# Treehopper – exploring version controlled software code bases using graph databases

Pradeep Gowda and Mehmet Kilicarslan

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# 1 Introduction

A typical software project has hundreds of files, developed over months and years by numerous developers. Version control systems are an integral part of a software development practice. Version control systems not just important for maintaining the history of a project, they are also the foundation for a team to collaborate.

Version contolled code bases contain more than just the history of individual files, they are also a important artefacts in the archeology of software development.

There are many ways to visualise source code. Module dependency graphs are one of them. Dependency graphs for Object oriented programming languages have classes as the nodes and edges show the dependency between the class and where it is being used. However, there is lot of understanding captured outside the source code.

We wanted to explore the codebases interactively and answer some interesting questions like:

- Who has worked on this project for the longest time?
- What is the activity level on this project? Has there been an uptick in code commits recently?
- What is the "bus factor" on this project? That is, if one or more developers leave the team, what will be the impact?
- What is the nature of source code? Eg: what percentage is C files, HTML files etc.,

We decided on developing a software that let us find answers to these kind of questions on a "on-demand" basis and present it as a visual dashboard.

# 2 Approach

We selected `git` distributed version control system as the basis for analyzing codebases. Git was developed by Linus Torvals (the developer of Linux Operating System) as an answer to the problem of having to coordinate the work of developers worldwide that goes into to continued development of Linux Kernel. Git has become the most popular of the open source distributed version control systems among it's peers, such as `mercurial`, `bazaar`, `darcs`, `fossil` etc., A large number of open source projects now use git for distributed version control. Enterprises often have their own setups of git that compliments their development practices.

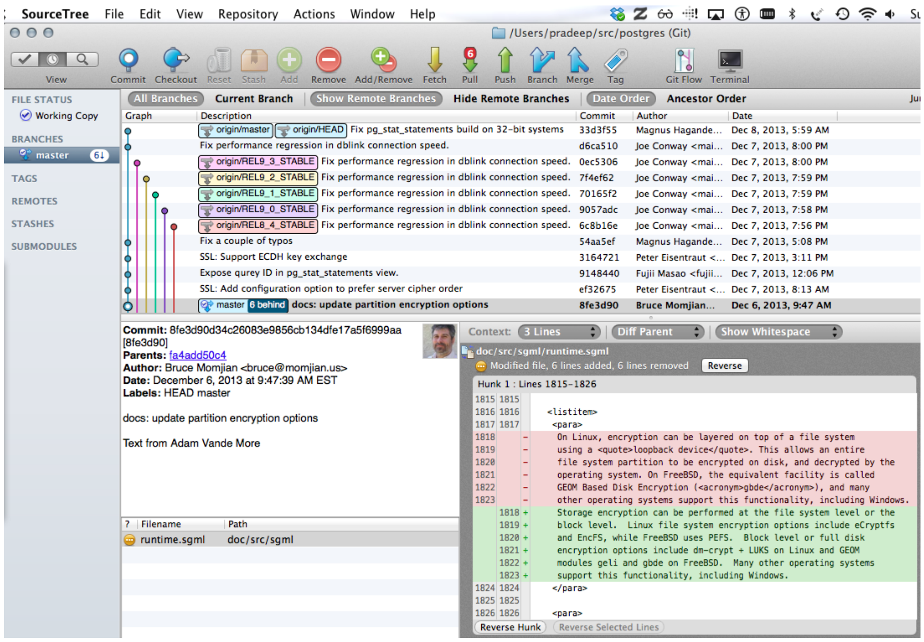


Figure 1: A GUI view of a git repository

The above image shows a snapshot of the postgresql database's source code.

The various coloured lines represent the various branches

The description corresponds to a commit, which inturn is a SHA1 hash guaranteed to be unique. Each commit has a committer. Sometimes the author of a change to the files is different than the person who commits it to the repository.

The bottom two windows show the

## 2.1 Git version control system

Every git directory maintains the complete history of changes made to the files. Git stores these changes in an internal representation called the git object storage. This storage is a directed acyclic graph.

Files in a code repository are represented by `blob` (though blobs can point to other things like symbolic links).

Directories are represented by `trees`. The trees refer to `blobs`.

A commit refers to a `tree` that represents the state of the files at the time of commit.

`refs`: References/heads/branches are bookmarks that point to a node in the DAG. They serve as reminders to the developers as to where they are working at the moment. The `HEAD` ref is a special ref that points to the currently active branch.

