Version control with Git

Why using version control?

- **Backup**
- **Easy experimentation** with parallel branches
- **Collaboration** across teams
  - e.g. All of Google's code lies in one repository
- Formal **software development process**
  - Tagging of releases
  - Continuous integration
  - Pull requests, code reviews

History of (non-proprietary) version control systems

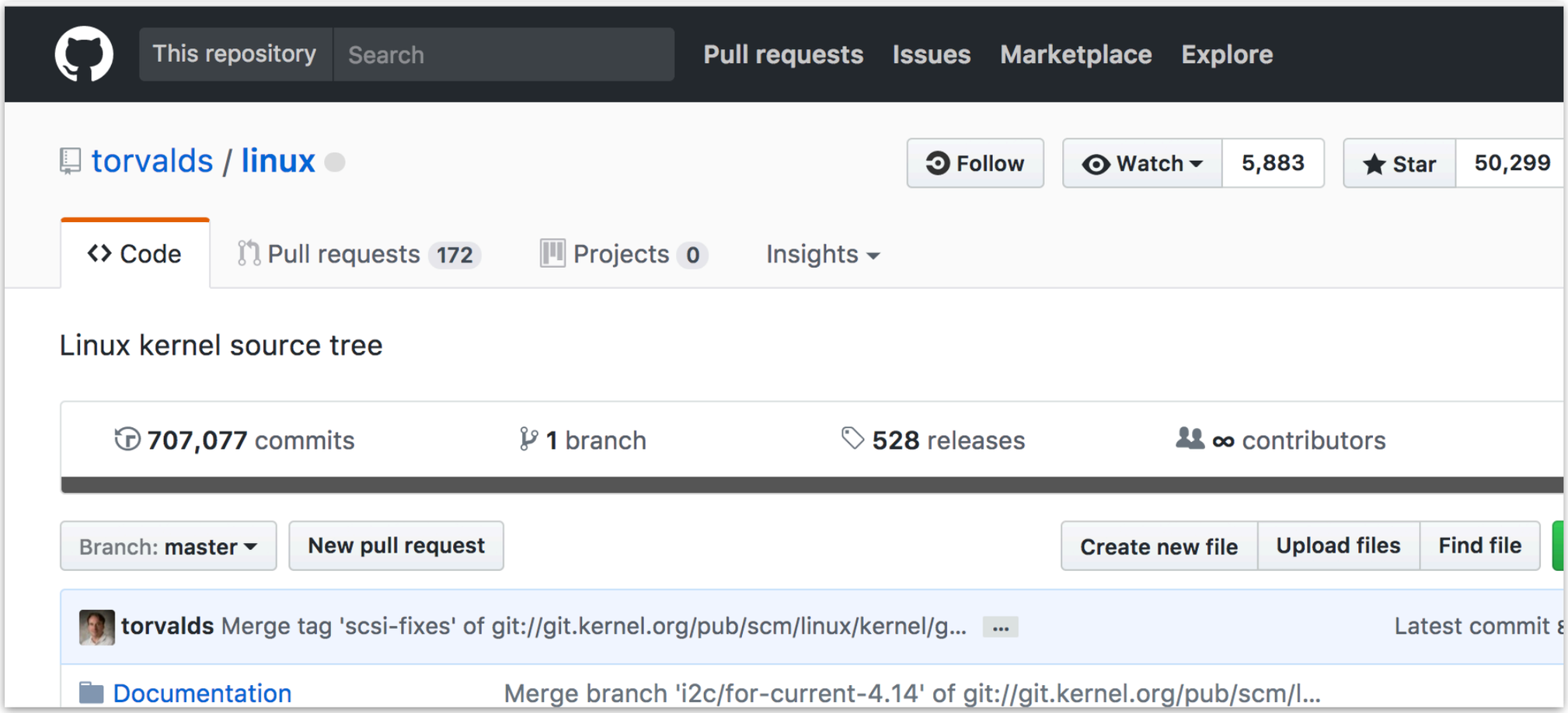
- 1970s: Print everything out.

