
Contents

Change history	xviii
1. (1.0.0) February 25th 2019	xviii
2. (1.0.1) May 22nd 2019	xviii
3. (1.0.2) October 31st 2019	xviii
4. (1.0.3) April 10th 2020	xix
5. (1.0.4) June 18th 2021	xix
License and acknowledgements	xx
1. Introduction	1
1.1. Prerequisites	2
1.2. How the book is structured	2
1.3. Typographic conventions	3
1.4. The Jit codebase	4
2. Getting to know .git	5
2.1. The .git directory	5
2.1.1. .git/config	6
2.1.2. .git/description	7
2.1.3. .git/HEAD	7
2.1.4. .git/info	7
2.1.5. .git/hooks	8
2.1.6. .git/objects	8
2.1.7. .git/refs	9
2.2. A simple commit	9
2.2.1. .git/COMMIT_EDITMSG	11
2.2.2. .git/index	11
2.2.3. .git/logs	12
2.2.4. .git/refs/heads/master	12
2.3. Storing objects	12
2.3.1. The cat-file command	13
2.3.2. Blobs on disk	14
2.3.3. Trees on disk	16
2.3.4. Commits on disk	18
2.3.5. Computing object IDs	19
2.3.6. Problems with SHA-1	21
2.4. The bare essentials	24
I. Storing changes	25
3. The first commit	26
3.1. Initialising a repository	26
3.1.1. A basic init implementation	27
3.1.2. Handling errors	28
3.1.3. Running Jit for the first time	29
3.2. The commit command	30
3.2.1. Storing blobs	31
3.2.2. Storing trees	36
3.2.3. Storing commits	39
4. Making history	45
4.1. The parent field	45

4.1.1. A link to the past	46
4.1.2. Differences between trees	46
4.2. Implementing the parent chain	47
4.2.1. Safely updating .git/HEAD	49
4.2.2. Concurrency and the filesystem	52
4.3. Don't overwrite objects	53
5. Growing trees	55
5.1. Executable files	55
5.1.1. File modes	55
5.1.2. Storing executables in trees	58
5.2. Nested trees	60
5.2.1. Recursive trees in Git	61
5.2.2. Building a Merkle tree	63
5.2.3. Flat or nested?	70
5.3. Reorganising the project	71
6. The index	73
6.1. The add command	73
6.2. Inspecting .git/index	74
6.3. Basic add implementation	77
6.4. Storing multiple entries	82
6.5. Adding files from directories	84
7. Incremental change	87
7.1. Modifying the index	87
7.1.1. Parsing .git/index	87
7.1.2. Storing updates	92
7.2. Committing from the index	93
7.3. Stop making sense	96
7.3.1. Starting a test suite	96
7.3.2. Replacing a file with a directory	98
7.3.3. Replacing a directory with a file	100
7.4. Handling bad inputs	104
7.4.1. Non-existent files	105
7.4.2. Unreadable files	107
7.4.3. Locked index file	108
8. First-class commands	111
8.1. Abstracting the repository	112
8.2. Commands as classes	114
8.2.1. Injecting dependencies	116
8.3. Testing the commands	122
8.4. Refactoring the commands	127
8.4.1. Extracting common code	127
8.4.2. Reorganising the add command	127
9. Status report	131
9.1. Untracked files	131
9.1.1. Untracked files not in the index	133
9.1.2. Untracked directories	135
9.1.3. Empty untracked directories	139
9.2. Index/workspace differences	141

