

# 15-410

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

Source Control  
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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

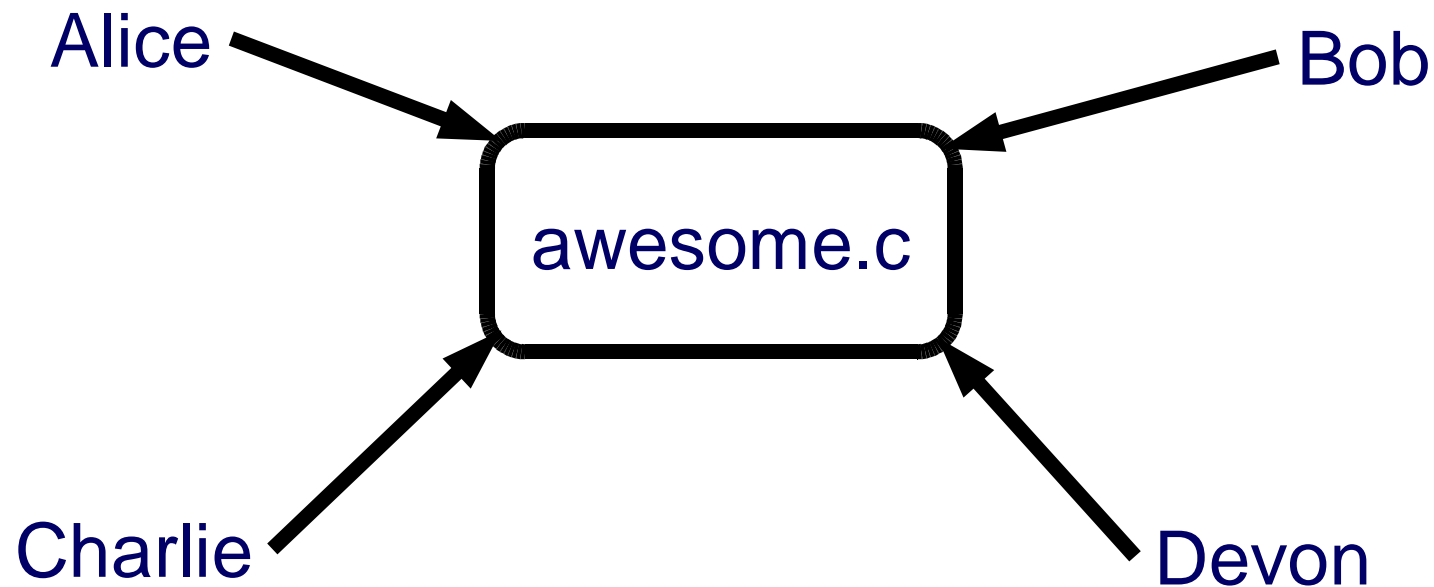
**Parallel universes**

- 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 / Revision / Configuration

- 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”

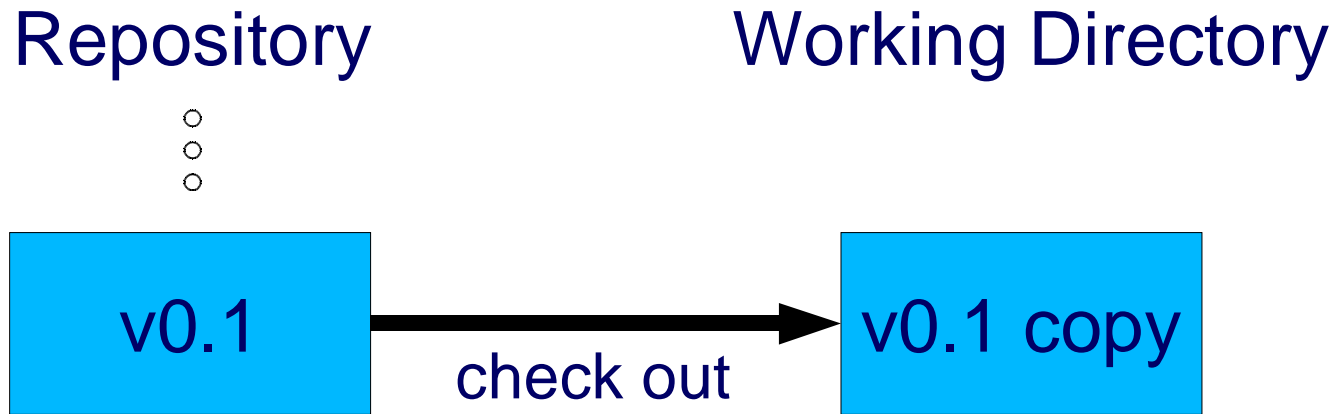
## Work

- Edit, add, remove, rename files

## Checking in

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

# Checking Out. Checking In.



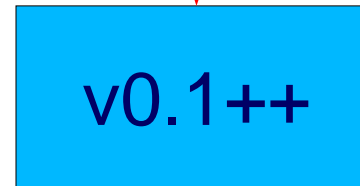
# Checking Out. Checking In.

