

15-410

“...Goals: Time Travel, Parallel Universes...”

PRCS
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Outline

Motivation

Repository vs. Working Directory

Conflicts and Merging

Branching

PRCS – Project Revision Control System

Goals

Working together should be easy

Time travel

- Useful for challenging patents
- **Very** useful for reverting from a sleepless hack session

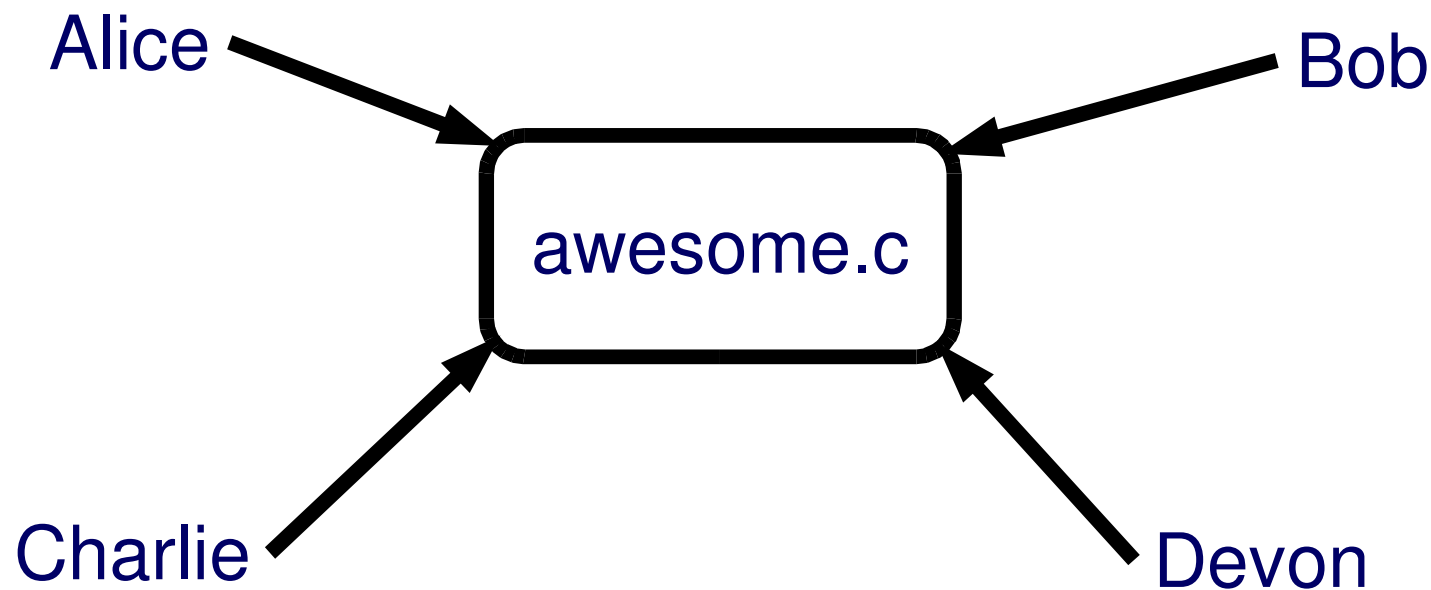
Parallel universes

- Experimental universes
- Product-support universes

Goal: Shared Workspace

Reduce development latency via parallelism

- [But: Brooks, Mythical Man-Month]



Goal: Time Travel

Retrieving old versions should be easy.

Once Upon A Time...

Alice: What happened to the code? It doesn't work.

Charlie: Oh, I made some changes. My code is 1337!

Alice: Rawr! I want the code from last Tuesday!

Goal: Parallel Universes

Safe process for implementing new features.

- **Develop bell in one universe**
- **Develop whistle in another**
- **Don't inflict B's core dumps on W**
- **Eventually produce bell-and-whistle release**

How?

Keep a global repository for the project.

The Repository

Version

- Contents of some files at a particular point in time
- aka “Snapshot”

Project

- A “sequence” of versions
 - (not really)

Repository

- Directory where projects are stored

The Repository

Stored in group-accessible location

- Old way: file system
- Modern way: “repository server”

Versions *in repository* visible group-wide

- Whoever has read access
- “Commit access” often separate

How?

Keep a global repository for the project.

Each user keeps a working directory.

The Working Directory

Many names (“sandbox”)

Where revisions happen

Typically belongs to *one* user

Versions are *checked out* to here

New versions are *checked in* from here

How?

Keep a global repository for the project.

Each user keeps a working directory.

Concepts of checking out, and checking in

Checking Out. Checking In.

Checking out

- A version is copied from the repository
 - Typically “Check out the latest”
 - Or: “Revision 3.1.4”, “Yesterday noon”

Work

- Edit, add, remove, rename files

Checking in

- Working directory \Rightarrow repository *atomically*
- Result: new version

Checking Out. Checking In.

Repository

○
○
○

Working Directory



Checking Out. Checking In.

