



Update Conference
Krakow 2026

Git under the hood

demystifying the beast

Malgorzata Janeczek

Senior Full-Stack developer @ Sensio AS



Let me start with a question...



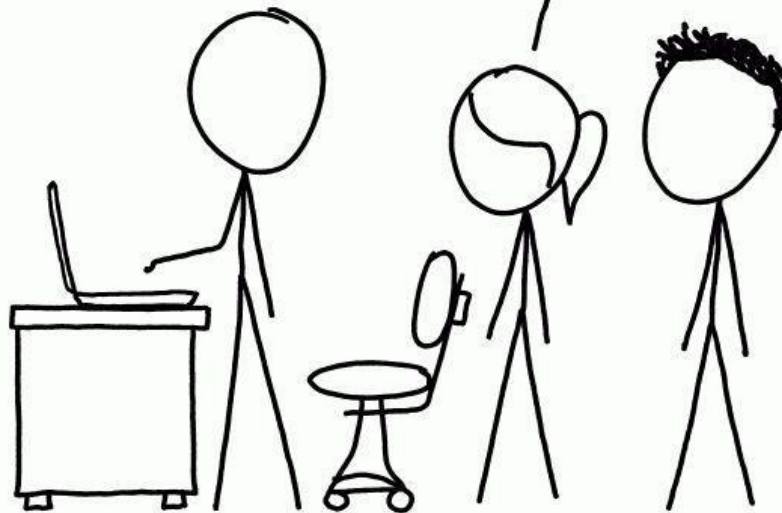
The panic move



THIS IS GIT. IT TRACKS COLLABORATIVE WORK
ON PROJECTS THROUGH A BEAUTIFUL
DISTRIBUTED GRAPH THEORY TREE MODEL.

COOL. HOW DO WE USE IT?

NO IDEA. JUST MEMORIZE THESE SHELL
COMMANDS AND TYPE THEM TO SYNC UP.
IF YOU GET ERRORS, SAVE YOUR WORK
ELSEWHERE, DELETE THE PROJECT,
AND DOWNLOAD A FRESH COPY.



Git is “**not just a version control system**”.

It’s a very small database with two features:

- it stores content
- and it stores relationships between that content



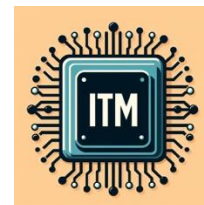
Hi, I'm Gosia

Sr. Full-Stack .NET / React Developer @ Sensio
Co-author of DevOps-journey blog devopsifyme.com



DEVOPSIFY ME

sensio




JetBrains
Community
Contributor

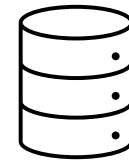




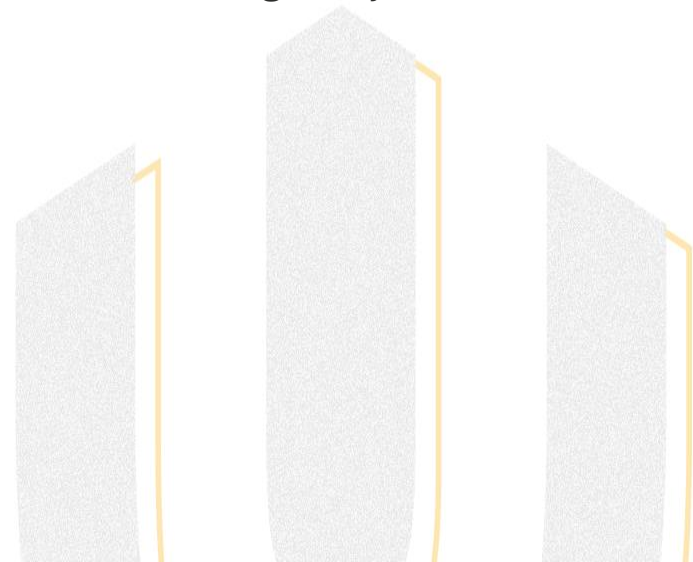
 **Act 1**

The «memory machine»

Core idea



.git/objects



💡 Summary

1. Same content = same hash
2. Where the object lives

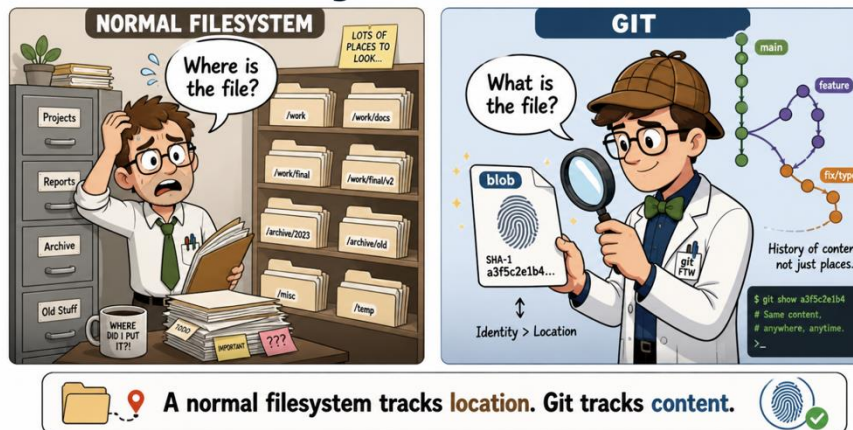
Hash:

ce013625030ba8dba906f756967f9e9ca394464a

Stored as:

