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Introduction to Version Control (Part 2)

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Outline

Part 1: common features of version control systems

Part 2: different models of version control, workflows:

- Centralised (client-server) version control (CVS, SVN)
- Distributed (peer-2-peer) version control (Git, Mercurial)
- Workflows
- Hosting & additional features: issue tracking, pull requests
- Choosing a version control system



Centralised version control

Examples of centralised (also known as client-server) version control systems:

- CVS
- Subversion (SVN)
- Perforce



Centralised version control

Repository located on a central server



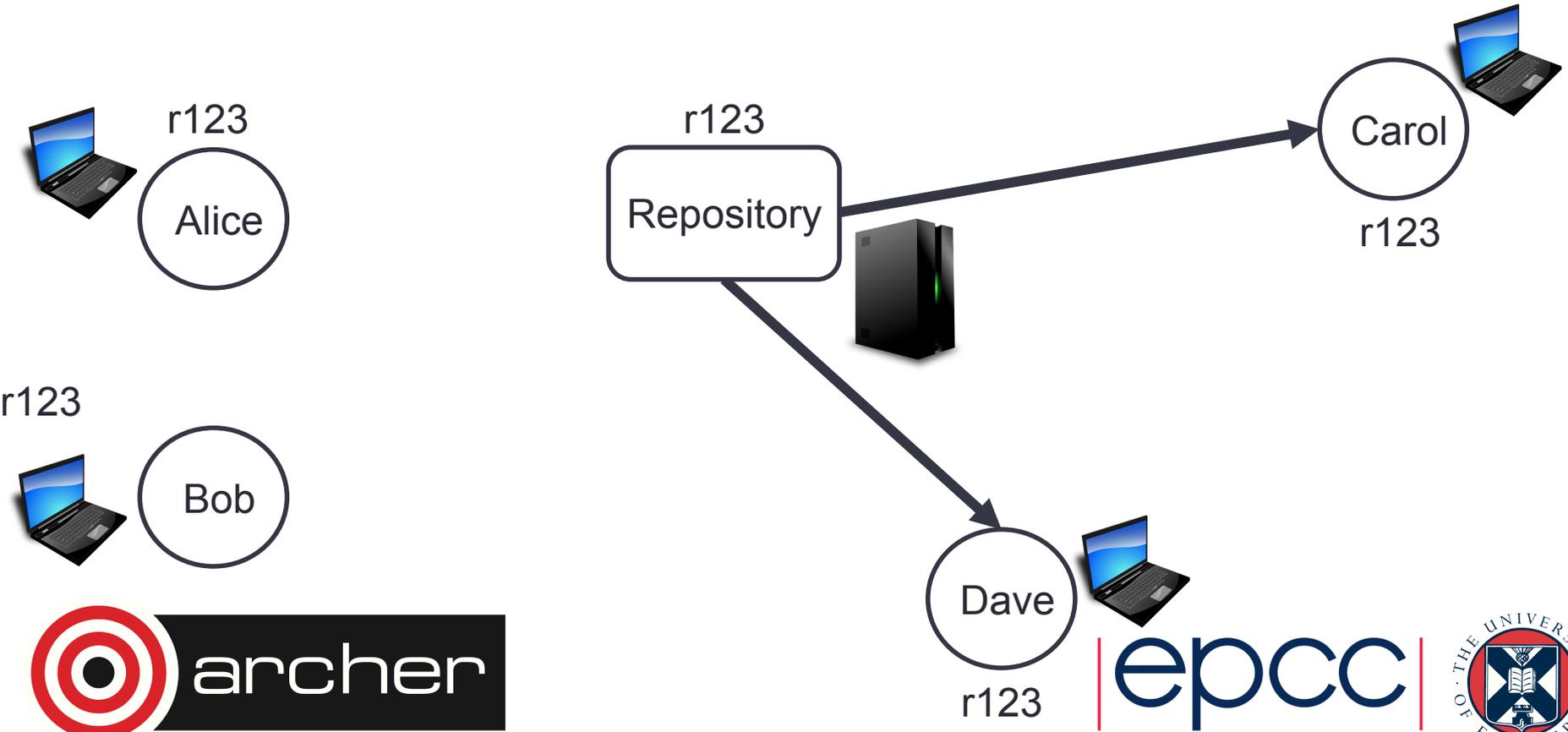
Centralised version control

Each user has a working copy of the repository



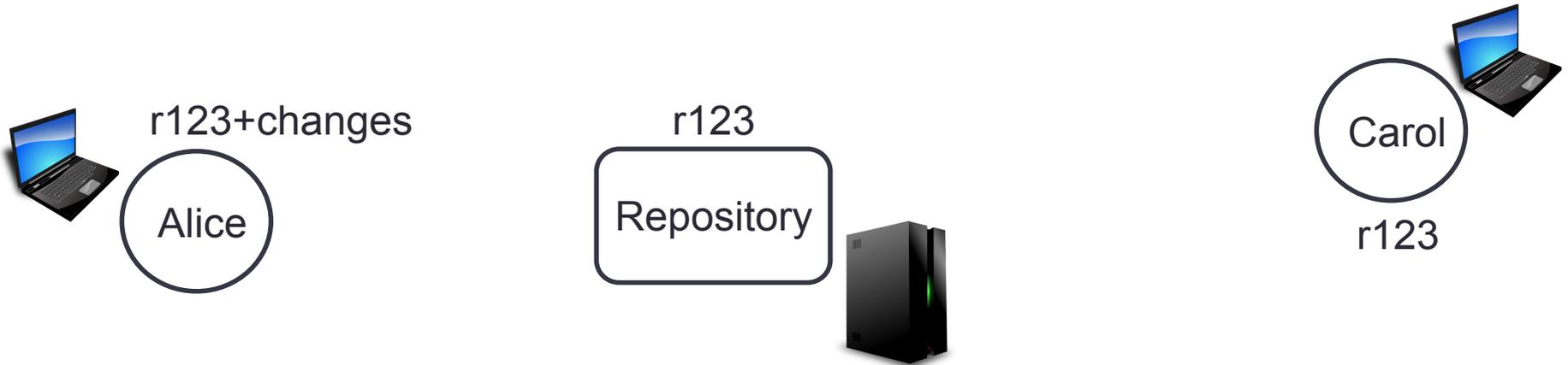
Centralised version control

New users check out a fresh working copy



Centralised version control

Users make changes to their working copy

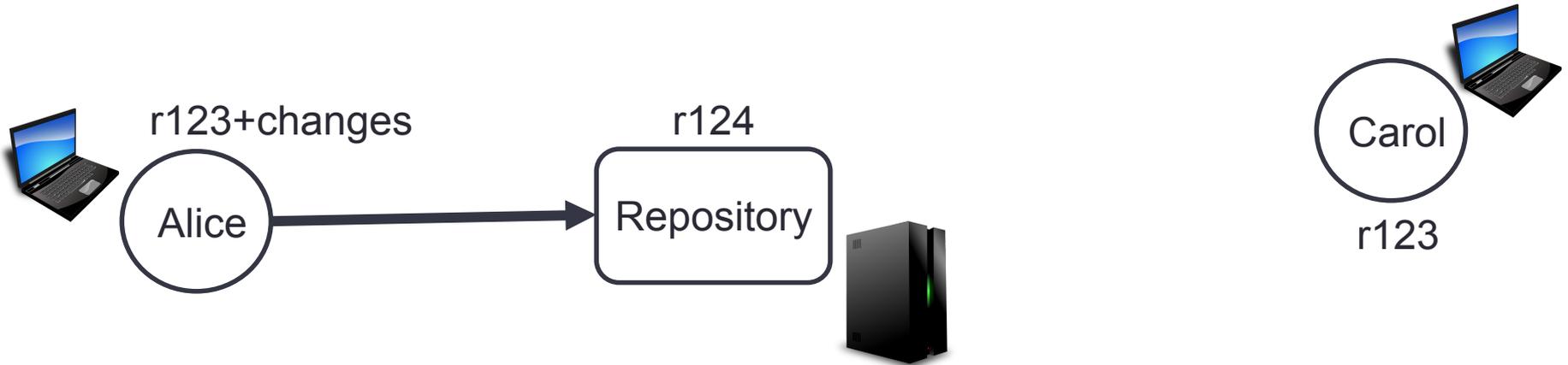


r123+changes



Centralised version control

Users commit changes to the repository



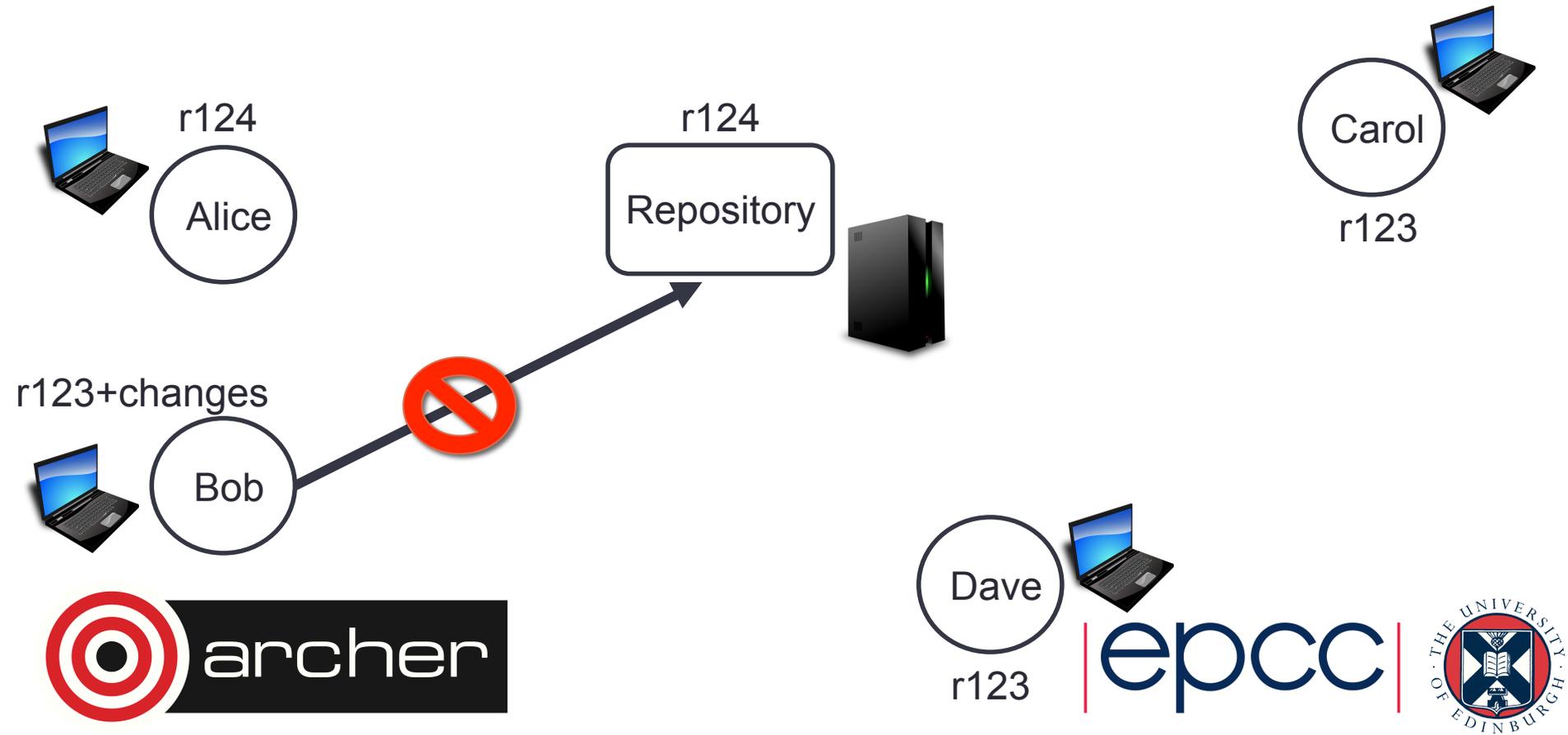
r123+changes



Centralised version control

Users commit changes to the repository

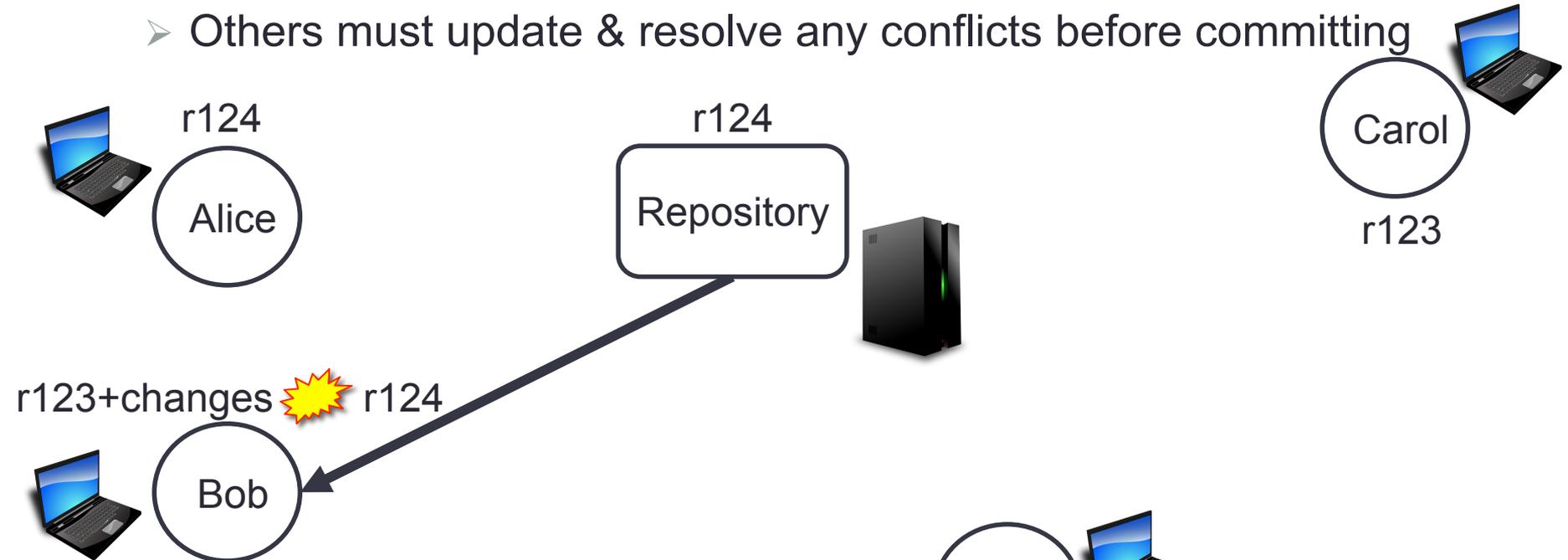
- First one to commit “wins”



