



OST

Eastern Switzerland
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Distributed Systems (DSy)

Monorepos / Polyrepos

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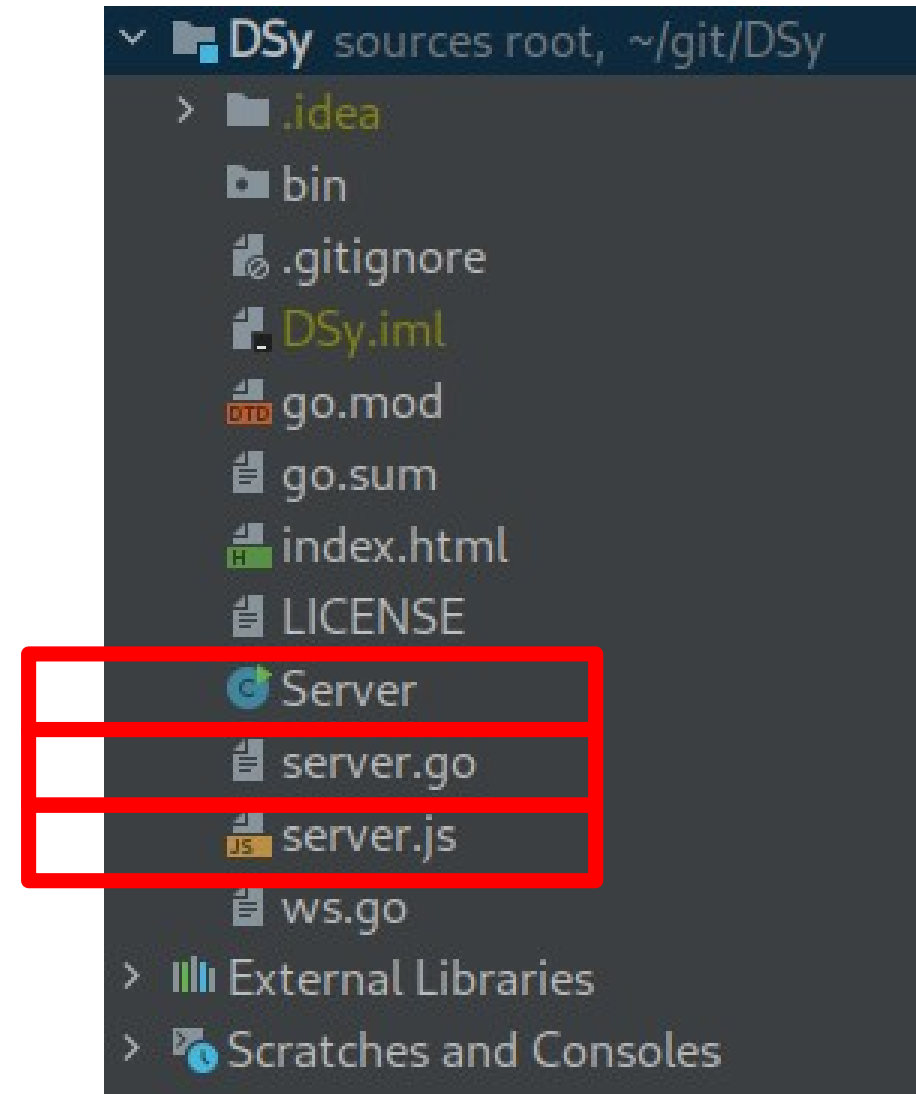
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Learning Goals

- Lecture 3 (Repositories)
 - What is a monorepo, what is a polyrepo?
 - When to use which type?