9.2.1. Changed contents	142
9.2.2. Changed mode	144
9.2.3. Size-preserving changes	146
9.2.4. Timestamp optimisation	149
9.2.5. Deleted files	151
10. The next commit	156
10.1. Reading from the database	156
10.1.1. Parsing blobs	158
10.1.2. Parsing commits	158
10.1.3. Parsing trees	159
10.1.4. Listing the files in a commit	162
10.2. HEAD/index differences	162
10.2.1. Added files	163
10.2.2. Modified files	166
10.2.3. Deleted files	167
10.3. The long format	169
10.3.1. Making the change easy	171
10.3.2. Making the easy change	173
10.3.3. Orderly change	176
10.4. Printing in colour	177
11. The Myers diff algorithm	182
11.1. What's in a diff?	182
11.2. Time for some graph theory	184
11.2.1. Walking the graph	186
11.2.2. A change of perspective	190
11.2.3. Implementing the shortest-edit search	193
11.3. Retracing our steps	195
11.3.1. Recording the search	198
11.3.2. And you may ask yourself, how did I get here?	199
12. Spot the difference	202
12.1. Reusing status	202
12.2. Just the headlines	205
12.2.1. Unstaged changes	206
12.2.2. A common pattern	210
12.2.3. Staged changes	212
12.3. Displaying edits	215
12.3.1. Splitting edits into hunks	218
12.3.2. Displaying diffs in colour	226
12.3.3. Invoking the pager	228
II. Branching and merging	233
13. Branching out	234
13.1. Examining the branch command	236
13.2. Creating a branch	239
13.3. Setting the start point	242
13.3.1. Parsing revisions	243
13.3.2. Interpreting the AST	245
13.3.3. Revisions and object IDs	248
14. Migrating between trees	255

14.1. Telling trees apart	256
14.2. Planning the changes	261
14.3. Updating the workspace	264
14.4. Updating the index	266
14.5. Preventing conflicts	267
14.5.1. Single-file status checks	268
14.5.2. Checking the migration for conflicts	269
14.5.3. Reporting conflicts	272
14.6. The perils of self-hosting	274
15. Switching branches	276
15.1. Symbolic references	278
15.1.1. Tracking branch pointers	279
15.1.2. Detached HEAD	280
15.1.3. Retaining detached histories	282
15.2. Linking HEAD on checkout	283
15.2.1. Reading symbolic references	284
15.3. Printing checkout results	285
15.4. Updating HEAD on commit	289
15.4.1. The master branch	291
15.5. Branch management	292
15.5.1. Parsing command-line options	293
15.5.2. Listing branches	295
15.5.3. Deleting branches	299
16. Reviewing history	302
16.1. Linear history	302
16.1.1. Medium format	304
16.1.2. Abbreviated commit IDs	305
16.1.3. One-line format	306
16.1.4. Branch decoration	307
16.1.5. Displaying patches	310
16.2. Branching histories	314
16.2.1. Revision lists	315
16.2.2. Logging multiple branches	316
16.2.3. Excluding branches	322
16.2.4. Filtering by changed paths	329
17. Basic merging	335
17.1. What is a merge?	335
17.1.1. Merging single commits	335
17.1.2. Merging a chain of commits	337
17.1.3. Interpreting merges	339
17.2. Finding the best common ancestor	342
17.3. Commits with multiple parents	344
17.4. Performing a merge	346
17.5. Best common ancestors with merges	348
17.6. Logs in a merging history	352
17.6.1. Following all commit parents	352
17.6.2. Hiding patches for merge commits	353
17.6.3. Pruning treesame commits	353

17.6.4. Following only treesame parents	354
17.7. Revisions with multiple parents	354
18. When merges fail	356
18.1. A little refactoring	356
18.2. Null and fast-forward merges	358
18.2.1. Merging an existing ancestor	358
18.2.2. Fast-forward merge	359
18.3. Conflicted index entries	361
18.3.1. Inspecting the conflicted repository	362
18.3.2. Stages in the index	363
18.3.3. Storing entries by stage	365
18.3.4. Storing conflicts	366
18.4. Conflict detection	368
18.4.1. Concurrency, causality and locks	369
18.4.2. Add/edit/delete conflicts	371
18.4.3. File/directory conflicts	375
19. Conflict resolution	378
19.1. Printing conflict warnings	378
19.2. Conflicted status	381
19.2.1. Long status format	382
19.2.2. Porcelain status format	383
19.3. Conflicted diffs	384
19.3.1. Unmerged paths	384
19.3.2. Selecting stages	385
19.4. Resuming a merge	387
19.4.1. Resolving conflicts in the index	387
19.4.2. Retaining state across commands	387
19.4.3. Writing a merge commit	389
20. Merging inside files	392
20.1. The diff3 algorithm	394
20.1.1. Worked example	394
20.1.2. Implementing diff3	396
20.1.3. Using diff3 during a merge	402
20.2. Logging merge commits	403
20.2.1. Unifying hunks	409
20.2.2. Diffs during merge conflicts	412
20.2.3. Diffs for merge commits	413
21. Correcting mistakes	415
21.1. Removing files from the index	415
21.1.1. Preventing data loss	416
21.1.2. Refinements to the <code>rm</code> command	419
21.2. Resetting the index state	422
21.2.1. Resetting to a different commit	425
21.3. Discarding commits from your branch	426
21.3.1. Hard reset	428
21.3.2. I'm losing my HEAD	432
21.4. Escaping from merges	433
22. Editing messages	436

