we have
- We can also provide our current roadmap as a starting point for the community, and lead the development effort going forward
- We're looking for (eventual) commitment from others before we do that...
- As we don't want to be solely responsible for maintaining this project if it becomes public (it's easier to do that internally)
- If there is interest, we can provide a version for initial evaluation