Repository

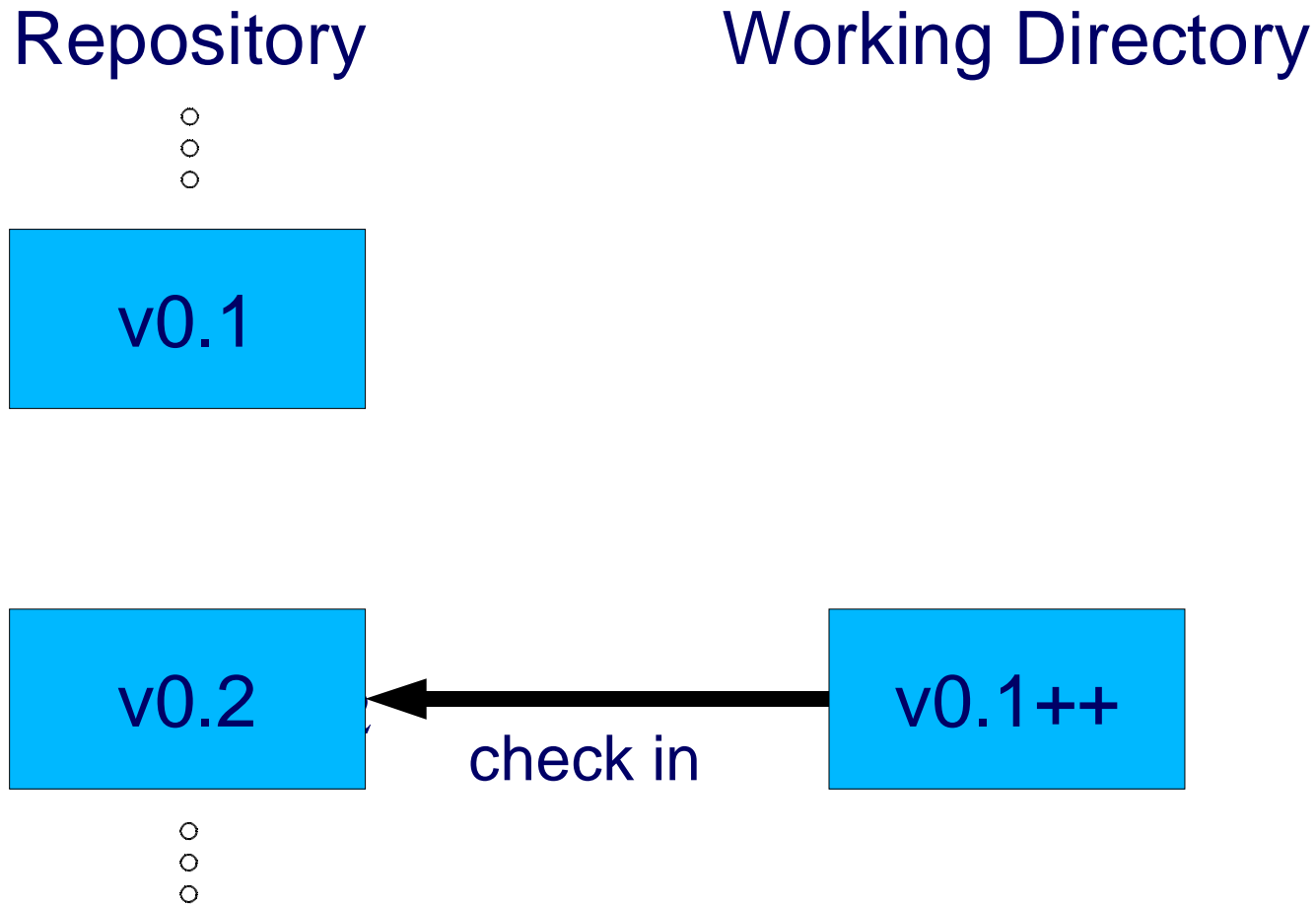
⋮



Working Directory



# Checking Out. Checking In.





# 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

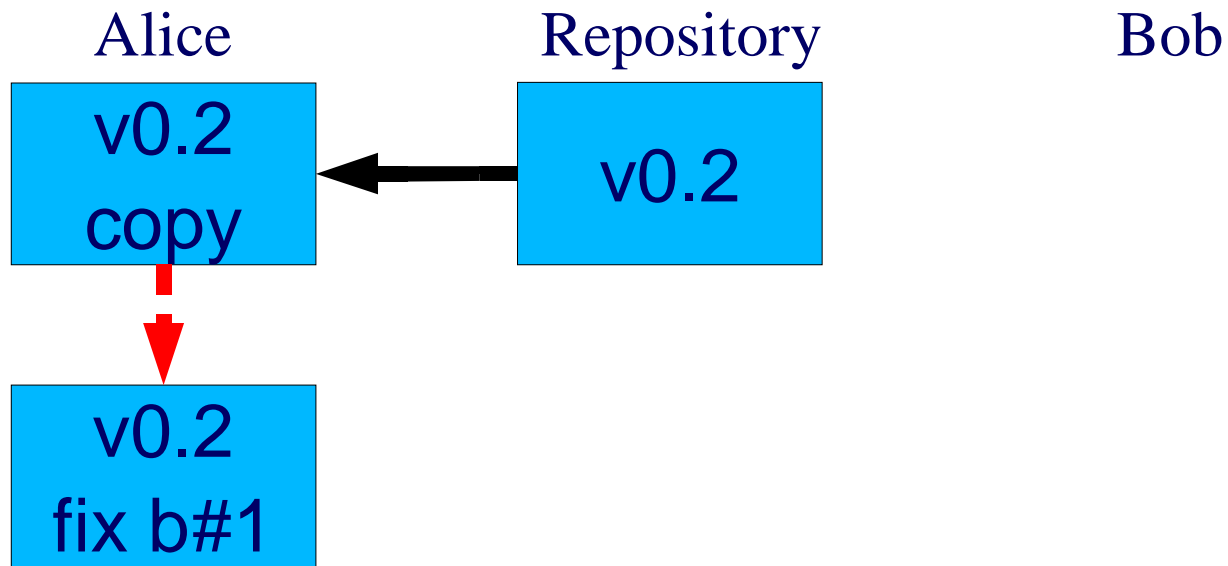
**Merge displays conflicting updates per file**