22.1. Setting the commit message	437
22.2. Composing the commit message	438
22.2.1. Launching the editor	440
22.2.2. Starting and resuming merges	442
22.3. Reusing messages	445
22.3.1. Amending the HEAD	448
22.3.2. Recording the committer	450
23. Cherry-picking	454
23.1. Cherry-picking a single commit	457
23.1.1. New types of pending commit	459
23.1.2. Resuming from conflicts	461
23.2. Multiple commits and ranges	464
23.2.1. Rev-list without walking	464
23.2.2. Conflicts during ranges	466
23.2.3. When all else fails	471
24. Reshaping history	475
24.1. Changing old commits	475
24.1.1. Amending an old commit	475
24.1.2. Reordering commits	476
24.2. Rebase	478
24.2.1. Rebase onto a different branch	480
24.2.2. Interactive rebase	481
24.3. Reverting existing commits	485
24.3.1. Cherry-pick in reverse	487
24.3.2. Sequencing infrastructure	488
24.3.3. The revert command	490
24.3.4. Pending commit status	494
24.3.5. Reverting merge commits	495
24.4. Stashing changes	497
III. Distribution	501
25. Configuration	502
25.1. The Git config format	502
25.1.1. Whitespace and comments	503
25.1.2. Abstract and concrete representation	505
25.2. Modelling the .git/config file	507
25.2.1. Parsing the configuration	508
25.2.2. Manipulating the settings	511
25.2.3. The configuration stack	515
25.3. Applications	517
25.3.1. Launching the editor	517
25.3.2. Setting user details	518
25.3.3. Changing diff formatting	518
25.3.4. Cherry-picking merge commits	520
26. Remote repositories	524
26.1. Storing remote references	525
26.2. The remote command	526
26.2.1. Adding a remote	527
26.2.2. Removing a remote	529

26.2.3. Listing remotes	529
26.3. Refspecs	531
26.4. Finding objects	534
27. The network protocol	540
27.1. Programs as ad-hoc servers	540
27.2. Remote agents	542
27.3. The packet-line protocol	543
27.4. The pack format	547
27.4.1. Writing packs	548
27.4.2. Reading from packs	552
27.4.3. Reading from a stream	556
28. Fetching content	561
28.1. Pack negotiation	561
28.1.1. Non-fast-forward updates	563
28.2. The fetch and upload-pack commands	565
28.2.1. Connecting to the remote	567
28.2.2. Transferring references	568
28.2.3. Negotiating the pack	569
28.2.4. Sending object packs	572
28.2.5. Updating remote refs	573
28.2.6. Connecting to remote repositories	577
28.3. Clone and pull	578
28.3.1. Pulling and rebasing	581
28.3.2. Historic disagreement	583
29. Pushing changes	585
29.1. Shorthand refspecs	585
29.2. The push and receive-pack commands	587
29.2.1. Sending update requests	589
29.2.2. Updating remote refs	594
29.2.3. Validating update requests	599
29.3. Progress meters	601
30. Delta compression	608
30.1. The XDelta algorithm	608
30.1.1. Comparison with diffs	611
30.1.2. Implementation	612
30.2. Delta encoding	616
30.3. Expanding deltas	620
31. Compressing packs	623
31.1. Finding similar objects	623
31.1.1. Generating object paths	626
31.1.2. Sorting packed objects	627
31.2. Forming delta pairs	630
31.2.1. Sliding-window compression	632
31.2.2. Limiting delta chain length	635
31.3. Writing and reading deltas	638
32. Packs in the database	644
32.1. Indexing packs	645
32.1.1. Extracting TempFile	646

