

Git: How to Clean (and Rewrite) History

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<https://git.pages.ensimag.fr/formation-git/slides/git-history-slides.pdf>



- Explaining why having a clean history is important
- Showing how to use the index
- Introducing the mechanisms that git provides to deal with history

Clean History: Why?

	COMMENT	DATE
○	CREATED MAIN LOOP & TIMING CONTROL	14 HOURS AGO
○	ENABLED CONFIG FILE PARSING	9 HOURS AGO
○	MISC BUGFIXES	5 HOURS AGO
○	CODE ADDITIONS/EDITS	4 HOURS AGO
○	MORE CODE	4 HOURS AGO
○	HERE HAVE CODE	4 HOURS AGO
○	AAAAAAA	3 HOURS AGO
○	ADKFJSLKDFJSDKLFJ	3 HOURS AGO
○	MY HANDS ARE TYPING WORDS	2 HOURS AGO
○	HAAAAAAAAANDS	2 HOURS AGO

AS A PROJECT DRAGS ON, MY GIT COMMIT MESSAGES GET LESS AND LESS INFORMATIVE.

Source: <https://xkcd.com/1296/>

Git blame: Who did that?

```
git gui blame <file>
```

```
Repository Edit Help
Comment: 03a0 03a0 11 " [--exec-path[=<path>]] [--html-path] [--man-path]
albe albe 12 " [-p|--paginate|--no-pager] [--no-replace-objects]
JT JT 13 " [--git-dir=<path>] [--work-tree=<path>] [--namesp
62b4 62b4 14 " <command> [<args>]";
822a 822a 15
b7d9 b7d9 16 const char git_more_info_string[] =
7390 7390 17 N_("'git help -a' and 'git help -g' lists available subcomman
PO PO 18 "concept guides. See 'git help <command>' or 'git help <co
| | 19 "to read about a specific subcommand or concept.");
b7d9 b7d9 20

commit 73903d0bcb00518e508f412a1d5c482b5094587e
Author: Philip Oakley <philipoakley@iee.org> Wed Apr 3 00:39:48 2013
Committer: Junio C Hamano <gitster@pobox.com> Wed Apr 3 03:11:08 2013

help: mention -a and -g option, and 'git help <concept>' usage.

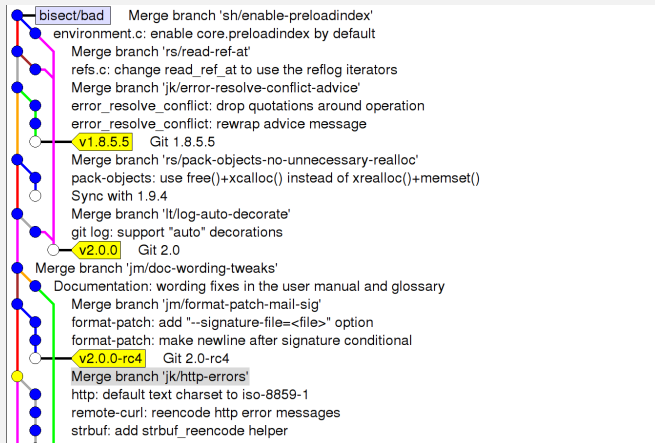
Reword the overall help given at the end of "git help -a/-g" to
mention how to get help on individual commands and concepts.

Signed-off-by: Philip Oakley <philipoakley@iee.org>
Signed-off-by: Junio C Hamano <gitster@pobox.com>

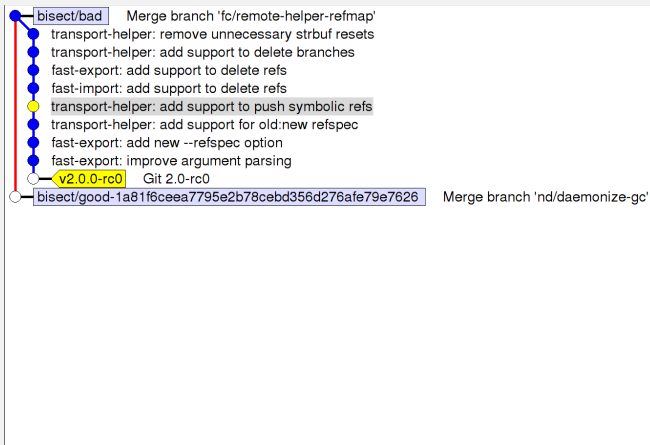
Annotation complete.
```

```
$ git bisect start
$ git bisect bad
$ git bisect good v1.9.0
Bisecting: 607 revisions left to test after this (roughly 9 steps)
[8fe3ee67adcd2ee9372c7044fa311ce55eb285b4] Merge branch 'jx/i18n'
$ git bisect good
Bisecting: 299 revisions left to test after this (roughly 8 steps)
[aa4bffa23599e0c2e611be7012ecb5f596ef88b5] Merge branch 'jc/cod[...]'
$ git bisect good
Bisecting: 150 revisions left to test after this (roughly 7 steps)
[96b29bde9194f96cb711a00876700ea8dd9c0727] Merge branch 'sh/ena[...]'
$ git bisect bad
Bisecting: 72 revisions left to test after this (roughly 6 steps)
[09e13ad5b0f0689418a723289dca7b3c72d538c4] Merge branch 'as/pre[...]'
...
$ git bisect good
60ed26438c909fd273528e67 is the first bad commit
commit 60ed26438c909fd273528e67b399ee6ca4028e1e
```