**Pick which code goes into the new version**

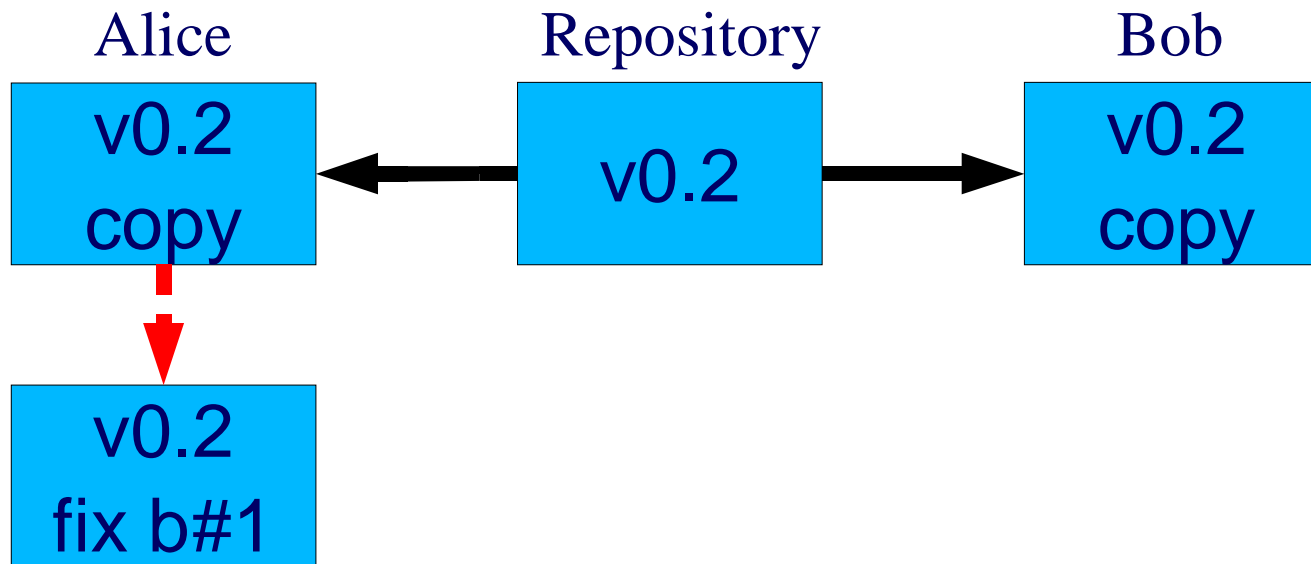
- A, B, NOTA