32.1.2. Processing the incoming pack	648
32.1.3. Generating the index	649
32.1.4. Reconstructing objects	652
32.1.5. Storing the index	653
32.2. A new database backend	657
32.2.1. Reading the pack index	659
32.2.2. Replacing the backend	662
32.3. Offset deltas	668
33. Working with remote branches	669
33.1. Remote-tracking branches	669
33.1.1. Logging remote branches	669
33.1.2. Listing remote branches	671
33.2. Upstream branches	672
33.2.1. Setting an upstream branch	673
33.2.2. Safely deleting branches	678
33.2.3. Upstream branch divergence	679
33.2.4. The <code>@{upstream}</code> revision	682
33.2.5. Fetching and pushing upstream	683
34. ...and everything else	685
IV. Appendices	687
A. Programming in Ruby	688
A.1. Installation	688
A.2. Core language	689
A.2.1. Control flow	689
A.2.2. Error handling	692
A.2.3. Objects, classes, and methods	693
A.2.4. Blocks	699
A.2.5. Constants	700
A.3. Built-in data types	701
A.3.1. <code>true</code> , <code>false</code> and <code>nil</code>	701
A.3.2. <code>Integer</code>	701
A.3.3. <code>String</code>	702
A.3.4. <code>Regexp</code>	703
A.3.5. <code>Symbol</code>	703
A.3.6. <code>Array</code>	703
A.3.7. <code>Range</code>	705
A.3.8. <code>Hash</code>	706
A.3.9. <code>Struct</code>	707
A.4. Mixins	707
A.4.1. <code>Enumerable</code>	708
A.4.2. <code>Comparable</code>	710
A.5. Libraries	711
A.5.1. <code>Digest</code>	711
A.5.2. <code>FileUtils</code>	711
A.5.3. <code>Forwardable</code>	712
A.5.4. <code>Open3</code>	712
A.5.5. <code>OptionParser</code>	712
A.5.6. <code>Pathname</code>	712

A.5.7. Set	713
A.5.8. Shellwords	713
A.5.9. StringIO	713
A.5.10. StringScanner	714
A.5.11. Time	714
A.5.12. URI	714
A.5.13. zlib	714
B. Bitwise arithmetic	715

List of Figures

2.1. Contents of .git after running <code>git init</code>	6
2.2. Contents of .git after a single commit	10
2.3. Files generated by the first commit	11
2.4. Creating a shell alias	15
2.5. Decimal, hexadecimal and binary representations of numbers	18
2.6. Minimum viable Git repository	24
5.1. Interpreting the bits of a file mode	56
5.2. Octal digit file permissions	57
5.3. Jit project file layout	60
5.4. Project layout with jit in a directory	61
5.5. Tree containing a flat list of entries	65
5.6. Tree containing a nested tree	65
5.7. Project organised into directories	72
11.1. Three equivalent diffs	183
11.2. Interleaving deletions and insertions	184
11.3. Aligning diff changes with logical code blocks	184
11.4. Edit graph for converting ABCABBA into CBABAC	185
11.5. Initial graph exploration state	186
11.6. Exploration state after a single move	186
11.7. Partial exploration state for two moves	186
11.8. Complete exploration state after two moves	187
11.9. First explorations for the third move	187
11.10. Second explorations for the third move	187
11.11. Discarding the worse result	188
11.12. Complete exploration state after three moves	188
11.13. First explorations for the fourth move	188
11.14. Second explorations for the fourth move	189
11.15. Complete exploration state after four moves	189
11.16. Partial exploration state for five moves	189
11.17. Reaching the bottom-right of the graph	190
11.18. Exploration state in $d\text{-}k$ space	190
11.19. Picking a move from the higher x value	191
11.20. Picking a rightward move when both predecessors have equal x	191
11.21. Exploration state with redundant data removed	192
11.22. State array after each move	192
11.23. Completed exploration state for <code>diff(ABCABBA, CBABAC)</code>	195
11.24. Backtracking choices for $(d, k) = (5,1)$	196
11.25. Choosing the previous highest x value	196
11.26. Backtracking from $(d, k) = (4,2)$	197
11.27. Backtracking from $(d, k) = (3,1)$	197
11.28. Backtracking to the starting position (0,0)	198
12.1. List of edits in a diff	221
12.2. Scanning to find the first change	222
12.3. Setting up to begin a hunk	222
12.4. Capturing the first context line	223
12.5. Expanding the hunk on reading a change	224