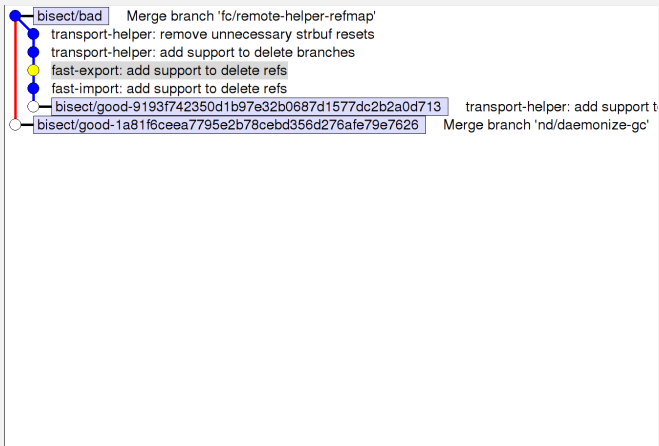
git bisect visualize



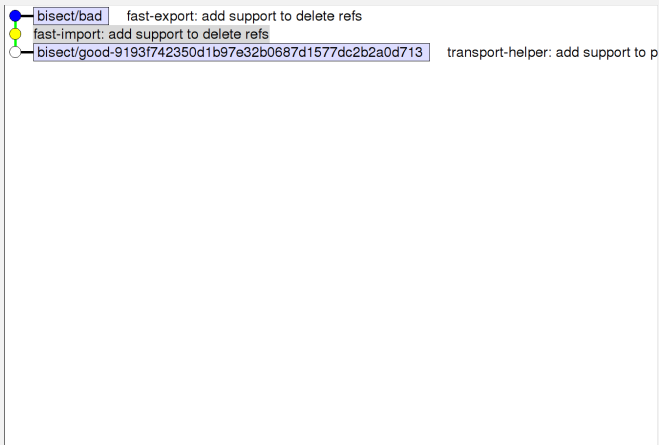
git bisect visualize



git bisect visualize



git bisect visualize



`git blame` and `git bisect` point you to a commit, then ...

- Dream:
 - Commit is a 50-lines long patch
 - Commit message explains the intent of the programmer
- Nightmare 1:
 - Commit mixes a large reindentation, a bugfix and a real feature
 - Message says “I reindented, fixed a bug and added a feature”
- Nightmare 2:
 - Commit is a trivial fix for the previous commit
 - Message says “Oops, previous commit was stupid”
- Nightmare 3:
 - Bisect not even applicable because most commits aren't compilable.

Which one do you prefer?

Clean history is important for software
maintainability

Clean history is **as** important **as comments** for
software maintainability

Approach 1

“Mistakes are part of history.”

Approach 2

“History is a set of lies agreed upon.”¹

¹Napoleon Bonaparte

- \approx the only option with Subversion/CVS/...
- History reflects the chronological order of events
- Pros:
 - Easy: just work and commit from time to time
 - Traceability
- But ...
 - Is the actual order of event what you want to remember?
 - When you write a draft of a document, and then a final version, does the final version reflect the mistakes you did in the draft?

- Popular approach with modern VCS (Git, Mercurial...)
- History tries to show the best logical path from one point to another
- Pros:
 - See above: blame, bisect, ...
 - Code review
 - Claim that you are a better programmer than you really are!

