

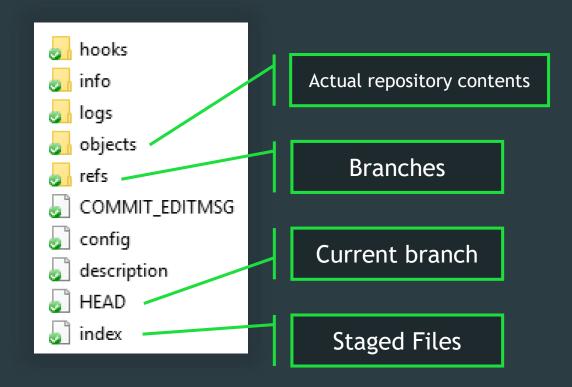
How Git Works

The .git folder

- Contains all of git's "state"
 - File contents
 - Staged files
 - Commit structure
 - Configuration options
 - Current branch
 - Branches/tags
 - etc.

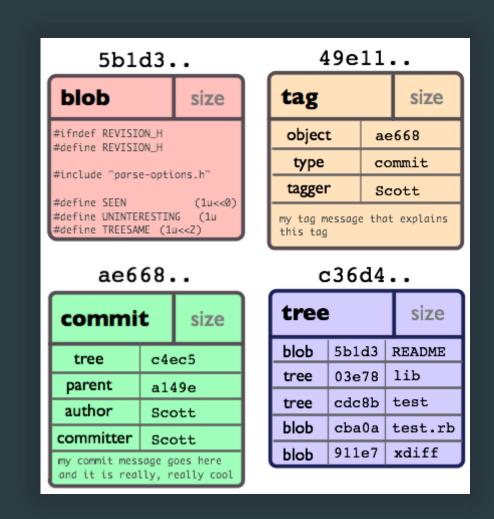
The .git folder

Contains all of git's "state"



objects directory

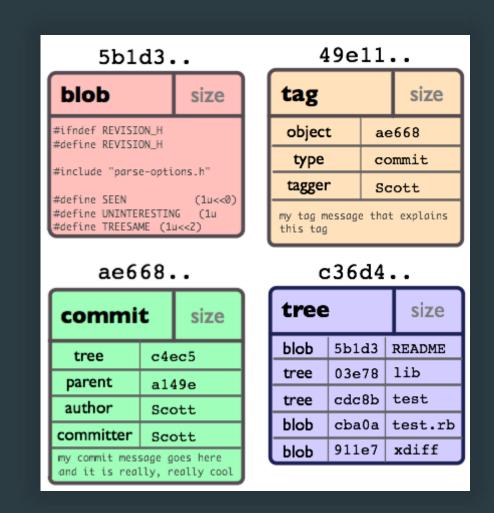
- Repository contents are stored as objects
- Object types:
 - blob
 - tree
 - commit
 - tag



objects directory

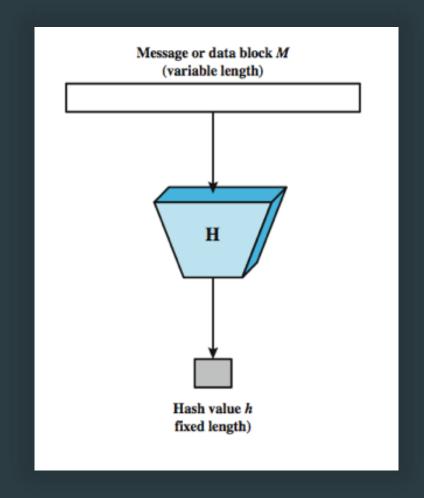
- Objects are referred to by hash
- Print objects with: git cat-file -p [hash]
- Print tree objects with: git ls-tree [hash]
- Git commit hash with:

 git rev-parse [branch name]



