

## Git: powerful, but leaky

- Like all abstractions, git leaks
- Difficult to master without a solid mental model
- Fear of losing work is a barrier to learning/experimentation
- Taking advantage of git's data-hoarding tendencies requires understanding of how the data is stored

Solution: Gain leverage by learning some internal mechanics

# What does git store when you commit?

## Core concept: History as snapshots

- To understand how git stores your commits, it's useful to understand the central "philosophy"
- Git "thinks" about version history as a series of snapshots, rather than a series of deltas
- A snapshot is a complete copy<sup>1</sup> of the project at a particular point in history

<sup>&</sup>lt;sup>1</sup> Unchanged files are not stored multiple times. And, eventually, git will compress versions of the same file together to save space when necessary, e.g. if you want to push to a remote. But the snapshot still decompresses to a complete project copy.

# Representing changes

- Git does not directly save any actions that you took, only the state
- Differences are derived by comparing snapshots
- Actions are inferred
- Example (right): git recognizes the rename because the **file content** is the same

```
3. Clara@Macaque: ~/code/git-under-the-hood (zsh)
[~/code/git-under-the-hood]$ mv images/{,young-}clara-sunglasses.jpg
[~/code/git-under-the-hood]$ git st
                                                                  [master]
On branch master
Changes not staged for commit:
  (use "git add/rm <file>..." to update what will be committed)
  (use "git checkout -- <file>..." to discard changes in working directory
                    images/clara-sunglasses.jpg
Untracked files:
  (use "git add <file>..." to include in what will be committed)
        images/young-clara-sunglasses.jpg
no changes added to commit (use "git add" and/or "git commit -a")
[~/code/git-under-the-hood]$ git add --all; git st
                                                                  *[master]
On branch master
Changes to be committed:
  (use "git reset HEAD <file>..." to unstage)
                     images/clara-sunglasses.jpg -> images/young-clara-sung
lasses.jpg
[~/code/git-under-the-hood]$
                                                                 *[master]
```

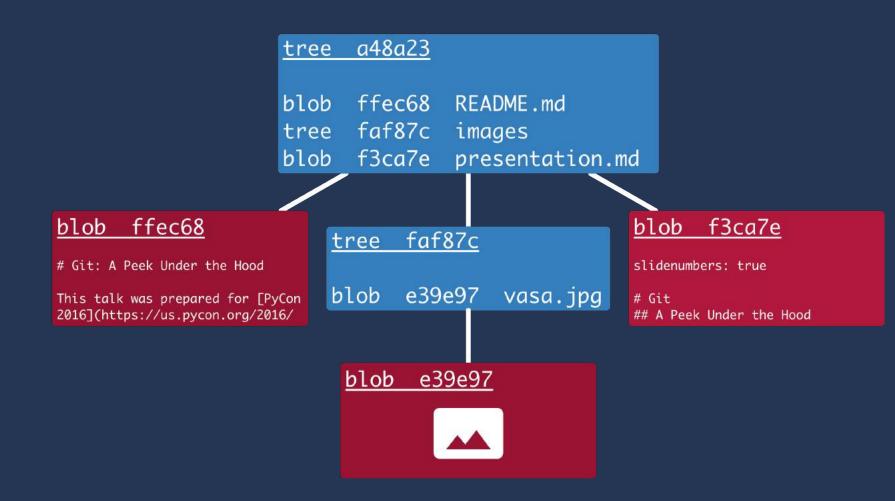
## Important implication!

- Git's ability to track a file's history<sup>2</sup> depends on the file being recognizably the same file between commit snapshots
- i.e. the following may break the file history:
  - \$ git mv file.py other.py
    <make lots of changes to `other.py`>

<sup>&</sup>lt;sup>2</sup> Important even if you don't directly use this feature because it affects git's ability to merge intelligently.