- 2 roles of version control:
 - For beginners: **help** the code reach upstream.
 - For advanced users: **prevent** bad code from reaching upstream.
- Several opportunities to reject bad code:
 - Before/during commit
 - Before push
 - Before merge

- Each commit introduce **small** group of **related** changes (≈ 100 lines changed max, no minimum!)
- Each commit is compilable and passes all tests (“bisectable history”)
- “Good” commit messages

Writing good commit messages

- Bad:

```
int i; // Declare i of type int
for (i = 0; i < 10; i++) { ... }
f(i)
```

- Possibly good:

```
int i; // We need to declare i outside the for
        // loop because we'll use it after.
for (i = 0; i < 10; i++) { ... }
f(i)
```

- Bad: **What?** The code already tells

```
int i; // Declare i of type int
for (i = 0; i < 10; i++) { ... }
f(i)
```

- Possibly good: **Why?** Usually the relevant question

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```

Common rule: if your code isn't clear enough,
rewrite it to make it clearer
instead of adding comments.

- Recommended format:

```
One-line description (< 50 characters)
```

```
Explain here why your change is good.
```

- Write your commit messages like an email: subject and body
- Imagine your commit message is an email sent to the maintainer, trying to convince him to merge your code²
- Don't use `git commit -m`

²Not just imagination, see `git send-email`

<https://github.com/git/git/commit/b1b49ff8d42a21ade6a72b40a147fd3eaff3db8d>

```
daemon: plug memory leak
```

```
Call child_process_clear() when a child ends to release the memory
allocated for its environment. This is necessary because unlike all
other users of start_command() we don't call finish_command(), which
would have taken care of that for us.
```

```
This leak was introduced by f063d38 (daemon: use cld->env_array
when re-spawning).
```

```
Signed-off-by: Rene Scharfe <l.s.r@web.de>
```

```
Signed-off-by: Junio C Hamano <gitster@pobox.com>
```

<http://git.savannah.gnu.org/cgit/emacs.git/commit/?id=19e09cfab61436cb4590303871a31ee07624f5ab>

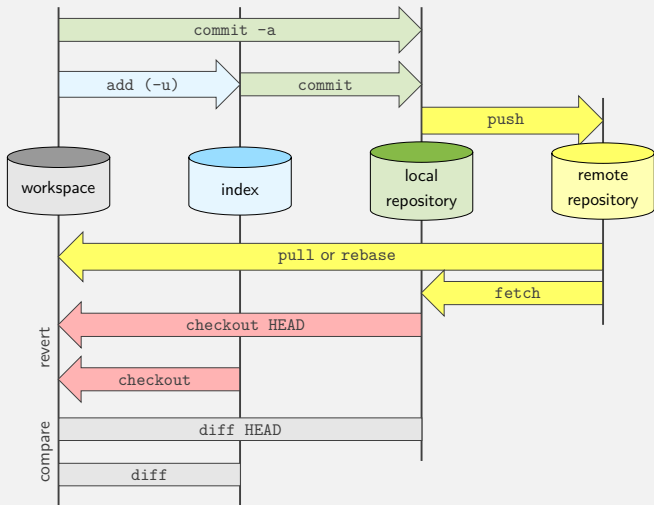
Ensure redisplay after evaluation

- * lisp/progmodes/elisp-mode.el (elisp--eval-last-sexp): Revert last change.
- * lisp/frame.el (redisplay--variables): Populate the redisplay--variables list.
- * src/xdisp.c (maybe_set_redisplay): New function. (syms_of_xdisp) <redisplay--variables>: New variable.
- * src/window.h (maybe_set_redisplay): Declare prototype.
- * src/data.c (set_internal): Call maybe_set_redisplay. (Bug#21835)

Not much the patch didn't already say ... (do you understand the problem the commit is trying to solve?)³

³NB: This style is historical. Emacs development moved from one VCS to another. The first commit date readable in the git history (at that time in RCS) is 18 April 1985

Partial commits, the index



(inspired by <http://osteale.com>)

- “the index” is where the next commit is prepared
- Contains the list of files **and their content**
- `git commit` transforms the index into a commit
- `git commit -a` stages all changes in the worktree in the index before committing. You’ll find it sloppy soon.

- Commit only 2 files:

```
$ git add file1.txt  
$ git add file2.txt  
$ git commit
```

- Commit only some patch hunks:

```
$ git add -p  
(answer yes or no for each hunk)  
$ git commit
```

```
$ git add -p
@@ -1,7 +1,7 @@
     int main()
-         int i;
+         int i = 0;
         printf("Hello, ");
         i++;
Stage this hunk [y,n,q,a,d,/,K,g,e,?]? y
```


git add -p: example

```
$ git add -p
@@ -1,7 +1,7 @@
```

```
int main()
-     int i;
+     int i = 0;
    printf("Hello, ");
    i++;
```

Stage this hunk [y,n,q,a,d,/,K,g,e,]? y

```
@@ -5,6 +5,6 @@
```

```
-     printf("i is %s\n", i);
+     printf("i is %d\n", i);
```