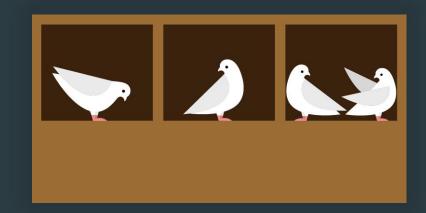
Hash functions

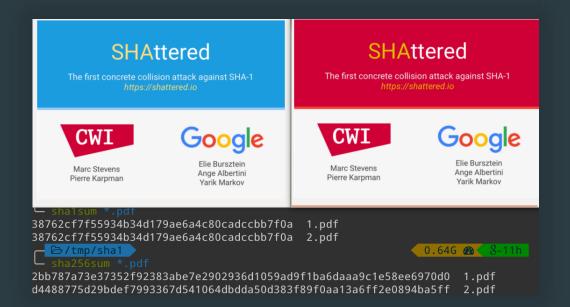
- A hash function maps data of arbitrary size to a "hash" of fixed size
- Ideally, similar inputs are mapped to very different outputs
- Git uses SHA-1
 - 160 bits (40 characters in hex)
- Objects folder maps hashes to data



Hash collisions

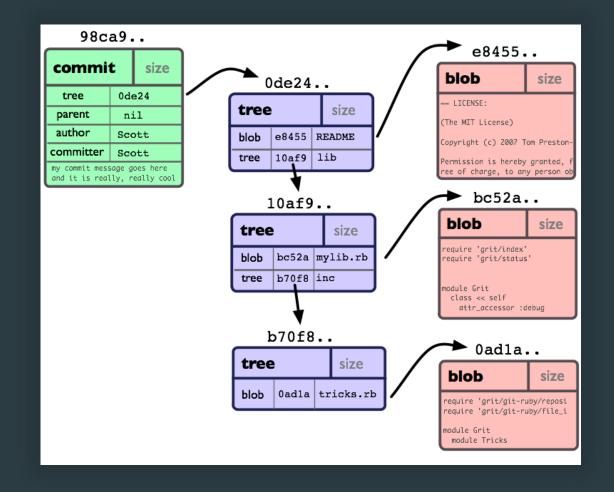
- What if two files hash to the same value?
 - There are more than 10⁴⁸ unique hashes
 - But there are an infinite number of files...
- SHA-1 is a cryptographic hash meaning no one knows how to reverse it
 - But Google did generate a collision





Using hashes to save space

- Each commit points to a tree object and a list of parent commits
- If two subtrees or blobs are shared by a commit, they only need to be defined once
- When diffing two commits, git can skip a subtree if the hashes match

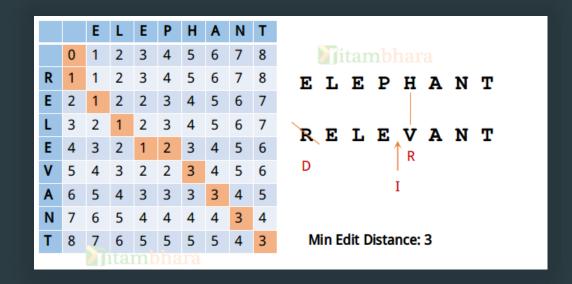


Packfiles

- Large files create a new blob each time they are modified
- This uses a lot of space
- Git can compress "loose" objects into a packfile that removes the redundancy
- Run git gc to create a packfile