## Snapshot storage

- A file snapshot is stored as a text blob, and a directory snapshot is represented as a "tree" object
- Each snapshot is check-summed and stored by SHA-1 value
- Directory trees point to the SHAs of files and directories they contain
- The project snapshot is just the "tree" for the project root directory



## Building a commit

- To make a commit, first you need to stage some changes
- The staging area<sup>3</sup> is just another project snapshot tree
- As changes are staged, new snapshots are created of the affected files/directories, and the staging area is updated
- On commit, the staging area becomes the commit snapshot

<sup>&</sup>lt;sup>3</sup> Sometimes referred to as the "index".

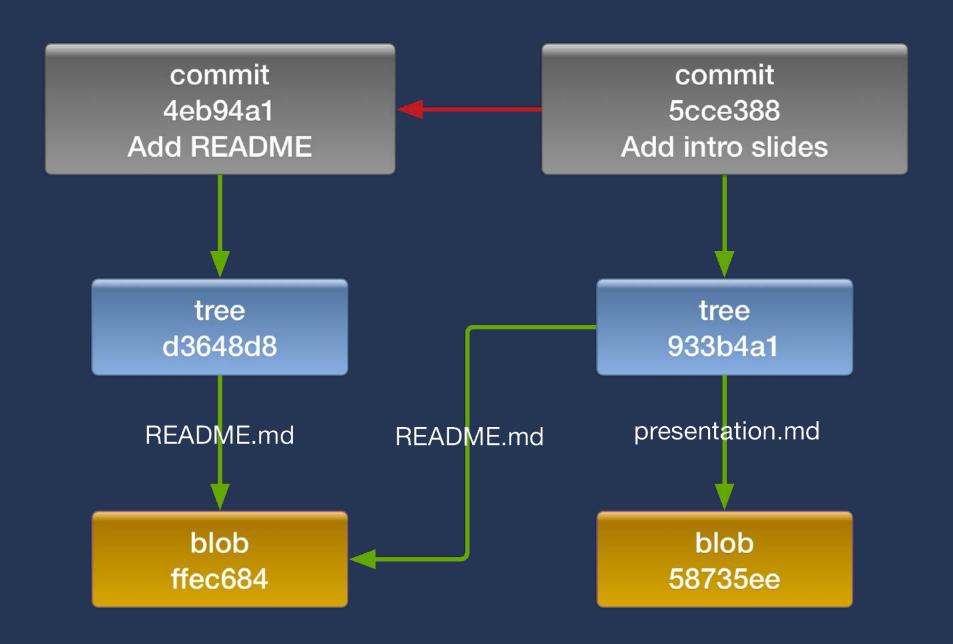
## commit = content + meta-data

- The final commit object contains a pointer<sup>4</sup> to the project snapshot (the content) and some meta-data
- The meta-data includes the author, the commit message, and pointer(s) to the parent commit(s)<sup>5</sup>
- Note that if either the content or the meta-data is amended,
   the new commit will have a different SHA checksum value

<sup>&</sup>lt;sup>4</sup> The "pointer" is SHA of the project snapshot

<sup>&</sup>lt;sup>5</sup> The initial commit has no parents, and merge commits have two or more.