Repository

○
○
○

v0.1

Working Directory

v0.1 copy

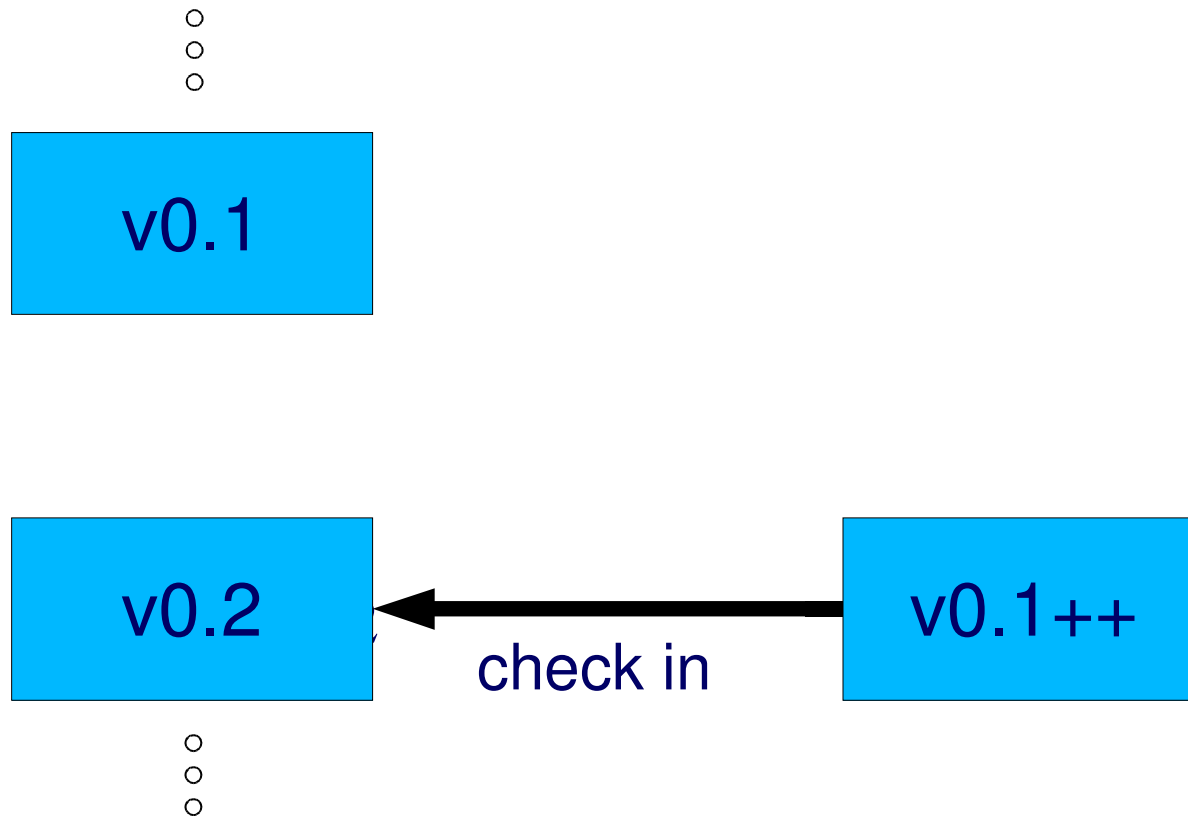
mutate

v0.1++

Checking Out. Checking In.

Repository

Working Directory



How?

Keep a global repository for the project.

Each user keeps a working directory.

Concepts of *checking out*, and *checking in*

Mechanisms for merging

Conflicts and Merging

Two people check out.

- Both modify foo.c

Each wants to check in a new version.

- Whose is the *correct* new version?

Conflicts and Merging

Conflict

- Independent changes which “overlap”
- *Textual* overlap detected by revision control
- *Semantic* conflict cannot be

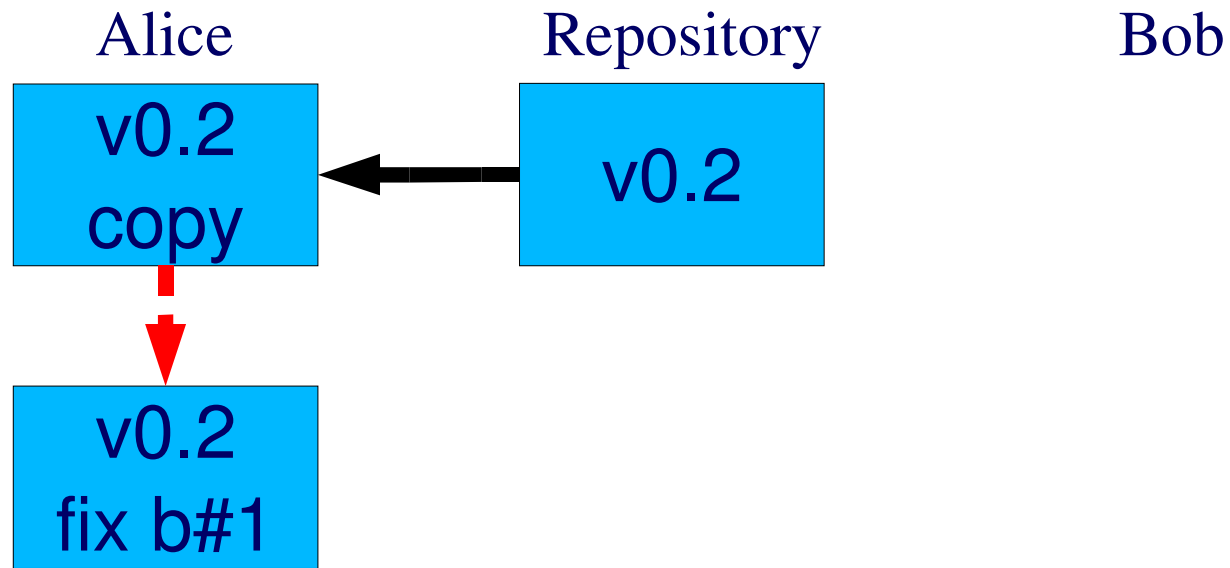
Merge displays conflicting updates per file

