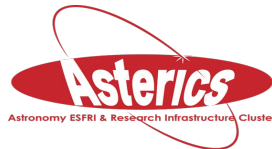


# 3<sup>rd</sup> ASTERICS-OBELICS International School

8-12 April 2019, Annecy, France.



H2020-Astronomy ESFRI and Research Infrastructure Cluster (Grant Agreement number: 653477).

# Version Control using `git`

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Astroparticle Physics, TU Dortmund

3rd Asterics-Obelics School – 7th of April 2019

What is version control and why do we need it?

Git

Git Hosting Services

Continuous Integration

git compared to other VCS

# Audience Questions

Did you ever ...

→ use a VCS?

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- use a VCS?
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- fork a repository?

# Audience Questions

Did you ever ...

- use a VCS?
- use git?
- create a git commit?
- work on a branch other than `master`?
- create a Pull Request?
- fork a repository?
- rewrite the history of a git project?

# What is version control and why do we need it?

# What is Version Control?

- Version Control tracks changes of a (collection of) document(s)
- This can basically be anything: software, legal documents, documentation, scientific paper
- We will call a snapshot of such a collection a “revision”.
- Revisions are the complete history of our projects

# Why Use Version Control?

- Allows us to go back to arbitrary revisions
- Shows differences between revisions
- Enables collaborative working
- Acts as backup if used together with a remote server

# Why Use Version Control?

Most Version Control Systems (VCS) make answering the following questions easy:

**What?** What changed from revision a to revision b?

**Who?** Who made a change? Who contributed?

**Why?** VCS usually encourage or even force adding explanations to changes.

**When?** In which revision was a bug introduced or fixed?

# Why Use Version Control?

Most Version Control Systems (VCS) make answering the following questions easy:

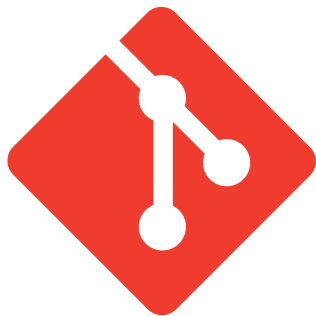
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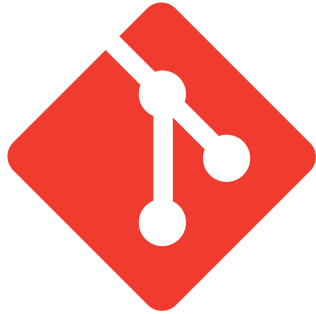
**When?** In which revision was a bug introduced or fixed?

Version Control is a basic requirement for reproducible  
science



**git**





# git

- Created by Linus Torvalds in 2005 for the **Linux Kernel**
- Most widely used VCS in FOSS
- Distributed, allows offline usage
- Much better branching model than precursors like SVN, more **later**

# The Git Repository

# Central Concept: Repository

- `git init` creates a git repository in the current working directory
- All git data is stored in the `.git` directory.
- Git has three different areas, changes can reside in:

Working directory

What actually is on disk in the current working directory.

Staging

Changes that are saved to go into the next commit.

History

The history of the project. All changes ever made. A Directed Acyclic Graph of commits.

