

Distributed versioning for everyone

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Outline

- 1 Introduction
- 2 Principles of Distributed Versioning
- 3 Darcs is one of them
- 4 Conclusion

SCM: “Source Code Manager”

- Keeps track of changes to source code so you can track down bugs and work collaboratively.
- Most famous example: CVS
- Numerous acronyms: RCS, SCM, VCS
- DSCM: Distributed Source Code Manager

Purpose

What's the purpose of this presentation

- Show the importance of the distributed feature
- Enrich your toolbox with a DSCM
- Exorcize rumors about darcs
- Show how DSCM are adapted for personal use

What's **not** the purpose of it

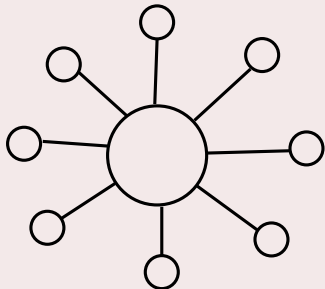
- A flame against other DSCMs
- A precise darcs tutorial
- A real explanation of the Theory of patches

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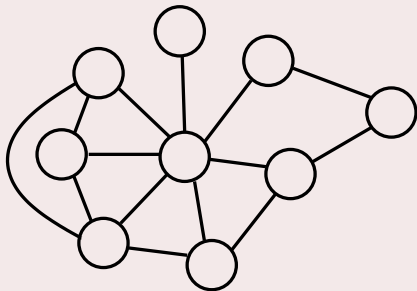
Distributed rather than centralized

Centralized



Examples: CVS, Subversion,
Perforce

Distributed



Examples: darcs, Git, Bitkeeper,
monotone, arch

Principles

Unify Repositories and Working copies

- Working copies with full history
- Repositories with local changes

Users record/commit in a local branch

- Local branches can be then merged with remote ones
- Branching/Merging is then **forced** to work

Local branches

Branching in a centralized system is morally flawed

- People use branches only when they must
- Branches are public (not discreet)
- That's considered as an advanced usage

Distributed systems make them easy

- Offline commit (no need to be connected)
- Try out an idea (cheap and discreet)
- Polish your work / amend a patch
- Publish with a delay (e.g. end of the work-day)

DSCM are often lighter

- No server to setup
- Make a repository is as easy as "darcs initialize"
- There is no need to "wait for" a center
- No commit rights management needed

DSCM for open source projects

Collaborating to an open source project

- Local branches is a "must have"
- Help to publish only clean and working changes
- Send your patches under **your** name

Work with user contributions

- Maintain an auto-gratification principle
- No need for commit rights (was really a pain)
- Commutation is essential
- Delaying user contributions if needed

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- Darcs branching, merging, tagging
- Darcs for working with others
- Conflicts and concerns

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Why focusing on one of them

- Treat each system in details is too long
- Abstract over DSCM would be too obscure
- Darcs is conceptually simple
- Darcs is certainly the smarter of them

Ideas behind darcs

Distributed

- A simple “egalitarian” distributed model
- “Cherry picking” of changes
- Avoidance of “merge points” (no merge history)

Interactive

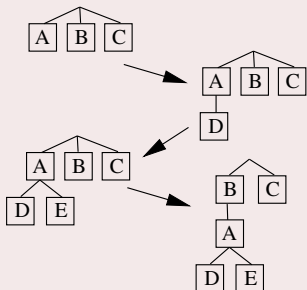
- Efficient and easy to learn
- Improved work flow (e.g. partial records, code review, ...)

Smart

- Based on a unique algebra of patches
- Spontaneous branches
- Commutation of changes

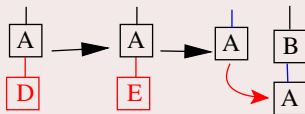
Change-based rather than version-based

Version-based



Examples: Git, Bitkeeper,
Monotone, CVS, Subversion

Change-based



Examples: darcs

Darcs terminology

- A change is a logical entity
- A patch is a description of a change
- The state of a repository is defined by its set of changes
- A set of changes is stored as a sequence of patches

Notation

- A change is represented as a capital letter: A
- A patch is represented by a capital letter with possibly primes and/or a subscript: A, A', A_1
- Sometimes the state (or context) before and after a patch is represented by lowercase superscripts: ${}^oA^a$

The state of a repository is defined
by a **set** of **changes**.

The repository is represented by a
sequence of patches.

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Some primitive patches

- `addfile f`: Create the empty file *f*
- `rmdir d`: Remove the empty directory *d*
- `move x y`: Move/rename the file/directory *x* into *y*
- `hunk`: Change the contents of a file
`hunk "foo.txt" 42`
 - the old lines has been
 - removed.
 - + and replaced by this one

However the theory is independent of its primitives

Each patch is invertible

Definition

$$\text{invert } {}^o A^a = {}^a A^{-1} {}^o$$

Property

$$\forall x . \text{invert } (\text{invert } x) = x$$

Examples

- `invert (addfile f) = rmfile f`
- `invert (move x y) = move y x`
- `invert (hunk f line old new) = hunk f line new old`
- `invert (A :> B) = (invert B) :> (invert A)`