Pick which code goes into the new version

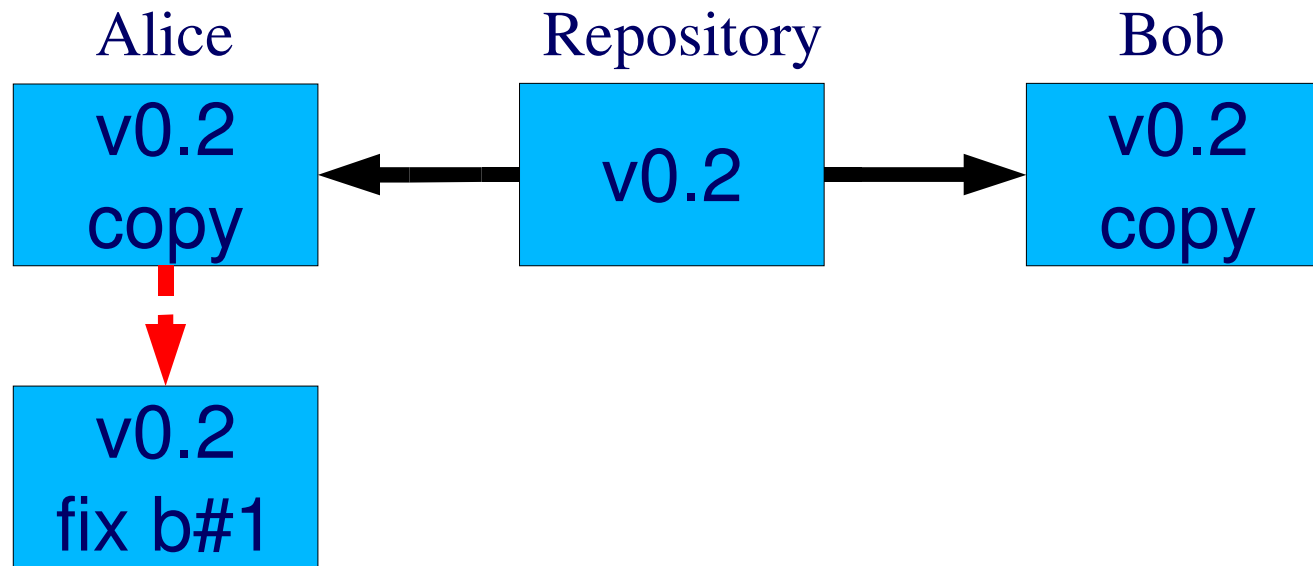
- A, B, NOT A

- 19 - Picture now, example later