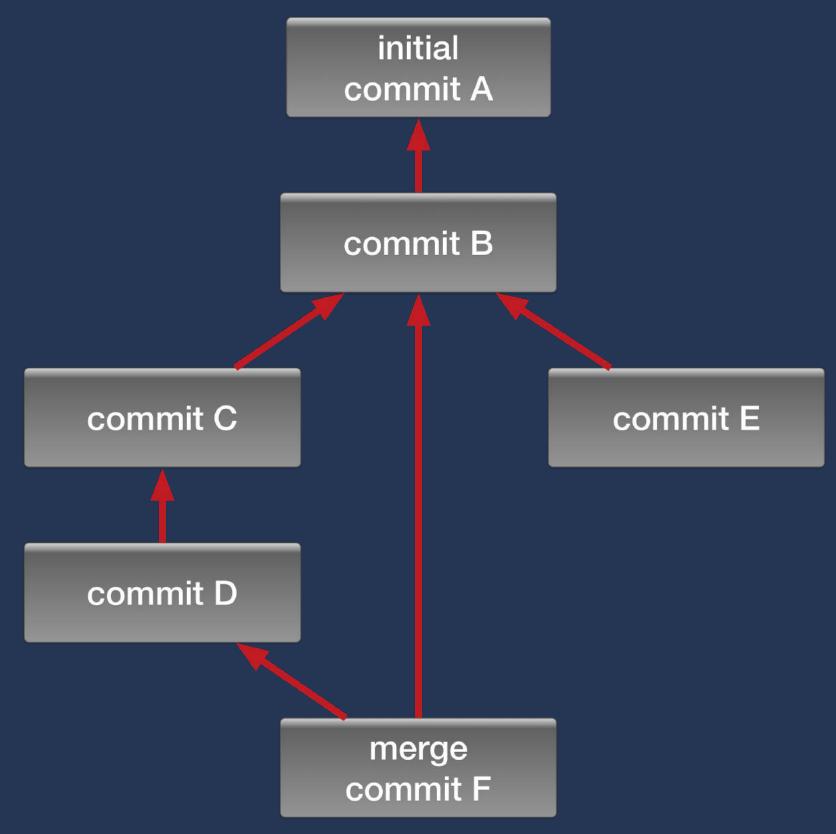
## Visualizing commit storage





## Branching (structure) comes for free

- Together, commits and parent relations form the git history DAG<sup>6</sup>
- Multiple commits can share a parent
   => natural "branching" structure
- Could theoretically manage divergent version paths without an explicit "branch" concept<sup>7</sup>

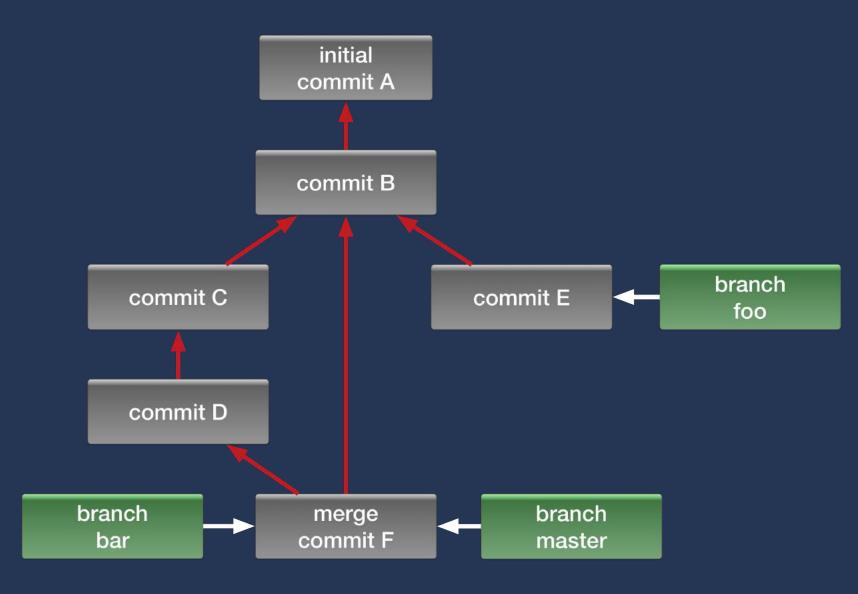


<sup>&</sup>lt;sup>6</sup> It can be further specified as a rooted connected directed acyclic graph. <sup>8</sup> Note that the history is *not* a tree because commits can have multiple parents, but it is tree-like in other respects.

<sup>&</sup>lt;sup>7</sup> It would involve manually tracking commit SHAs, though. 🚳

## A git branch (object) is just a pointer

- Git's "branch" object (stored as reference to a commit SHA) affords two major conveniences:
  - Nice name for checkouts, etc.
  - The checked-out branch moves forward with each new commit<sup>8</sup>
- Note: there is nothing special about master: it's a regular branch<sup>9</sup>



<sup>&</sup>lt;sup>8</sup> Unlike tags (similarly just pointers), which stay put unless explicitly moved.

