

# Introduction





## Context





#### Benoît Bleuzé

- Background:
  - Medical imaging/computational geometry background
  - architecture of C++ Graphical user applications as well as automated processes
  - mostly interested in tooling: remove manual tasks, toil, improve quality through repeatability, automation
- Software Architect, at Siemens Mobility since 2018, working on autonomous trains
  - Lead of the Software Engineering team: **SWEn** in the **Assisted and Driverless Train Operation** project, more precisely in the **Obstacle Detection** domain.





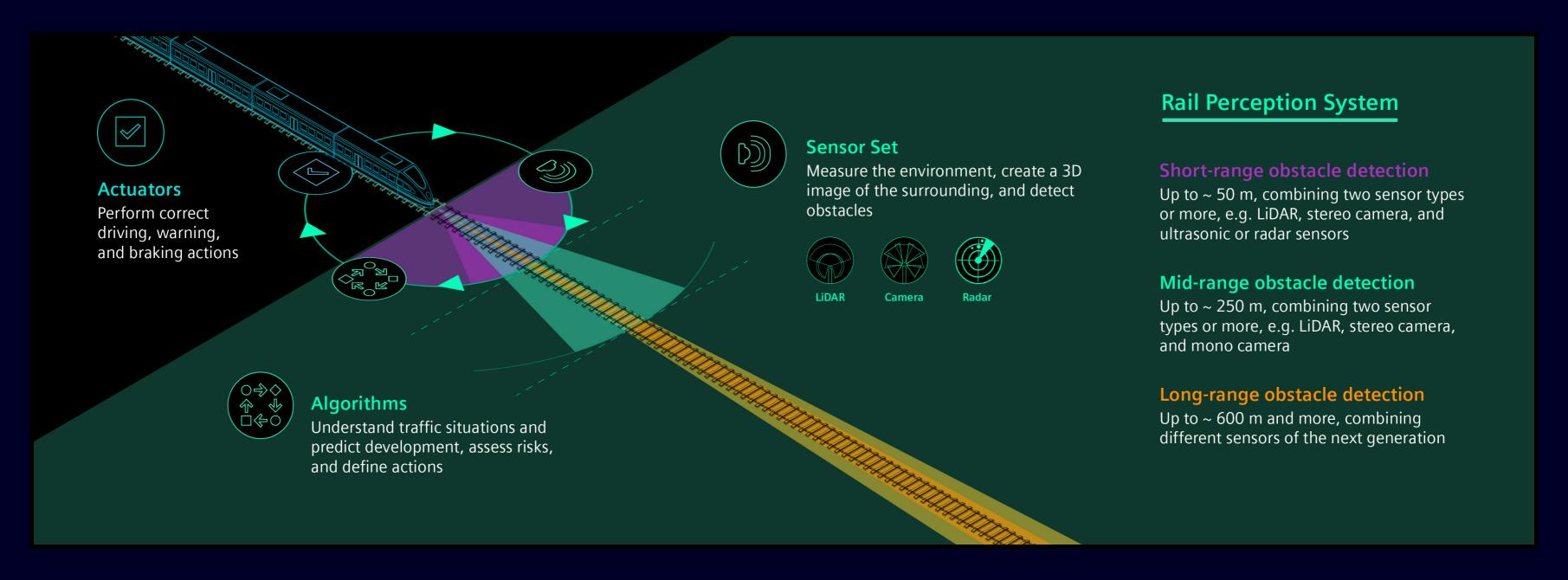
#### **SWEn**

- 5-people team
- Improve development quality
- Create **tools** serving quality and speed
- Assemble and code OS and middleware components for the **Obstacle Detection** project





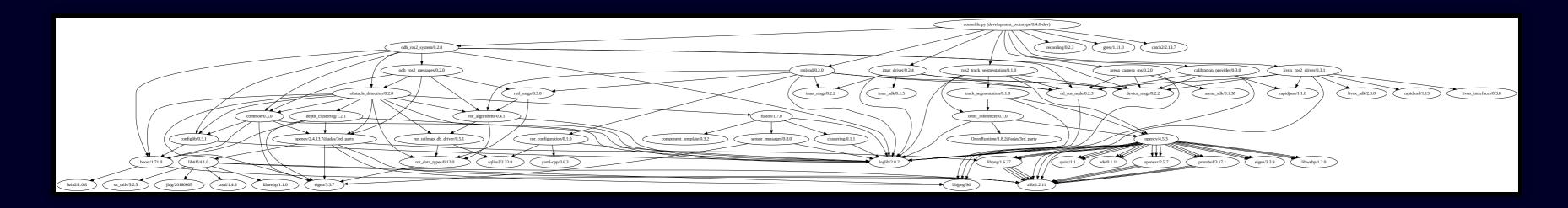
## **Assisted And Driverless Train Operation**