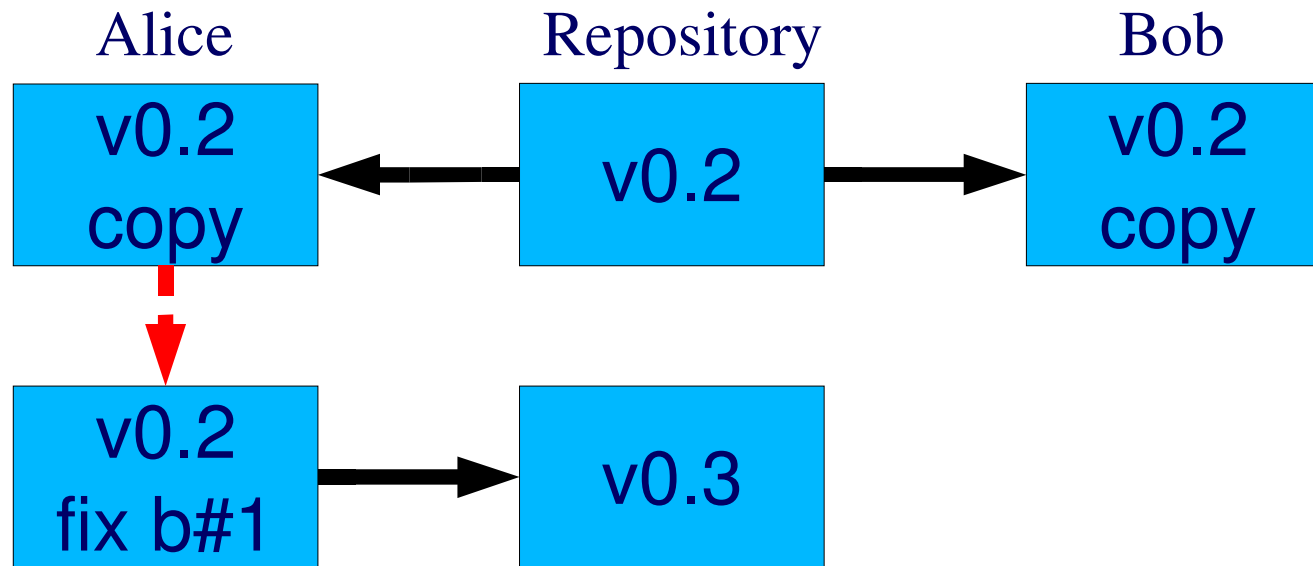
Alice Begins Work



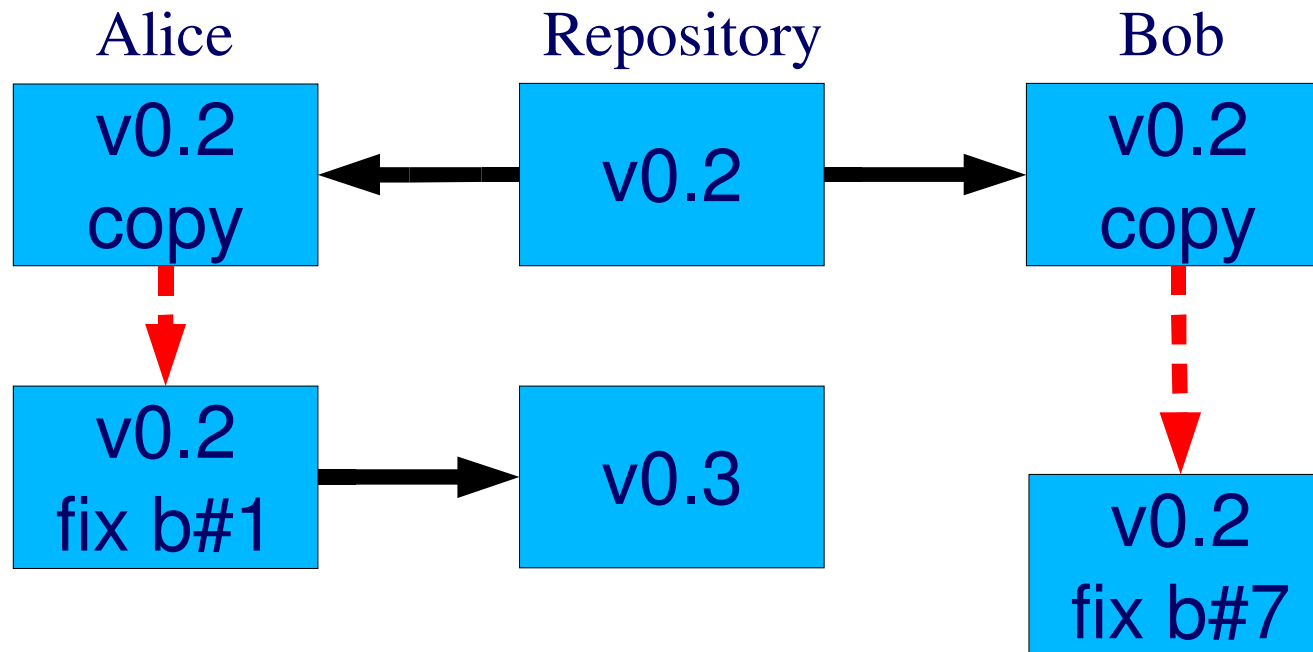
Bob Arrives, Checks Out



