# Optimizing Cache Usage in Docker Builds

**BY IJEOMA ETI** 





### About Me:

- Software Engineer.
- writing.
- open-source projects.

Find me on:

# Passionate about sharing knowledge through

Active contributor to the community through

 LinkedIn : https://www.linkedin.com/in/ijeoma-eti • X (formerly Twitter): https://x.com/Etiljeoma GitHub: http://github.com/Aijeyomah

# Introduction

### Why Do Docker Builds Feel Slow?

Even minor code changes can trigger full rebuilds, significantly increasing build times.

Without optimization, unnecessary steps are repeated, leading to wasteful compute usage.

In CI/CD environments, long build times delay testing, deployment, and impact overall developer productivity.

### **Importance of Build Optimization**

Speeds up development: Faster builds lead to shorter feedback loops, improving productivity.

Reduces compute costs: Avoiding redundant processing conserves resources, reducing infrastructure expenses.

Improves CI/CD performance: Optimized caching ensures that pipelines run efficiently, enabling faster releases.

# **Understanding Docker Builds**

## **How Docker Builds Work**

- > Loads Build Context (All files in the directory)
- >Parses the Dockerfile, executing each instruction
- >Creates Immutable Layers for each step
- >Uses Caching to speed up rebuilds

**Example** Dockerfile Layers:

FROM python:3.10 WORKDIR /app COPY requirements.txt . # Layer 3 RUN pip install -r requirements.txt # Layer **COPY** . . # Layer 5 CMD ["python", "app.py"] # Metadata Layer

# **How Docker Caching Works**

### What is Docker Cache?

- Saves previously built image layers
- Speeds up builds by reusing unchanged steps

Step	Instruction	Cacheable?	
1	FROM python:3.10	Yes	
2	WORKDIR /app	Yes	
3	COPY requirements.txt .	Yes	
4	RUN pip install -r requirements.txt	Yes	Ca
5	COPY	No	

## **Key Concept: Layered Caching**

## **Explanation**

Base image is cached

Doesn't change often

Cached if unchanged

ached if dependencies don't change

Breaks cache if any file changes

# **The Problem – Why Docker Builds Become Inefficient**

- Common Reasons for Slow Builds
- **2** Unnecessary Cache Busting
- **3** Poor Dockerfile Structure
- **4** Changing Dependencies Too Often
- **Inefficient Use of COPY and ADD**
- **6** Ignoring Build Context Best Practices
- **7** Large Image Sizes

How do we fix these?  $\rightarrow$  Let's analyze each.

# **Common Pitfalls That Break Docker Caching**

Mistake	Why It's Bad?
Wrong Order of Instructions	Changes in early steps invalidate cach
Using COPY	Copies unnecessary files, breaking cache
Running apt update Without Pinning Versions	Fetches new package lists, breaking cache
Using ADD Instead of COPY	Unnecessary file extraction causes cache invalidation
Using Wildcards (*)	Any change in directory invalidates cache

	Fix
ne	Move frequently changing steps to the end
	Use .dockerignore and copy files explicitly
	Pin package versions and remove unnecessary files
	Use COPY unless extracting archives
	Be explicit about copied files

# **Best Practices for Optimizing Docker Builds Using Cache**

- Structuring Dockerfiles for Maximum Cache Reuse
  Placing Stable Instructions Before Frequently Changing Ones
- Using Multi-Stage Builds to Reduce Final Image Size
- Leveraging .dockerignore to Reduce Build Context Size
- age Size ontext Size

## **Best Practices for Optimizing Docker Builds Using Cache**

- Structuring Dockerfiles for Maximum Cache Reuse
- Placing Stable Instructions Before Frequently Changing Ones
- Using Multi-Stage Builds to Reduce Final Image Size
- Leveraging .dockerignore to Reduce Build Context Size
- Using Arguments (ARG) vs. Environment Variables (ENV) in Docker Builds
- Selecting the Right Base Image to Improve Build Performance

Example **Optimized Dockerfile**:

FROM node:18 WORKDIR /app

# Copy dependencies first **COPY** package.json package-lock.json ./ **RUN** npm install # Cached unless dependencies change

# Copy the rest of the app COPY . . CMD ["node", "index.js"]

# **Advanced Docker Caching Techniques**

**Using Mounts for Build Caching** 

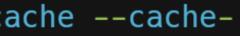
Bind Mounts vs. Volume Mounts for Caching --mount=type=cache for BuildKit

Leveraging External Cache Sources

**Remote Cache in CI/CD Pipelines** Using Docker Buildx for Distributed Caching

Example: Persistent Caching in CI/CD

docker buildx build --cache-from=type=registry,ref=myrepo/cache --cacheto=type=registry,ref=myrepo/cache,mode=max .



**Using BuildKit to Supercharge Docker Builds** What is BuildKit?

- Faster parallel builds
- Automatic cache optimization
- More efficient file handling

**Enabling BuildKit:** 

DOCKER\_BUILDKIT=1 docker build .

# **Measuring and Debugging Build Performance**

How to Check if Cache is Working?

> docker build --progress=plain

docker history myapp

**Tools to Analyze Docker Images:** 

ΤοοΙ	Purpose
docker history	Shows image layers
dive	Analyzes image size
time docker build	Measures build time

# Conclusion

- Understand how Docker caching works
- > Optimize Dockerfile structure for caching
- > Avoid cache-breaking mistakes
- > Use advanced caching techniques in CI/CD

## **Next Steps:**

- > Apply these best practices to your projects
- Experiment with Docker BuildKit for better caching
- > Optimize CI/CD pipelines for efficient builds

'9 /CD

ects ter caching uilds