Assisted and Driverless Train Operation



# Dependency Graph



# Communication Between Packages

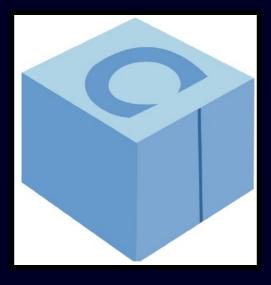
- Developer: Sharing packages, versions of a package, integrate them together
- Linker: Loading symbols from a library, export symbols to other libraries





## Enter Conan: C/C++ Package Manager

- Resolves dependencies across numerous and perhaps conflicting packages
- Handles configuration, compilation, installation/deployment of packages
- stores on a remote server recipes and binary flavours of packages



https://conan.io/





#### This talk is NOT:

- a conan tutorial
- an how-to get a build system (generator) and conan to talk together

#### But this talk is:

- showing how to bring a multi-team, multi-package project to exchange code effectively
- giving tips on how Conan can help with this.



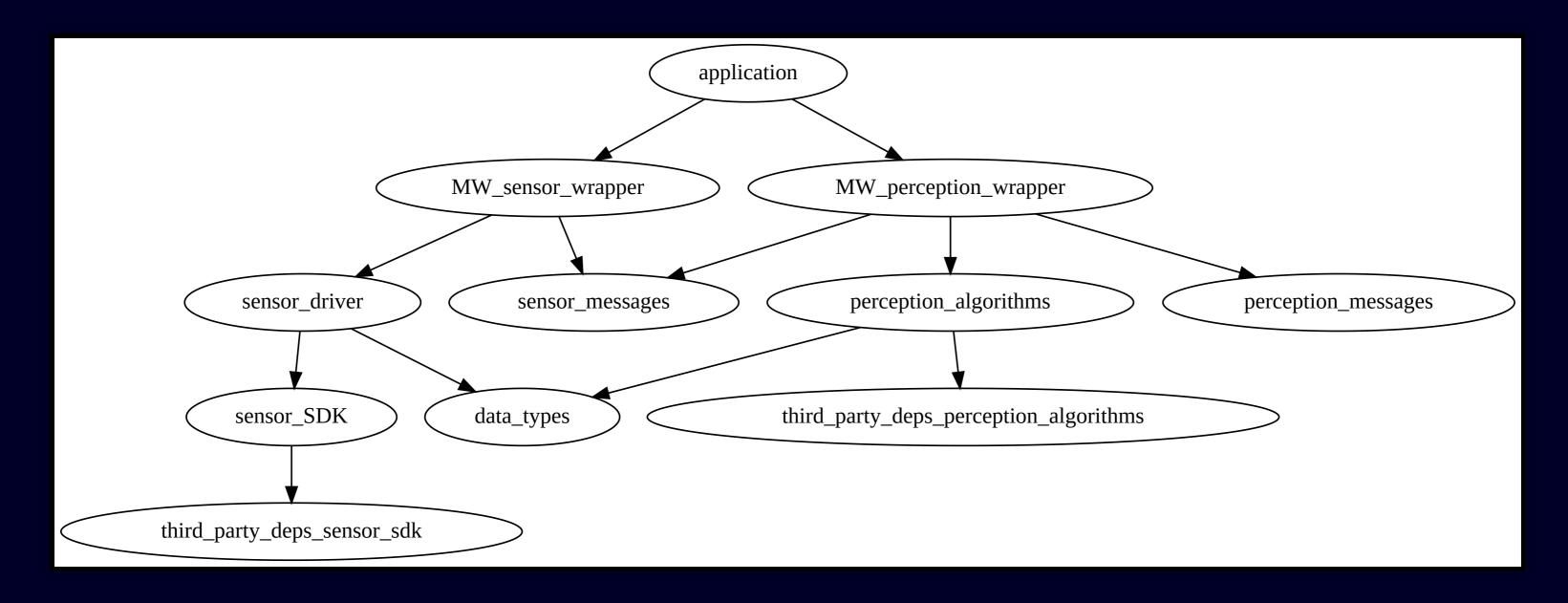


# Obstacle Detection Development Pipeline





# Component Hierarchy



# Create A Project

**Tip for project creation** : Always use templates! All projects look familiar to any engineer from any team, and conventions are observed if mandatory files are needed.