.git/objects/ce/013625030ba8dba906f756967f9e9ca394464a

Filesystem vs Git



End of Act 1

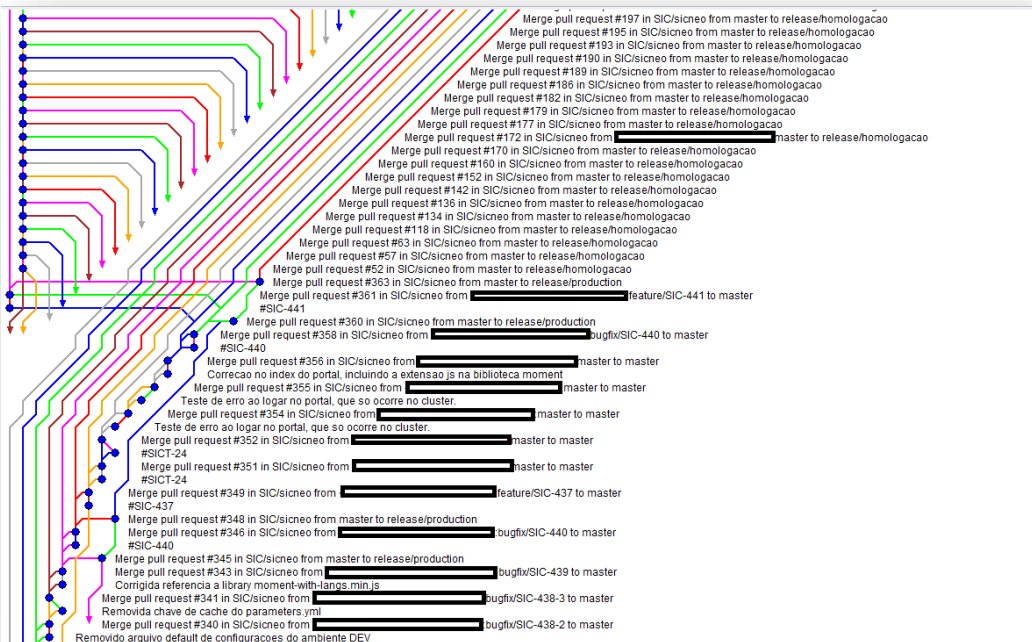
Act 2

Git learns folders (Trees)



Core idea

- A tree is how Git represents a directory.
 - Tree = folder
 - Blob = file
 - Tree can point to blobs and other trees



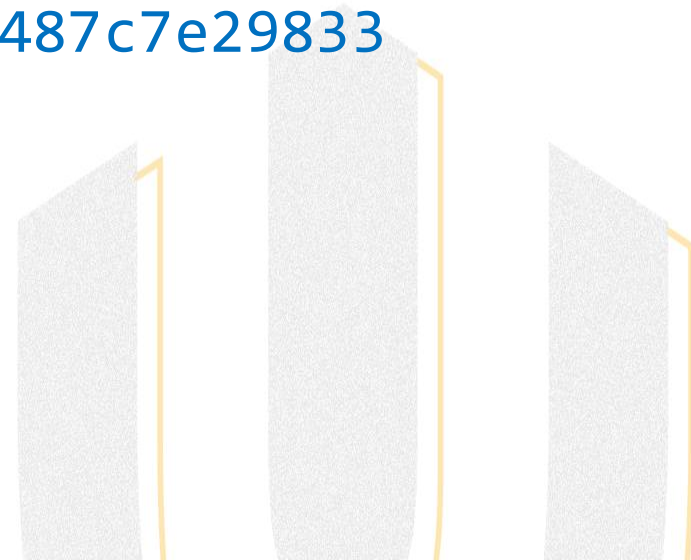
Source: some old Reddit thread

But it can be simplified

```
(tree)
├── README.md → (blob)
└── src → (tree)
    └── app.js → (blob)
```

Summary

- **100644 blob**
47d6a0ec8bf034eb64caa2c7c36599852172e3ac
README.md
 - Blob -> file content
 - <hash> - where content lives
 - README.md - File name
- **040000 tree**
dfecde582fbd595755b60500b8389487c7e29833
src
 - Tree -> folder
 - <hash> - another tree
 - Src – folder name



End of Act 2

Act 3

Git learns history

dev

bugfix/login

git
commit
coffee
repeat

Pro Git

a1b2c3d

initial commit



2023-01-01

The beginning of everything ♡

d4e5f6g

add login page



2023-01-03

First real step! ✨

b7c8d9e

finally works



2023-01-15

Worth it. ♡

e9f0a1b

ship v1



2023-01-20

Here we go. ♡

feat

auth

refactor

tests

docs

f1a2b3c

fix nasty bug

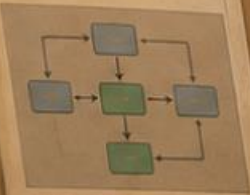


2023-01-07

That bug haunted me 😞

c0d1e2f

refactor auth flow



2023-01-10

Cleaner. Stronger. ♡

1a2b3c4

improve tests



2023-01-18

Future me thanks me. 😊

5d6e7f8

small docs update




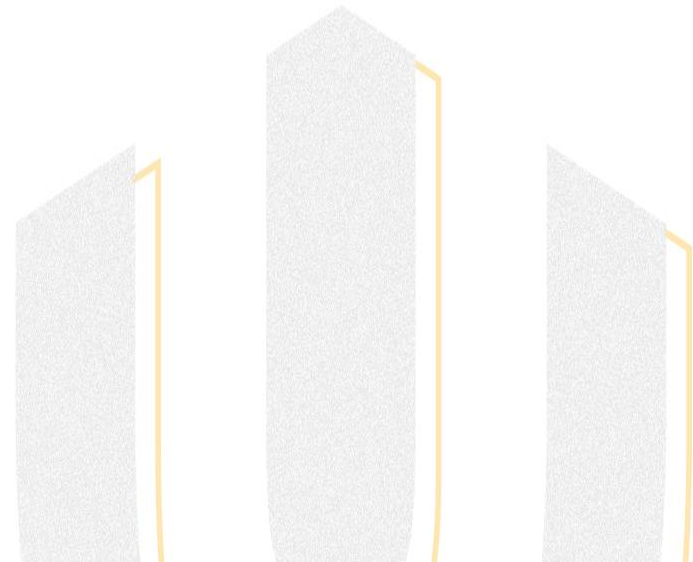
2023-01-22

Little things matter. ✨

If trees are photos,
commits are a photo album. ♡


Core idea


- tree → what the project looks like
 - parent → what came before
 - metadata → who/when/message
-
-  A commit is a snapshot... with memory.



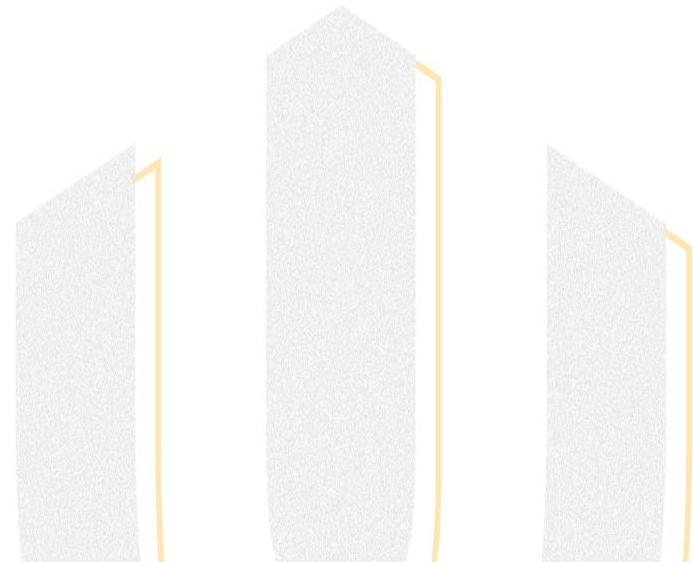
Summary

- Commits store snapshots NOT diffs

 Blob = content

 Tree = structure

 Commit = snapshot in time



End of Act 3

Act 3 (bonus)

