

Building Nix Packages

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August 16, 2017

Nix

Nix is a Linux (and other Unix) systems package manager

- ▶ provides around 13,000 packages

Inspired by functional programming research

- ▶ atomic (can't be corrupted by a partially complete operation)
- ▶ immutable (can't be corrupted/changed by updates)
- ▶ reversible (can roll back to all previous states)
- ▶ composable (can build new components out of existing components)
- ▶ garbage collected (bits no longer in use removed automatically)

Nix is a programming language used to create build specifications

- ▶ lazy, pure, functional language
- ▶ used to create shell script to drive builds

Installing (package manager and language)

SHARCNET/Compute Canada

- ▶ graham and cedar: coming soon
- ▶ orca, monk, ...: `module load nix`
- ▶ resetting: `rm -fr ~/.nix* ~/.config/nix*`

Linux/Mac OS X

- ▶ installing: `curl https://nixos.org/nix/install | sh`
- ▶ removing: `sudo rm -fr /nix ~/.nix* ~/.config/nix*`

Using (package manager)

Querying packages

- ▶ installed: `nix-env --query`
- ▶ available top level: `nix-env --query --available --attr-path`
- ▶ available collection: `nix-env --query --available --attr-path --attr <attribute>`

Installing/removing packages

- ▶ installing: `nix-env --install --attr <attribute>`
- ▶ removing: `nix-env --uninstall <name>`

Updating

- ▶ environment: `nix-env --upgrade`
- ▶ packages: `nix-channel --update`

Reverting

- ▶ environment: `nix-env --rollback`
- ▶ packages: `nix-channel --rollback`

Layers (package manager)

Derivation - output of the Nix language that specifies how to build a package

- ▶ what dependencies are required (includes source tarballs)
- ▶ how the environment should be set
- ▶ what program should be invoked to do the build

Instantiation - result of running the derivation in a sandboxed environment (i.e., with only the closure of the dependencies available)

- ▶ sanitized copy of the output directory

Key Concept (package manager)

Nix is based around pure immutable builds. Instances of packages are identified/versioned by the hash of their derivation (build instructions).

Purity When output is solely determined by input (input is fully specified) a thing is said to be pure.

- ▶ A build in a fully specified and sandboxed environment should reproduce the same output (to within irrelevant details) each time it is ran.

Immutability When a thing is not allowed to change after creation it is said to be immutable.

- ▶ Immutability means each build only needs to be evaluated once and all other components that require it can share the results.

Constructs (language)

Comments

- ▶ # ...

Layout

- ▶ non-space and non-newline sensitive

Bindings

- ▶ to names: `let n1=e1; n2=e2; n3=e3; in e4`
- ▶ from set: `with e1; e2`

Null

- ▶ `null`

Booleans (language)

Booleans

- ▶ true or false

Operators

- ▶ conditional: `if e1 then e2 else e3`
- ▶ equality: `e1 == e2`
- ▶ inequality: `e1 != e2`
- ▶ logical negation: `!e`
- ▶ logical and: `e1 && e2`
- ▶ logical or: `e1 || e2`
- ▶ logical implication: `e1 -> e2`

Integers (language)

Integers

- ▶ base-10 numeric values

Operators

- ▶ negation: $- e1$
- ▶ addition: $e1 + e2$
- ▶ subtraction: $e1 - e2$ (space required)
- ▶ multiplication: $e1 * e2$
- ▶ division: $e1 / e2$

Strings and Paths (language)

Strings

- ▶ inline: "..."
- ▶ multiline indent stripped: '...'
- ▶ antiquotes: $\${e}$

Paths

- ▶ absolute: /...
- ▶ relative: ./...

Operators

- ▶ concatenation $e1 + e2$

Lists (language)

Lists

- ▶ [e1 e2 e3]

Operators

- ▶ list concatenation: e1 ++ e2

Sets (language)

Sets

- ▶ non-recursive: { k1=v1; k2=v2; k3=v3; }
- ▶ recursive: rec { k1=k2; k2=v2; k3=k1; }

Operators

- ▶ test attribute path: e ? k1.k2
- ▶ extract attribute path: e.k1.k2
- ▶ extract attribute path with default: e1.k1.k2 or e2
- ▶ override/extend attributes: e1 // e2

Functions (language)

Functions

- ▶ curried: $n1: n2: e$
- ▶ set values: $\{ n1, n2, n3 \}: e$
- ▶ set and values: $\text{args}@ \{ n1, n2, n3 \}: e$
- ▶ set with extra keys: $\text{args}@ \{ n1, n2, n3, \dots \}: e$
- ▶ set with default keys: $\{ n1, n2 ? e2, n3 ? n3 \}: e$

Operators

- ▶ function call: $e1 e2$

Packages

- ▶ Attribute of a top-level set defined using the Nix language that give the the derivation (build instructions) for each package.
- ▶ Default search location is under `~/.nix-defexpr` (channels, in particular, are `~/.nix-defexpr/channels/nixpkgs`).

Top level `nixpkgs` attribute set (provided by `nixpkgs` channel)

- ▶ `$DIR/pkgs/top-level/all-packages.nix`

Individual packages by category

- ▶ `$DIR/pkgs/pkgs/...`

Overlays

The top-level `nixpkgs` attribute set is defined such that it can be modified via `~/.config/nixpkgs/overlays` files.

```
self: super: with self; {  
  ...  
}
```

`self` final set of packages (after overlay)

`super` initial set of packages (before overlay)

Overrides

Top-level nix packages are included with the `callPackage` function.

- ▶ Fills in unspecified arguments for current scope
- ▶ Adds `override` attribute the re-evaluates with new arguments

```
<package>.override { <old arg> = <new value>; ... }
```


Examples

Nixpkgs Contributor Guide

SUMO straightforward GNU autoconfig with lots of dependencies

CryptoMiniSat straightforward cmake program with limited dependencies

NLTK straightforward python

Meraculous not so straightforward cmake program