<sup>&</sup>lt;sup>9</sup> The branch created by git init is called "master" by default.

## Ergo, branches are cheap

- Creating a branch == creating a SHA reference: cheap!
- Because git only creates new file snapshots for modified files, they are also cheap to maintain<sup>10</sup>
- Deleting a branch only deletes the reference: also cheap!
  - Bonus: the commits still exist and can be recovered

<sup>&</sup>lt;sup>10</sup> Relative to other VCSs that maintain an entirely seperate project copy per branch.

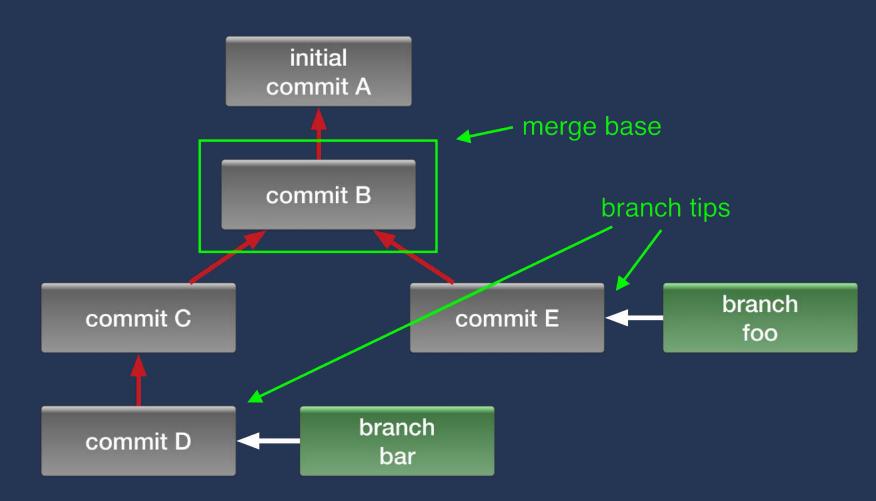
## Merges are (fairly) easy

- To merge, git compares branches to their best merge base
- The merge base (most recent common ancestor) is easily determined from the commit graph
- Unlike a simple 3-point merge, git preserves granular history info by replaying commits from one branch onto the other
- This allows git to correctly handle many tricky merge

#### **Example merge scenario**

#### To merge bar into foo:

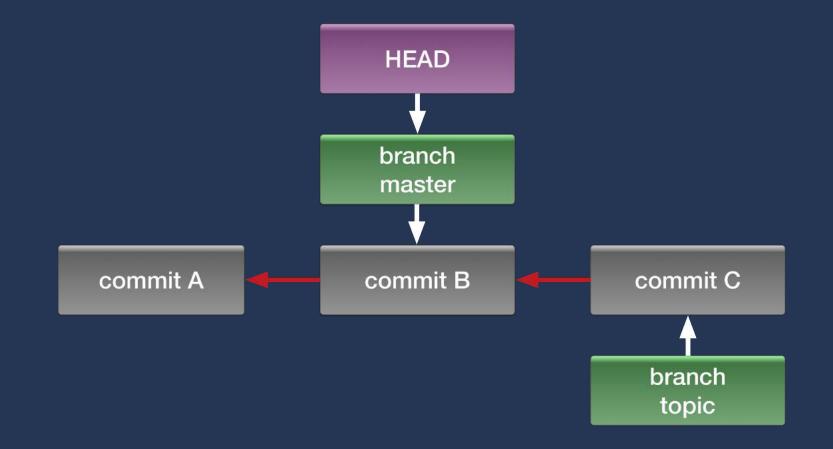
- \$ git checkout foo
- \$ git merge bar
- Determine merge base
- Compute diffs (C B) and (D C)
- Apply diffs in order onto E
- Turn the result into a merge commit
- Move branch foo to merge commit