## **Conan Template**

```
ben ~ > code > tmp > ls ~/.conan/templates/command/new/
adas_base_package adas_ros2_package
ben ~ > code > tmp > mkdir myPackage; cd myPackage
ben > ~ > code > tmp > myPackage > conan new myPackage/0.1.0 -gi -m adas_base_package
File saved: ./.gitlab-ci.yml
File saved: ./CHANGELOG.md
File saved: ./CMakeLists.txt
File saved: ./CONTRIBUTING.md
File saved: ./LICENSE.md
File saved: ./README.md
File saved: ./README_OSS.md
File saved: ./conanfile.py
File saved: .devcontainer/devcontainer.json
File saved: .gitignore
File saved: cmake/UseADAS.cmake
File saved: cmake/myPackageCmake.in
File saved: cmake/myPackageConfig.cmake.in
ben ~ > code > tmp > myPackage >
```

#### Template file:

```
cmake_minimum_required(VERSION 3.18)
project({{ name }}
 LANGUAGES CXX
 VERSION {{ version }}
 DESCRIPTION "{{ name }}"
 HOMEPAGE_URL "https://code.siemens.com/ADAS4Rail"
```

#### Resulting file:

```
cmake_minimum_required(VERSION 3.18)
project(myPackage
 LANGUAGES CXX
  VERSION 0.1.0
  DESCRIPTION "myPackage"
  HOMEPAGE_URL "https://code.siemens.com/ADAS4Rail"
```





# Configuration

**Tip for project toolchain settings**: Control your compilation toolchain! Support and identify toolchain's clearly to control your binaries, and help developers with reporting issues.



#### **Conan Profiles**

Harmonise development environment, runtime platform.

```
include(boost)
[build_requires]
[settings]
os=Linux
os_build=Linux
arch=x86_64
arch_build=x86_64
compiler=gcc
compiler.version=9
compiler.libcxx=libstdc++11
compiler.cppstd=17
build_type=Release
[options]
[env]
CC=gcc-9
CXX=g++-9
```

Example here: adas-gcc-9, but al so in our list:

- adas-gcc[9-11][-debug]
- adas-clang[10-14][-debug]





```
ben ~ % conan profile list
adas-clang-10
adas-clang-10-debug
adas-clang-11
adas-clang-11-debug
adas-clang-12
adas-clang-12-debug
adas-clang-13
adas-clang-13-debug
adas-clang-14
adas-clang-14-debug
adas-gcc-10
adas-gcc-10-debug
adas-gcc-11
adas-gcc-11-debug
adas-gcc-7
adas-gcc-7-debug
adas-gcc-8
adas-gcc-8-debug
adas-gcc-9
adas-gcc-9-debug
boost
default
```





**Tip for managing developer environment**: upstream the configuration as much as possible, provide containers

Give users easy access to conan settings, remotes, hooks and profiles:

# install version 0.7.2 from the repository conan config install --type git -sf config git@code.siemens.com:ADAS4Rail/SWEn/conan/config.git --args="-b 0.7.2"





# Dependencies



## **Declaring Dependencies**

```
1 from conans import ConanFile
3 class LoglibConan(ConanFile):
      # provide the base recipes
      python_requires = 'adas_recipe/0.8.4'
      python_requires_extend = 'adas_recipe.ADASConanFile'
      requires = 'spdlog/1.5.0'
```





## **Declaring Dependencies**

```
requires = 'spdlog/1.5.0'
```





## **Declaring Dependencies**

```
python_requires = 'adas_recipe/0.8.4'
python_requires_extend = 'adas_recipe.ADASConanFile'
```





## Versioning

#### Conan package entities:

- recipe revision RREV: used from the recipe's content
  - use scm as a revision\_mode\*
- package ID, a combination of:
  - platform information, architecture, compiler, build type: e.g Linux/GCC5/Debug
  - configuration options (e.g. optional build features)
- binary package revision PREV: hash of the installed files
  - \* only if package are created from SCM commits.





### **Version Use Cases**

- Fixed releases, pinned versions of binary packages
- Continuous integration of release trains, using Semantic versioning: always use the latest compatible major versions
- Experimental code shared between projects, non released, pinned or not

**Tip for versioning**: Provide a blend of released version, moving aliases, and temporary non released versions, delete them after some time.