History of (non-proprietary) version control systems

- 1990s: **CVS**
  - Independent history for each single file.
- 2000: **Subversion**
  - Client-server architecture.
  - Repository snapshots, introductions of branches.
- 2005: **Distributed Version Control (Git, Mercurial, Darcs, Bazaar, ...)**
  - Peer-to-peer network of replicated copies.
- 2010s: **Services on top (Github, Gitlab, ...)**
  - Issue tracking, pull requests, continuous integration, …

Git

- Created by Linus Torvalds (1969-, Finnish), author of Linux
- Created for Linux kernel development



Git

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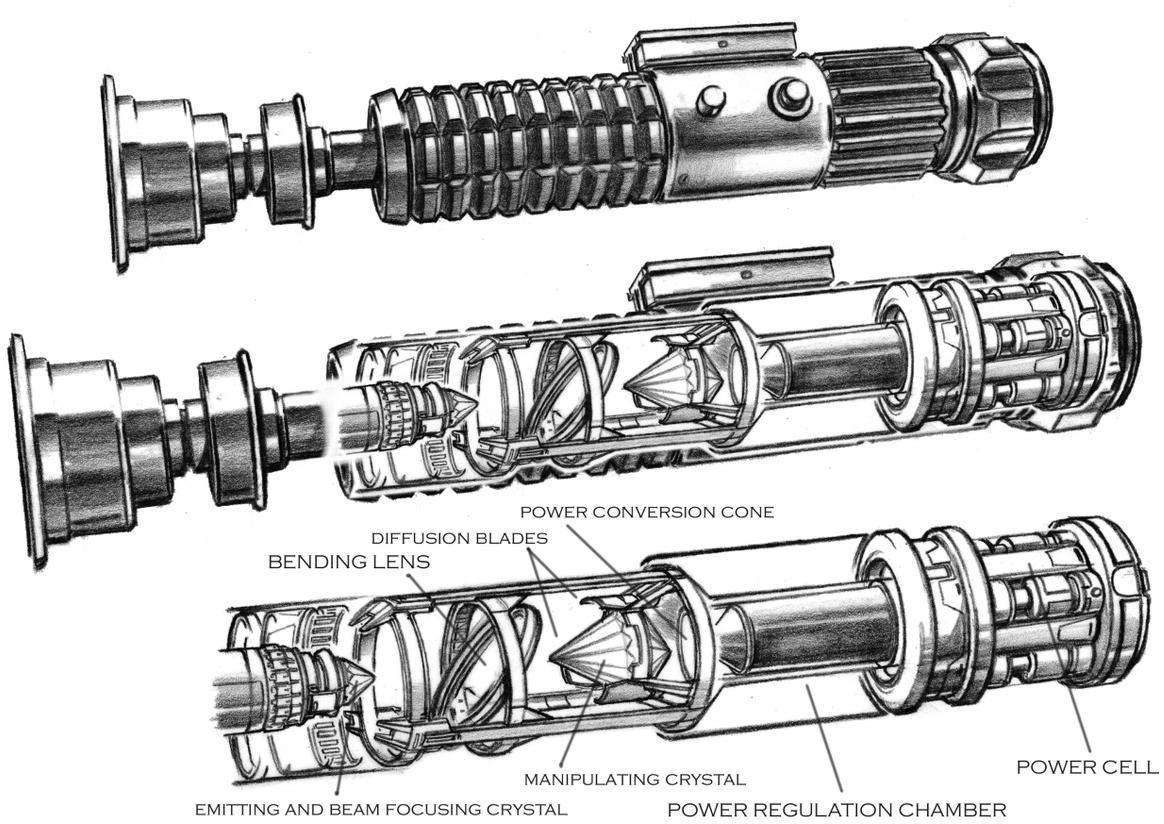
When asked why [Linus Torvalds] called the new software, "git," British slang meaning "a rotten person," he said: “I'm an egotistical bastard, so I name all my projects after myself. First Linux, now git."