Git learns efficiency (Packfiles)

Core idea

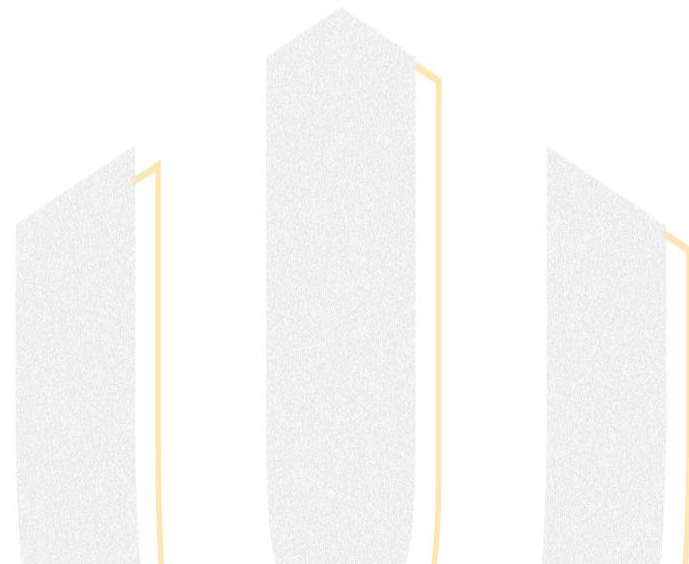
Git stores objects efficiently using packfiles.

Loose objects

→ compressed

→ packed together

→ delta-compressed internally



Summary

Git snapshots look expensive...
but internally Git aggressively compresses objects.

That is why:

- repositories stay surprisingly small
- cloning is fast
- history is cheap

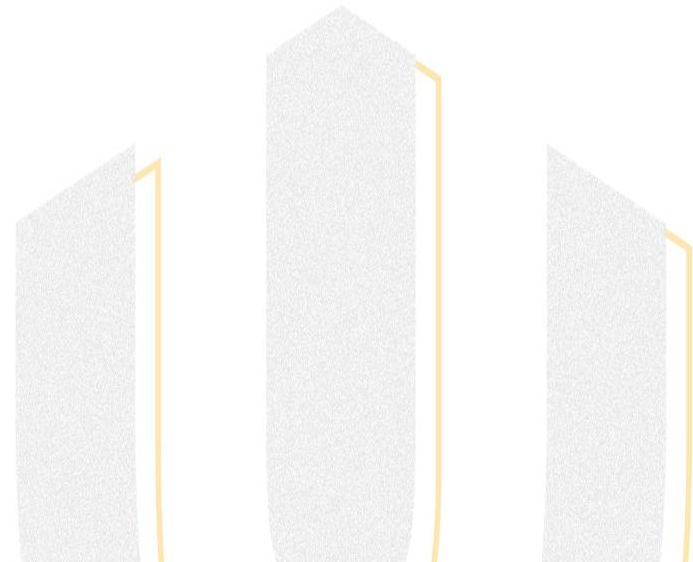


Act 4


Branches (just pointers)

Core idea

- A branch is just a pointer to a commit.
- Creating a branch does NOT copy anything.

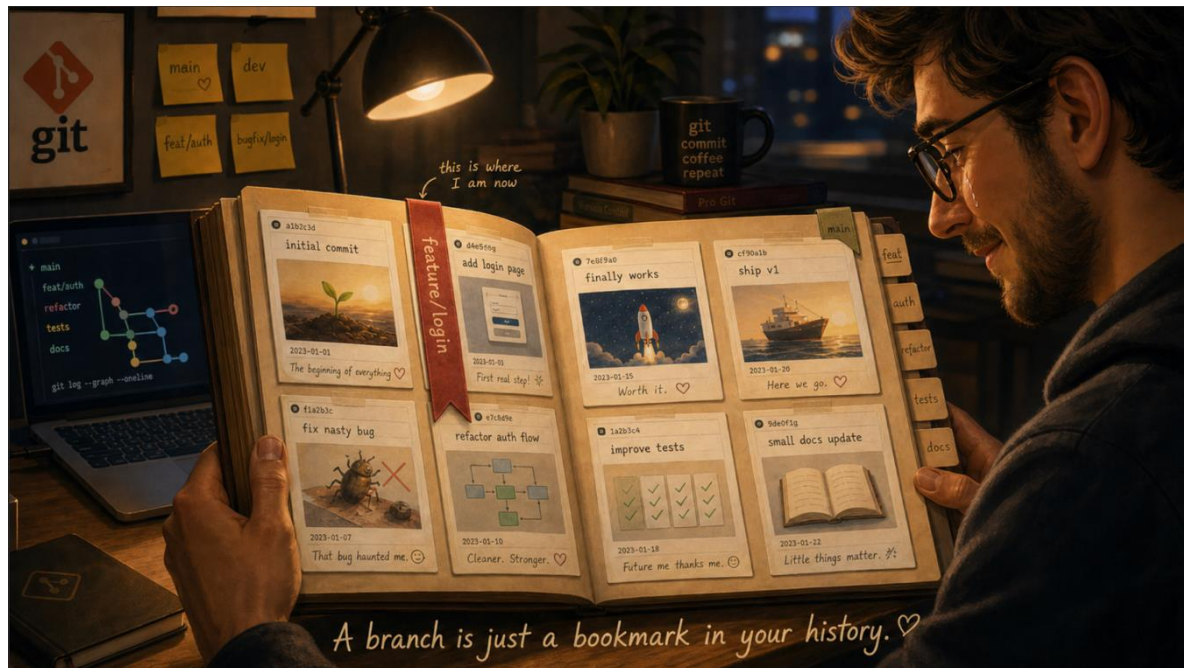


main: A -> B -> C
feature: -> D

 Branches are cheap because they are just pointers.