Project Setup

- Project setup the wrong way:
 - <https://github.com/tbocek/DSy>
 - Everything (Java, Golang, Javascript) flat in one directory – do not do this
- But, keep it simple at the start, follow best practices [example]
 - Java: src/main/java – default in maven/gradle
 - Golang: everything in root directory [example]
 - Javascript/Typescript
 - Depends on type: backend / frontend / plugin
 - src, public, tests [1, 2, 3, 4]

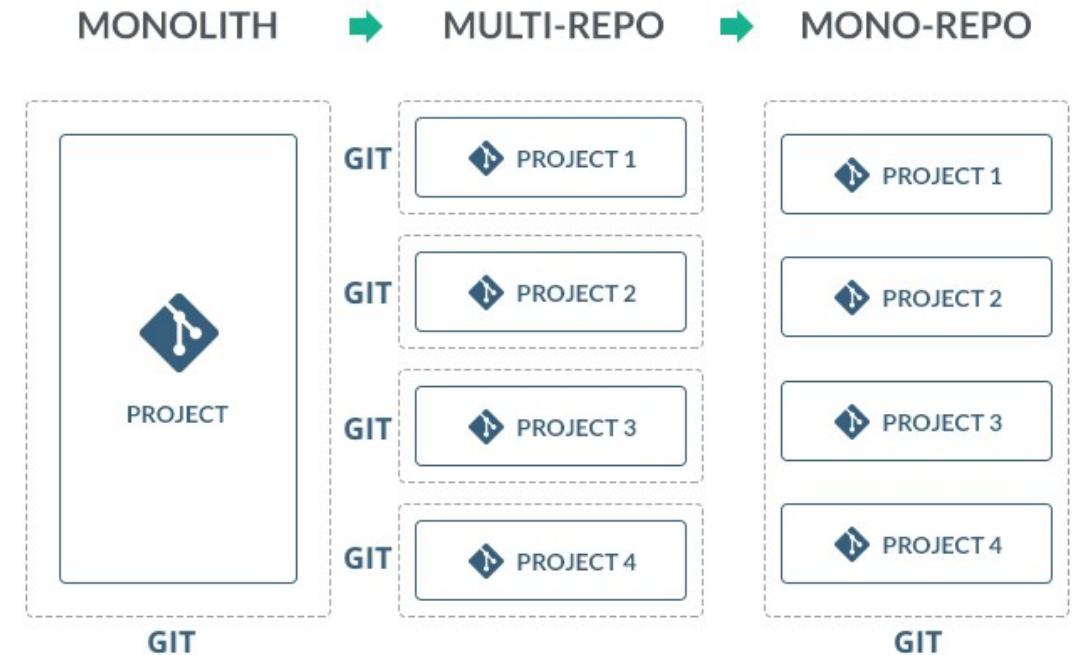


Project Setup

- General rules
 - 1) Be consistent
 - 2) Other projects always prefer other structures
 - 3) A perfect structure does not exist
- Split up
 - Backend, frontend in separate repositories
 - ~1 technology per split for simple projects
 - Most likely you won't have a frontend mix of frontend technologies e.g., Angular with Vue
 - Sometimes you have a script directory, with different languages (bash, javascript)
 - More complex setups?
 - Multiple backends, multiple packages

Monorepo

- One repository for all projects (aka onerepo or unirepo)
 - 1 sub-directory with frontend, 1 sub-directory with backend, etc.
 - Tools e.g., **turborepo** - update dependencies, **hoisting**
 - Tech independent: **Bazel**, **Buck2**
- Examples
 - **Simform**: started with monorepo, switched to mulirepo, now with hybrid approach “you can’t blindly follow any approach”
 - Google, Facebook, Twitter: use monorepos (others **do not**)
 - **Flatfeestack**: used hybrid approach (scripts, submodules), now monorepo (**e.g.**)