Centralised version control

Users commit changes to the repository

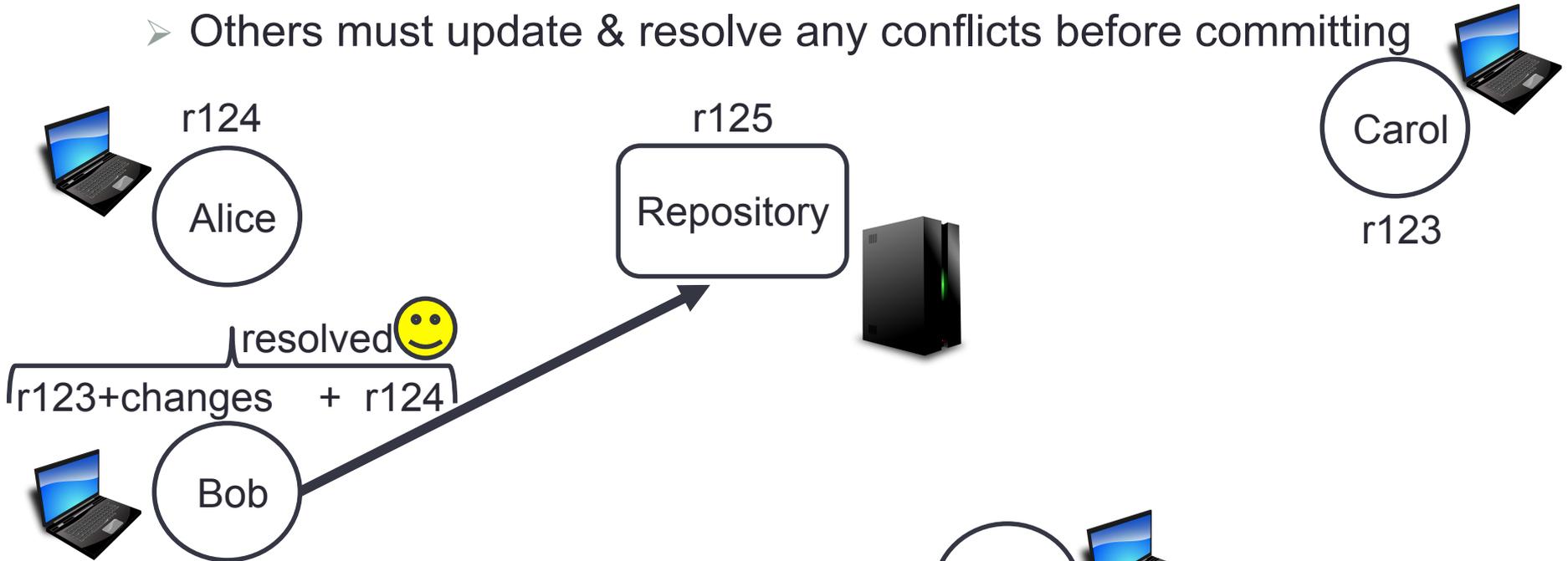
- First one to commit “wins”
- Others must update & resolve any conflicts before committing



Centralised version control

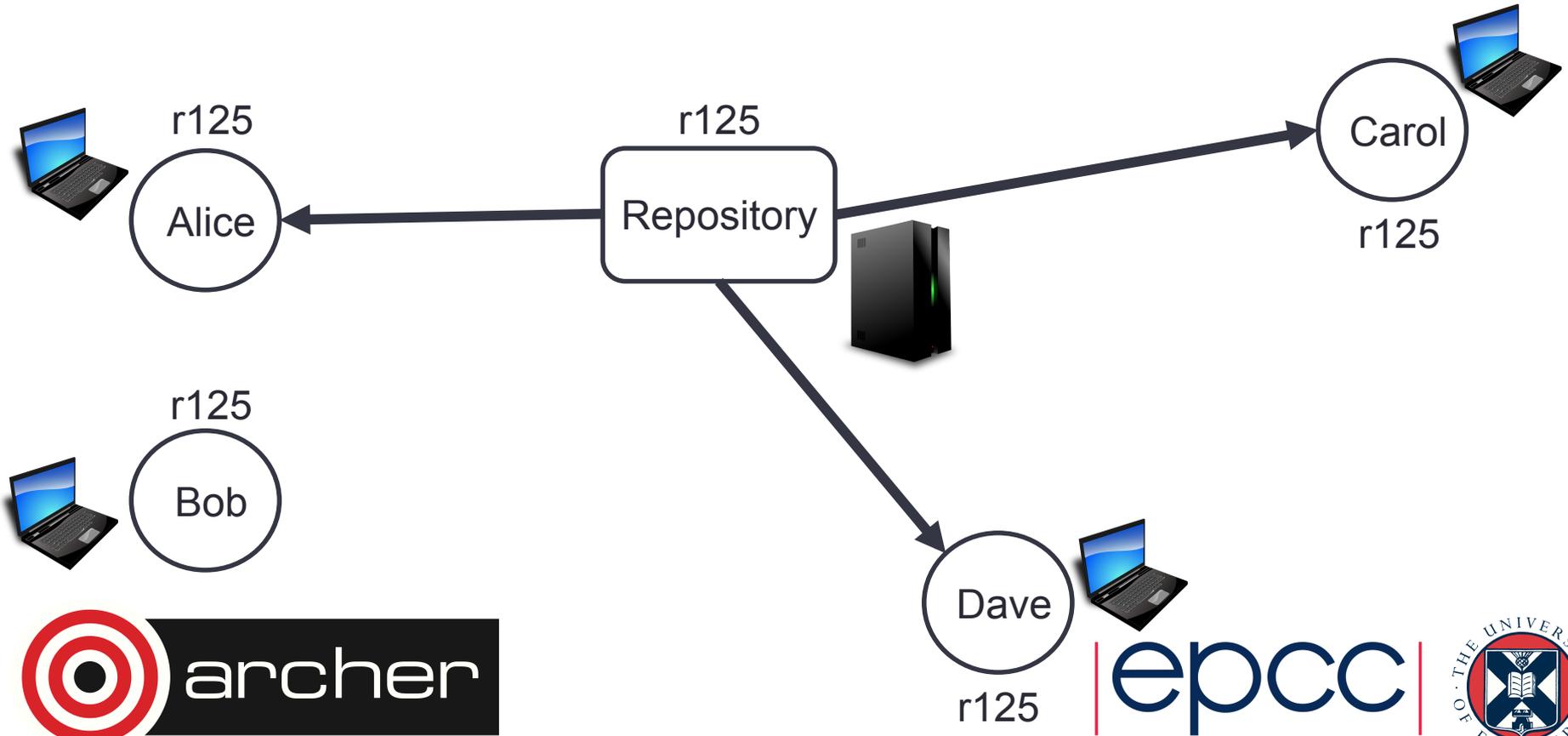
Users commit changes to the repository

- First one to commit “wins”
- Others must update & resolve any conflicts before committing