💡 Summary

- Branch = pointer
- Branch != copy
- Branches lives in `.git/refs/heads`



End of Act 4

Core idea

- A merge is just a commit with TWO parents.
 - normal commit → 1 parent
 - merge commit → 2 parents

```
Album V1 → V2 → V3 (main)
```

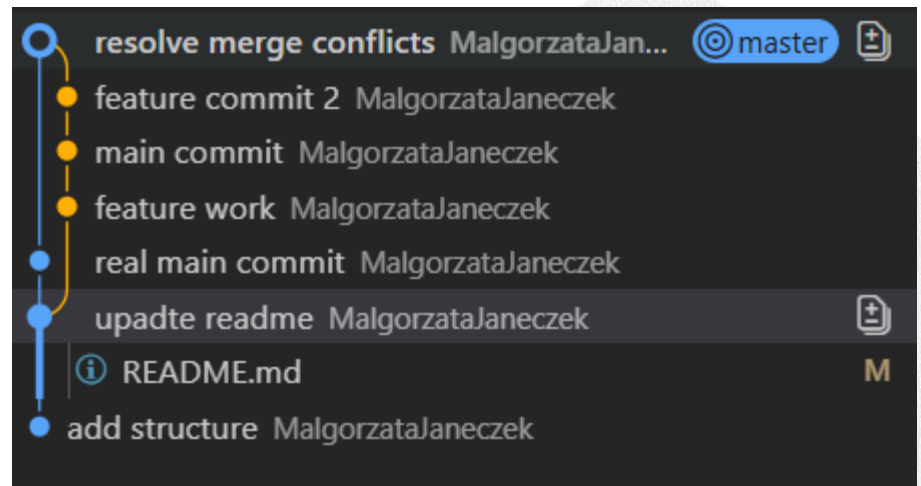
```
    \
      V4 → V5 (feature)
```

```
Merge:
```

```
      V5
     /  \
V1 → V2 → V3 → V6
```

Summary

- Merge = new commit with two parents
- Merge connects histories
It does NOT rewrite them
- If conflict – you must resolve it!



dev

bugfix/login

git
commit
coffee
repeat

this is where
I am now

main

line of work A

a1b2c3d

initial commit



2023-01-01

The beginning of
everything. ❤️

c3d4e5f

add login page



2023-01-02

First real step! ✨

f6a7b8c

add auth flow



2023-01-03

Stronger foundation.

feature/
login

line of work B

d1e2f3g

fix nasty bug



2023-01-07

That bug haunted me. 😬

e4f5a6b

improve tests



2023-01-08

Future me thanks me. ❤️

f7g8h9i

small docs update



2023-01-09

Little things matter. ✨

m3r9e8

merge
feature/login



2023-01-10

Stronger together. ❤️

continuing together

n4e5x6t

ship v1



2023-01-11

Here we go. 🚢❤️

p7u8r9e

tests & polish



2023-01-12

Quality first. ☑️

q1w2e3r

docs & release notes



2023-01-13

For future us. 📖❤️

A merge brings two histories together. ❤️

End of Act 5

Act 6

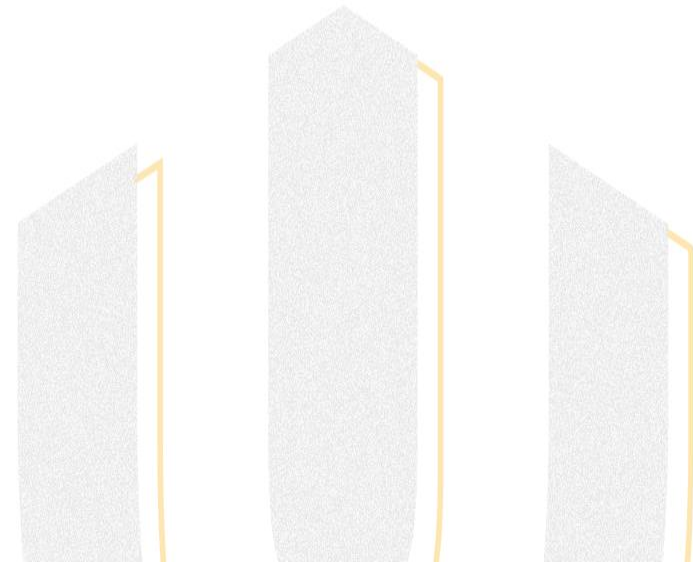
Rebase recreates history

What if your history gets messy

A -> B -> C

\

D -> E -> F



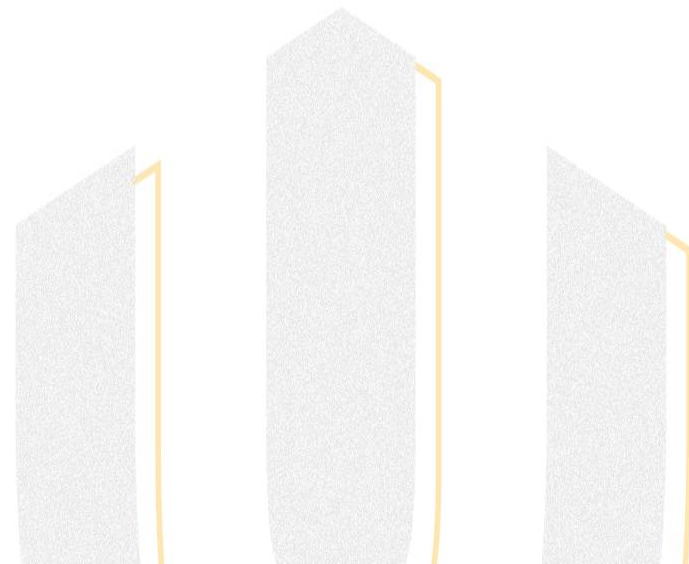
Core idea

- Rebase takes your commits...
and replays them on top of another branch.
- Rebase does **NOT** move commits.
It creates new ones



Summary

- merge → connect timelines
- rebase → rewrite timelines
- It's a tradeoff:
 - + clean history
 - rewritten history



REBASE: moving your work to a new starting point

BEFORE
feature started
here



REBASE
take the feature
commits...



AFTER
feature now starts
here



SAME COMMITS.
NEW STARTING POINT.

REBASE rewrites where your branch's memories sit in the album.