The following graph shows the relation between `blob`, `tree`, `refs` etc.,

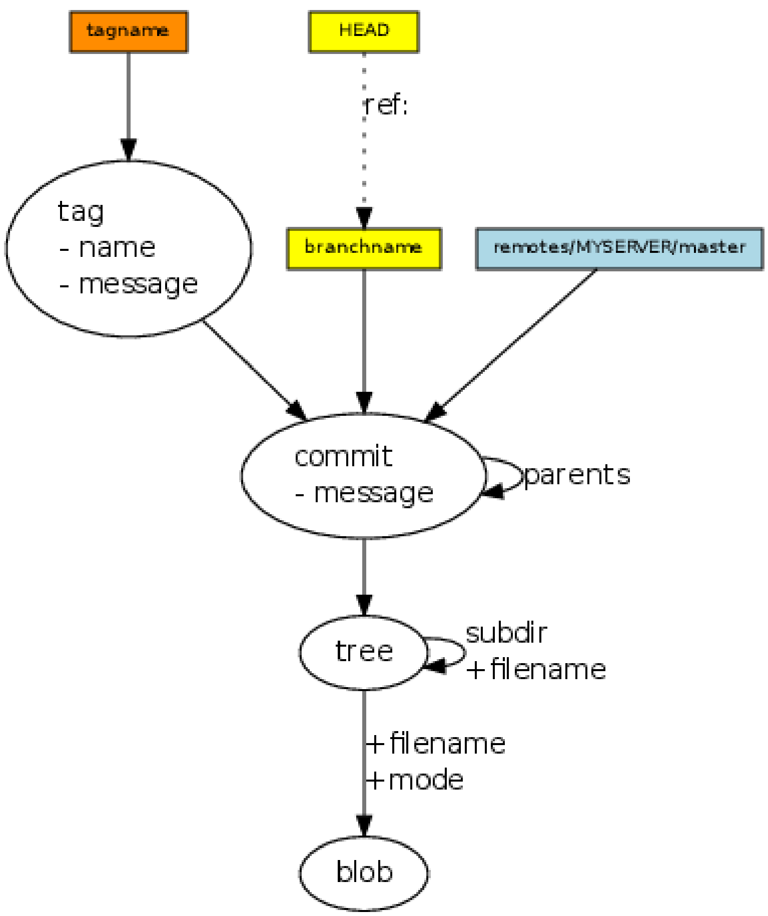


Figure 2: Git as a graph

## 2.2 Design considerations

The realization that git's internal representation is a graph, made us consider a graph database to store the repository information. Graph databases provide an easy way to reason, store and query data.

## 2.3 Technology choice

**2.3.0.1 Neo4j graph database** We chose Neo4j as it is the most popular of the modern, open source Graph databases. It also had good documentation in the form of this book - http://graphdatabases.com/ written by the core authors of the Neo4j database.

Neo4j uses "Cypher" graph querying language that allows for expressive and efficient querying of graph datastore without having to write traversals through the graph structures in code. Most of the keywords like `WHERE` and `ORDER BY` in Cypher are inspired by `SQL`.

The query language is comprised of several distinct clauses.

- `START`: Starting points in the graph, obtained via index lookups or by element IDs.
- `MATCH`: The graph pattern to match, bound to the starting points in START.
- `WHERE`: Filtering criteria.
- `RETURN`: What to return.
- `CREATE`: Creates nodes and relationships.
- `DELETE`: Removes nodes, relationships and properties.
- `SET`: Set values to properties.
- `FOREACH`: Performs updating actions once per element in a list.
- `WITH`: Divides a query into multiple, distinct parts.

### 2.3.1 Backend

We used the Python programming language for developing the backend of our application. Python is a mature programming language with libraries and bindings available for all the different parts of the application we wanted to develop.

We used Git Python for reading the object datastore of a git repository. The release version was missing an important patch required for handling cryptographically signed commits. To fix the signed `gpg` commit errors, we used this codebase - (https://github.com/sugi/GitPython/tree/gpg-sig-support) which has the patches required, but isn't merged with the main gitpython repository yet.

The web application was developed using the Django web framework. Django is a MVC framework that seperates application logic, presentation, and URL routing. Django also has a prolific amount of functionality out of the box and extensive collection of libraries that add functionality.