12.6. Detecting the end of a group of changes	224
13.1. Commits forming a linked list	234
13.2. Moving <code>HEAD</code> to an older commit	234
13.3. Commits diverging from the original history	234
13.4. <code>master</code> branch referring to the original history	234
13.5. Named branches with diverging histories	235
13.6. Two copies of the same history	235
13.7. Chains of commits built on a common history	235
13.8. Branches from a shared history	236
13.9. Alice and Bob merging each other's changes	236
13.10. <code>.git/logs</code> and <code>.git/refs</code> for a single <code>master</code> branch	237
13.11. <code>.git/logs</code> and <code>.git/refs</code> after creating the topic branch	237
14.1. Chain of commits	255
14.2. New branch pointing to the last commit	255
14.3. New branch pointing to an older commit	255
14.4. Moving <code>HEAD</code> to a different branch	255
14.5. Trees of two adjacent commits	257
14.6. Top level of trees from two commits	257
14.7. Trees for the <code>lib</code> sub-tree of two commits	257
14.8. Trees for the <code>lib/models</code> sub-tree of two commits	258
15.1. Two branch pointers into a commit history	276
15.2. Moving <code>HEAD</code> to point at an older commit	276
15.3. Committing moves the <code>HEAD</code> pointer	276
15.4. Committing a chain of commits	277
15.5. Moving <code>HEAD</code> to another branch	277
15.6. Branch pointer following a commit chain	277
15.7. Two branch pointers into a commit history	278
15.8. <code>HEAD</code> referring to a branch pointer	279
15.9. Branch tracking newly created commits	280
15.10. Switching <code>HEAD</code> to point at a different branch	280
15.11. Detached <code>HEAD</code> , pointing directly to a commit	281
15.12. Branch formed while in detached <code>HEAD</code> mode	282
15.13. Reattaching <code>HEAD</code> to a new branch pointer	283
15.14. <code>HEAD</code> attached to a branch	289
15.15. Detaching <code>HEAD</code> by making a commit	289
15.16. Branch pointer following a new commit	290
16.1. Single chain of commits	303
16.2. History with two branches	316
16.3. Starting commits for the history search	317
16.4. Reading the start commits to find their parents	317
16.5. Continuing along the topic branch	317
16.6. Continuing along the <code>master</code> branch	318
16.7. Locating the common ancestor	318
16.8. Starting commits for a new log search	318
16.9. Processing the most recent commit	319
16.10. Processing the second youngest commit	319
16.11. Processing the third youngest commit	319
16.12. History with two branches	322