#### **Checkouts: HEAD**

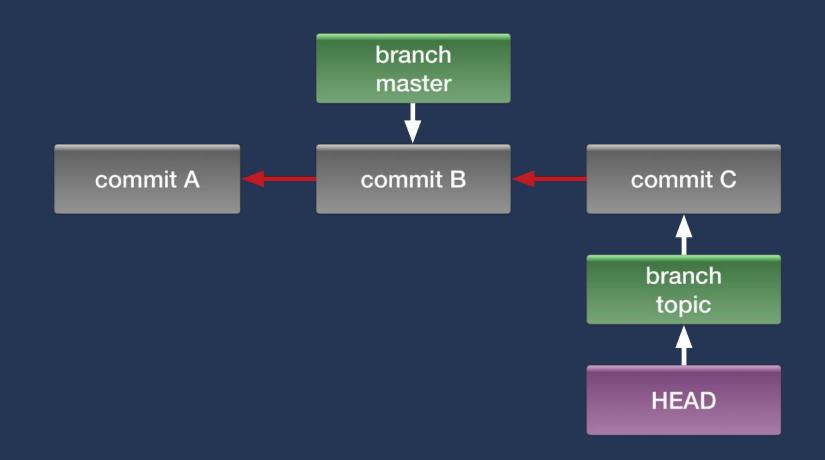
- The HEAD reference determines
   "where you are" in the commit graph
- HEAD can point either to a branch reference or directly to a commit<sup>11</sup>
- Example (right): The master branch is currently "checked out"



<sup>&</sup>lt;sup>11</sup> This is the "unattached HEAD" state.

# Checkouts: Switching branches

- \$ git checkout topic
- Modify HEAD to point to topic
- Copy commit C's snapshot tree to the staging area
- Decompress the files in the project snapshot and copy them to the working directory<sup>12</sup>