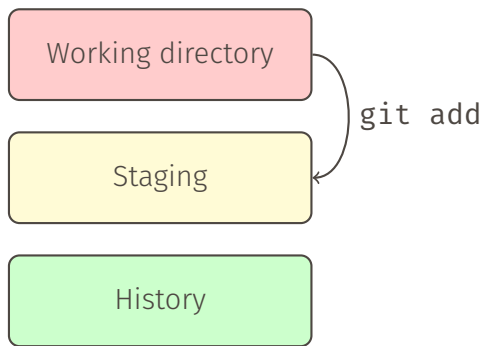
# Central Concept: Repository

Working directory

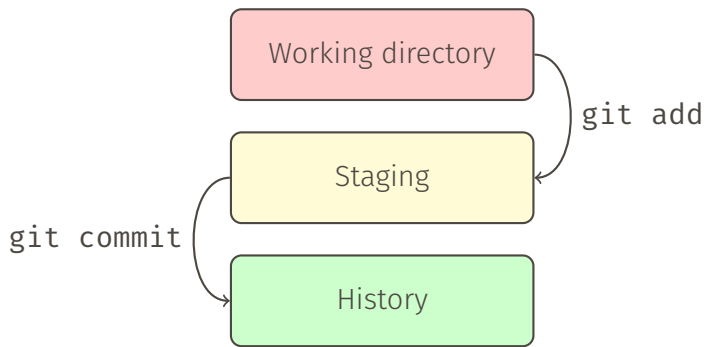
Staging

History

# Central Concept: Repository

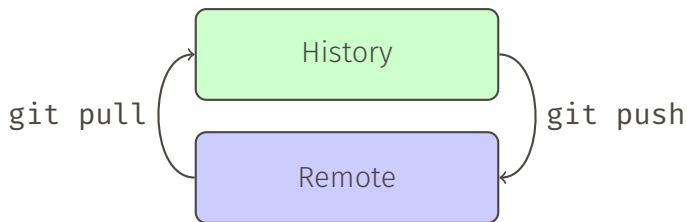


# Central Concept: Repository



# Remotes

Remotes are central places, e.g. servers, where repositories can be saved and which can be used to synchronize different clients.

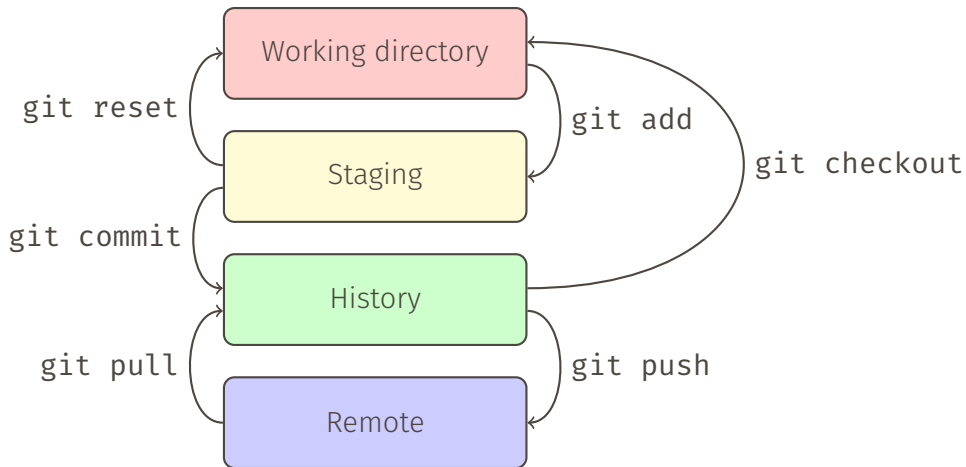


The main remote is canonically named **origin**.

```
git remote add <name> <url>, e.g.
```

```
git remote add origin https://github.com/maxnoe/myrepo
```

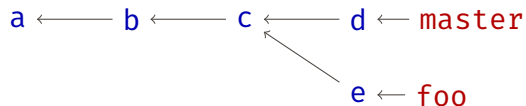
# Full Picture



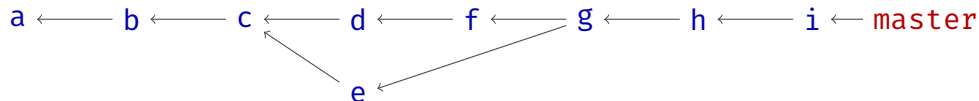


a ← b ← c ← d ← master

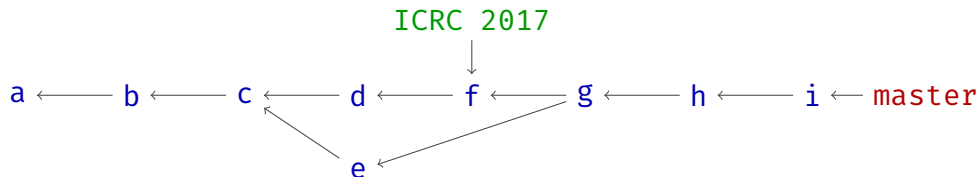
- **Commit**: State/Content at a given time
  - Contains a commit message to describe the changes
  - Commits always point to their parent(s)
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- **Branch**: A named pointer to a commit
  - Development branches
  - Main branch: **master**
  - Moves to the next child if a commit is added



