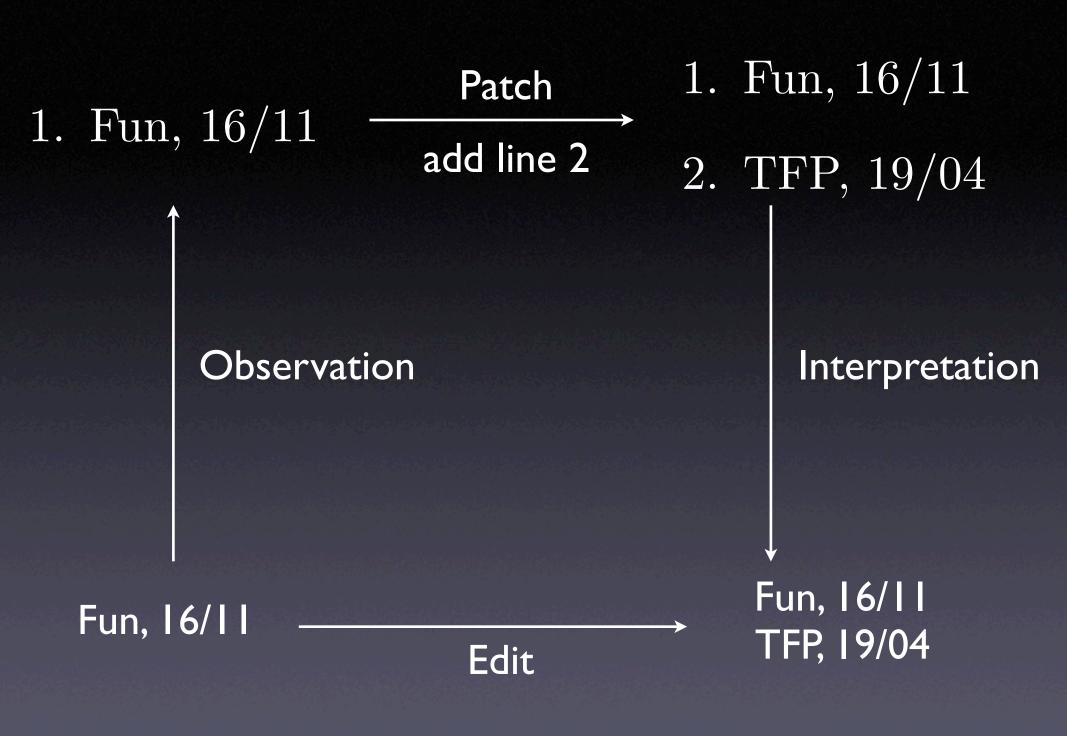
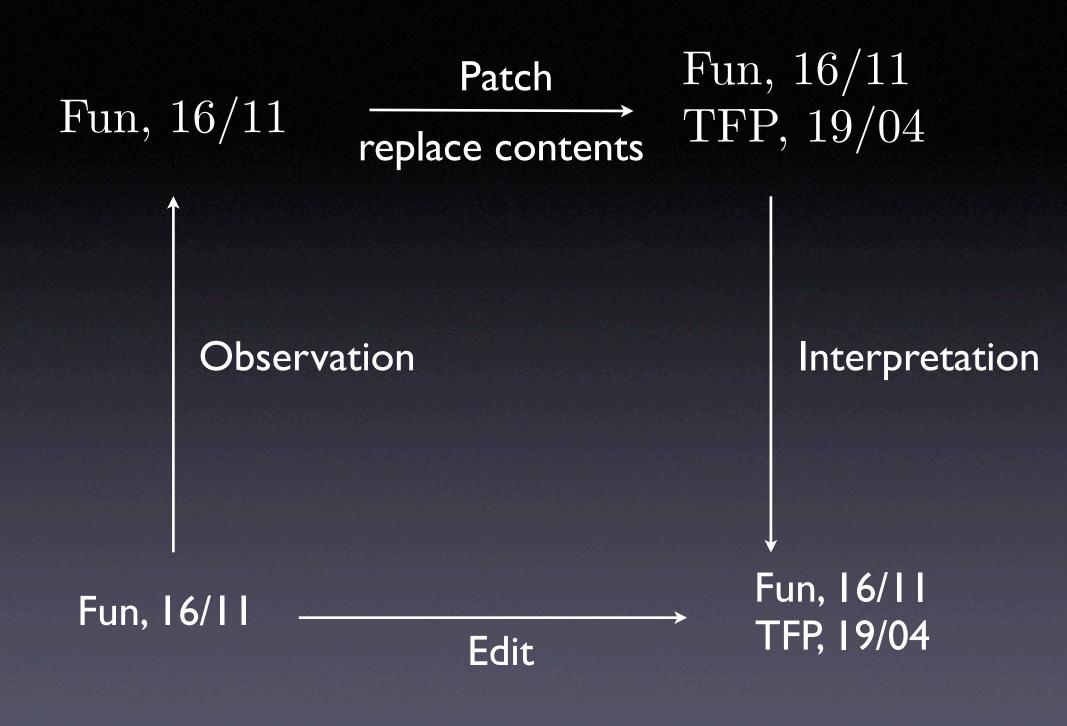
A Principled Approach to Version Control