git diff

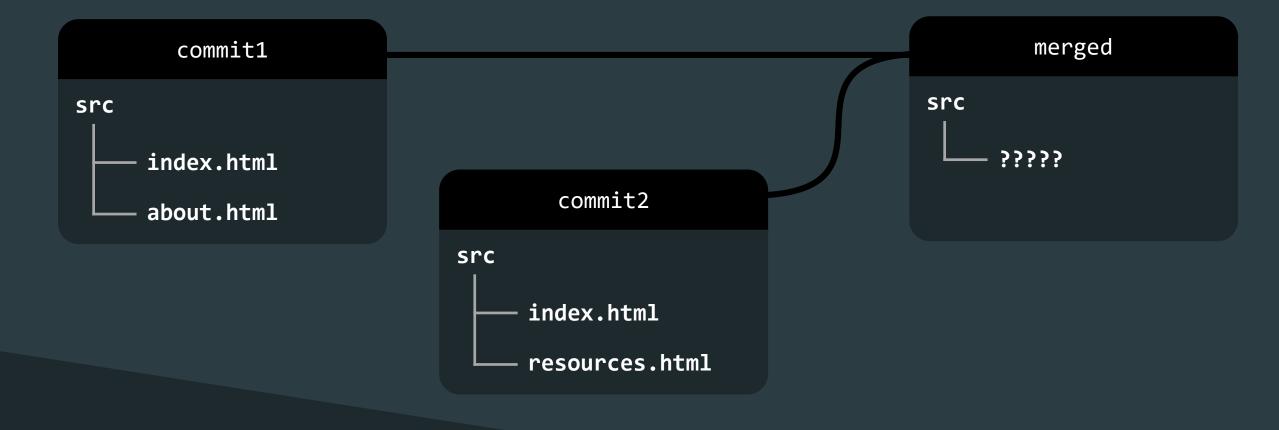
- Git compares files line by line
- Attempts to find the minimum edit distance between the files
- Uses the Myers diff algorithm
- Provides a context for changed lines



```
// indexing
236 (
        apstring result; // make string equivalent
                                                                         char operator[](int k)
                                                                         char & operator[ ]( int k );
       result += str:
        return result:
                                                                         const apstring & operator +- ( const apstr
243 apstring operator + ( const apstring & str, cha
                                                                         const apstring & operator += ( char ch );
       postcondition: returns concatenation of str
245 (
                                                                   54
        apstring result(str);
                                                                       private:
       result += ch:
                                                                            int myLameth:
                                                                                                              // ler
        return result:
249
                                                                           int my Capacity;
250
                                                                            char * myCstring;
                                                                   59 ):
252 apstring apstring::substr(int pos, int len) cor
                                                                   61 // The following free (non-member) functions
253 //description: extract and return the substri
                                                                   62 //
                     at index pos
                                                                   63 // I/O functions
255 //grecondition: this string represents c0, cl.
```

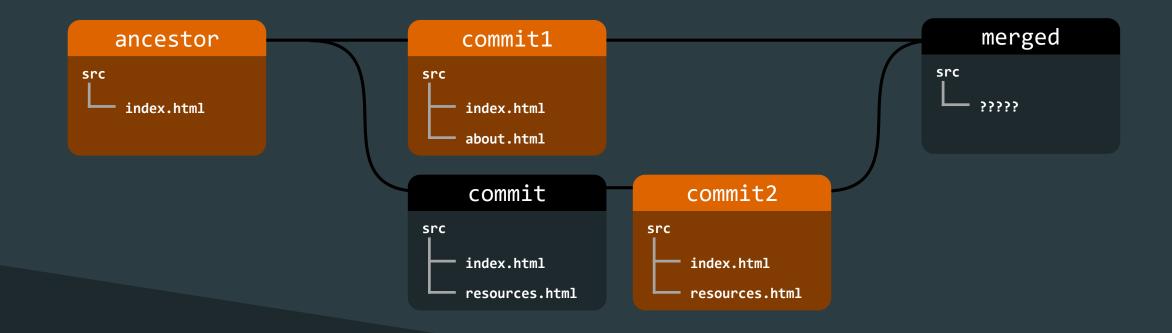
git merge

How does git merge two commits?