We chose Django because of our previous experience in using Django for commercial application development.

### 2.3.2 Web interface

An important part of modern web application development is the need to have easy to use, accessible (from various devices - desktop, laptop, mobile and tablets) and attractive interfaces. Accomodating all these variables is a daunting task. Many HTML+CSS frameworks have been written to address these issues. Some of the more popular ones are: `Bootstrap` from Twitter, `Foundation` by Zurb, `YUI` by Yahoo.

We chose Zurb, even though we had previous experience with bootstrap because the project presented an opportunity to try a new framework.

Zurb provided layout elements (grids, rows), visual styling elements (automatic content rearrangement based on device display parameters).

### 2.3.3 Visualization

A picture can convey a large amount of information succinctly. We made use of the excellent D3.js library to create the charts used in the application. D3.js has been used to create visualization for various high profile projects including nytimes.com.

## 2.4 Installation and Usage

### 2.4.1 Installing Neo4j database

Download the Neo4j database from the website – [http://www.neo4j.org] and unzip (into, say `$NEO4JPATH`) and start the server using the command line interface

```
$ cd NEO4JPATH
$ bin/neo4j start
```

The user can open http://localhost:7474/ in the browser to see the web interface of the database server.

### 2.4.2 Installing the treehopper application

The user will need the following python libraries. We recommend using a python `virtualenv` to isolate these library installations.

- Django
- Neomodel
- Gitpython

### 2.4.3 Using the treehopper application

There are two parts to the application.

- Data loader – a command line interface
- Dashboard – a web interface

### 2.4.4 Loading repository data

Using the command line interface, the user can parse the git repository and upload the commit, user, tag, and file information to the graph database.

The CLI invokation is:

```
cd $THWEB
python manage.py load_git --url /Users/pradeep/src/requests --name requests
```

where, `/Users/pradeep/src/requests` contains a git repository. The `--name` parameter is optional.

### 2.4.5 Visualising graph nodes

Once the user has the repository data loaded into the graph database, you can use the built-in data browser and query interface.

The data browser allows the user to visualise the datbase using canned queries.

The user can also write queries in `CYPHER` language.

In the above figure, 50 random nodes are returned by the datastore using the query:

```
MATCH n RETURN n LIMIT 50
```

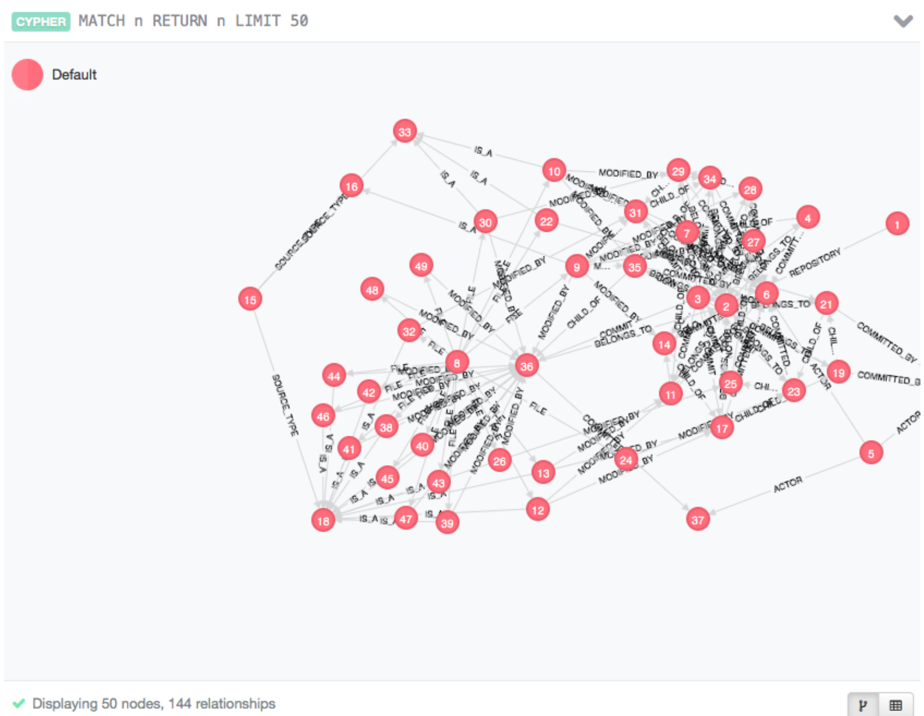


Figure 3: Query Interface

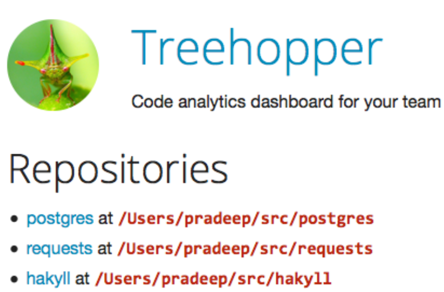


Figure 4: Front page

### 2.4.6 Analytical dashboard

Front page of the applications where we can see all the repositories known to the application