Centralised version control

Users periodically synchronise by updating their working copies with the canonical content in the central repository



Centralised version control

- Enforces
 - centralised workflow
 - linear “global progress” view (incrementing revision numbers)
- Need to be online to commit any changes
- No revision history stored locally, need to be online
 - To check the log
 - To check out any past committed versions of files
- All commits visible by all users of a repository
 - Can discourage committing, experimenting
 - Can discourage creating many branches



Centralised version control

- Communications with server cost time
- Server is single point of failure, requires configuration & maintenance:
 - Downtime can affect many users
 - Backups
 - Security



Distributed version control

- Examples of distributed (also known as peer-2-peer) version control systems:
 - Git
 - Mercurial



Distributed version control

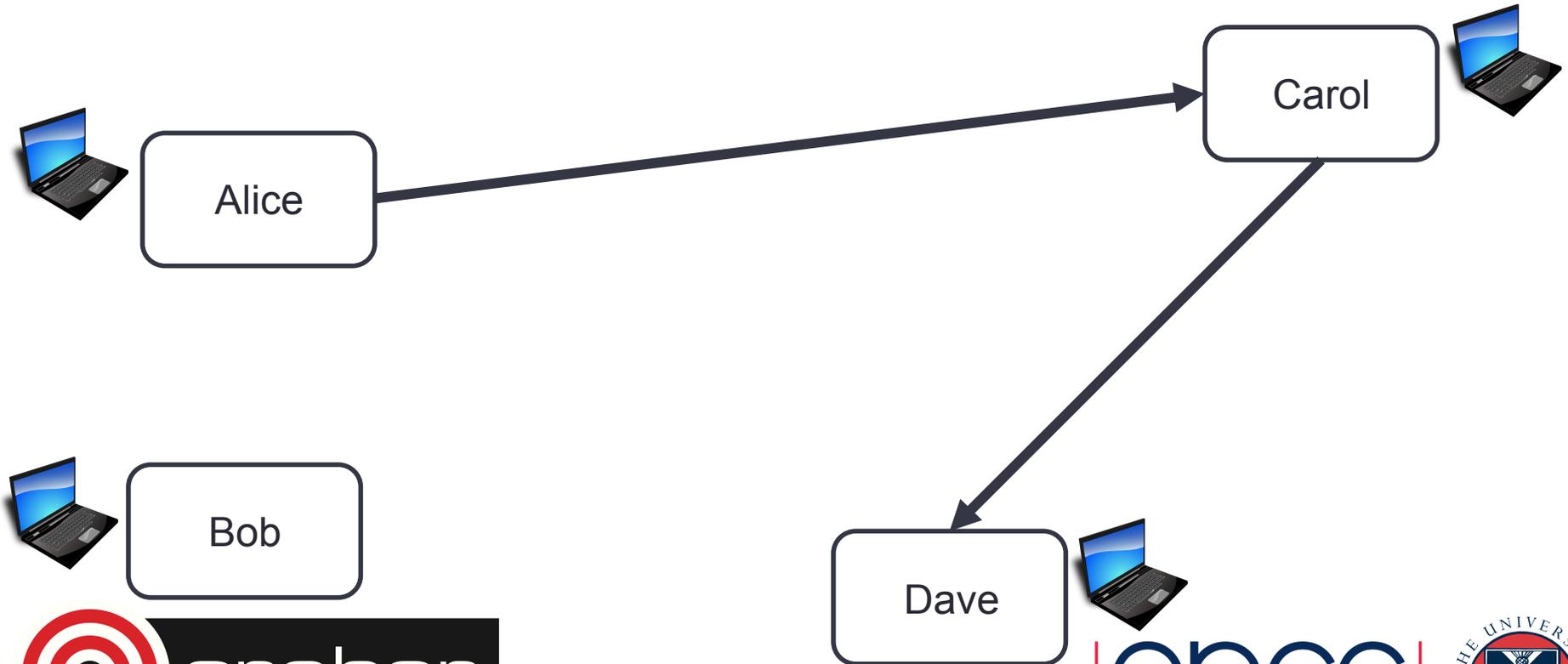
Each user has their own repository stored locally

Central server is optional



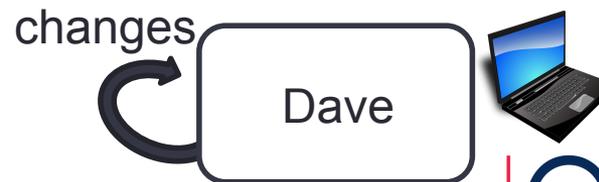
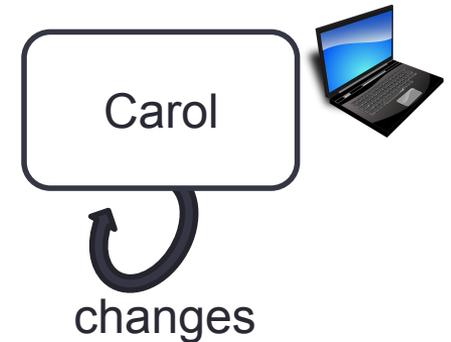
Distributed version control