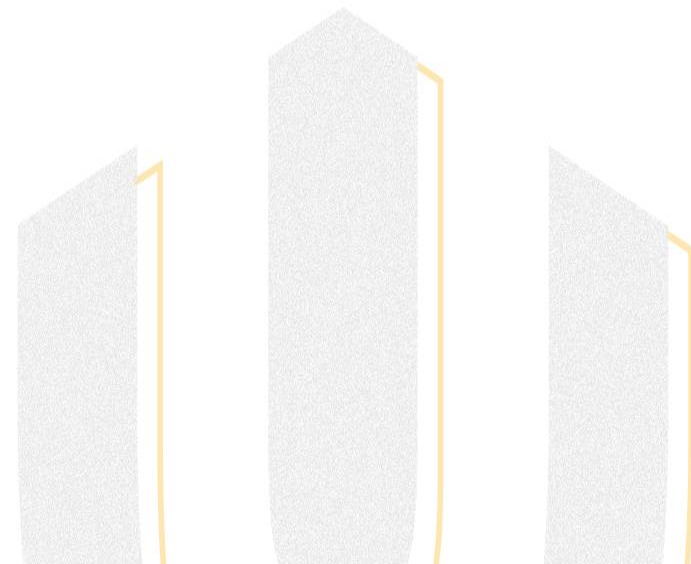
End of Act 6

Act 7

Merge + Squash (clean history without rewriting)

Core idea

- Squash merge takes all the work from a branch... and turns it into ONE commit.
- A squash merge is NOT a real merge commit.
 - normal merge → 2 parents
 - squash merge → 1 parent



Summary

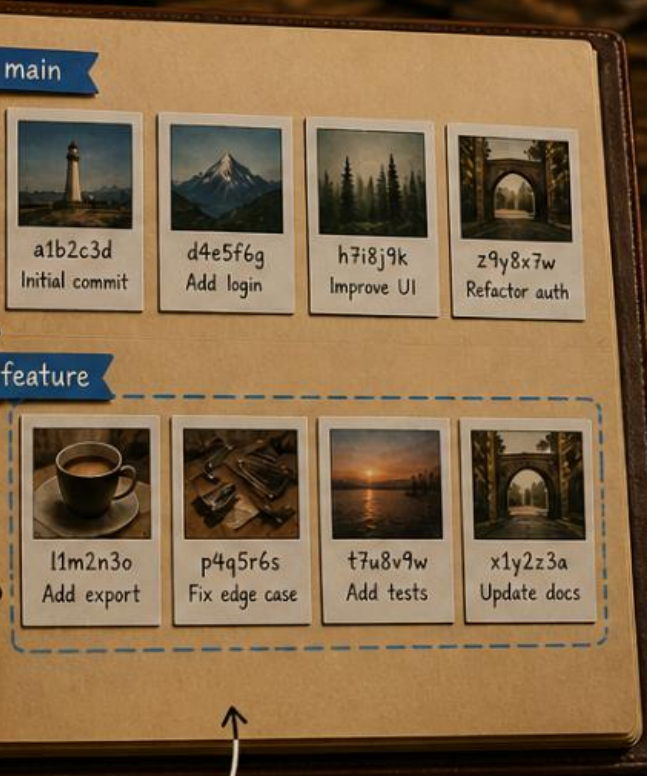
- Keep the result, drop the internal history
- Squash \neq merge commit
Only ONE parent



SQUASH: many commits, one memory

BEFORE

Your feature branch has many commits...



Lots of little steps to get the job done.

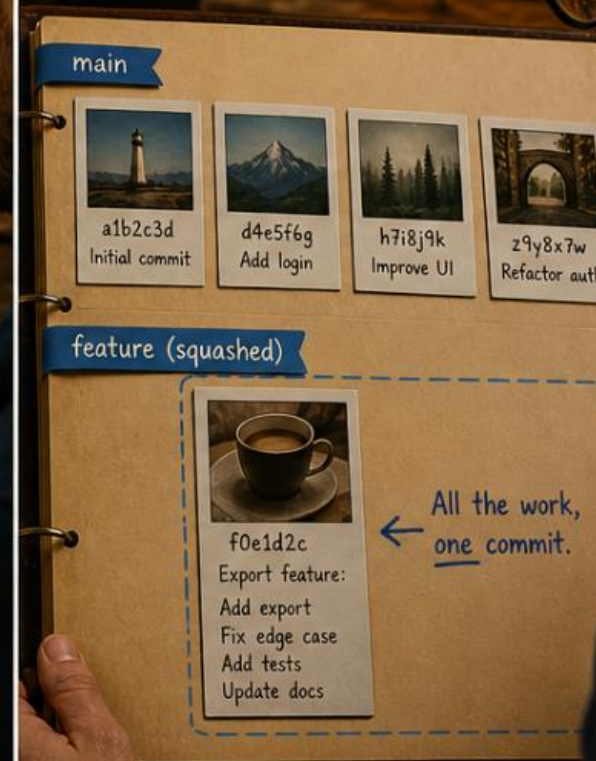
SQUASH

Git combines them into a single commit...



AFTER

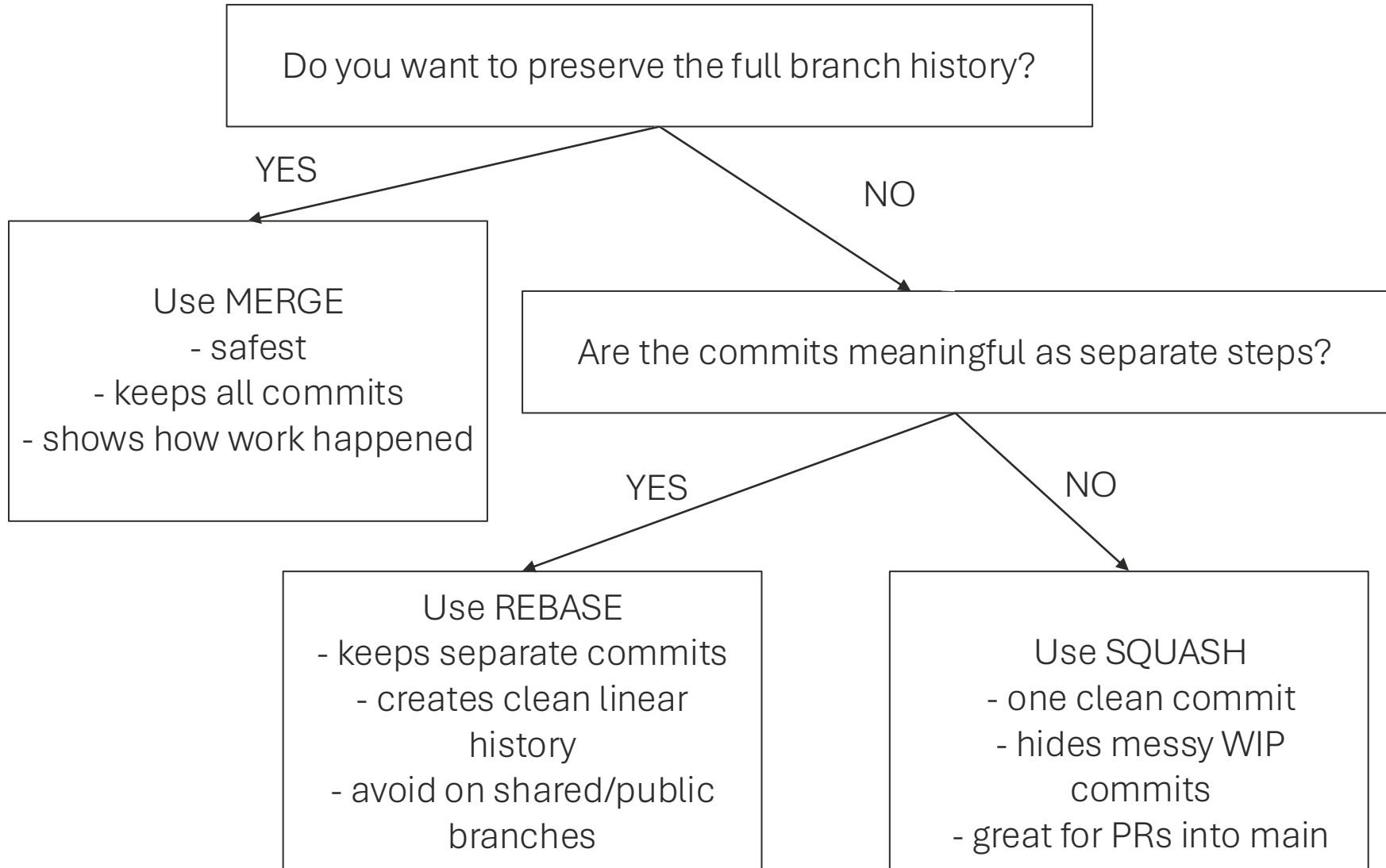
A single commit keeps history clean.