### 2.4.7 Repository view

Each repository known to the Application shows a dashboard like this:

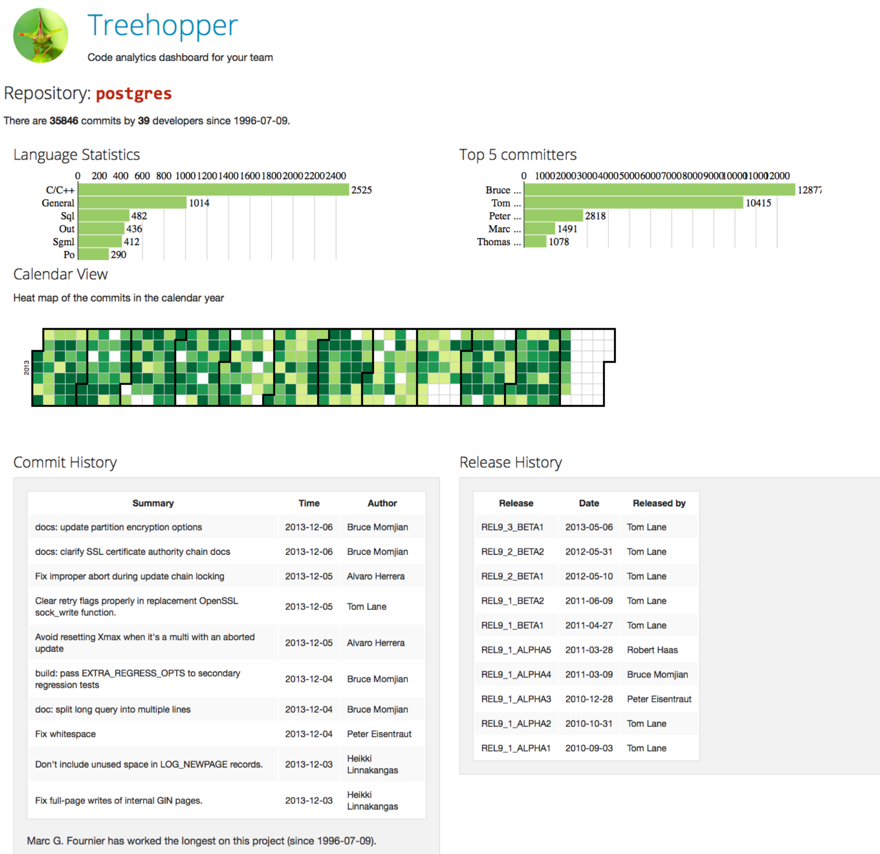


Figure 5: Repository view

# 3 Results

We have demonstrated that it is possible to extract significant amount of analysis about the codebase using our application.

# 4 Conclusion

Graph databases are an excellent datastore option for non-traditional applications like ours. Graph databases facilitate easy modeling of the domain under consideration without having to "force" the data into a traditional Entity-Relationship model.

The biggest advantage we found with graph databases is that, it is quite easy to write the queries for the graph data as long as we can draw a connection between the two (or more) nodes that we want to relate. This is much more easier to reason than a join between tables in an RDBMS.

# 5 Future work

Support other distributed version control systems like `mercurial`.

Handle more than one branch. Branching is used with much more commonly in git than in version control systems like subversion, where branching is a much more expensive operation. By adding all the branches to the repository, we can visualize the process of how features and bugs are handled using the branching mechanism.

Write queries and create visualizations to see the relation between various repositories. Often, developers work on more than one code repository at time. By having all the repositories that belong to an organization in the `treehopper` system, we can create "user" dashboards, which can then show developer involvement in various projects.

# 6 Reference


- Git for Computer Scientists
- Cypher Query Language