New users clone, i.e. copy, an existing repository



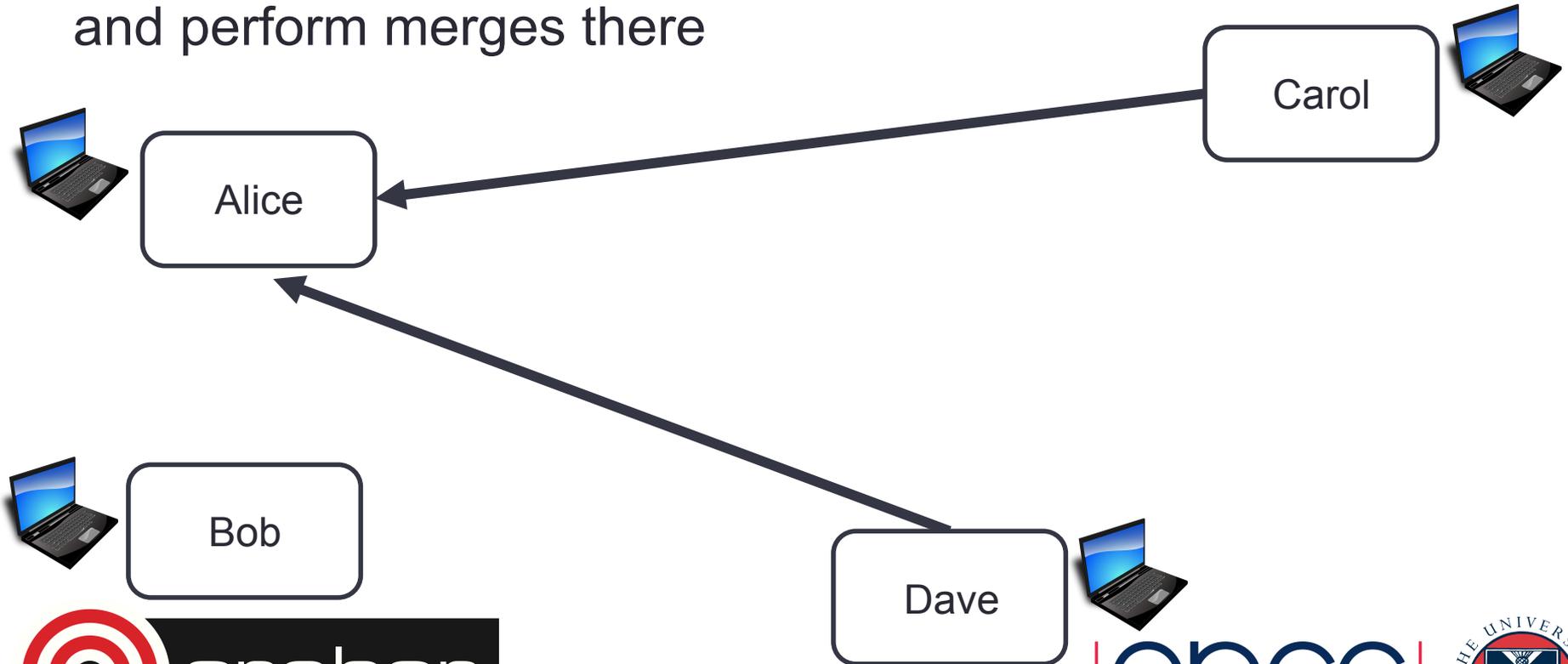
Distributed version control

Users make changes in their working copy and commit this to their local repository → repositories diverge



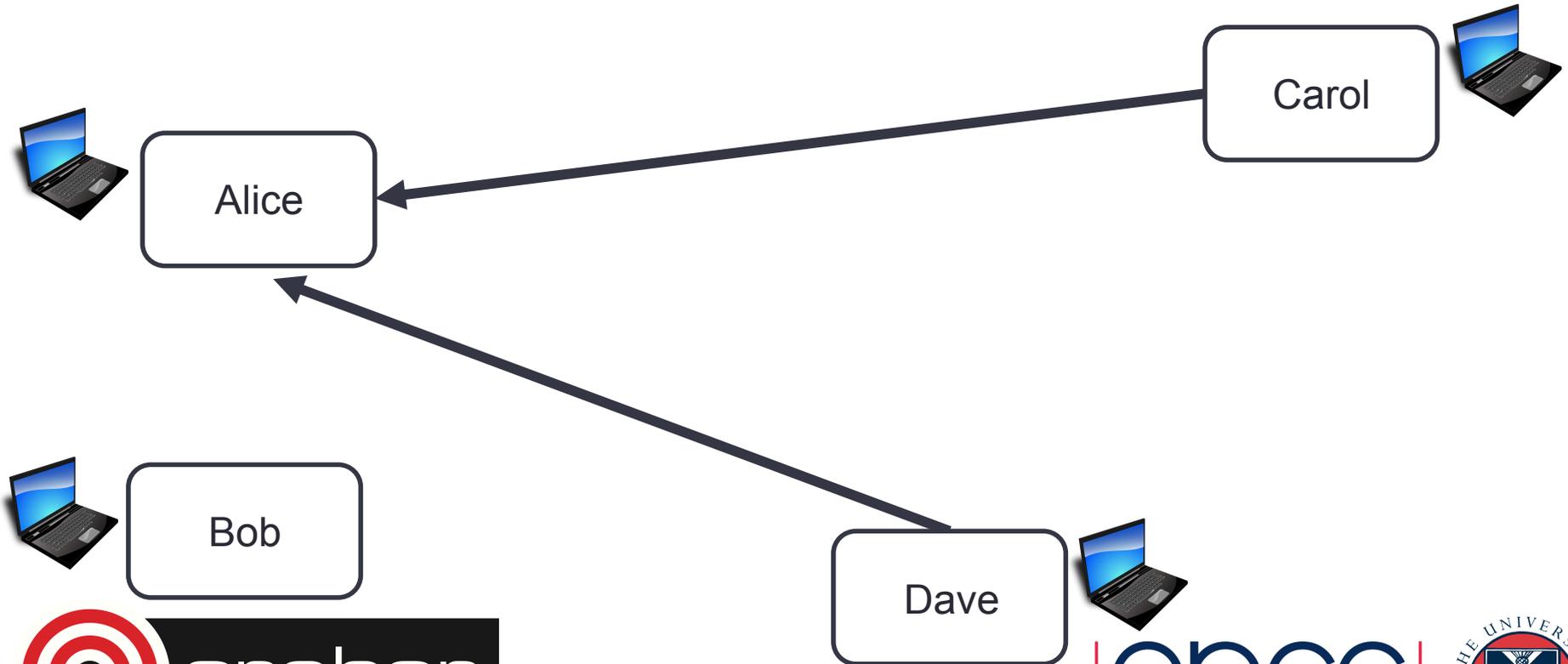
Distributed version control

To combine content from different repositories someone has to fetch other people's changes into their working copy and perform merges there



Distributed version control

Branches from Carol and Dave are imported into Alice's repository and merged with one of her branches



Distributed version control

How does the version control system know how to merge content from different repositories?

How does it determine how far back to go in the revision history of two branches being merged until it finds a common ancestor?

No single canonical repository so no global revision number (r####) that can be used to judge when commits diverge



Distributed version control

Solution:

Compute an ID uniquely identifying each commit

Even better:

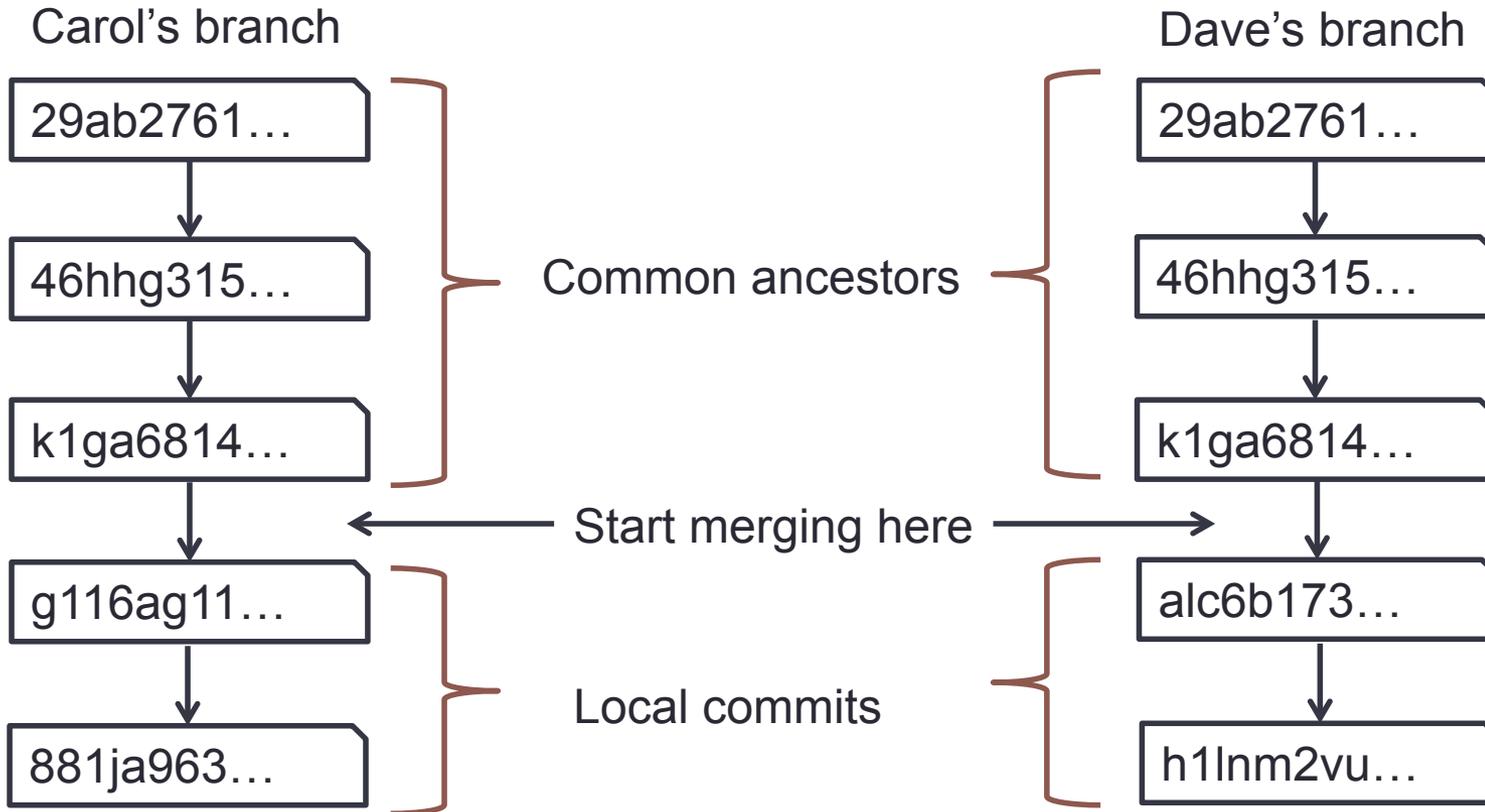
Compute an ID uniquely identifying each commit and its preceding revision history

Git and Mercurial accomplish this using a hash function (SHA-1) that generates a 40-digit hexadecimal number

If two commits from different repos have the same ID they have identical revision histories and hence are common ancestors



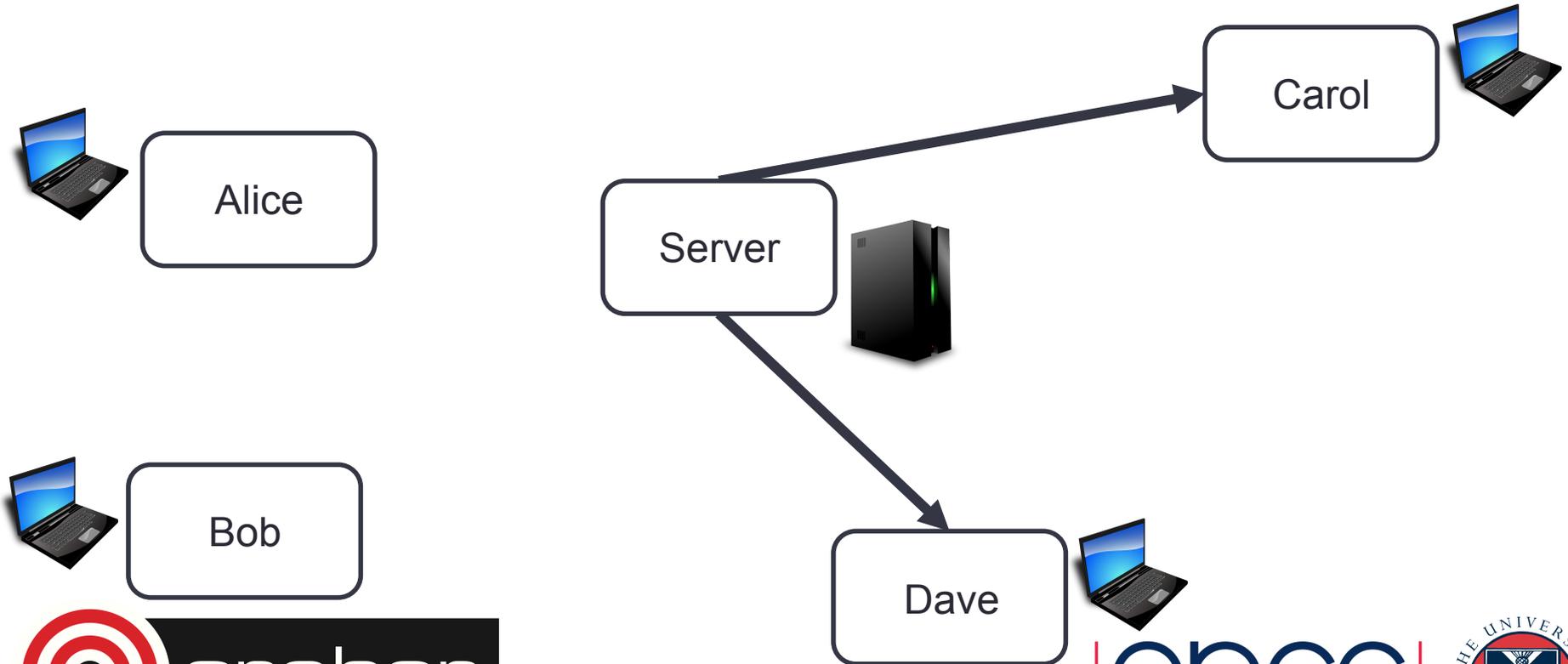
Distributed version control



Distributed version control

Can use a central server for convenience:

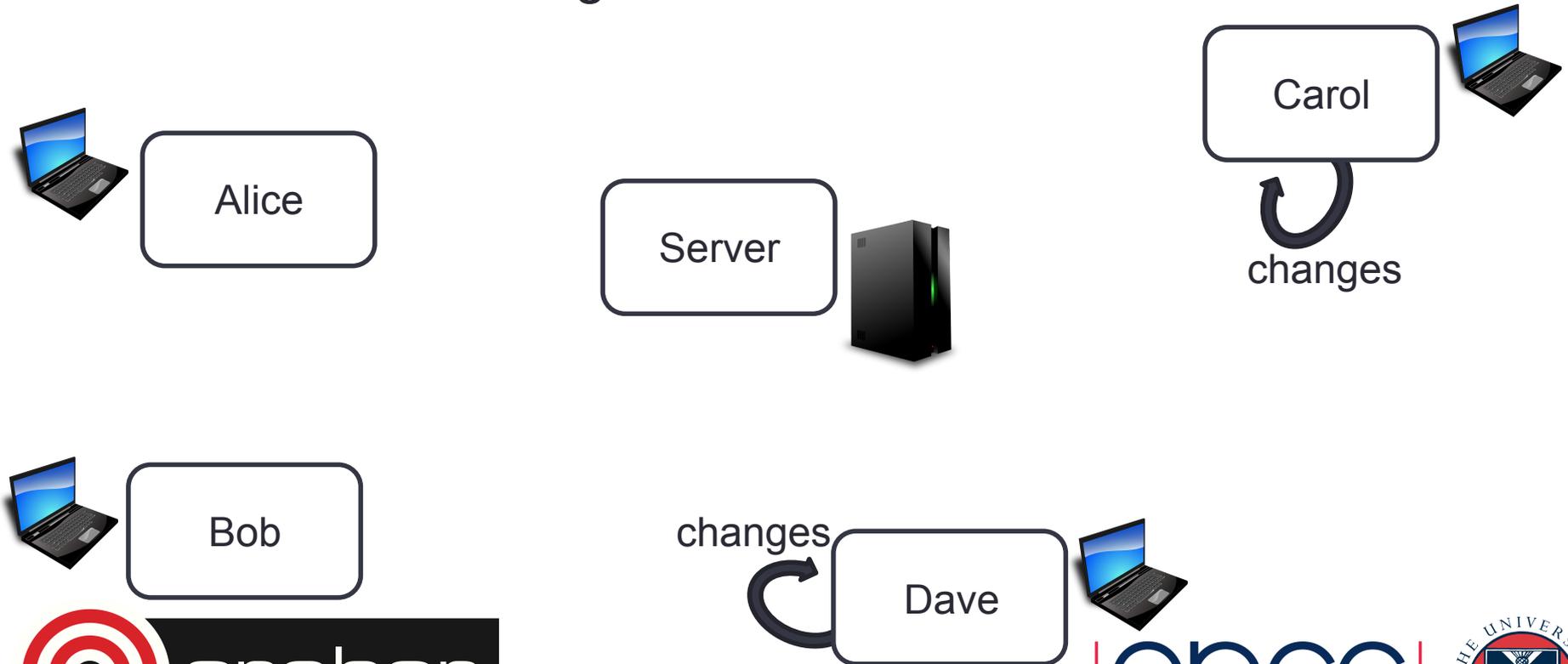
- Clone



Distributed version control

Can use a central server for convenience:

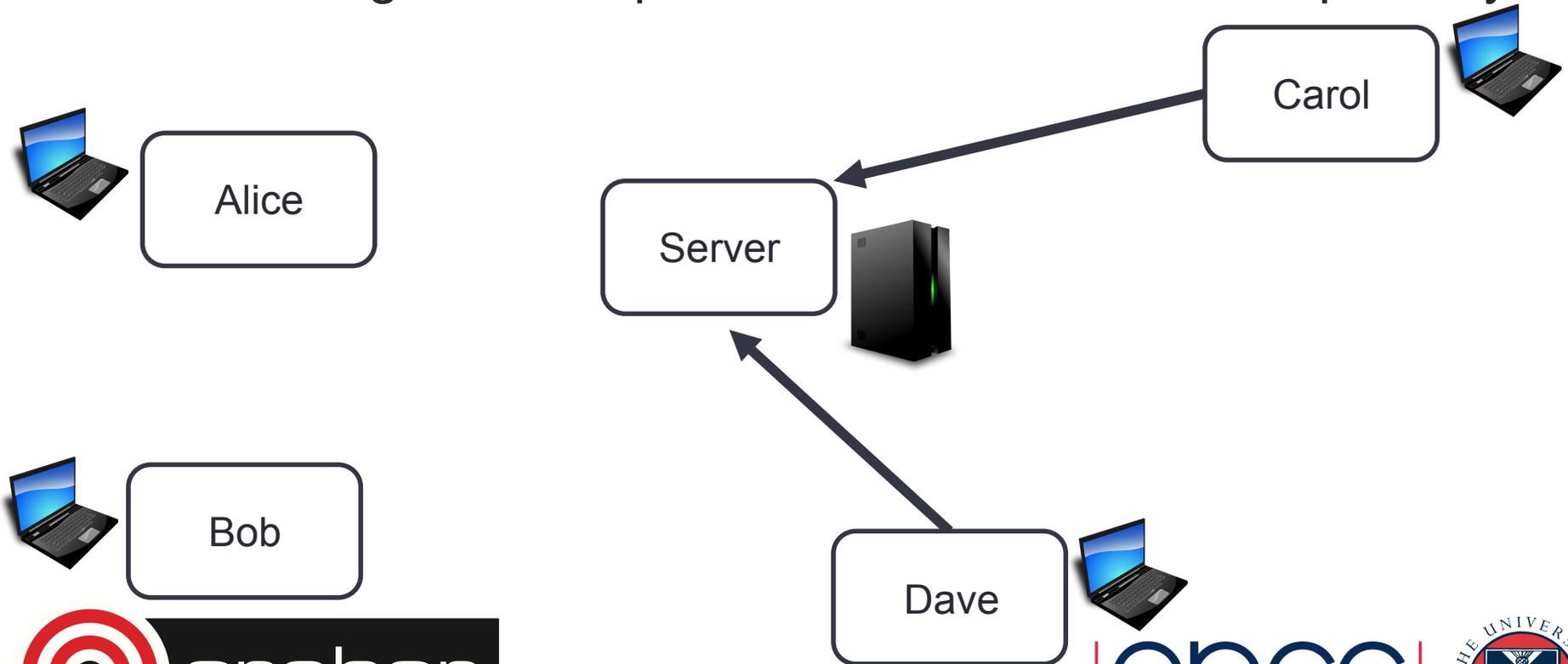
- Commit local changes



Distributed version control

Can use a central server for convenience:

- Push changes into separate branches in server repository



Distributed version control

Can use a central server for convenience:

- Fetch Carol and Dave's branches and merge



Distributed version control

- Don't need to be online to commit changes
- Changes can be committed privately
 - Encourages committing early on
 - Encourages branching to commit e.g. experimental code
- Full revision history (log & past versions) available locally
- Can adopt workflows other than centralised for combining content from contributors
- Many common operations are faster because no communication with server needed



Distributed version control

- No need to set up and maintain a server
- No single point of failure
- As many backups as repository clones
- Hash IDs allow exact verification of integrity of data
- Branches play a very important role
 - Used to communicate between repositories
 - Mercurial and Git have very efficient implementations of branching
 - branching is cheap, and merging is clever



Hosting & additional features

Distributed version control systems became very popular over the past ~8 years (Git born 2005)

A number of websites (GitHub, Bitbucket, ...) have helped fuel this trend and exploit the potential of distributed version control.