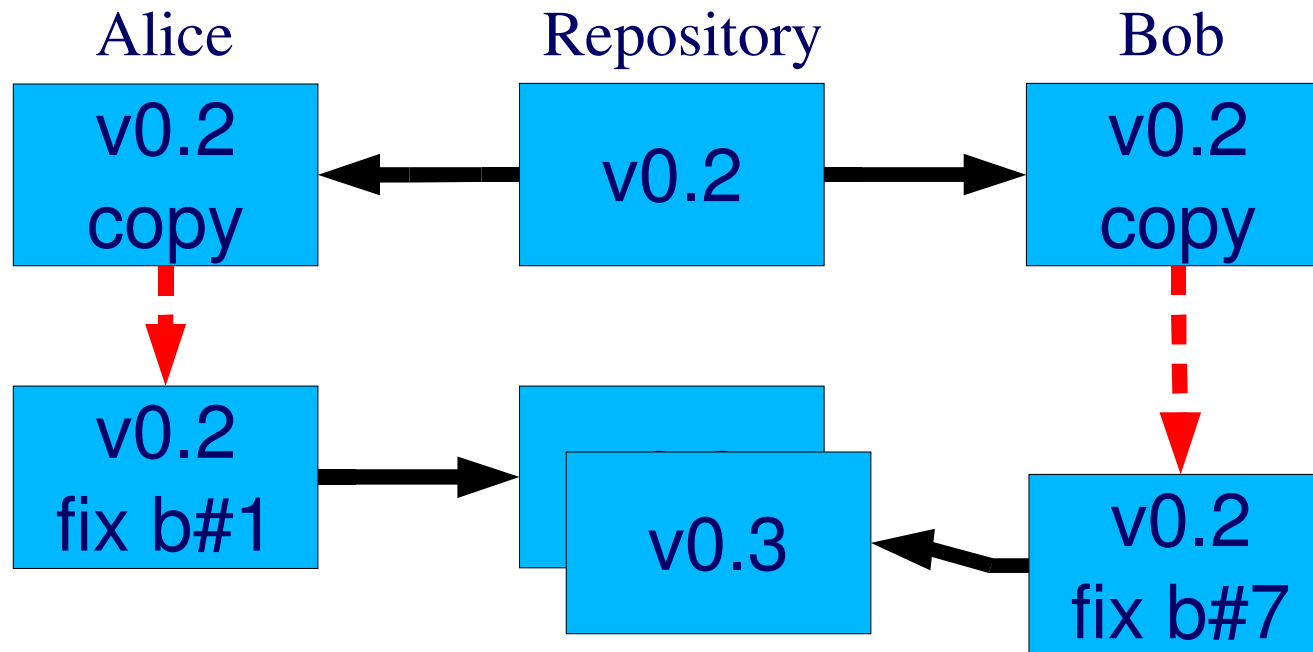
Alice Commits, Bob Has Coffee



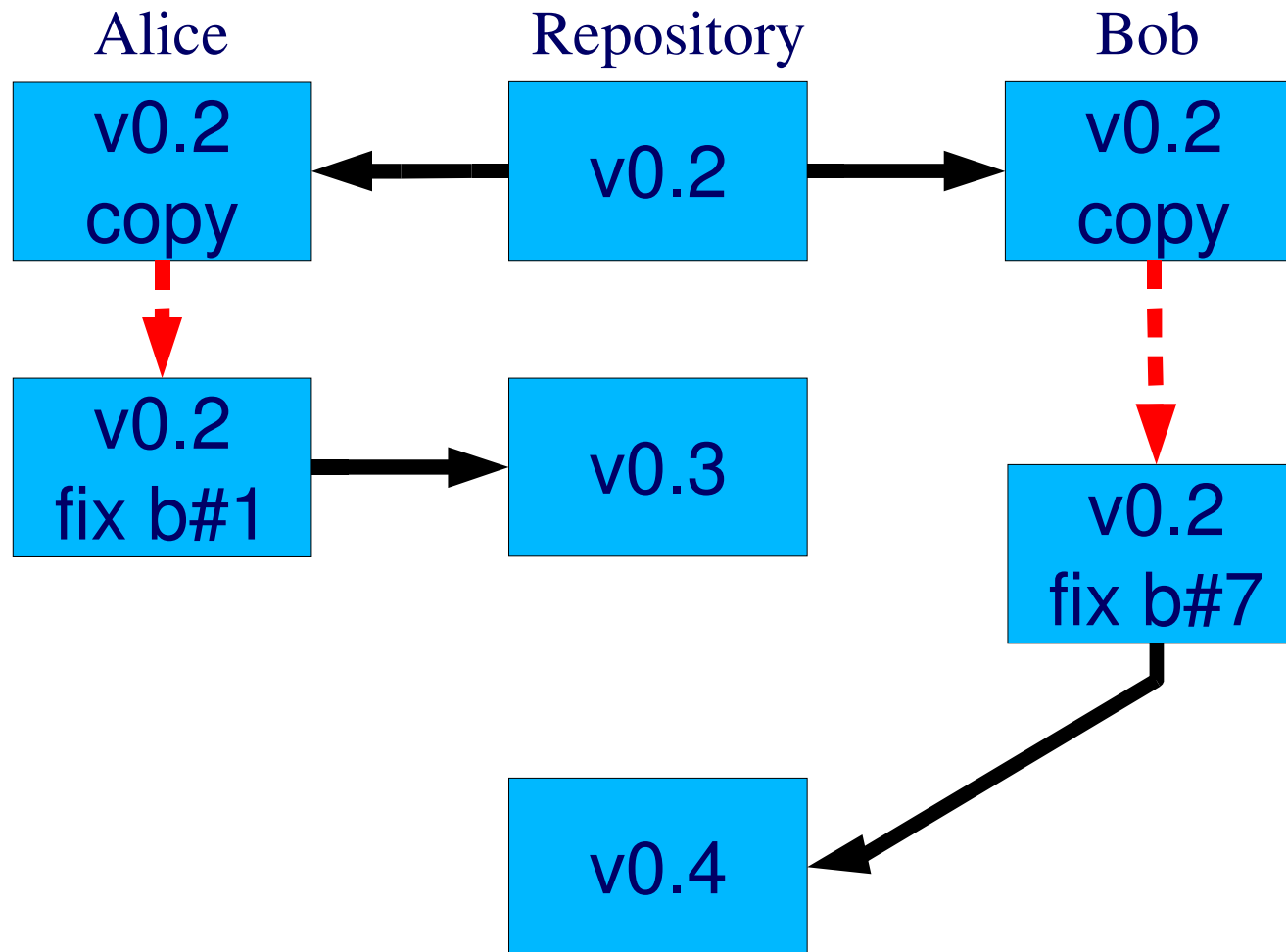
Bob Fixes Something Too