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  - Development branches
  - Main branch: **master**
  - Moves to the next child if a commit is added
- **Tag**: Fixed, named pointer to a commit
  - For important revisions, e.g. release versions or version used for a certain paper

# Typical single-branch workflow

**If new** Create or clone repository: `git init`, `git clone <url>`

**If exists** `git pull`

**1.** Work

1.1 Edit files and build/test

1.2 Add changes to the next commit: `git add`

1.3 Save added changes in the history as *commit*: `git commit`

**2.** Download commits that happend in the meantime: `git pull`

**3.** Upload your own: `git push`

# git init, git clone

<code>git init</code>	Creates a new git repo in the CWD
<code>git clone &lt;url&gt;</code>	Clones (downloads) the repo from url
<code>rm -rf .git</code>	Deletes all traces of git from the repository

# git status, git log

`git status` Shows current state of the repository (New, changed, deleted, renamed, untracked files)

`git log` List the commits of the current branch

# git add, git mv, git rm, git reset

- `git add <file> ...` Add files to the staging
- `git add -p ...` Powerfull tool to only add parts of a file
- `git mv` like `mv`, stages automatically
- `git rm` like `rm`, stages automatically
- `git reset <file>` Removes changes/files from the staging area



<code>git diff</code>	Show diff between CWD and staging
<code>git diff --staged</code>	Show diff between staging and last commit
<code>git diff &lt;commit1&gt; &lt;commit2&gt;</code>	Show diff between two commits

# git commit

<code>git commit</code>	Create a new commit from the changes in the stagin area, opens your favourite editor to compose the commmit message
<code>git commit -m "message"</code>	Create a new commit giving the message on the commandline
<code>git commit --amend</code>	Change the last commit (Adds staging to last commit, message editable)

## Never change commits that are already pushed

- Style guide for commits
  - First line is title/summary for the commit and should be < 60 characters
  - Followed by one empty line
  - Longer description of the changes, e.g. using bullet points.
- Commits should be small, logical units
  - `git add -p` very handy
- “Commit early, commit often”

# git pull, git push

`git fetch` Download commits from the remote

`git pull` Download commits and merge current branch with the remote

`git push` Upload commits

# git checkout

- `git checkout <commit>` Load a certain commit from the history into the CWD (check with `git log`)
- `git checkout <file>` Reset `<file>` to the last commit, throwing any changes away

# Working using multiple branches – GitHub Workflow

There are multiple models of working together with git using branches

Simplest and most popular: “GitHub-Workflow”

- Nobody directly commits into the **master** branch
- For each new feature / change / bugfix a new branch is created
- Branches should be rather shortlived
- Merge into master as soon as possible, then delete branch
- Master should always contain a working version

<code>git branch &lt;name&gt;</code>	Create a new branch pointing to the current commit
<code>git checkout &lt;name&gt;</code>	Switch to branch <code>&lt;name&gt;</code>
<code>git checkout -b &lt;name&gt;</code>	Create a new branch and change to it
<code>git merge &lt;other&gt;</code>	Merge the changes of branch <code>&lt;other&gt;</code> into the current branch

# Beware: Merge conflicts

Happens when git can't merge automatically, e.g. two people edited the same line.

1. Open the files with conflicts
2. Find the lines with conflicts and resolve by manually editing them

```
<<<<<< HEAD
foo
|||||| merged common ancestors
bar
=====
baz
>>>>>> Commit-Message
```

3. Commit merged changes:

```
3.1 git add ...
3.2 git commit
```

useful: `git config --global merge.conflictstyle diff3`

# git stash

`git stash`          Reset CWD to last commit but save the changes in the “stash”

`git stash pop`      Get the saved changes back



# .gitignore

Many files or filetypes should not be put under version control

- Compilation results
- Files reproducibly created by scripts
- Config files containing credentials
- ...
  