**Story now, real-life example later**

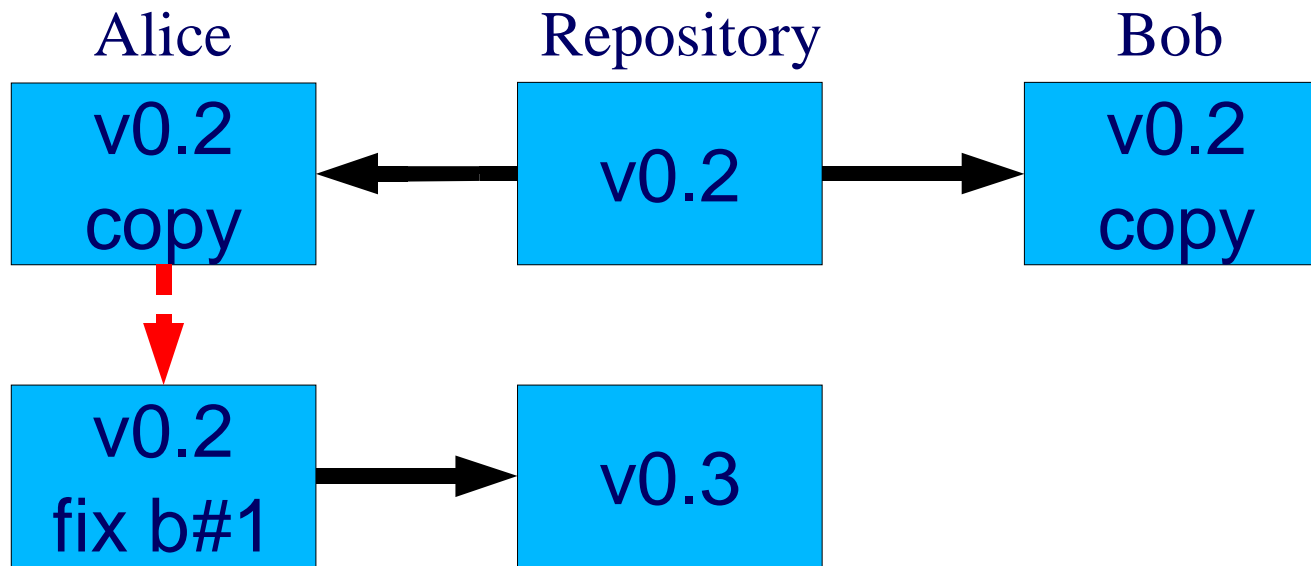
# Alice Begins Work