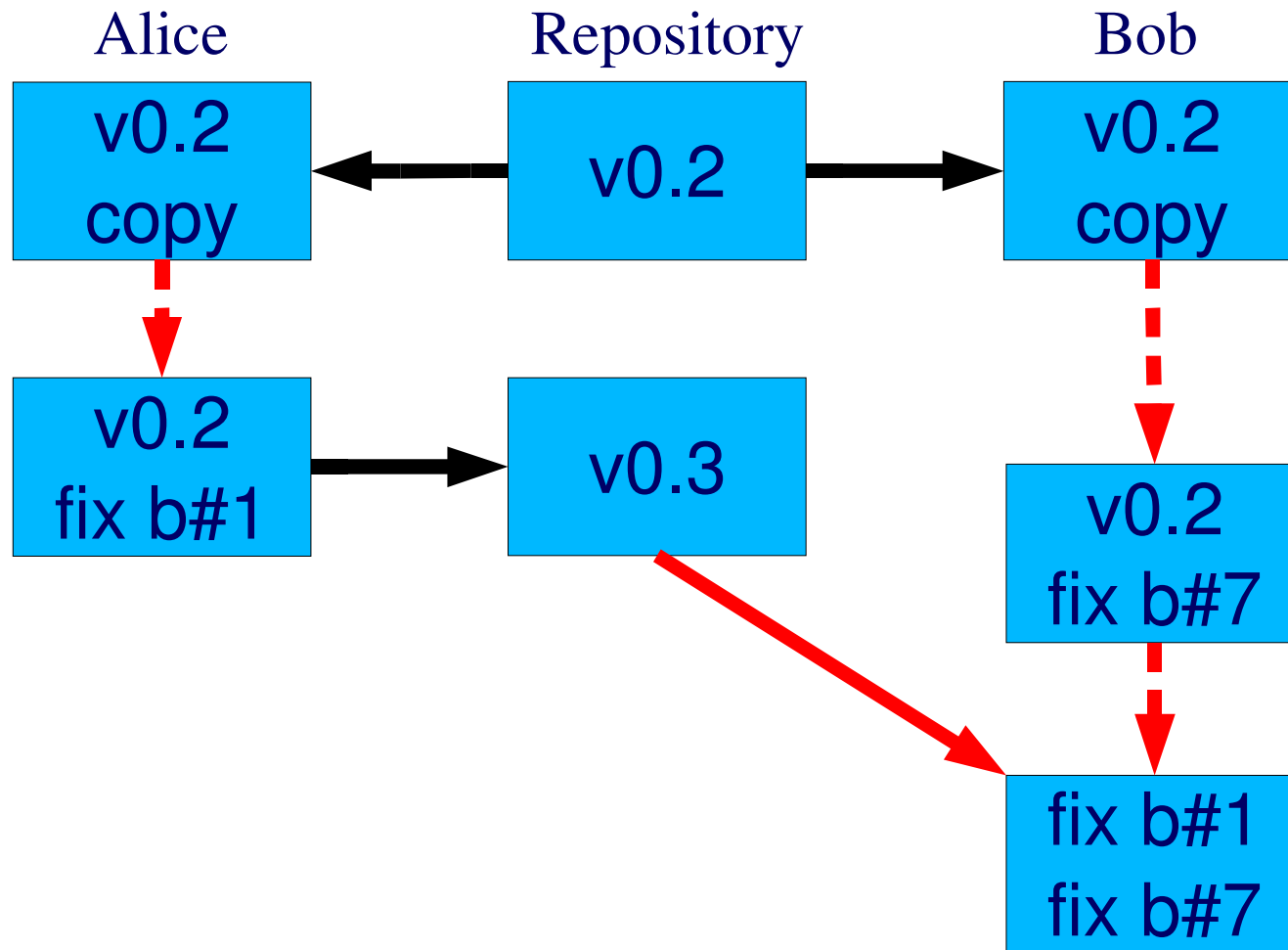
Wrong Outcome



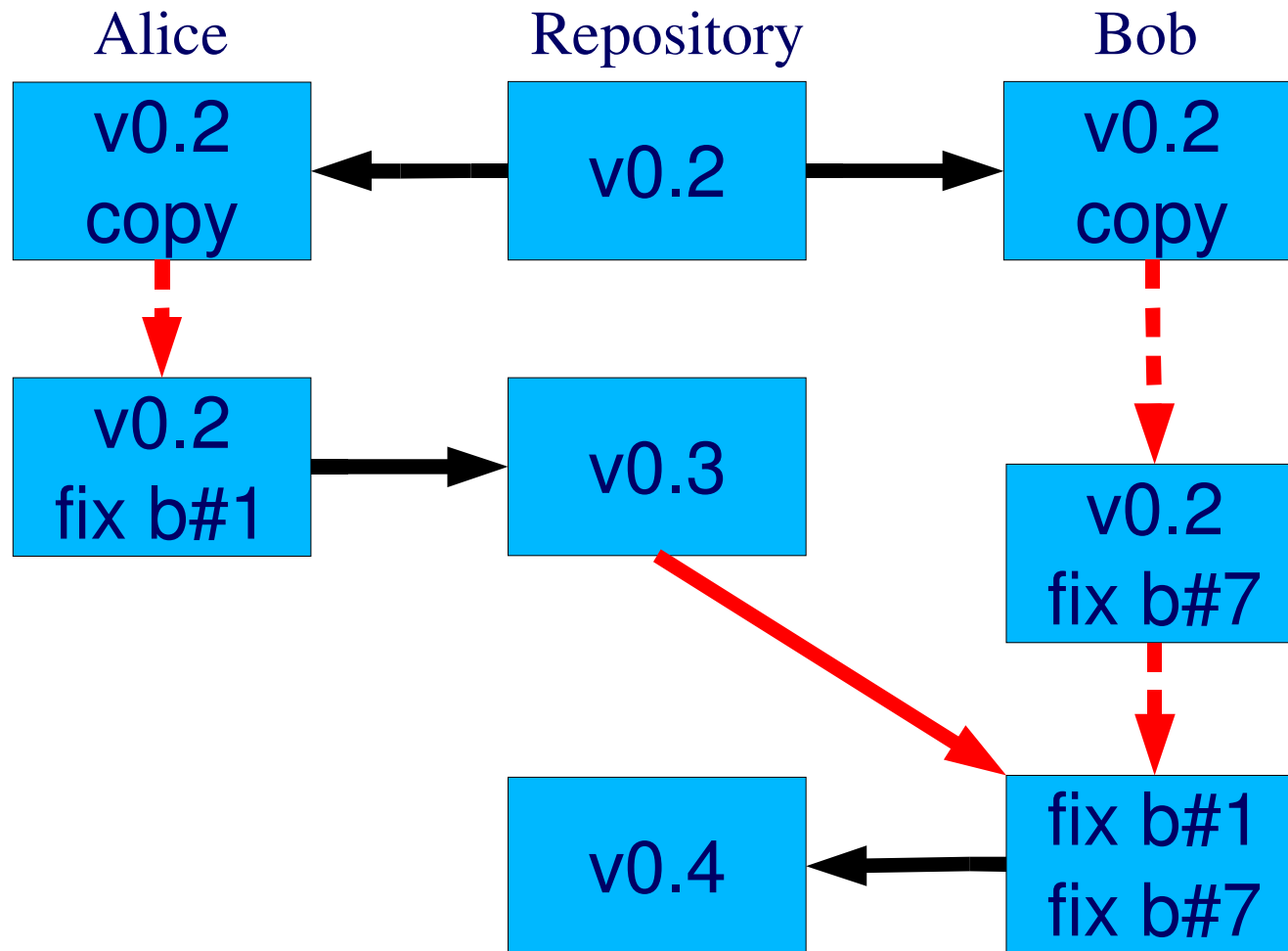
“Arguably Less Wrong”