- `.gitignore` in the base of a repository
- One file or glob pattern per line for files that git should ignore

Example:

```
build/  
*.so  
__pycache__/
```

Github provides a default `.gitignore` for most programming languages:  
[github.com/github/gitignore](https://github.com/github/gitignore)

# Global .gitignore

For some files it makes sense to ignore them globally, for every repository

```
git config --global core.excludesfile $HOME/.gitignore
```

E.g. strange macOS files or editor backup files

```
__MACOSX      # weird mac directory
.DS_STORE     # weird mac metadata file
*.swp        # vim backup files
*~           # nano / gedit backup files
```

# Git Hosting Services

# Git Hosting Providers

- Several Providers and self-hosted server solutions available
- Usually provide much more than just hosting the repositories
  - Issue tracking
  - Code review using pull requests
  - Wiki
  - Project Management, e.g. Canban boards
  - Continuous integration
  - Releases

## GitHub

- Largest Host
- Many Open Source Projects, e.g. Python
- Unlimited private repositories for students and research organisations  
[education.github.com](https://education.github.com)



## GitLab

- open-source community edition
- paid enterprise edition with more features
- unlimited private repositories
- Self hosted or as service at [gitlab.com](https://gitlab.com)



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“Now, everybody sort of gets born with a GitHub account” –

Guido van Rossum commenting on Python's move to GitHub

Git can communicate using two ways with a remote:

**HTTP** Works out of the box, requires entering credentials at every push/pull

**SSH** Using keys, you only need to enter the key password once per session

SSH-Keys:

1. `ssh-keygen -t rsa -b 4096 -C "GitHub Key for <username> at <machine>" -f ~/.ssh/id_rsa.github`
2. Passwort wählen
3. `cat ~/.ssh/id_rsa.github.pub`
4. Add key to profile

# Forking

- Using git and hosting providers, it's easy to contribute to projects you do not have write access to.
- This is arguably the most important reason for git's success.
- Forking means to create a copy of the main repository in your namespace, e.g. `http://github.com/matplotlib/matplotlib` to `http://github.com/maxnoe/matplotlib`
- You can then make changes and create a pull request in the main repository!
- To keep you fork up to date, you should add both your fork and the main repo as remotes.



```
git clone <your fork>
```

Clone your fork

```
git add remote upstream <main repo>
```

Add the main repo

```
git fetch upstream
```

Download changes from the main repo

```
git reset --hard upstream/master
```

Reset the current branch to the master of the main repo to synchronize with the changes

# Integration with Issue Tracking

Start working on fixing a bug, that was documented in issue 42.

```
$ git checkout -b fix_42
```

... do stuff to fix bug ...

```
$ git add src/foo.cxx
```

```
$ git commit -m "Fix segmentation fault when doing stuff, fixes #42"
```

```
$ git push -u origin fix_42
```

If this commit get's merged into master, issue 42 will automatically be closed.

# Continuous Integration

# Continuous Integration

- Automatically run your test suite on new pushes and pull requests
- Let's you see if a PR will break or fix stuff
- Automatically create releases on tagged versions
- Build and upload documentation
- ...

- Travis provides free CI linux servers for public github repositories
- Configured by a `.travis.yml` file in the repo

Simple Python example:

```
language: python
python: # run tests on python 3.5 and 3.6
  - "3.5"
  - "3.6"
install:
  - pip install .
script:
  - pytest -v
```

Much more complex tasks are possible: e.g. deploy to PyPI on tags, build and upload documentation etc.

# Git compared to other VCS

# Git compared to other VCS

- Only widely used alternative is **SVN**.
- Outdated and not maintained anymore e.g. **CVS** (last release 13 years ago)
- Mercurial (**hg**) rarely used alternative (**Python** just moved from **hg** to Git(Hub))

## Git

- + Faster
- + Full history available offline
- + Cheap branching
- + Much better tooling (GitHub/GitLab)
- + Branch/Fork → Pull Request Workflow (Outside Contribution, Code Review)
- Harder to learn

## SVN

- + Simpler
- Slower
- Accessing the history needs server connections
- Branching/Merging is expensive and not well supported



# Acknowledgement

- H2020-Astronomy ESFRI and Research Infrastructure Cluster (Grant Agreement number: 653477).