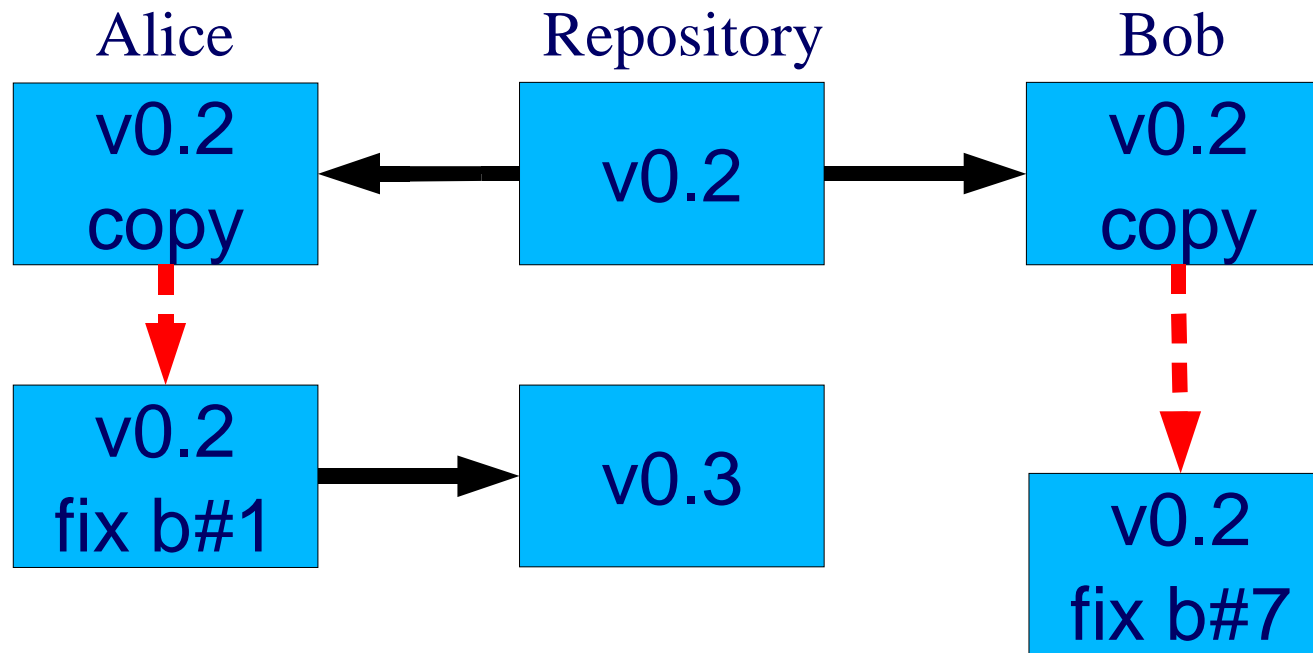
# Bob Arrives, Checks Out



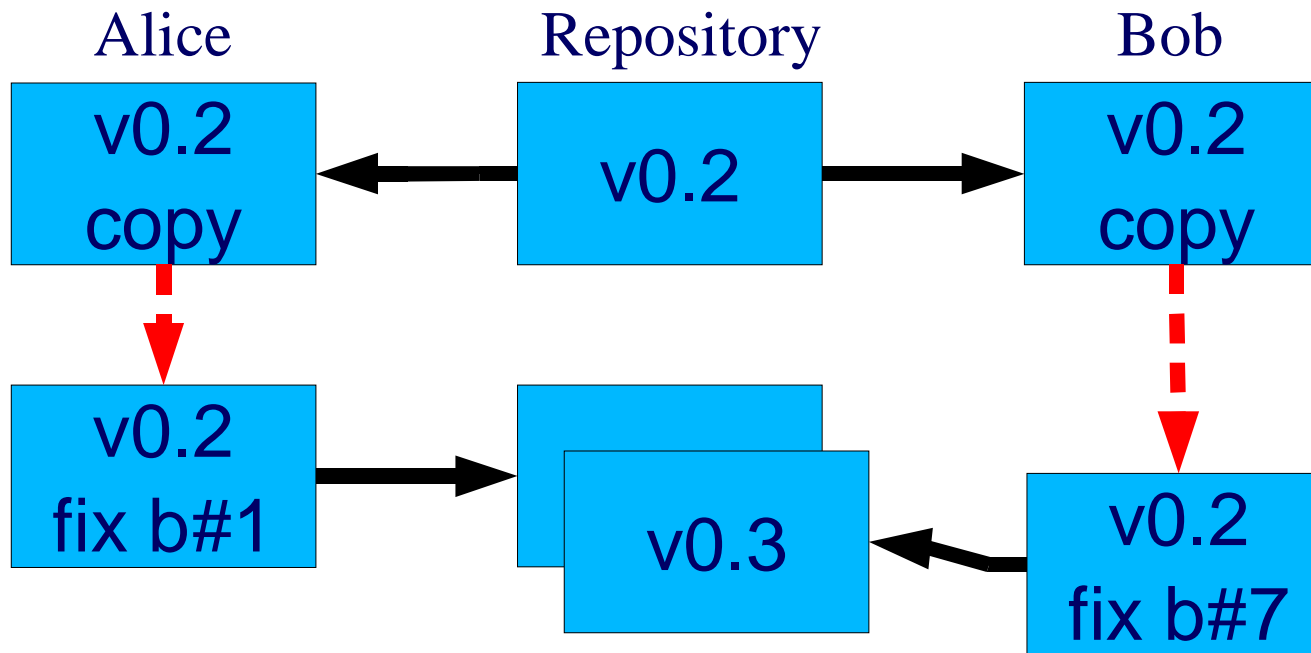