Merge, Bob, Merge!



Committing Genuine Progress



How?

Keep a global repository for the project.

Each user keeps a working directory.

Concepts of *checking out*, and *checking in*

Mechanisms for *merging*

Mechanisms for branching

Branching

A branch is a *sequence of versions*

- (not really...)

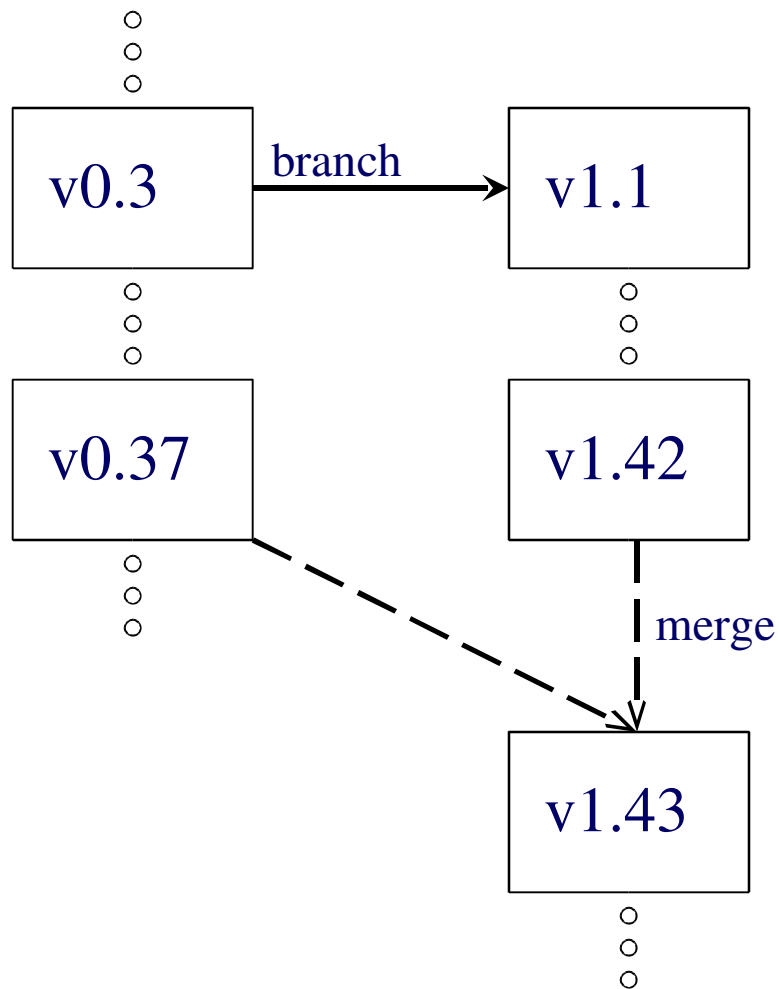
Changes on one branch don't affect others

Project may contain many branches

Why branch?

- Implement a new “major” feature
- Begin an independent sequence of development

Branching



The actual branching and merging take place in a particular user's working directory, but this is what such a sequence would look like to the repository.

Branch Life Cycle

“The Trunk”

- “Release 1.0”, “Release 2.0”, ...

Release 1.0 *maintenance* branch

- 1.0.1, 1.0.2, ...
- Bug-fix updates as long as 1.0 has users

Internal *development* branches

- 1.1.1, 1.1.2, ...
- Probably 1.1.1.client, 1.1.1.server

Branch Life Cycle

Successful development branch

- Merged back to parent
- No further versions

Unsuccessful development branch

- Some changes pulled out?
- No further versions

Maintenance branch

- “End of Life”: No further versions

Are Branches *Deleted*?