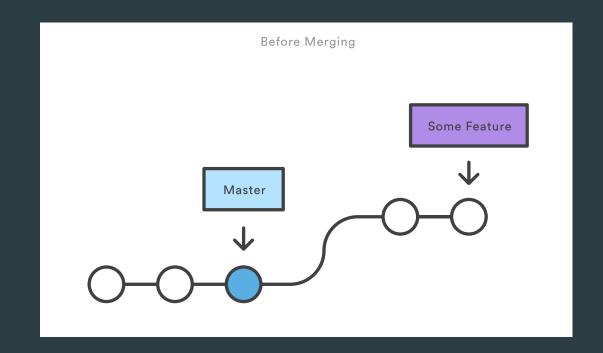


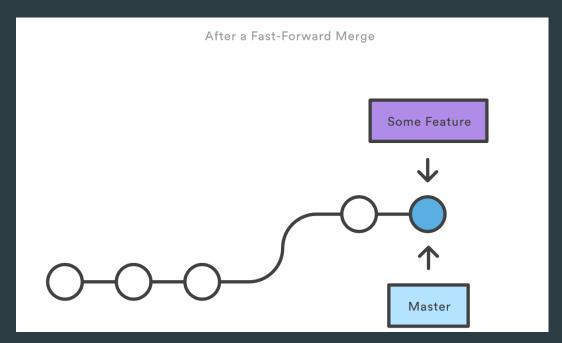
git merge

- How does git merge two commits?
- We need the least common ancestor

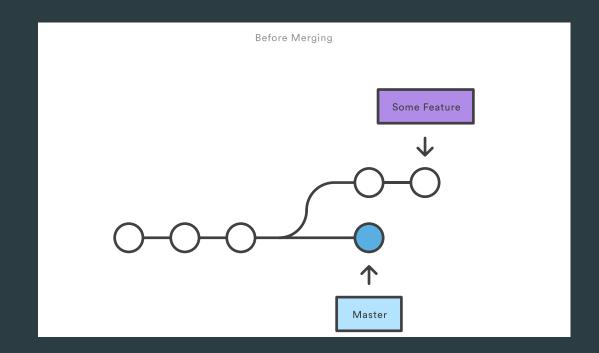


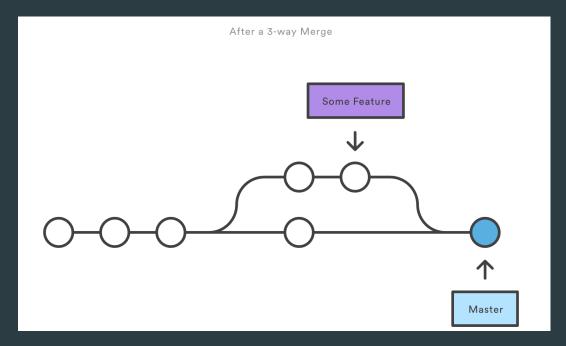
Fast-forward merge





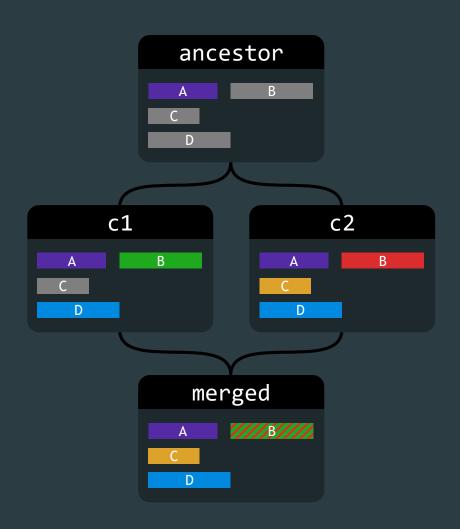
3-way merge





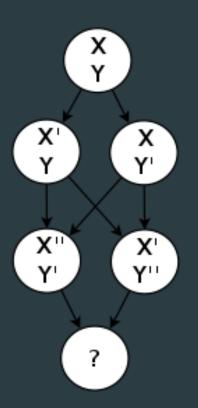
Merging files

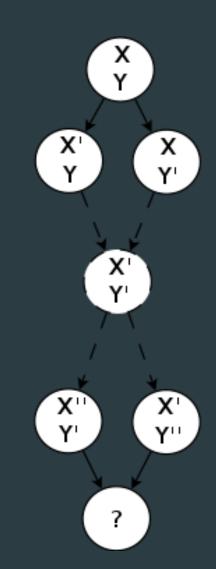
- Git diffs both files against the least common ancestor
- Regions that are the same across all three are kept
- If regions are the same in 2 of the three, the version not in the ancestor is used
- If all three differ, there is a conflict