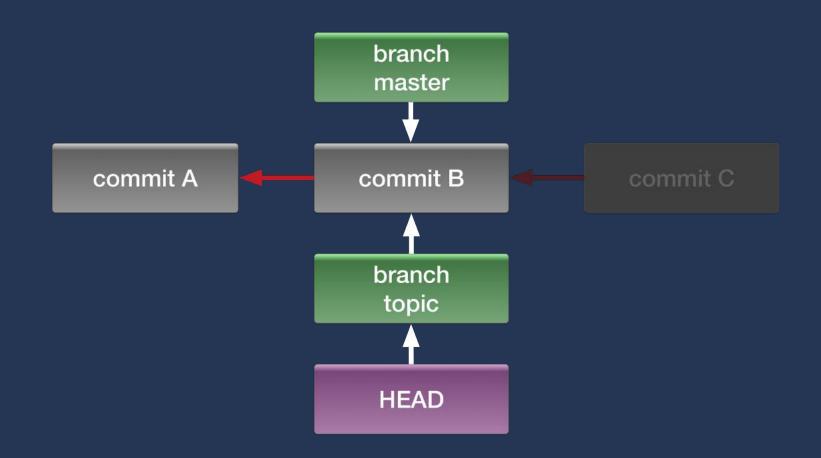


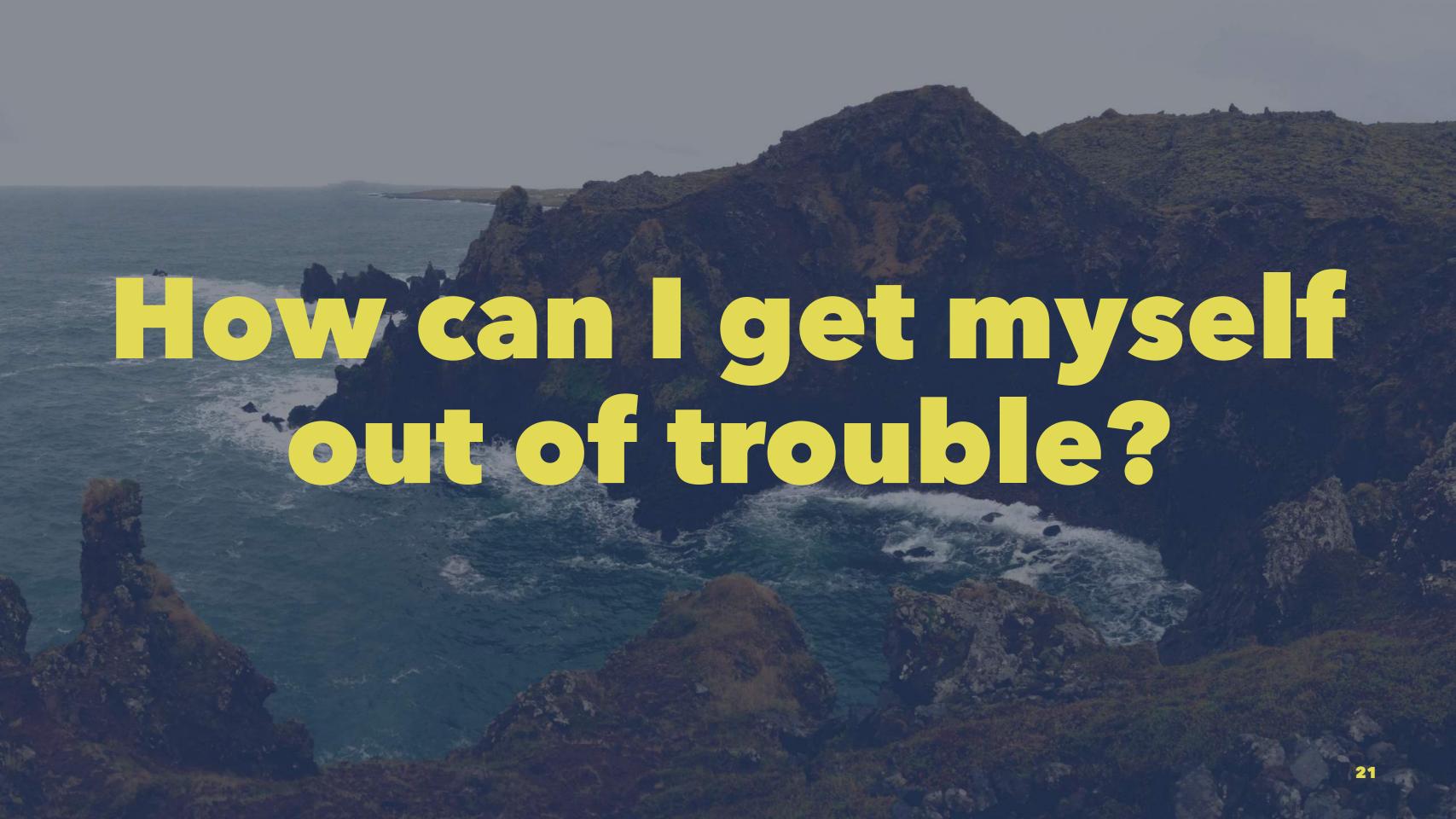
<sup>&</sup>lt;sup>12</sup> This could clobber uncommitted changes in your working directory, which is why git may throw an error if you try to do a checkout with a dirty working directory.

#### Resets are like checkouts

git reset --<mode> master

- A hard reset does the same 3 steps as a checkout, except that the pointer that moves is the branch, rather than HEAD
- A default (mode=**mixed**) reset skips the working directory overwrite
- A soft reset also skips the staging area overwrite





## Meet the reflog Your new best friend

- The reflog is a **local-only** log of all changes to git **refs**, including branches, tags, HEAD, stashes
- By default, git reflog shows you a log of HEAD changes
- git reflog <ref name> to view changes to another ref
- The reflog can be used to return to a previous state<sup>13</sup>

<sup>&</sup>lt;sup>13</sup> A previous **committed** state. If you accidentally deleted uncommitted work, no dice. Commit early and often!