# Alice Commits, Bob Has Coffee



# Bob Fixes Something Too

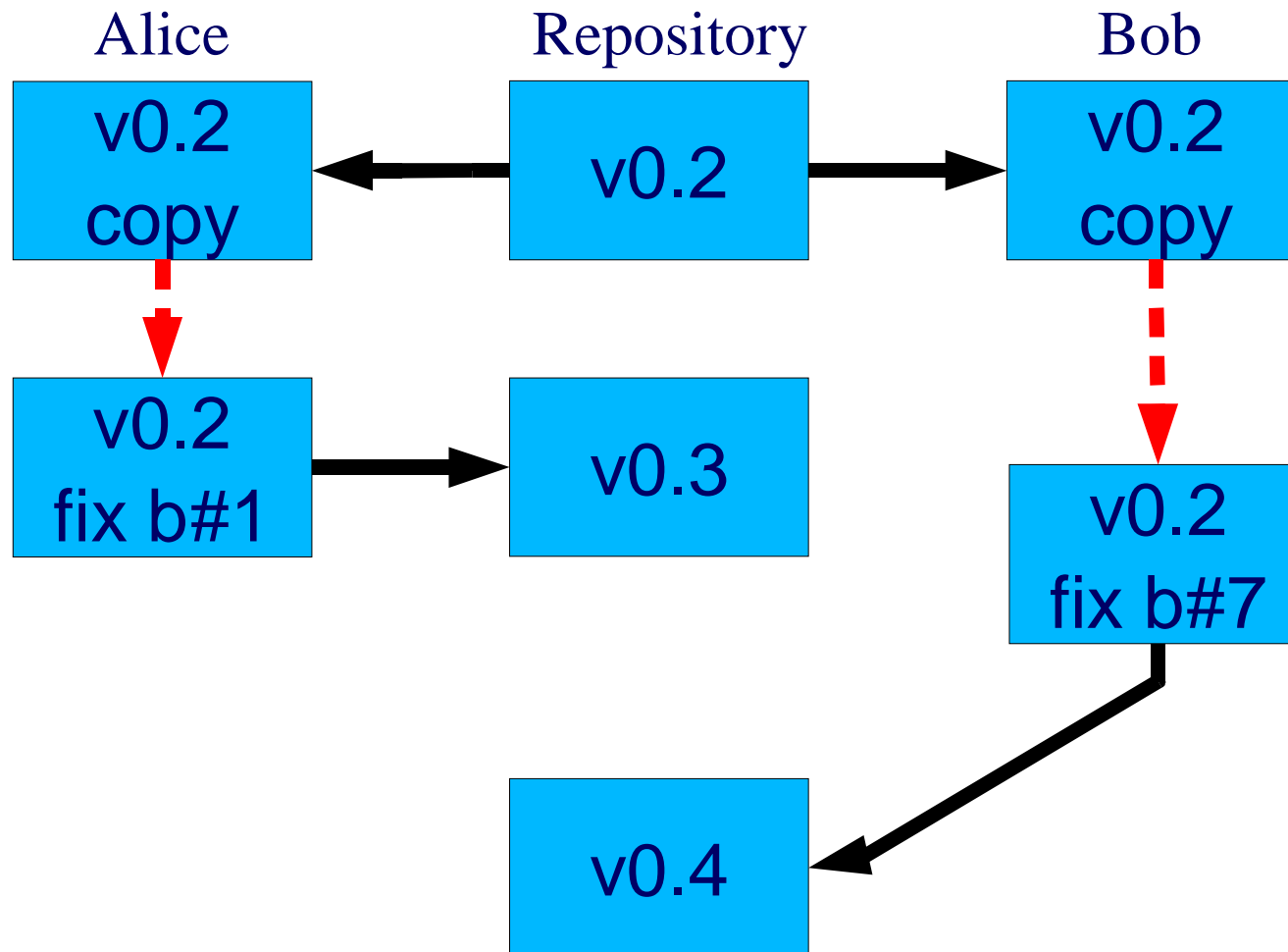


# Wrong Outcome