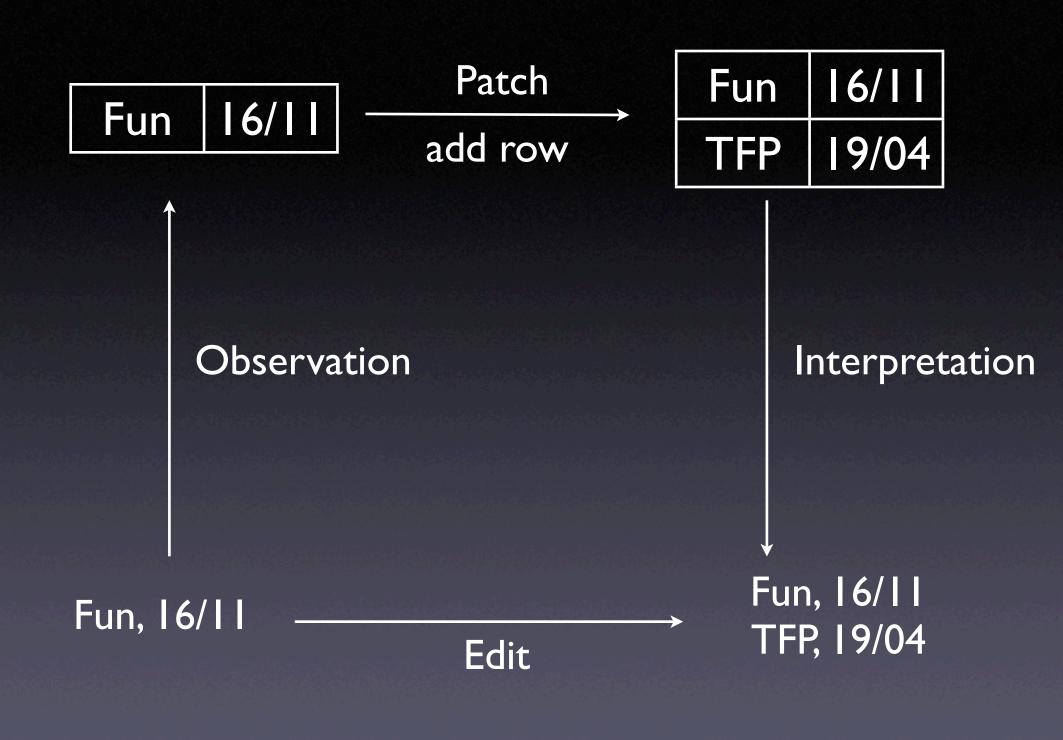
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Version control is a real problem...