SQUASH turns many commits into one clean memory.

★ Fewer commits. Clearer history. Same result. ★

Decision making guide



End of Act 7

Act 8*

The Staging Area (why Git behaves this way)

Core idea

Working directory → your current files

Staging area → next snapshot

Repository → committed history

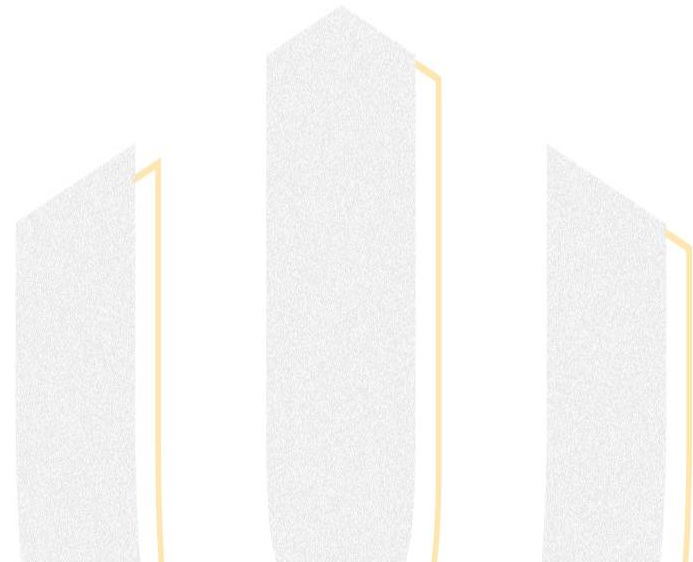
`git add` = update snapshot

`git commit` = save snapshot



Summary

Working Dir → what you see
Staging Area → what you will commit
Commit (HEAD) → what you committed



End of Act 8

Act 9*

git reset (what actually happens)

```
git reset --hard
```

Core idea

- Reset = move pointers and optionally update files.
 - -**soft** -> moves the branch pointer, but keeps staging and files
 - -**mixed** -> Moves pointer and resets staging, but keeps files.
 - -**hard** -> Moves pointer, staging, and files.

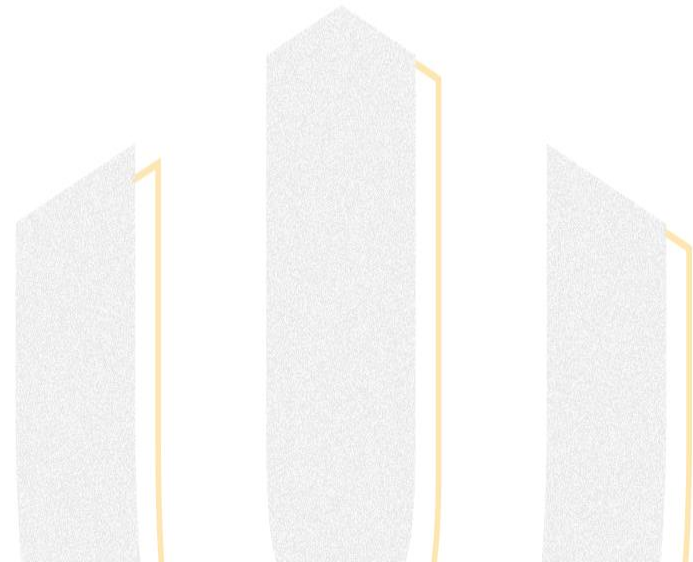
- Reset doesn't destroy commits, it just stops pointing to them.





Important nuance

- If you run garbage collection and nothing points to a commit - it *can* be deleted eventually.



RESET --HARD: ripping out history and starting over

1. BEFORE



There are more commits on this page...

2. RIP IT OUT



3. AFTER RESET --HARD



The rest of the history?
Gone.

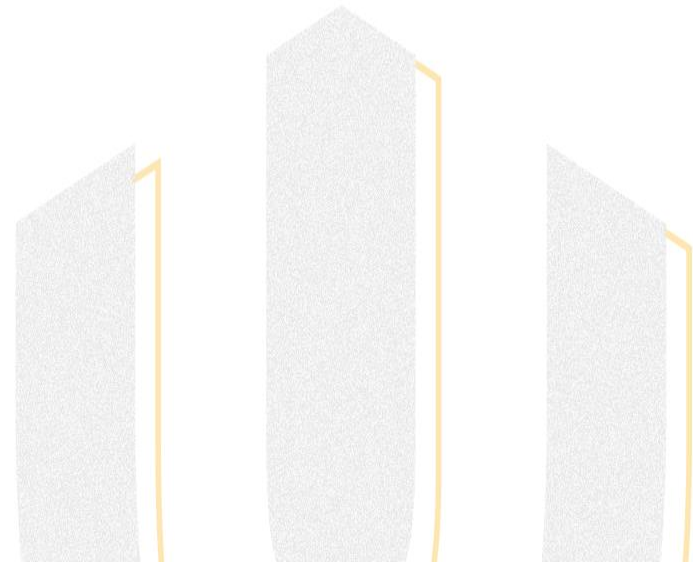
End of Act 9

Act 10*

HEAD (and the scary detached one)

Core idea

- HEAD is just a pointer to your current location.
 - HEAD → branch → commit
 - OR HEAD → commit (detached)



Summary

- Detached HEAD just means:
 - Careful! You are not on a branch



A -> B -> C (main)

D (detached, no branch)

Commits don't belong to branches.
Branches point to commits.