Consider the “data structure”

- Revisions of each file (coded as deltas)
- Revisions of the directory tree

Branch delete

- *Complicated* data structure update
 - [Not a well-tested code path]
- Generally a bad idea
 - History could *always* be useful later...

Source Control Opinions

CVS

- very widely used
- mature, lots of features
- default behavior often wrong

OpenCM

- security-conscious design
- not widely used

BitKeeper

- ~~Favored by Linus Torvalds~~
- “Special” license restrictions

SubVersion

- lots of potential
- not ready yet?

PerForce

- commercial
- reasonable design
- works well
- big server

Arch, git

- good plan
- immature?

Dave's Raves

CVS

- Commit: atomic if you are careful
- Named snapshots: if you are careful
- Branching: works if you are careful
- *Core operations* require care & expertise!!!

Many commercial products

- Require full-time person, huge machine
- Punitive click-click-click GUI
- Poor understanding of data structure requirements

Recommendation for 15-410

You can use CVS if you're used to it

PRCS, Project Revision Control System

- Small “conceptual throw weight”
- Easy to use, state is visible (single text file)
- No bells & whistles

Setting to learn revision control *concepts*

- Quick start when joining research project/job
 - (They will probably not be using PRCS)

Getting Started

Add 410 programs to your path (.bashrc):

```
$ export  
  PATH=/afs/cs.cmu.edu/academic/class/1541  
0-f05/bin:$PATH
```

Set environment variables (also .bashrc):

```
$ export  
  PRCS_REPOSITORY=/afs/cs.cmu.edu/academic  
/class/15410-f05-users/group-  
99/REPOSITORY  
  
$ export PRCS_LOGQUERY=1
```

Creating A New Project

In a working directory:

```
$ prcs checkout P
```

- P is the name of the project

Creates a file: P.prj

The Project File

```
;; -*- Prcs -*-  
(Created-By-Prcs-Version 1 3 0)  
(Project-Description "")  
(Project-Version P 0 0)  
(Parent-Version -*- -*- -*-)  
(Version-Log "Empty project.")  
(New-Version-Log "")  
(Checkin-Time "Wed, 15 Jan 2003 21:38:47 -0500")  
(Checkin-Login zra)  
(Populate-Ignore ())  
(Project-Keywords)  
(Files  
;; This is a comment.  Fill in files here.  
;; For example:  (prcs/checkout.cc ())  
)  
(Merge-Parents)  
(New-Merge-Parents)
```

Description of project.

Make notes about
changes before
checking in a new
version

List of files

Using the Project File

Adding Files

```
$ prcs populate P file1 file2 ... fileN
```

- To add *every* file in a directory

```
$ prcs populate P
```

- Rarely what you want

Removing, renaming files

- See handout

Checking In

Checking in

`$ prcs checkin P`

- Check-in will fail if there are conflicts.
- Hey, we forgot to talk about conflicts!

Conflicts and Merging

Suppose this file is in the repository for project P:

```
#include <stdlib.h>
#include <stdio.h>

int main(void)
{
    printf("Hello World!\n");
    return 0;
}
```

Conflicts and Merging

Suppose Alice and Charlie check out this version, and make changes:

Alice's Version

```
#include <stdlib.h>
#include <stdio.h>

#define SUPER 0

int main(void)
{
    /* prints "Hello World"
       to stdout */
    printf("Hello World!\n");
    return SUPER;
}
```

Charlie's Version

```
#include <stdlib.h>
#include <stdio.h>

int main(void)
{
    /* this, like, says
       hello, and stuff */
    printf("Hello Hercules!\n");
    return 42;
}
```

Conflicts and Merging

Suppose Alice checks in first.

```
$ prcs checkin
```

Now Charlie must perform a merge

```
$ prcs checkin  $\Rightarrow$  will fail
```

```
$ prcs merge
```

- Default merge option performs a CVS-like merge.

```
$ prcs checkin  $\Rightarrow$  should work now
```

Conflicts and Merging

The file after a merge

```
#include <stdlib.h>
#include <stdio.h>

#define SUPER 0

int main(void)
{
<<< 0.2(w)/hello.c Wed, 19 Feb 2003 21:26:36 -0500 zra (P/0_hello.c 1.2 644)
    /* this, like, says hello, and stuff */
    printf("Hello Hercules!");
    return 42;
===
    /* prints "Hello World" to stdout */
    printf("Hello World!");
    return SUPER;
>>> 0.3/hello.c Wed, 19 Feb 2003 21:36:53 -0500 zra (P/0_hello.c 1.3 644)
}
-45 -
```

Conflicts and Merging

Pick/create the desired version

- **Check that into the repository.**

Branching

To create the first version of a new branch:

```
$ prcs checkin -rExperimental_VM  
Kern.prj
```

To merge with branch X version 37:

```
$ prcs merge -rX.37 Kern.prj
```

Information

To get a version summary about P:

```
$ prcs info P
```

– with version logs:

```
$ prcs info -l P
```


Suggestions

Develop a convention for naming revisions

- Date
- Type of revision(bug-fix, commenting, etc.)
- Short phrase

When to branch?

- Bug fixing?
 - Check out, fix, check in to same branch
- Trying COW fork since regular fork works?
 - Branching probably a good idea.

Summary

We can now:

- Create projects
- Check source in/out
- Merge, and
- Branch

See PRCS documentation

- Ours, official – on Projects web page
- Complete list of commands
- Useful options for each command.