16.13. History reachable from master	322
16.14. History reachable from topic	323
16.15. History reachable from master and not from topic	323
16.16. History containing merge commits	323
16.17. Initial state for a range search	324
16.18. Processing an excluded commit	324
16.19. Processing an included commit	324
16.20. Processing an uninteresting commit	324
16.21. Stopping the search on an all-uninteresting queue	325
16.22. Commit graph with a long branch	327
16.23. Loaded commits part-way through a graph search	328
17.1. Two branches changing different files	336
17.2. History following a successful merge	337
17.3. Two branches changing multiple files	338
17.4. History after merging a chain of commits	339
17.5. Alice and Bob's trees before the merge	340
17.6. Calculating Alice and Bob's changes since they diverged	340
17.7. Symmetric merge result	341
17.8. History leading to a merge commit	341
17.9. Merged history with further commits	342
17.10. Merged history without merged parent links	342
17.11. History following multiple merges	342
17.12. Branch containing fork/merge bubbles	347
17.13. Branching/merging history	348
17.14. History with many candidate common ancestors	349
18.1. Merging branches changing different files	356
18.2. Merging branches changing the same file	356
18.3. History with topic already merged into master	358
18.4. History where HEAD is an ancestor of another branch	359
18.5. Fast-forwarding the HEAD branch	360
18.6. Flattened fast-forward result state	360
18.7. Forced merge commit created using --no-ff	360
18.8. Merging branches changing the same file	362
18.9. Bitwise breakdown of the index entry flag bytes	365
18.10. Merging branches changing different files	369
18.11. Sequential application of changes from parallel branches	369
18.12. Reversed sequential application of changes from parallel branches	369
18.13. Merging branches changing the same file	370
18.14. Sequential application of changes to the same file	370
18.15. Reversed sequential application of changes to the same file	370
20.1. Merging branches changing the same file	392
20.2. Initial file contents	393
20.3. Inserting a new line and deleting another	393
20.4. Deleting a line and then inserting one	393
20.5. Original ingredient list	394
20.6. Alice and Bob's changes to the ingredient list	394
20.7. Alice's diff against the original	395
20.8. Bob's diff against the original	395

20.9. Aligning the three versions on unchanged lines	395
21.1. Chain of commits with <code>HEAD</code> pointing to the branch tip	426
21.2. Checking out an earlier commit, leaving the branch pointer in place	426
21.3. Deleting the old branch pointer and restarting it at the current <code>HEAD</code>	427
21.4. Checking out the moved branch	427
21.5. Chain of unreachable commits	432
21.6. <code>ORIG_HEAD</code> pointing to the previous <code>HEAD</code> position	432
22.1. Commit chain before a reset	447
22.2. Commit chain after a reset	447
22.3. Commit graph with an ‘amended’ commit	447
22.4. Chain of commits to be squashed	448
22.5. Desired squashed history	448
22.6. <code>HEAD</code> reset to before the commits to be squashed	448
22.7. Squashed history	448
22.8. The <code>commit</code> command creates a new commit	448
22.9. The <code>commit --amend</code> command replaces an existing commit	449
23.1. History with two branches	454
23.2. Merging part of the topic branch into <code>master</code>	454
23.3. Cherry-picking a single commit into <code>master</code>	454
23.4. Imagined history graph for a cherry-pick merge	455
23.5. Merge input commits with history links removed	455
23.6. Merge commit pointing to the two input commits	456
23.7. Merge commit following a previous merge	456
23.8. Cherry-pick commit unconnected to its source	456
23.9. History with conflicting changes	466
23.10. Partially completed range cherry-pick	466
23.11. Partially completed range cherry-pick with conflicts resolved	467
24.1. Sequence of five commits	475
24.2. Resetting <code>HEAD</code> to the target commit	475
24.3. Amending the target commit	476
24.4. Cherry-picking the remaining history	476
24.5. Sequence of six commits	476
24.6. Creating a fixup branch	477
24.7. Cherry-picking the reordered commits	477
24.8. Cherry-picking the remaining history	478
24.9. Resetting the original branch	478
24.10. History with two divergent branches	478
24.11. Branch after rebasing to the tip of <code>master</code>	479
24.12. Resetting the current branch to the upstream branch	479
24.13. Cherry-picking the branch onto the upstream	480
24.14. History with three chained branches	480
24.15. Rebase onto a different branch	480
24.16. Resetting to the target branch	481
24.17. Cherry-picking the original branch	481
24.18. History before squashing	482
24.19. Checking out the desired tree	482
24.20. Resetting to the parent commit	482
24.21. Amending the parent commit to contain the squashed changes	483