Consequence: While move is easy, copy hardly make sense

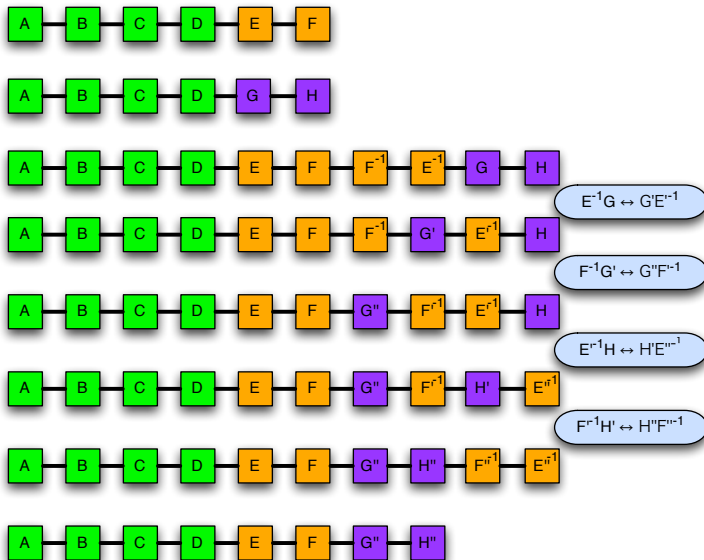
Independent changes \Rightarrow commuting patches

$${}^oA^aB^b \leftrightarrow {}^oB_1^cA_1^b$$

Examples

- Hunks on different files trivially commute
- Hunks commute with moves
- Hunks on different parts of a file commute (output patches have different line numbers)

Illustrated naive merging...



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Darcs for small projects

- A research paper
- A prototype implementation
- A small module/library
- Configuration files
- Personal web page
- More to imagine...

The bare minimum

<code>initialize</code>	Initialize a new source tree as a darcs repository
<code>add</code>	Add one or more new files or directories
<code>record</code>	Save local changes as a patch
<code>mv</code>	Move/rename one or more files or directories
<code>whatsnew</code>	Display local/unrecorded changes

Handy operations

revert	Revert to the recorded version (not always doable)
unrevert	Undo last revert (unless if changes after the revert)
rollback	Record a new patch reversing some changes

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`revert ; unrevert \approx id`

Overriding unpublished changes

<code>amend-record</code>	Replace a patch with a better version
<code>unrecord</code>	Remove patches wo/ changing the working copy
<code>obliterate</code>	Delete selected patches from the repository

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- `amend-record` \approx `unrecord` ; `record`
- `obliterate` \approx `unrecord` ; `revert`

Towards advanced patch types

`replace` Replace a token with a new value for that token

Looking in the past

<code>changes</code>	Give a summary of the repository history
<code>annotate</code>	Display which patch last modified something
<code>diff</code>	Create a diff between versions of the repository
<code>dist</code>	Create a distribution tarball
<code>trackdown</code>	Locate the most recent version lacking an error
<code>show</code>	Show information which is stored by darcs

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Moving patches around

<code>pull</code>	Apply patches from another repository to this one
<code>push</code>	Apply patches from this repository to another one
<code>get</code>	Create a local copy of another repository
<code>put</code>	Make a copy of the repository
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- `get src dst ≈ initialize src ; cd src && pull dst`
- `put dst ≈ initialize dst ; push dst`
- `push dst ≈ send dst ; cd dst && apply`

Branching and merging

Branching is as easy as copying all patches

```
$ darcs get foo-stable foo-with-feature-A
```

Merging is as easy as {pull,push}ing things

```
$ cd foo-with-feature-A  
$ darcs pull ../foo-stable
```

Tagging your repository (darcs tag)

A "tag" patch is:

- A change with no effect
- Transitively depends on all patches
- Really depends only on non tagged patches

Tagging quite often is a good practice

- Tag (some/only) versions that pass all tests
- Tag pre-releases and releases

Drawback of tagging

Freeze commutations (patches under a tag cannot cross the tag)

darcs + tagging like crazy \approx git

```
$ git commit = darcs record ; darcs tag -m <SHA1>
```

- Enforce the history
- Enforce the order of patches
- Loose commutativity (manually hacked with git rebase)

Fancy features

- Take the union: pull another repository
- Extract a sub part: pull interactively only what's needed

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Working with others

- Just replace pathnames by URLs (http, ssh)
- Use send/apply for email based contributions

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When conflicts happen

Two patches conflicts

- they are parallel patches ($A \vee B$)
- they don't commute ($A B^{-1} \not\leftrightarrow B' A'^{-1}$)

Conflict example

```
hunk "foo.txt" 42
```

```
- # TODO
```

```
+ # FIXED
```

```
hunk "foo.txt" 42
```

```
- # TODO
```

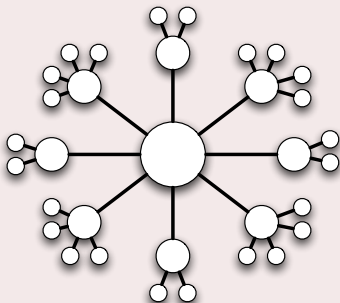
```
+ # DONE
```


Resolving conflicts

- When two patches conflicts one add a third one
- By depending on the conflicting patches it tells what to do
- Resolutions patches should be shared as much as possible

Avoiding conflicts

Typical DVCS usage



Recipe

- Pull often
- Amend local patches to resolve conflicts
- Push/send clean patches

Is darcs slow?

- Performances are due to its algorithms not its implementation
- Darcs algorithms provide more power/flexibility
- Completely usable for day to day commands
- Can be really slow on hard requests
- Darcs2 has made great progress
- Darcs2 reports progress to the user
- Darcs2 handles the conflict resolution problem

Are DSCM slow or greedy?

- Full history means bigger/slower copies/gets
- Hard links in the repository
- More network friendly than CVS/SVN
- Darcs2 partial repositories could help

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Conclusion and questions

So, convinced?

Resources

- "The Monad Reader", issue 9 by Jason Dagit
- "Implementing the darcs patch formalism ...and verifying it" by David Roundy
- The darcs website <http://darcs.net>
- The darcs help