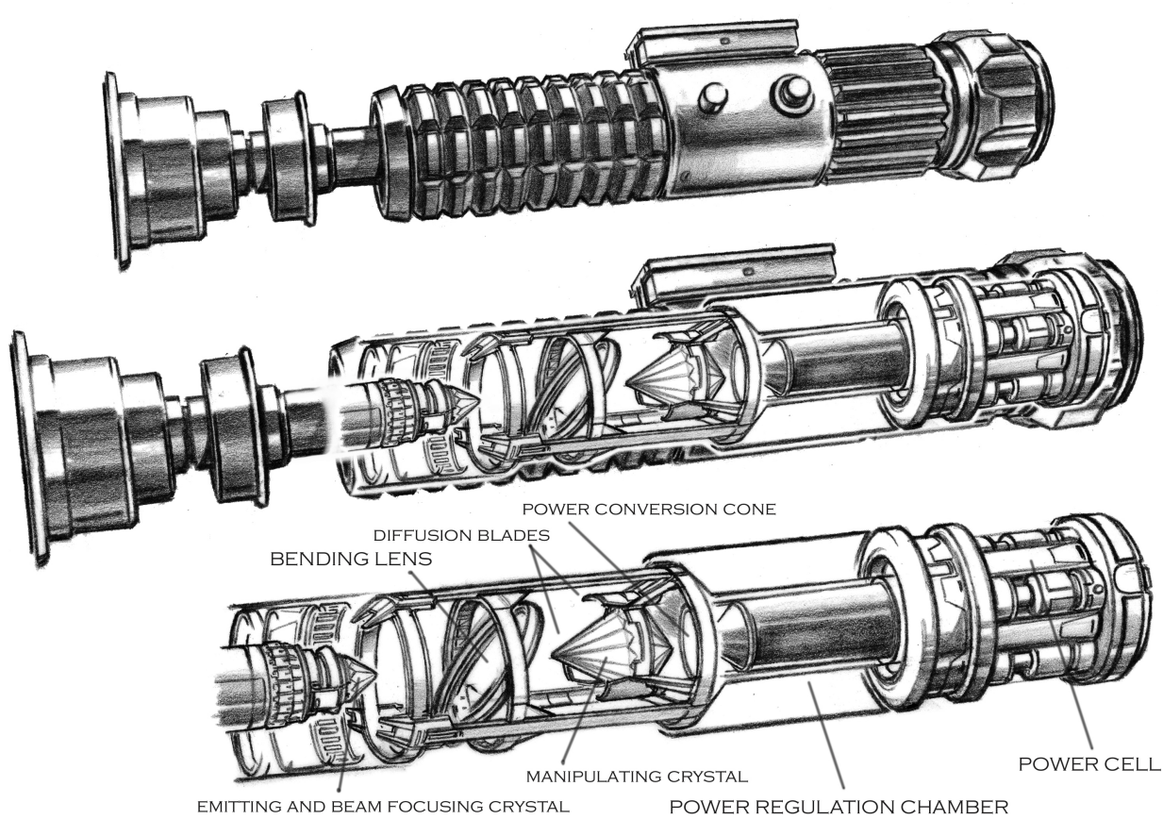
source

Jedi knights build their own lightsabers

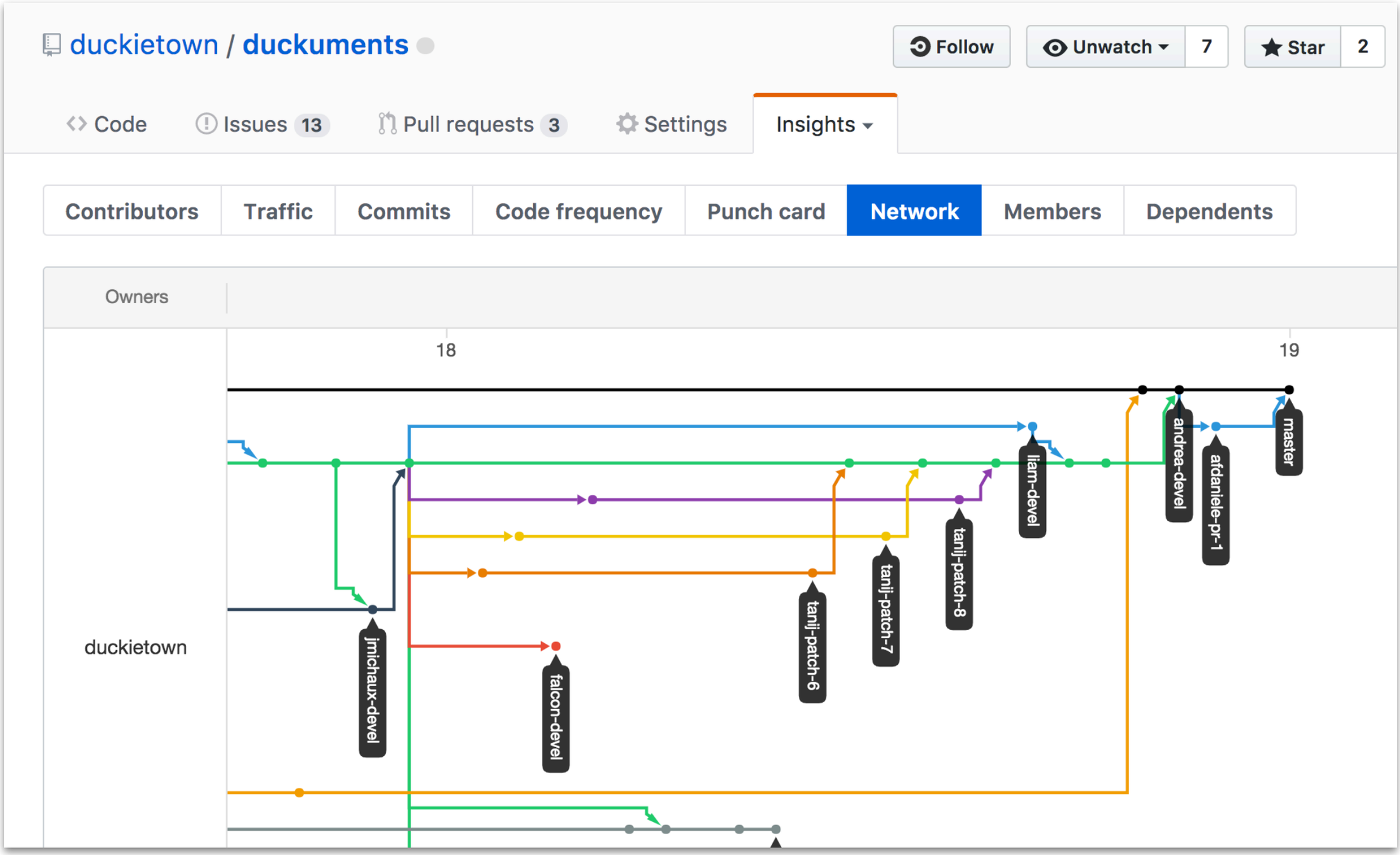