24.22. Cherry-picking the remaining history	483
24.23. Cleaning up branch pointers after squashing	483
24.24. History before a fix-up	484
24.25. Creating a fix-up commit	484
24.26. Starting a fix-up branch	484
24.27. Cherry-picking the fix-up commit	484
24.28. Creating a squashed commit containing the fix-up	485
24.29. History following a relocated fix-up commit	485
24.30. History with concurrent edits	486
24.31. Alice removes a shared commit from the history	486
24.32. Merging reintroduces a dropped commit	486
24.33. Committing to undo earlier changes	487
24.34. Merging does not reintroduce the removed content	487
24.35. History with two files	487
24.36. Reverting an old change	488
24.37. History with non-commutative commits	491
24.38. Reverting the last two commits	491
24.39. Branched and merged history	496
24.40. History with reverted merge	496
24.41. Attempting to re-merge a reverted branch	497
24.42. Cherry-picking reverted changes	497
24.43. Reverting a reverted merge	497
24.44. Stored pair of stash commits	498
24.45. Initial work state	498
24.46. Checking out the stash branch	498
24.47. Committing the index state	498
24.48. Committing the workspace state	499
24.49. Checking out the original branch	499
24.50. Adding more commits to master	499
24.51. Cherry-picking the stash commits	500
24.52. Regenerating the uncommitted changes	500
26.1. Alice's history	532
26.2. Bob's repository after fetching from Alice	532
26.3. Alice's extended history	532
26.4. Bob's updated repository	532
26.5. Alice's amended history	532
26.6. Bob's repository after an unforced fetch	532
26.7. Bob's repository after a forced fetch	533
26.8. Forking history	535
28.1. Alice's initial repository	561
28.2. Bob's copy of Alice's repository	561
28.3. Alice extends the master branch	561
28.4. Bob's updated database	562
28.5. Bob's updates his remote reference	562
28.6. Alice's rewritten history	563
28.7. Alice's database with unreachable commits removed	564
28.8. Bob's repository after fetching from Alice	579
28.9. Bob fetches new commits from Alice	579

28.10. Bob performs a fast-forward merge	579
28.11. Bob fetches divergent history	580
28.12. Bob merges Alice's changes into his master branch	580
28.13. Alice's history	580
28.14. Alice fetches from Bob	580
28.15. Alice fast-forwards to Bob's merge commit	581
28.16. Alice merges Bob's changes with her own	581
28.17. Bob's repository after fetching from Alice	582
28.18. Bob resets his master branch to Alice's latest commit	582
28.19. Bob rebases his branch	582
28.20. Alice's repository after fetching Bob's rebased commits	582
28.21. Alice fast-forwards her master branch	583
28.22. Bob's repository after fetching from Alice	583
28.23. Bob fetches Alice's rewritten history	583
28.24. Bob merges Alice's old and new histories	583
28.25. Bob's repository after fetching Alice's revert commits	584
29.1. Repository in sync with the remote	591
29.2. Local history diverges from the remote	592
29.3. Merging the remote's changes	592
29.4. Alice and Bob's combined history	595
29.5. Alice's update is accepted	595
29.6. Bob's repository after merging Alice's changes	595
30.1. First few iterations of the matching loop	610
30.2. Finding the first matching block	610
31.1. Empty sliding window	630
31.2. Sliding window with one element	630
31.3. Sliding window with two elements	631
31.4. Sliding window with three elements	631
31.5. Sliding window with one slot empty	631
31.6. Sliding window after becoming full	631
31.7. Sliding window overwriting old elements	631
31.8. Delta dependencies from compressing three commits	636
31.9. Delta dependencies with compression size limits	638
32.1. Files stored end-to-end	644
32.2. Files stored in fixed-size blocks	644
B.1. Bitwise-and and bitwise-or of two numbers	715
B.2. Setting a <code>File.open</code> mode with bitwise-or	715
B.3. Checking a <code>File.open</code> mode with bitwise-and	716
B.4. Checking a non-matching <code>File.open</code> mode	716
B.5. Packing values into a byte	716
B.6. Decimal, hexadecimal and binary representations of numbers	717