

Use Study in System and Data-Structure Design

distributed version-control system, apparently the most popular currently.

Git, it stores snapshots (*versions*) of the files and directory of a project, keeping track of their relationships, authors, and log messages.

Git is *distributed*, in that there can be many copies of a given repository supporting independent development, with machinery to reconcile versions between repositories.

Git is extremely fast (as these things go).

Major User-Level Features (I)

Git is a graph of versions or snapshots (called *commits*) of a project.

Git's structure reflects ancestry: which versions came from

which

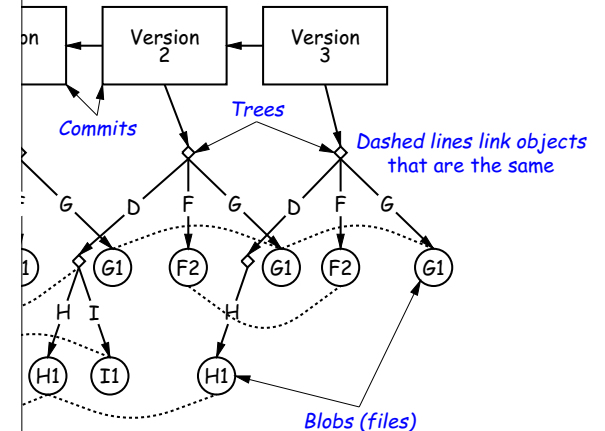
contains a directory tree of files (like a Unix directory).

Each commit contains information about who committed and when.

Each

commit (or commits, if there was a merge) from which it was derived.

Commits, Trees, Files



Lecture #35

A Little History

Git was created by Linus Torvalds and others in the Linux community when they were dissatisfied with their previous, proprietary VCS (Bitkeeper) with its licensing and version.

Git's development effort seems to have taken about 2-3 months, leading to the 2.6.12 Linux kernel release in June, 2005.

Git's name, according to Wikipedia,

Linus has quipped about the name Git, which is British slang meaning "unpleasant person". Torvalds said: "I'm a bit of a misanthropic bastard, and I name all my projects after myself. Linux, now 'git'." The man page describes Git as "the distributed version control system".

Git is a collection of basic primitives (now called "plumbing") that are scripted to provide desired functionality.

Git also has high-level commands ("porcelain") built on top of these to provide a convenient user interface.

Conceptual Structure

Git components consist of four types of *object*:

1. *Blob*: objects that physically hold contents of files.

2. *Tree*: objects that hold directory structures of files.

3. *Commit*: objects that contain references to trees and additional information (author, date, log message).

4. *Tag*: objects that contain references to commits or other objects, with additional information (name, intended to identify releases, other important versioning information). (Won't mention further to you)

Major User-Level Features (II)

has a name that uniquely identifies it to all versions.
can transmit collections of versions to each other.

by a commit from repository *A* to repository *B* requires
transmission of those objects (files or directory trees)
not yet have (allowing speedy updating of repositories).

maintain named *branches*, which are simply identifiers
commits that are updated to keep track of the most
its in various lines of development.

branches are essentially named pointers to particular commits.
branches in that they are not usually changed.

The Pointer Problem

it are files. How should we represent pointers between

able to *transmit* objects from one repository to another
nt contents. How do you transmit the pointers?

transfer those objects that are missing in the target
How do we know which those are?

counter in each repository to give each object there a
But how can that work consistently for two independ-
encies?

How A Broken Idea Can Work

o use a hash function that is so unlikely to have a colli-
can ignore that possibility.

ic Hash Functions have relevant property.

ion, f , is designed to withstand cryptanalytic attacks.
, should have

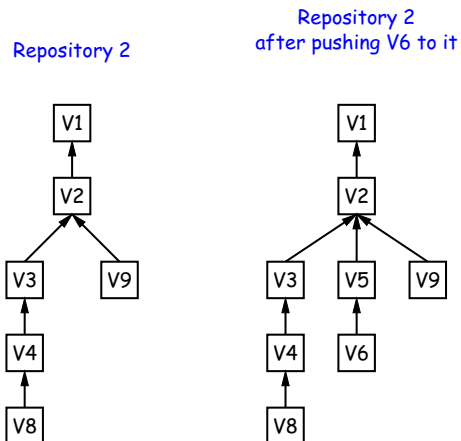
resistance: given $h = f(m)$, should be computationally
to find such a message m .

e-image resistance: given message m_1 , should be infea-
nd $m_2 \neq m_1$ such that $f(m_1) = f(m_2)$.

esistance: should be difficult to find *any* two messages
such that $f(m_1) = f(m_2)$.

properties, scheme of using hash of contents as name is
likely to fail, even when system is used maliciously.

Version Histories in Two Repositories



Internals

pository is contained in a directory.

may either be *bare* (just a collection of objects and
r may be included as part of a working directory.

the repository is stored in various *objects* correspond-
or other "leaf" content), trees, and commits.

e, data in files is *compressed*.

age-collect the objects from time to time to save addi-

Content-Addressable File System

me way of naming objects that is universal.

names, then, as pointers.

Which objects don't you have?" problem in an obvious

, what is invariant about an object, regardless of repos-
contents.

: the contents as the name for obvious reasons.

hash of the contents as the address.

at doesn't work!

a: Use it anyway!!

SHA1

SHA1 (Secure Hash Function 1).

and with this using the `hashlib` module in Python3.

Names in Git are therefore 160-bit hash codes of commits.

A commit in the shared CS61B repository could be fetched with

```
git checkout e59849201956766218a3ad6ee1c3aab37dfec3fe
```