GitHub etc. offer repository hosting and management and additional features that facilitate collaborative software development



Hosting & additional features

Additional features:

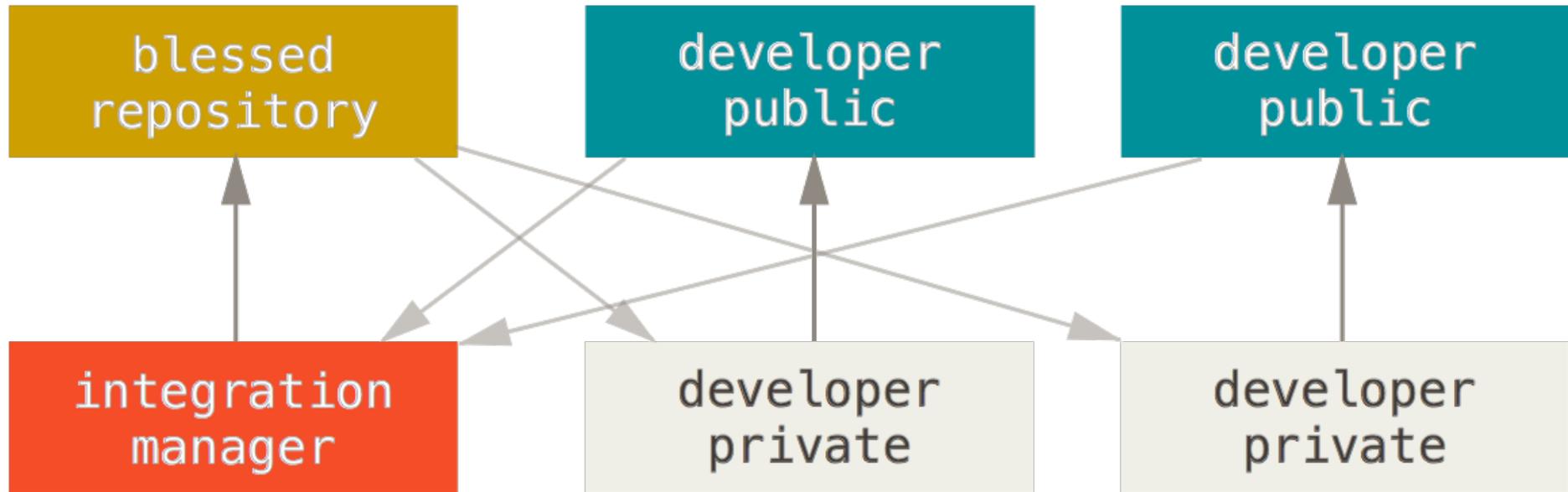
- Wiki to track and discuss bugs, feature requests etc. tightly integrated with version control workflow
- “Pull request” mechanism allowing developers to clone (fork) a repository, make changes, then suggest to the original owner that these changes are integrated into the parent repository

Site-installable web-based repository management frameworks (e.g GitLab) offer similar features.



Distributed workflows

Integration manager workflow:

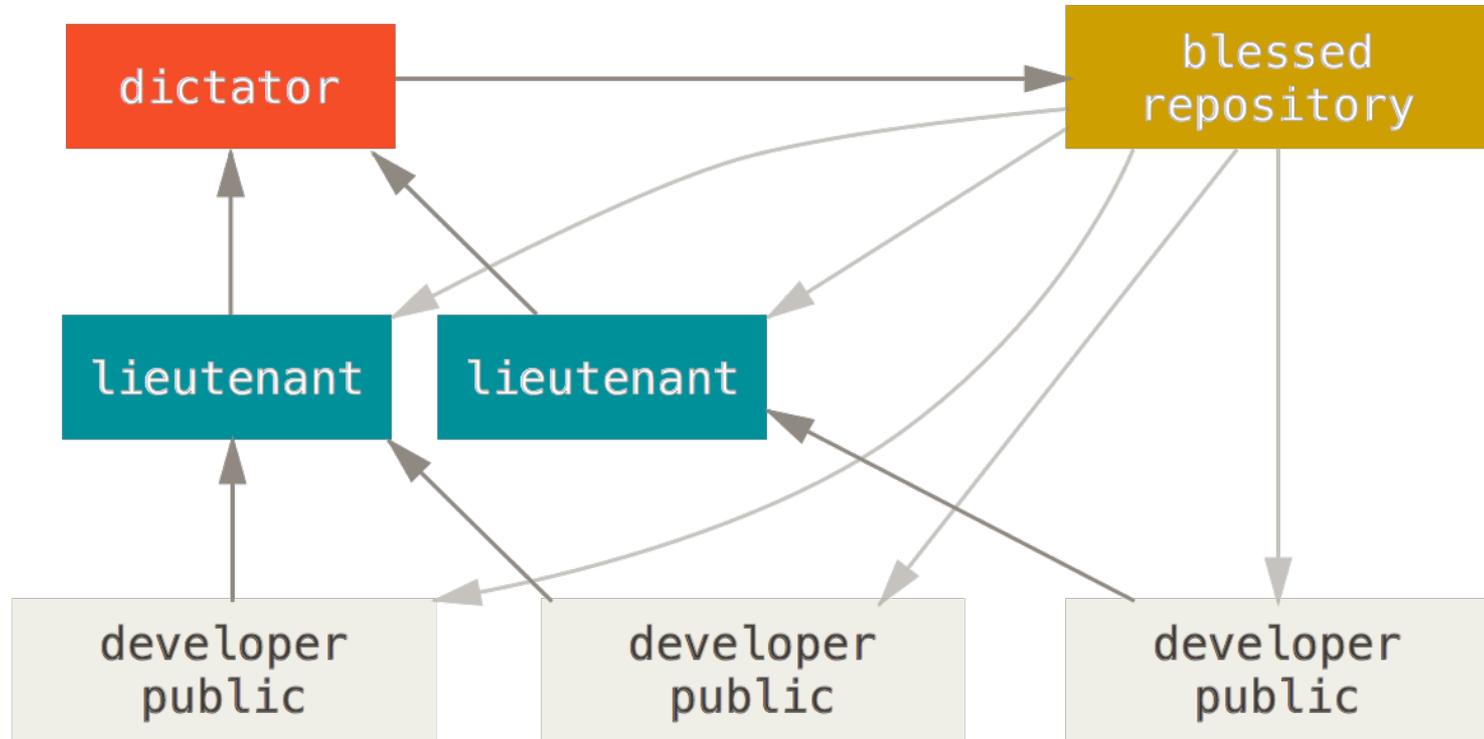


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see <http://git-scm.com/book/en/v2/Distributed-Git-Distributed-Workflows>



Distributed workflows

“Dictator and lieutenants” workflow:



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see <http://git-scm.com/book/en/v2/Distributed-Git-Distributed-Workflows>

Which version control system should I use?

- If you are joining an existing project: whatever is already being used! (unless there are big problems)
- Whatever your most important collaborators are used to
- Experiment!
- Git or Mercurial will allow you to immediately start committing privately and are fast and powerful
- Especially Git offers powerful options
 - But easier to get lost than Mercurial when starting out



References – further reading

- <http://git-scm.com/book>
- <http://svnbook.red-bean.com/en/1.7/index.html>
- <http://www.github.com>