A roboticist's output is typically limited by tools

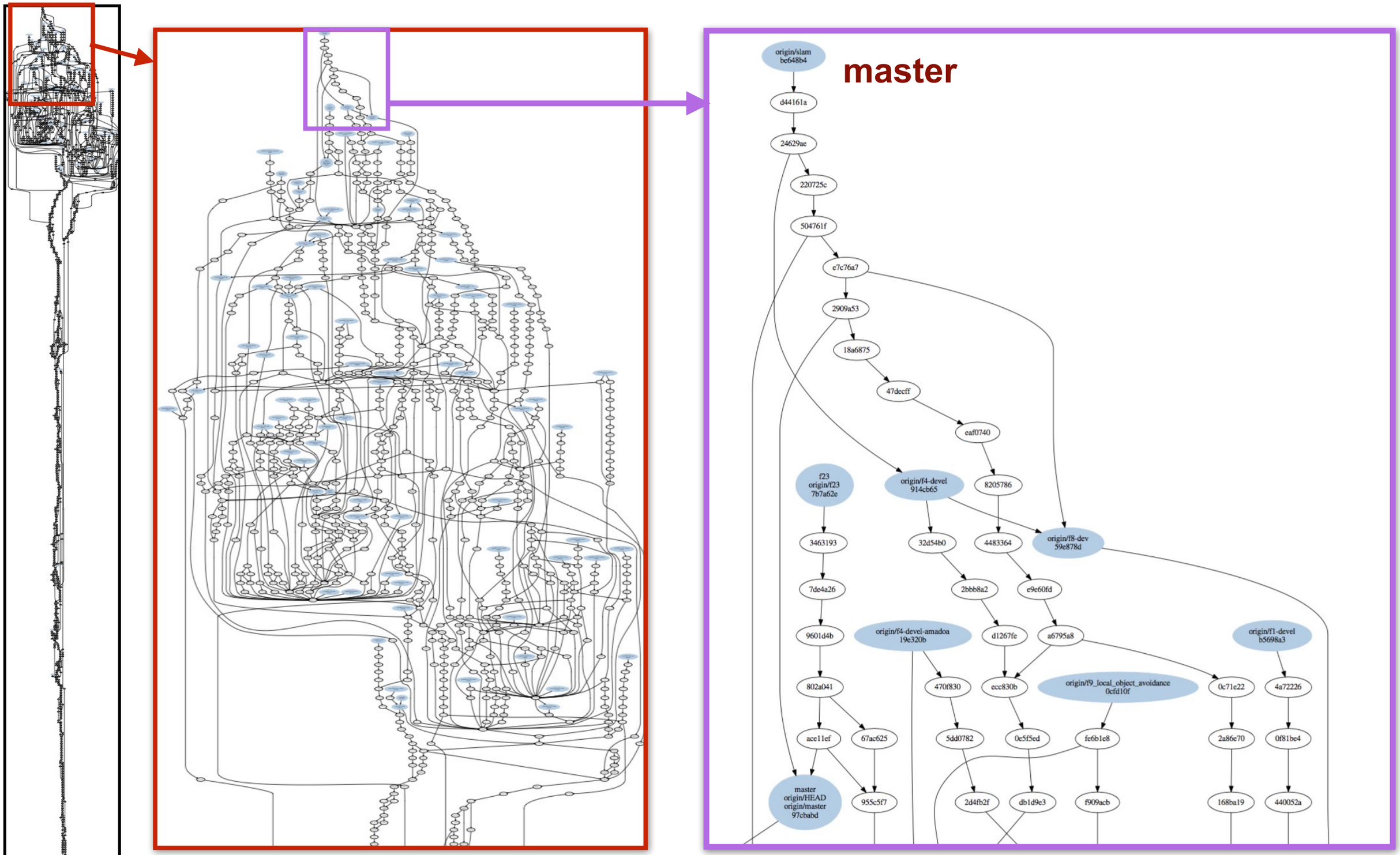
- Learn to use the tools that you have.
- Modify the tools to fit your needs.
- Create new tools.
    - Learn enough to be able to create the tools that you need.