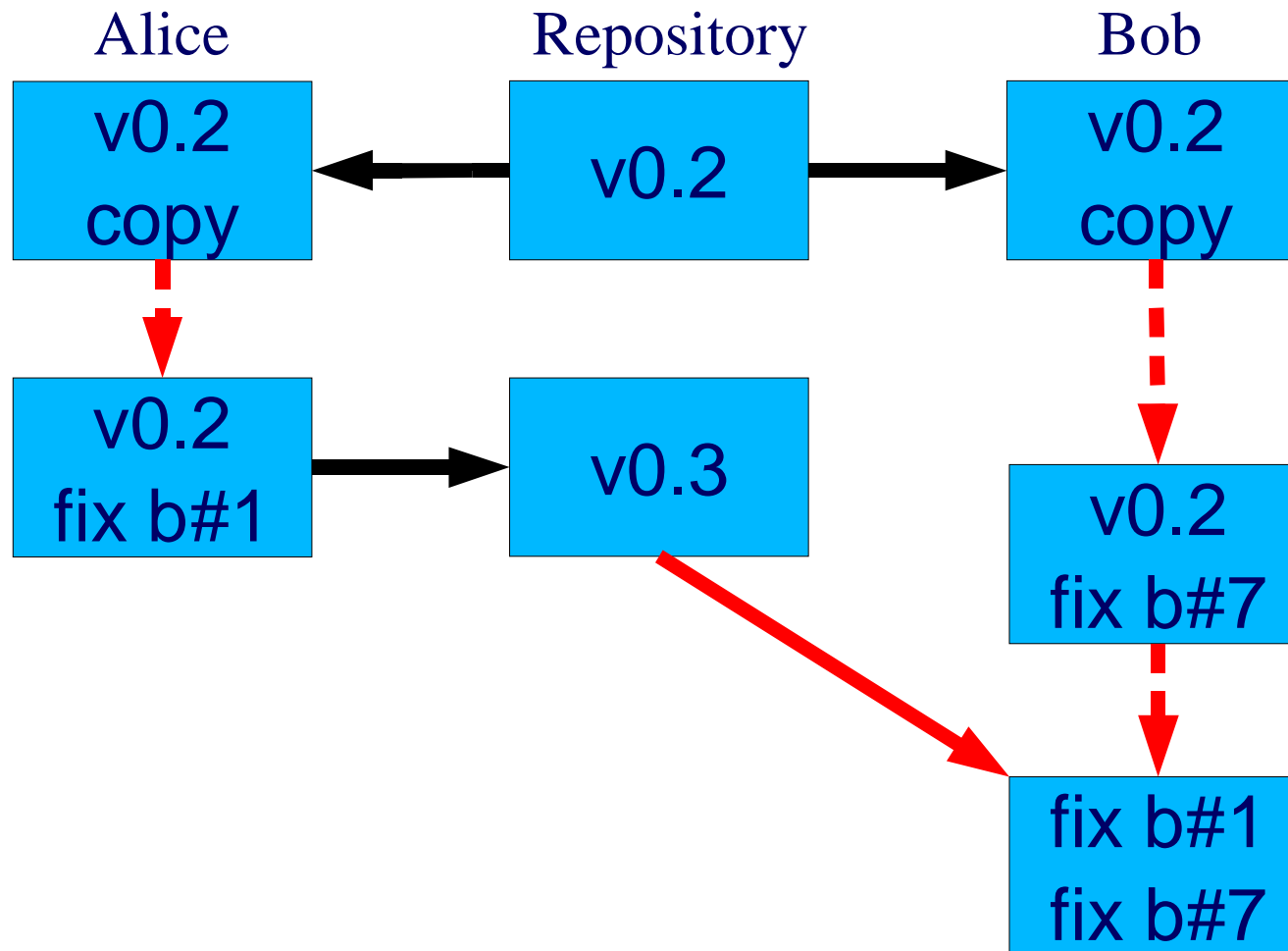




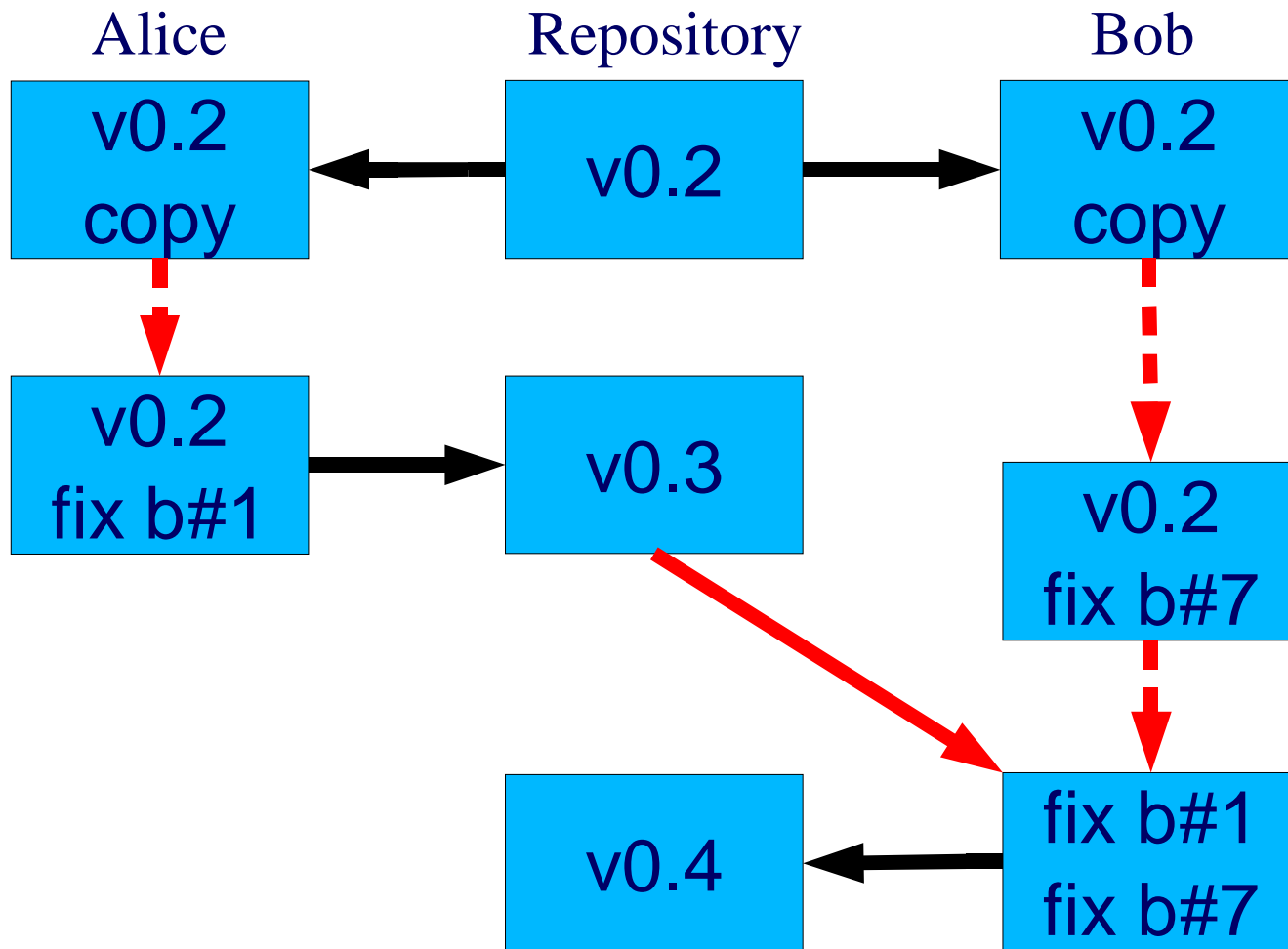
# “Arguably Less Wrong”