End of Act 10

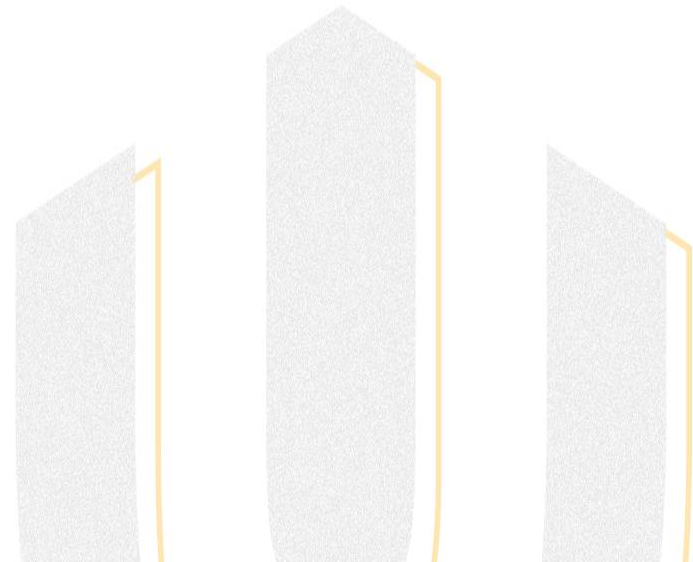
Act 11*

What git commit actually does

Core idea

git commit =

1. read the staging area
2. create a tree
3. create a commit object
4. point it to the parent
5. move the current branch



Summary

- git commit does not save “everything”
It saves the staging area

Staging area



Tree object



Commit object



Move branch pointer



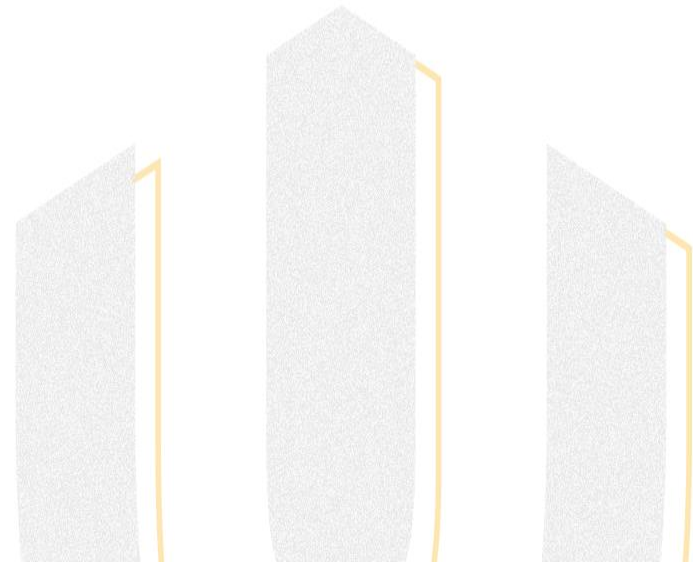
End of Act 11

MiniAct 12*

Cherry-pick (stealing commits politely)

main: A → B → C
feature: ↘ D → E

Need only D

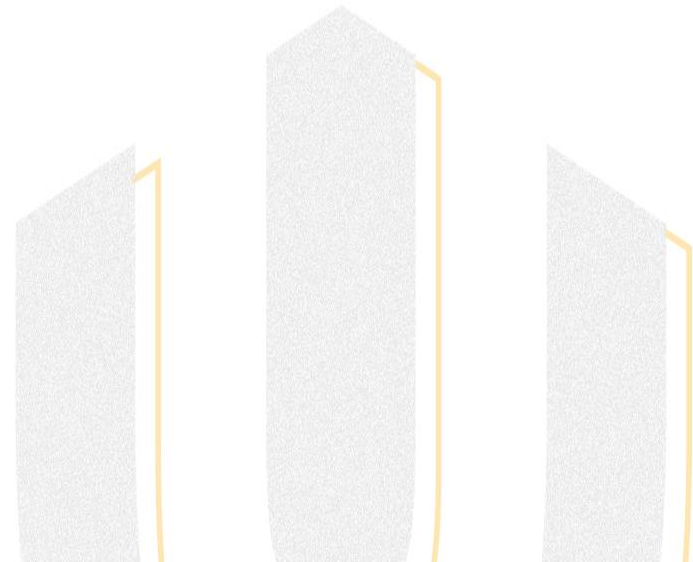


Core idea

Cherry-pick takes ONE commit...
and replays its changes somewhere else.

Cherry-pick does NOT move commits.
It creates a NEW commit.

Git copies the PATCH, not the COMMIT.



Summary

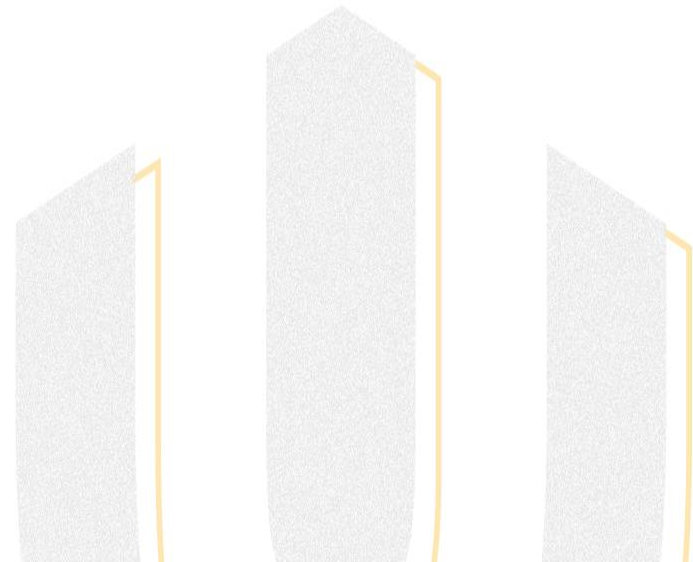
Cherry-pick = replay ONE commit

 great for:

- hotfixes
- backports
- wrong-branch mistakes

 creates NEW commits

 duplicates history intentionally



Imagine commits are pages in a book.



Cherry-pick is **not** ripping out the original page.



It is photocopying the page...



...and inserting the copy into another book.



End of MiniAct 12

Bonus Mini Act

Git learns parallel universes (Worktrees)

Core idea

Git separates:

 object database

from

 working directories




Worktrees prove this.