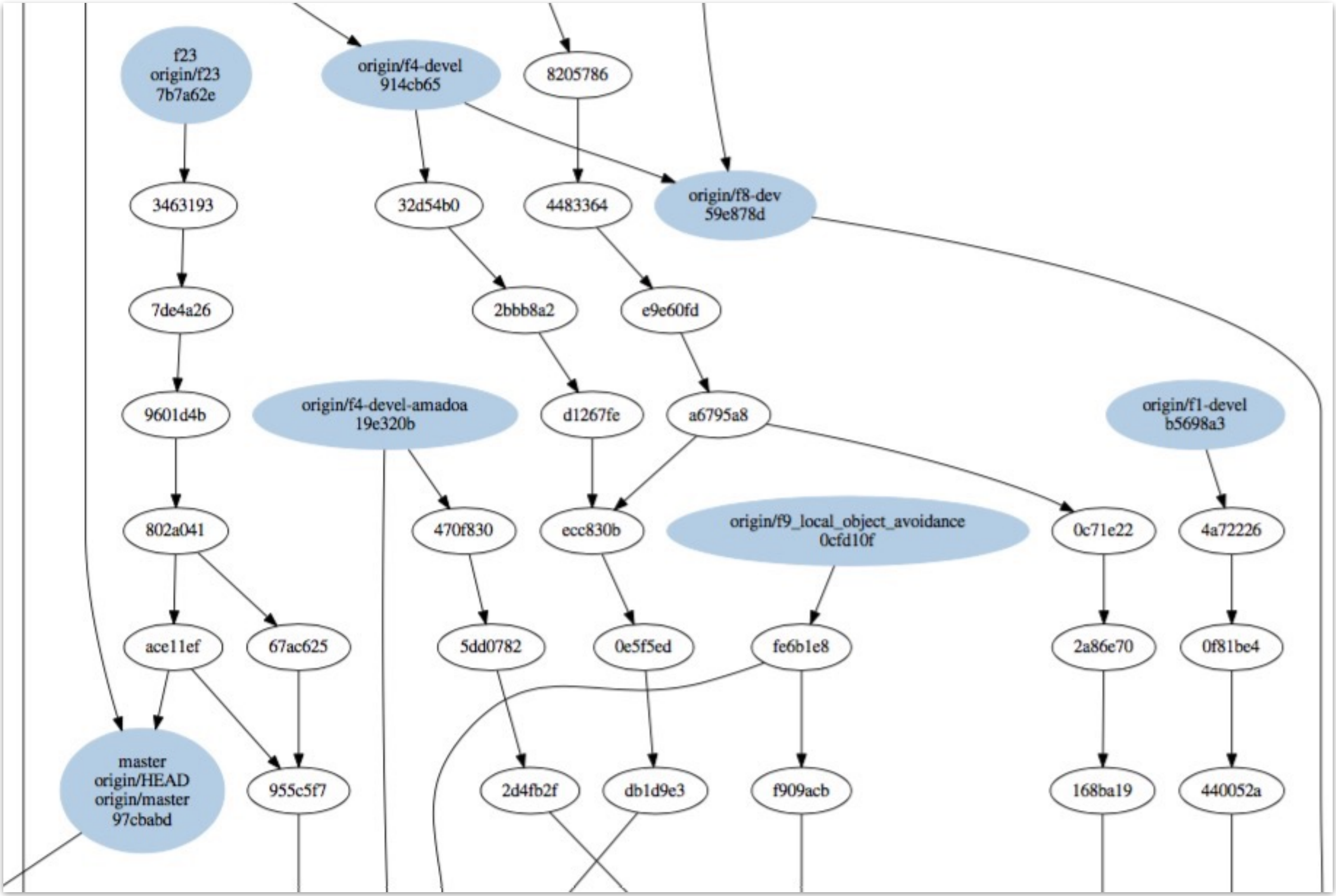


Commit graph



Commit graph




f23
origin/f23
7b7a62e
origin/f4-devel
914cb65
8205786
3463193
32d54b0
4483364
origin/f8-dev
59e878d
7de4a26
2bbb8a2
e9e60fd
9601d4b
origin/f4-devel-amadoa
19e320b
d1267fe
a6795a8
origin/f1-devel
b5698a3
802a041
470f830
ecc830b
origin/f9_local_object_avoidance
0cfd10f
0c71e22
4a72226
ace11ef
67ac625
5dd0782
0e5f5ed
fe6b1e8
2a86e70
0f81be4
master
origin/HEAD
origin/master
97cbabd
955c5f7
2d4fb2f
db1d9e3
f909acb
168ba19
440052a

Git explained with dynamical systems

Dynamical system

state $s \in S$

command $u \in U$

transition function $f : S \times U \to S$

Version control / "patch theory"