Stage this hunk [y,n,q,a,d,/,K,g,e,]? n

git add -p: example

```
$ git add -p
@@ -1,7 +1,7 @@
```

```
int main()
-     int i;
+     int i = 0;
    printf("Hello, ");
    i++;
```

Stage this hunk [y,n,q,a,d,/,K,g,e,]? y

```
@@ -5,6 +5,6 @@
```

```
-     printf("i is %s\n", i);
+     printf("i is %d\n", i);
```

Stage this hunk [y,n,q,a,d,/,K,g,e,]? n

```
$ git commit -m "Initialize i properly"
[master c4ba68b] Initialize i properly
1 file changed, 1 insertion(+), 1 deletion(-)
```

- Commits created with `git add -p` do not correspond to what you have on disk
- You probably never tested this commit ...
- Solutions:
 - `git stash -k` : stash what's not in the index
 - `git rebase --exec` : see later
 - (and code review)

Clean local history

Implement `git clone -c var=value` : 9 preparation patches, 1 real (trivial) patch at the end!

```
https://github.com/git/git/commits/  
84054f79de35015fc92f73ec4780102dd820e452
```

Did the author actually write this in this order?

Question: upstream (where my code should eventually end up) has new code, how do I get it in my repo?

- Approach 1: merge (default with `git pull`)



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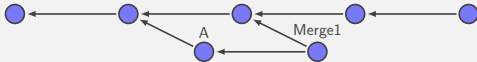
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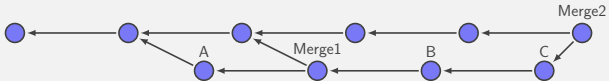
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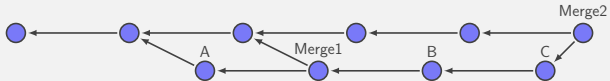
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- Drawbacks:
 - Merge1 is not relevant, distracts reviewers (unlike Merge2).

Question: upstream (where my code should eventually end up) has new code, how do I get it in my repo?

- Approach 2: no merge



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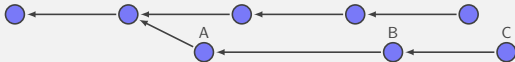
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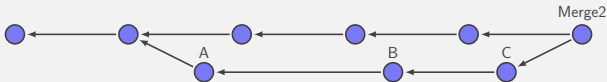
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- Drawbacks:
 - In case of conflict, they have to be resolved by the developer merging into upstream (possibly after code review)
 - Not always applicable (e.g. "I need this new upstream feature to continue working")

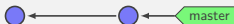
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- Approach 3: rebase (`git rebase` or `git pull --rebase`)



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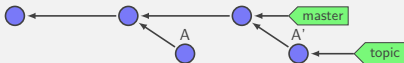
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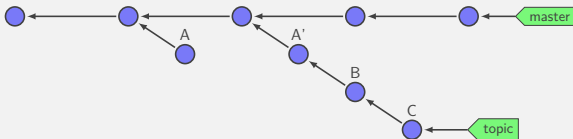
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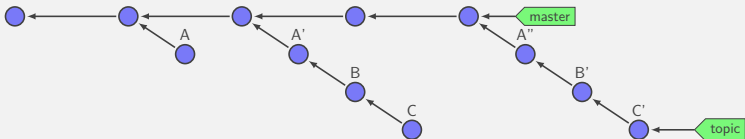
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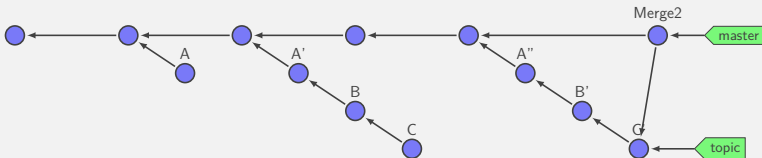
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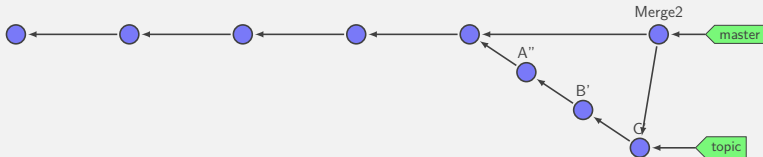
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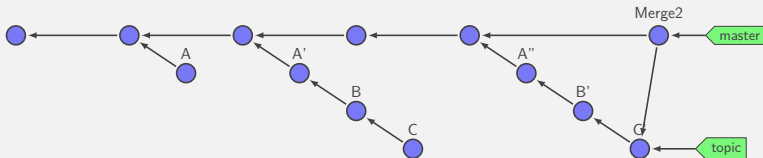
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- Drawbacks: rewriting history implies:
 - A', A'', B', C' probably haven't been tested (never existed on disk)
 - What if someone branched from A, A', B or C?
 - Basic rule: don't rewrite published history