... and most tools are unpredictable.







Goal

A general theory of version control, abstracting over any possible design choice.

Example: binary files

- Let's design a version control tool for managing binary files.
- What is a repository?
- What operations change the repository?

Internal Representation

f = c

- Suppose F is a set of file names.
- A repository is set of predicates:

which state that a file $f \in F$ has contents $c \in Bits$.

• Of course, we need to enforce an invariant: $\forall c,c'\in {\rm Bits}.f=c\in R\wedge f=c'\in R\Rightarrow c=c'$

Repository operations

We want to allow three operations on repositories:

 $add f r = r \cup \{f = \varepsilon\}$ delete f c r = r - \{f = c\} modify f c d r = (r - \{f = c\}) \cup \{f = d\}

Why patches?

- Adding files may break the repository invariant.
- You can delete non-existing files.
- Reasoning about arbitrary functions can be arbitrarily difficult.
- Is there a general notion capable of describing all repository operations?

Simple patches

• A simple patch is a pair of sets, called the source and target respectively:

$S \mapsto T$

- $\bullet\,$ Such a patch deletes $S\,$ from the repository, and adds $T\,$
- To apply this patch to a repository, $S\,$ must be present and $T-S\,$ must be absent.

Example patches

Deleting a file \bullet delete $f c = \{f = c\} \mapsto \emptyset$ Modifying a file modify $f c d = \{f = c\} \mapsto \{f = d\}$ Adding a file create $f = \emptyset \mapsto \{f = \varepsilon\}$ • This can still break repository invariants...

Invertible operations on points

- Present before, absent after.
- Present before, present after.
- Absent before, present after.
- Absent before, absent after.

Patches

- A patch is a triple of sets: $S \vdash E \rightarrow T$
- $\bullet\,$ Where E is a superset of both S and T
- A patch can be applied to a set X when $X \cap E = S$
- We use E when some points must be absent.
- ullet We still write $S\mapsto T$ when $S\cup T=E$

Creation revisited

- We can now define file creation as: $create \ f = \emptyset \mapsto \{f = c \mid c \in \mathsf{Bits}\} \to \{f = \varepsilon\}$
 - The extension guarantees that no existing file can be added to the repository
 - Different design choices do exist, but now we now have the means to express them!

Patch composition

• Given simple patches $S \mapsto T$ and $T \mapsto U$ we build their composition:

 $S \vdash S \cup T \cup U \to U$

- The general formula is a bit more complicated.
- Composition is associative.

Commutation and inverses

All patches 'commute' in a certain sense.
When p₁ · p₂ and p₂ · p₁ both exist and are applicable to X then

(p₁ · p₂)(X) = (p₂ · p₁)(X)

Every patch S ⊢ E → T has an inverse patch T ⊢ E → S

Beyond binary files

- Line based text files
- Directory structure
- File moves and renaming
- Structured data and structured operations
- Tagging versions
- Patch meta-data

Repositories

- A repository is a multiset of patches.
- A repository is consistent if its constituent patches can be composed and applied to the empty set.

Communicating change

- Give repositories R and S, a **pull** of a multiset $P \subseteq R$ to S consists of a multiset $P' \subseteq (R S)$ such that $P \subseteq P'$ and $S \cup P'$ is a consistent repository.
- In general, we are only interested in minimal pulls.

Conflicts

- Sometimes there is no way to successful pull a desirable multiset of patches.
- Adding the patches is said to cause a **conflict.**
- A user is responsible for adding new patches, such that the repository is consistent once again.

Darcs

- One of the largest and most popular applications written in Haskell
- Darcs is great!
- Based on a theory of patches.

Theory of patches

- Rather vague at times
- Patches exist in a context.
- Commuting patches changes the patches: $AB \leftrightarrow B'A'$
- Conflictors are special patches.
- Algebraic theory is quite difficult.

What's next?

- Explore the algebraic structure.
- Develop good algorithms.
- Implement ideas.