## What can I find in the reflog?

- Some of the changes recorded in the reflog:
  - new commits (including merge commits, cherry-picks)
  - modifications to commits
  - branch or commit checkouts
- Fetches or pushes to a remote are not recorded in the reflog, because they don't affect your local repository copy

#### Usecase

#### Roll back to a previous state

- Use the reflog to immediately roll back from a git mistake (e.g. botched rebase, pulled instead of fetched)<sup>14</sup>
- Identify the HEAD reference before the error, then do a hard reset to it
- Ex: git reset --hard HEAD@{1}

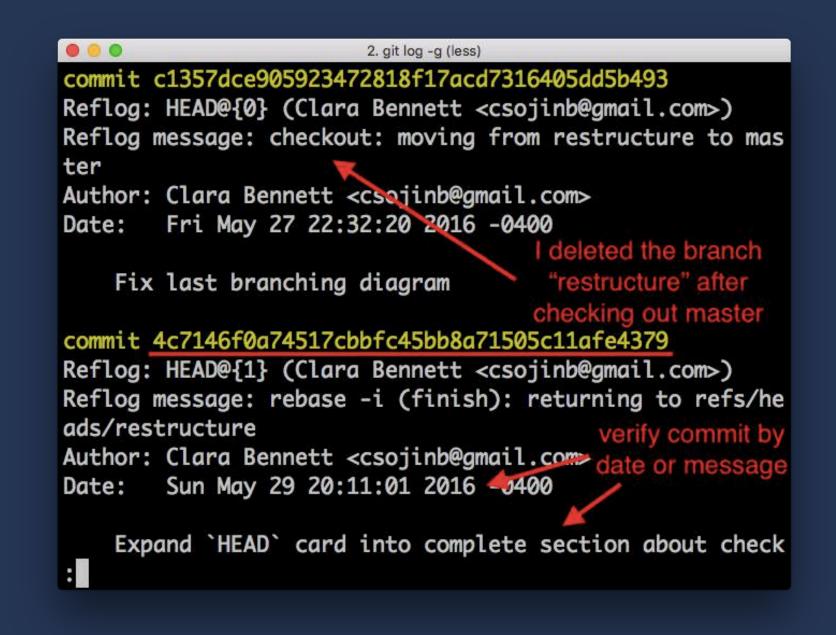
<sup>19211</sup>d3 HEAD@{0}: reset: moving to 19211d3 undo please!
217dac1 HEAD@{1}: rebase -i (finish): returning to refs/
heads/restructure
217dac1 HEAD@{2}: rebase -i (pick): Expand `HEAD` card i
nto complete section about checkouts and resets
4cb6e58 HEAD@{3}: rebase -i (pick): Restructure branchin
g section
19211d3 HEAD@{4}: rebase -i (pick): Improve diagram reso
lution
7f501c3 HEAD@{5}: rebase -i (pick): Restructure commit s
torage section
roll back to this state

<sup>&</sup>lt;sup>14</sup> You can even use this to recover from a bad reflog reset!

#### Usecase

#### Recover a deleted branch

- We can't use the branch-specific reflog because it was deleted too
- View detailed commit information in the HEAD log with git log -g
- Find the SHA of the former branch tip and remake the branch:
   \$ git branch recovery 4c7146f
- This technique can also be used to recover modified commits



### Off-branch commits aren't stored forever

- Git is conservative: it keeps commits reachable by any reference, including the reflog
- Default reflog expire time is 90 days
- Unless you explicitly trigger garbage collection, "expired" reflog items are only cleaned up if there's a space issue<sup>15</sup>
- With the defaults, reflog expiry unlikely to cause issues

 $<sup>^{15}</sup>$  So, a small repo that only you contribute to could still have commits from old branches from a year ago, for example.

## What next?

- Go forth and git greatly!
- This presentation can be found at github.com/csojinb/git-under-the-hood
- Scott Chacon's book <u>Pro Git</u> (free!) is an excellent resource
  - To learn more about git internals in particular, check out <u>Chapter 10</u> and take a swim through your .git directory