# 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...)

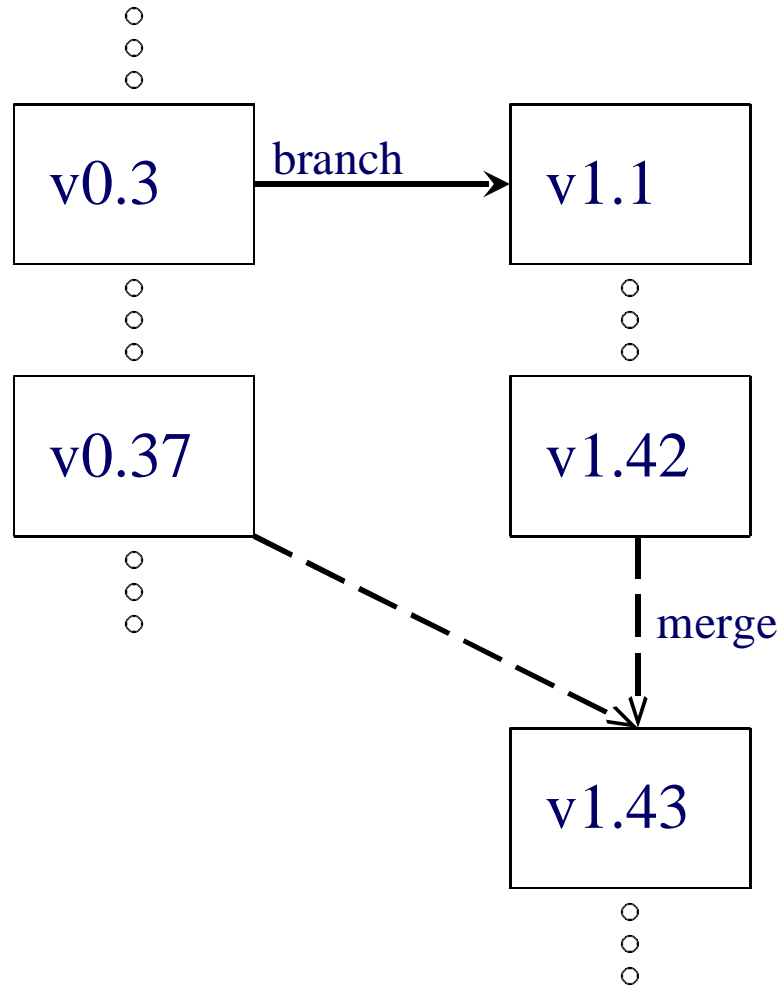
**Changes on one branch don't affect others**

**Project may contain many branches**

**Why branch?**

- Implement a new “major” feature
- Begin a temporary 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

- After 1.0: 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

## “Development excursion” branch model

- Create branch to fix bug #99 in v1.1
- One or more people make 7 changes
- Branch “collapses” back to trunk
  - Merge 1.1.bug99.7 against 1.1.12
  - Result: 1.1.13
  - There will be no 1.1.bug99.8
    - In some systems, there *can't* be



# Branch Life Cycle

## “Controlled isolation” branch model

- Server people work on 1.3.server
  - Fix server code
  - Run stable client test suite vs. new server
- Client people work on 1.3.client
  - Fix client code
  - Run new client test suite vs. stable server
- Note
  - Branches do *not* collapse after one merge!

# Branch Life Cycle

## “Controlled isolation” branch model

- Periodic merges - example
  - 1.3.server.45, 1.3.12  $\Rightarrow$  1.3.13
  - 1.3.client.112, 1.3.13  $\Rightarrow$  1.3.14
  - Each group can keep working while one person “pushes up” a version to the parent
- When should server team “pull down” 1.3.14 changes?
  - 1.3.server.47, 1.3.14  $\Rightarrow$  1.3.server.48?
  - 1.3.server.99, 1.3.14  $\Rightarrow$  1.3.server.100?
  - Efficiency now vs. merge cost later...

# 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 repository “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 (svn)

- SVN > CVS (design)
- SVN > CVS (size)
- Doesn't work in AFS
- Yes, it does
- No, it doesn't?

## PerForce

- commercial
- reasonable design
- works well
- big server

# Source Control Opinions

## Others

- Mercurial (“hg”)
  - Merge-once branches
- Bazaar (“bzd”)
- git
  - Recently revamped
- Monotone
- arch
- Darcs (“patch algebra”)

## Generally

- Promising plans
- Ready yet?

# 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**

- Also: SVN, hg, arch, ...

**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/15410`  
`-f08/bin:$PATH`

## Set environment variables (also .bashrc):

- `$ export`  
`PRCS_REPOSITORY=/afs/cs.cmu.edu/academic/`  
`class/15410-f08-users/group-99/REPOSITORY`
- `$ export PRCS_LOGQUERY=1`

# Creating A New Project

**In a blank working directory:**

```
$ prcs checkout P
```

- **P** is the name of the new 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 course web

# 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 ⇒ will fail
```

```
$ prcs merge
```

- Default merge option performs a CVS-like merge.

```
$ prcs checkin ⇒ should work now
```



# Merge Mutilation

```
#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)
}
```

# 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.
- “Any time you want commits kept secret”

# 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.