Working directory != repository







Summary

Worktrees allow:

-  multiple active branches
-  shared Git storage
-  isolated working directories

Perfect for:

-  AI agents
-  experiments
-  hotfixes
-  parallel work



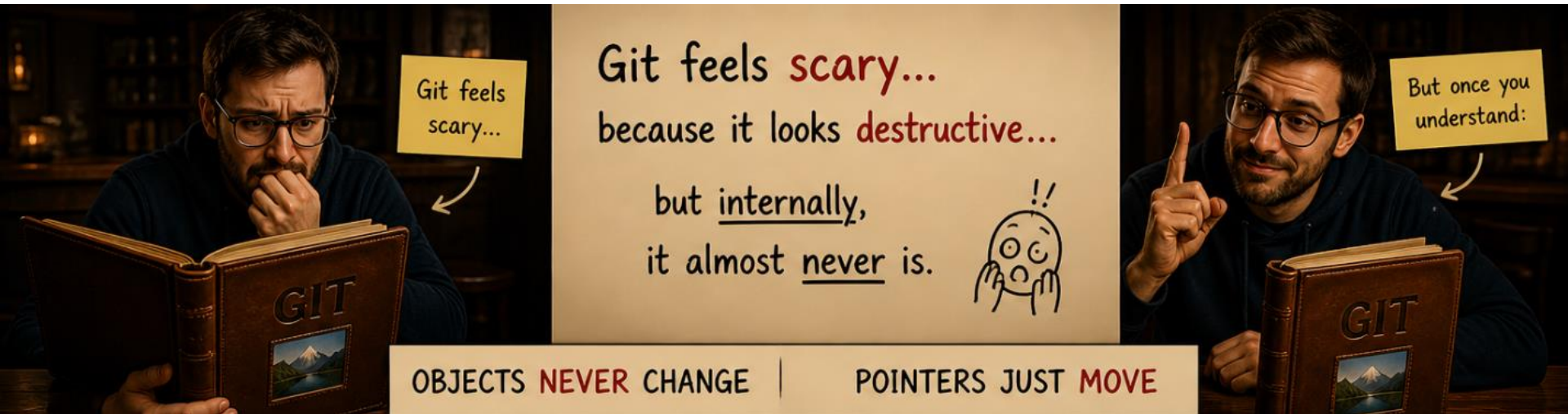
End of bonus miniact

Closing act

Why Git feels scary (and why it shouldn't)

Core idea

Git feels scary... because it *looks* destructive...
but internally, it almost never is.



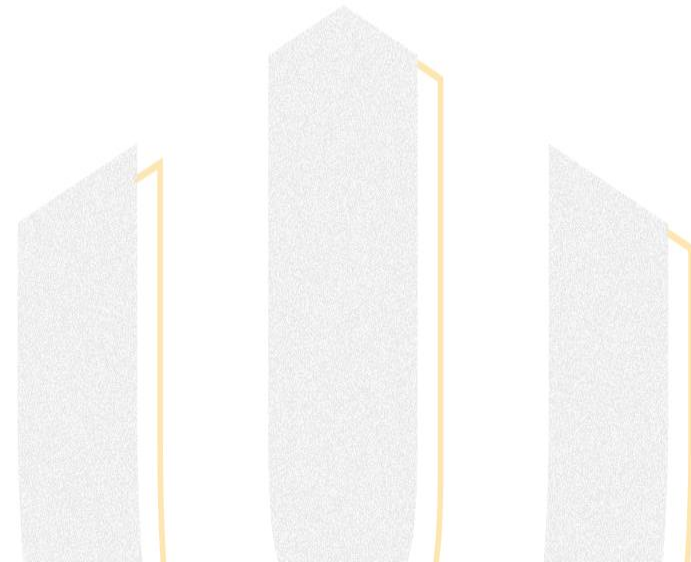
1. It looks like things disappear

- `reset --hard`
- detached Head
- `rebase`



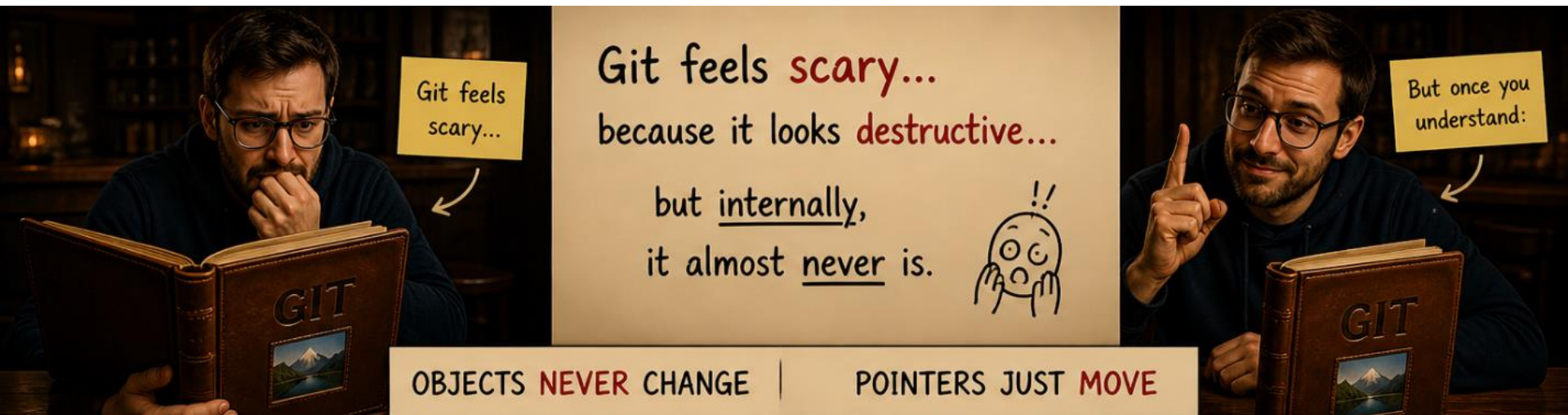
2. 🧠 The commands are misleading

- `git add` → doesn't "add to repo"
- `git reset` → doesn't "reset everything"
- `git checkout` → does too many things



A bit of honesty at the end

- 💣 Git doesn't *always* save you...



⚠ You probably won't use these commands

Some of the commands that will be shown today are low-level Git internals (plumbing commands)






- git commit = git write-tree, git commit-tree
- git add = git update-index
- git show = git cat-file



Self-promotion linktree



DevopsifyMe

-  DevOpsify Me
-  LinkedIn
-  International Tech Meetup @ Oslo
- Polls and questions**
-  Git behind the scenes UCK26
- Code and talk materials**
-  JS is weird - code



Thank you

QnA o'clock!