$S \doteq$ repository states

$U \doteq$ editing actions

Patches

$$\mathrm{diff} : S \times S \to U$$

$$f(s_1, \mathrm{diff}(s_2, s_1)) = s_2$$

Commit graph

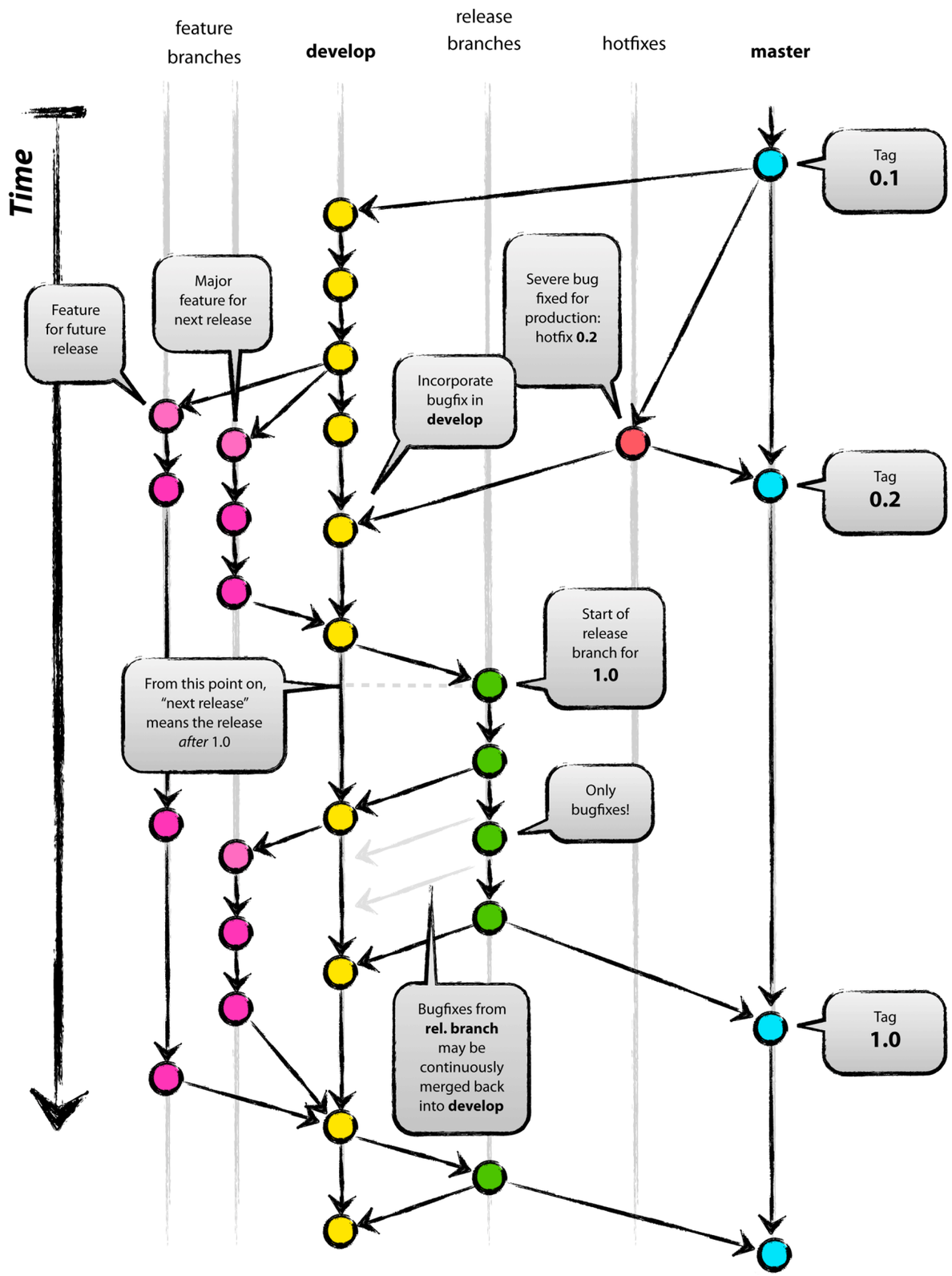
$$s_1 \overset{u}{\longleftarrow\!\!\blacklozenge} s_2 \quad \equiv \quad s_2 = f(s_1, u)$$

hash function (pretend injective)

$$\mathrm{hash} : \mathrm{char}^\star \to 2^{128}$$

“Git Flow” branching model

- Git does not impose any semantics on the branches.
- Conventions (“branching models”) are useful.
- Git Flow (right) is one of the most widely used.



Git/Github demo checklist

- Basics
  - Clone a repository
  - Create a local branch
  - Commit on the branch
  - Push a branch remotely
  - Merge branches
  - Delete branch
- Pull requests
  - Create a pull request
  - Review / approve / merge
  - Issues

Resources for learning Git

- Github video guides: **https://www.youtube.com/githubguides**
- Git book: **https://git-scm.com/book/en/v2**
- The Github tutorial: **https://guides.github.com/activities/hello-world/**
- The Github flow guide: **https://guides.github.com/introduction/flow/**