<https://codefresh.io/continuous-integration/using-codefresh-with-mono-repos/>

Polyrepo

- Multiple repositories for a project
 - Frontend in a different repository than the backend
 - Example: <https://github.com/flatfeestack>
 - Wip, not ready to make it public...
 - Frontend: Svelte, npm
 - Backend: Golang
 - Other names: manyrepo or multirepo
- Sync via git **submodules** or via bash script
 - **Submodules**: can also be used as dependency management
- Sync with **repo**

	tbocek latest	0dece5
	.github/workflows	update github actions
	analysis-engine @ 4536858	latest
	backend @ 26476f6	latest
	fastauth @ df45e7e	latest changes
	frontend @ d999a23	latest changes
	payout @ 7f159a7	update to latest
	payout-nodejs @ bae2a31	update to latest
	search-proj @ 8bce383	devops stuff, added .dockerignore
	.gitignore	add API client for manual tests [2]
	.gitmodules	Use ssh instead of http to check out submodule
	Caddyfile	update caddy files

Pro/Cons - Opinion

- **Monorepo**

- Tight coupling of projects
 - E.g., generating openapi.yml from backend, generate types for frontend → simply copy
- Everyone sees all code / commits
- Encourages code sharing within organization
- Scaling: large repos, specialized tooling

- **Polyrepo**

- Loose coupling of projects
 - If you want to generate openapi.yml, you need access from the backend repository to the frontend (e.g., curl+token)
- Fine grained access control
- Encourages code sharing across organizations
- Scaling: many projects, special coordination

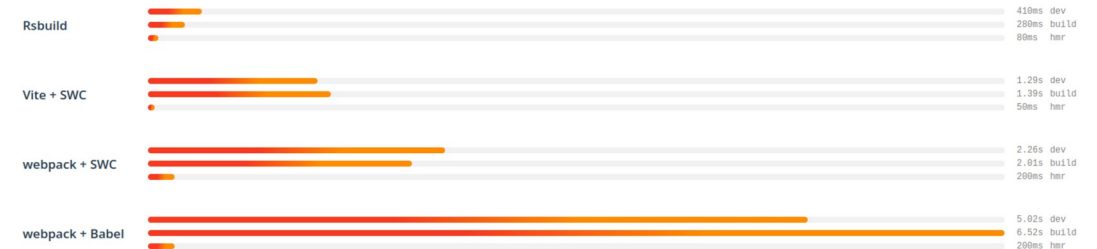
Tools

- Overview: <https://monorepo.tools>
- Pnpm workspace
- Turbo / Lerna/Nx – JS/TS, Gradle monorepo support, otherwise you need to do it manually, or write a script / make / just
 - Caching!
 - E.g., Bazel: (big projects) → define input/output → if no change in input, do not run command
- But e.g., Golang, Rust have extensive caching mechanisms
- Caching with docker in upcoming lecture

- Project dependencies: generating types
- Many tools competing in the same space
- Complexity!
 - Is build speed slow? **Rsbuild** ~ 211ms

Lightning Fast

Combining Rust and TypeScript with a parallelized architecture to bring you the ultimate developer experience



Examples

- Turborepo
 - `npx create-turbo@latest my-turborepo`
 - `npx turbo build`
 - `npx turbo dev / npx turbo dev --filter=web`
 - Add package with separate `package.json`...
- pnpm workspace
 - Another solution for packages

- Buck2: tried to run a simple tutorial
 - Error after error... complexity!

```
Time elapsed: 0.2s
BUILD FAILED
Error evaluating build file: `root//:BUCK`

Caused by:
  0: Traceback (most recent call last):
    * BUCK:9, in <module>
      cxx_binary(

    error: Error coercing attribute `srcs` of `root//:main`
      → BUCK:9:1
      |
    9 | / cxx_binary(
    10 | |     name = "main",
    11 | |     srcs = ["main.cpp"],
    12 | |     link_style = "static",
    13 | | )
      | | ^
      |
    1: Error coercing attribute `srcs` of type `attrs.list(attrs`
```

Pro/Cons - Opinion

- Opinion: **Accenture** - “From my experience, for a smaller team, starting with mono-repo is always safe and easy to start. Large and distributed teams would benefit more from poly-repo”
- My opinion: tightly-coupled projects: monorepo, loosely-coupled: polyrepo
- Challenge task: I would chose a monorepo
- Upcoming lectures
 - Dependency hell
 - Docker / docker compose
 - Supply chain attacks!