Package version	Branch	Postfix	Example	Alias
Release	release	-	0.1.0	-
Release candidate	rc/, release/	rc. <ci_pipeline_iid>+<ci_commit_short_sha></ci_commit_short_sha></ci_pipeline_iid>	0.2.0-rc.12+abcd123	0.2.0-rc
Stable development versions	<ci_default_branch></ci_default_branch>	<ci_default_branch>.<ci_pipeline_iid>+ <ci_commit_short_sha></ci_commit_short_sha></ci_pipeline_iid></ci_default_branch>	0.2.0- main.10+abcd123	0.2.0-main
Feature development versions	Feature	feat. <ci_pipeline_iid>+<ci_commit_short_sha></ci_commit_short_sha></ci_pipeline_iid>	0.2.0- feat.1+abcd123	0.2.0-feat-SWEN-543-better- world
Hotfix versions	Hotfix	hotfix. <ci_pipeline_iid>+<ci_commit_short_sha></ci_commit_short_sha></ci_pipeline_iid>	0.2.0- hotfix.15+abcd123	0.2.0-SWEN-234- fixCompilation





# Build





## **Control Binaries**

- Make sure a binary is what you expect:
  - Have strict control over the ABI by using strict semantic versioning
  - Make sure the conan **package\_id** reflect building options and building environment.





```
1 class ADASConanFile(ConanFile):
       """Basic conan recipe containing default settings and functions."""
       license = 'Siemens Inner Source 1.3'
       settings = 'os', 'compiler', 'build_type', 'arch'
       def package_id(self):
           """Remove options to not influence the generated package_id."""
           logger.debug('Generate the package id.')
           distribution = distro.LinuxDistribution()
           self.info.settings.os.distribution = f'{distribution.id()}{distribution.version()}'
11
12
           del self.info.options.acf_enable_pclp
13
           del self.info.options.acf_enable_testing
14
           del self.info.options.acf_enable_doc
           del self.info.options.acf_coverage_threshold
```





```
settings = 'os', 'compiler', 'build_type', 'arch'
```





```
distribution = distro.LinuxDistribution()
self.info.settings.os.distribution = f'{distribution.id()}{distribution.version()}'
```





```
12
           del self.info.options.acf_enable_pclp
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           del self.info.options.acf_enable_testing
14
           del self.info.options.acf_enable_doc
           del self.info.options.acf_coverage_threshold
15
```





## Hooks

Tip for quality enforcement: As much as possible code automated tools to enforce quality guidelines at the project level.

#### Conan hooks are:

- Python functions called at determined entry points
  - pre/post source, build, package and other steps
- can extend conan functionalities
- very handy to insert quality checks for packages
- stored in conan configuration, shared between users, package-independent





## **Hooks Examples**

- license checker: pre\_export does the package contain a valid license?
- **naming convention checker**: pre\_export check for forbidden characters, typographical rules (dashes may be forbidden for instance)
  - note: take advantage of CI env variables if run from project repo: project name can be checked against package name
- **version checker**: pre\_export
  - check for semantic versioning compliance semver python lib
  - check dependencies only use released versions if current build is on stable branch or release (only on CI run of the hook)
  - check Changelog entries and version match
  - check version on tag: if package creation runs on CI due to a tag event: they must be the same
  - check version update: the current version should be higher than the last published tag in parent commits
- the sky is the limit...



# Wrapping Up





## Left-Overs

- Not used in the team
  - Conan workspaces: experimental feature, might help when working locally on multiple packages
  - Conan 2.0: working on it...
- Used in the team, but out of scope today
  - ROS2 integration with colcon: rich topic
  - conan generators: generate custom manifests, custom package formats (apt, etc...)
  - Shared CMake "*libraries*" interfacing with conan
  - virtual environment
  - upstream CI scripts to generate, test upload recipes and all needed binary flavours.



# Tips

- **Project creation**: Always use templates!
- **Project toolchain setting**: Control your compilation toolchain!
- **Managing developer environment**: upstream as much as possible toolchain configuration, provide container.
- **Versioning**: Provide a blend of released version, moving aliases and temporary non released version.
- **Quality enforcement**: As much as possible code automated tools to enforce quality guidelines at the project level.





## Lessons Learned

- Treat infrastructure as code, CI as code, build system generators and package managers as code:
  - WRITE TESTS for them
  - Even then, if working with conan, brace yourself for bug reports
- System wide installation of package binaries is a thing of the past, all languages embraced project based dependencies, C++ can too
- Balancing what configuration goes into CMake, and what goes into Conan is still a mystery to us, conan 2.0 only brings more questions





## Thanks

- First and above all the SWEn team members, past and present, who did most of the work
- The code.siemens.com team for their use of reveal-md, and their stylesheet, that I borrowed for the occasion

## Contact

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