Recursive Merge

- Sometimes there are multiple least common ancestors!
- In this case, git creates a "virtual ancestor" by merging the ancestors first
- But they might also have multiple ancestors...



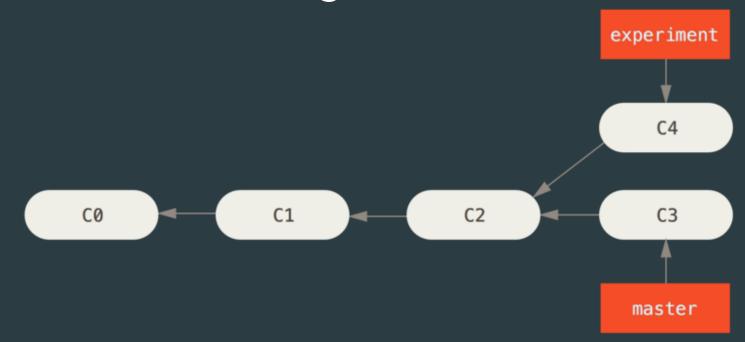




More Git Tricks

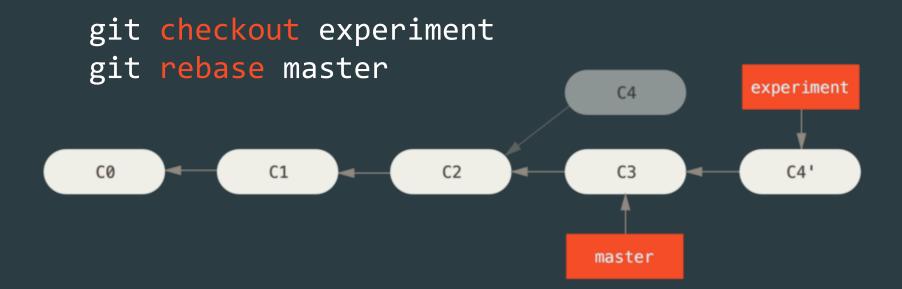
Rebasing

- Lets you move one timeline onto another
- Useful for reordering commits



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Interactive Rebase

- Triggered with git rebase -i
- Lets you choose which commits to include

```
#
# Commands:
# p, pick = use commit
# r, reword = use commit, but edit the commit message
# e, edit = use commit, but stop for amending
# s, squash = use commit, but meld into previous commit
# f, fixup = like "squash", but discard this commit's log message
# x, exec = run command (the rest of the line) using shell
#
# These lines can be re-ordered; they are executed from top to bottom.
#
# If you remove a line here THAT COMMIT WILL BE LOST.
#
# However, if you remove everything, the rebase will be aborted.
#
# Note that empty commits are commented out
```

Squashing Commits

- Combine multiple commits into one
- Accessed from interactive rebase

```
pick f7f3f6d changed my name a bit squash 310154e updated README formatting and added blame squash a5f4a0d added cat-file
```

.gitignore

- Tells git to ignore certain files
- Can be placed in any subdirectory
 - Matching is relative to the directory
- Uses glob patterns to exclude files
- git/info/exclude can be used for exclusions that are stored locally

filter-branch

- Lets you apply an operation to all commits
- This changes the commit hash of every commit!
- Useful for removing an accidently committed file

```
git filter-branch --tree-filter 'rm -f passwords.txt' HEAD
```



#