- `git rebase`: take all your commits, and re-apply them onto upstream
- `git rebase -i`: show all your commits, and asks you what to do when applying them onto upstream.


```
pick ca6ed7a Start feature A
pick e345d54 Bugfix found when implementing A
pick c03fffc Continue feature A
pick 5bdb132 Oops, previous commit was totally buggy
```

```
# Rebase 9f58864..5bdb132 onto 9f58864
#
# Commands:
# p, pick = use commit
# r, reword = use commit, but edit the commit message
# e, edit = use commit, but stop for amending
# s, squash = use commit, but meld into previous commit
# f, fixup = like "squash", but discard this commit's log message
# x, exec = run command (the rest of the line) using shell
#
# These lines can be re-ordered; they are executed from top to bottom.
#
# If you remove a line here THAT COMMIT WILL BE LOST.
#
# However, if you remove everything, the rebase will be aborted.
#
# Note that empty commits are commented out
```

- p, pick** use commit (by default)
- r, reword** use commit, but edit the commit message
Fix a typo in a commit message
- e, edit** use commit, but stop for amending
↪ Once stopped, use `git add -p`,
`git commit --amend`,...
- s, squash** use commit, but meld into previous commit
- f, fixup** like "squash", but discard this commit's log message
↪ Very useful when polishing a set of commits (before or after review): make a bunch of short fixup patches, and squash them into the real commits. No one will know you did this mistake ;-).

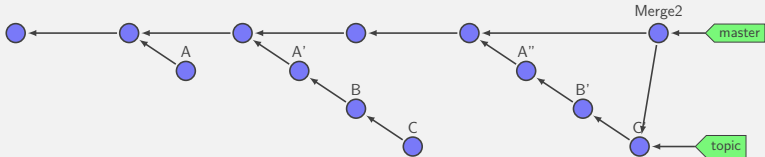
x, **exec** run command (the rest of the line) using shell

- Example: `exec make check` . Run tests for this commit, stop if test fail.
- Use `git rebase -i --exec 'make check'`⁴ to run `make check` for each rebased commit.

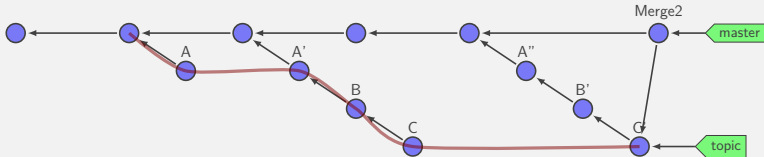
⁴Implemented by Ensimag students!

Repairing mistakes: the reflog

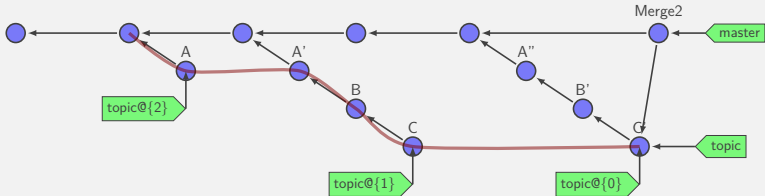
- Remember the history of local refs.
- \neq ancestry relation.



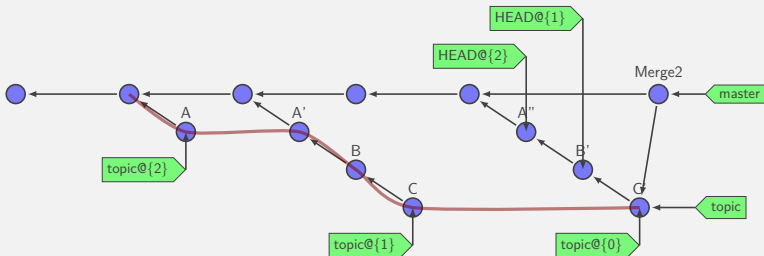
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- $ref@{n}$: where ref was before the n last ref update.
- $ref~n$: the n -th generation ancestor of ref
- ref^{\wedge} : first parent of ref
- `git help revisions` for more

More Documentation

- `http://ensiwiki.ensimag.fr/index.php/Maintenir_un_historique_propre_avec_Git`
- `http://ensiwiki.ensimag.fr/index.php/Ecrire_de_bons_messages_de_commit_avec_Git`