

Introduction to git

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Where to find this presentation

Find the presentation at <https://tinyurl.com/y8pr4mvq>.

On this page click on 'Download' to get a copy of the presentation.



Some commentary...

`https://stevebennett.me/2012/02/24/
10-things-i-hate-about-git/`

Purpose of presentation

- ▶ I don't want to teach you how to use git.
- ▶ Rather I want to illustrate (part of) git's 'internal model' and to define certain key git terminology so that you will be better prepared to teach yourself git.
- ▶ My examples assume you are calling git from the command-line. Friendlier interfaces to git exist - but you still need to know the underlying model to use them effectively.

Why is git so hard to come to terms with?

- ▶ It's not your fault.
- ▶ The internal model is complicated.
- ▶ The interface is inconsistent.
- ▶ The documentation is unhelpful.
- ▶ Several key ideas have been given misleading names.
- ▶ It uses a 'distributed' model whereas what you usually want is a 'client/server' model. So you tend to be 'fighting against the paradigm'...

Source control

- ▶ Source control is software to 'keep track of' (i.e. store) successive versions as we edit a collection of *source* files (computer code, \LaTeX documents, etc.)
- ▶ Works best if the source is text, not binary. Intermediate files are usually not kept track of. Output files might be - your choice.
- ▶ Any serious project should be under source control.

Working directory and repository

- ▶ You need a *working directory* and a *repository*.
- ▶ The working directory and its subdirectories contain the actual files that you are editing.
- ▶ The repository is some sort of database containing all previous versions.
- ▶ One model would be to put the repository on the Internet or Intranet where everyone can see it...

Location of git repository

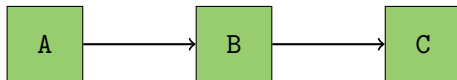
- ... But in git the repository is **next to** the working directory, in a hidden subdirectory (called `.git`) of the top-level working directory.

```
ucapwhi@splinter-login:pliny
[ucapwhi@splinter-login pliny]$ ls -la
total 52
drwxrwxr-x 14 ucapwhi ucapwhi 4096 Oct 20 15:44 .
drwxrwxr-x  8 ucapwhi ucapwhi   84 Sep 22 15:06 ..
drwxrwxr-x  4 ucapwhi ucapwhi   61 Sep 21 16:25 bench
drwxrwxr-x  2 ucapwhi ucapwhi 4096 Sep 22 13:48 bin
drwxrwxr-x  9 ucapwhi ucapwhi 4096 Sep 22 13:38 build
drwxrwxr-x  2 ucapwhi ucapwhi   51 Sep 21 16:25 cmake
-rw-rw-r--  1 ucapwhi ucapwhi  785 Sep 21 16:25 CMakeLists.txt
drwxrwxr-x  2 ucapwhi ucapwhi   45 Sep 21 16:25 doc
drwxrwxr-x  3 ucapwhi ucapwhi   44 Sep 21 16:25 examples
drwxrwxr-x  8 ucapwhi ucapwhi 4096 Oct 23 18:24 .git
-rw-rw-r--  1 ucapwhi ucapwhi  215 Sep 21 16:25 .gitignore
drwxrwxr-x  2 ucapwhi ucapwhi   57 Sep 21 16:25 libpliny
-rw-rw-r--  1 ucapwhi ucapwhi 15920 Sep 21 16:25 LICENSE
drwxrwxr-x  2 ucapwhi ucapwhi 4096 Sep 21 16:34 Pliny
drwxrwxr-x  2 ucapwhi ucapwhi   83 Sep 21 16:25 python
-rw-rw-r--  1 ucapwhi ucapwhi 2023 Sep 22 18:09 README.md
drwxrwxr-x  2 ucapwhi ucapwhi 4096 Oct 23 18:23 test
drwxrwxr-x  3 ucapwhi ucapwhi   22 Oct 20 15:44 Testing
[ucapwhi@splinter-login pliny]$
```

This has consequences...

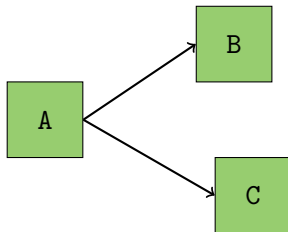
- ▶ You therefore need to have a git repository next to your working directory on your local directory (where you are doing the actual editing).
- ▶ But typically you will also need one on the internet (for backup and for collaboration and sharing).
- ▶ So you will typically be dealing with **two** git repositories (and dealing with the issues of keeping them in synch).
- ▶ The upside is that you can still do version control even if you are not connected to the Internet.

Example repository content



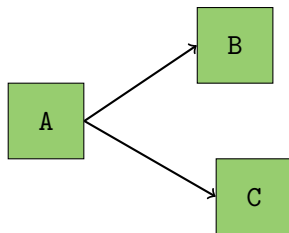
- ▶ This repository contains three successive versions of the files in the working directory (and its subdirectories).
- ▶ Each version is represented here as a *node* (in green).
- ▶ An initial set of files (version A) was committed to the repository; the files were then edited and the new file set (version B) was committed; the files were then edited and committed a third time (version C).

Another example



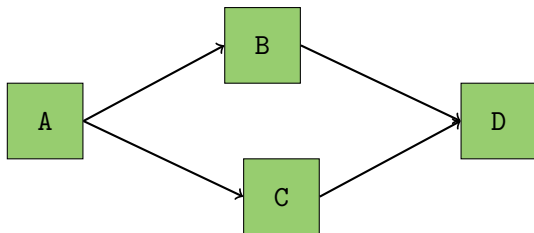
- ▶ Here we committed A...
- ▶ Then we edited A (to form B) and committed B...
- ▶ Then we went back to A, made a perhaps different set of edits (to form C) and committed C.

What do the arrows actually stand for?



- ▶ An arrow respects time (pointing from an earlier version to a later version), and indicates that a node was derived from an earlier node by editing.
- ▶ Q: There exists a set of edits that would take you from B to C, so why not show that arrow as well? A: It's an *itinerary* (showing the route we took), not a *map* of all possible routes.

Merging



- ▶ Here we combined the 'A to B' edits and the 'A to C' edits (to form D), which was committed.
- ▶ More on such *merging* later.

DAG

- ▶ Hence we get a graph (in the mathematical sense of nodes plus edges).
- ▶ The graph is not a *tree* (because of merging).
- ▶ It is *directed* (edges have arrows) and *acyclic* (cycles would break causality), so we have a *DAG* (directed acyclic graph).
- ▶ Nodes have *parents* and *children*, and hence *ancestors* and *descendents*.
- ▶ One node - the initial *root* node - has no parents. All other nodes have one or two parents. Thus the graph is connected, and any two nodes have ancestors in common.
- ▶ *Graph theory* is an interesting part of mathematics - but alas not useful here.

Seeing the DAG

- ▶ Run `gitk --all` to see the DAG (lots of other information as well).